

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)

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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. Below you will find the rules & differences for creating your own campaign or adventure in the world of monster hunter.

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.

ARMOR

All armor has a rarity from common to legendary, but a legendary breastplate has the same AC as a common breastplate. Instead of AC increasing as the armor's rarity goes up, it instead gains additional slots that the hunter may put materials into. More information can be found in the weapons and armor section of this guide.

WEAPONS

There are 15 types of weapons in the Monster Hunter universe, the Sword and Shield, Dual Blades, Great Sword, Long Sword, Hammer, Hunting Horn, Lance, Gunlance, Switch Axe, Charge Blade, Insect Glaive, Bow, Light Bowgun, Heavy Bowgun, and the Magus Staff. These are the only weapons available to the players and other npcs. Normal 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 the weapons each weapon does in the weapon section of this guide.

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 creatures 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

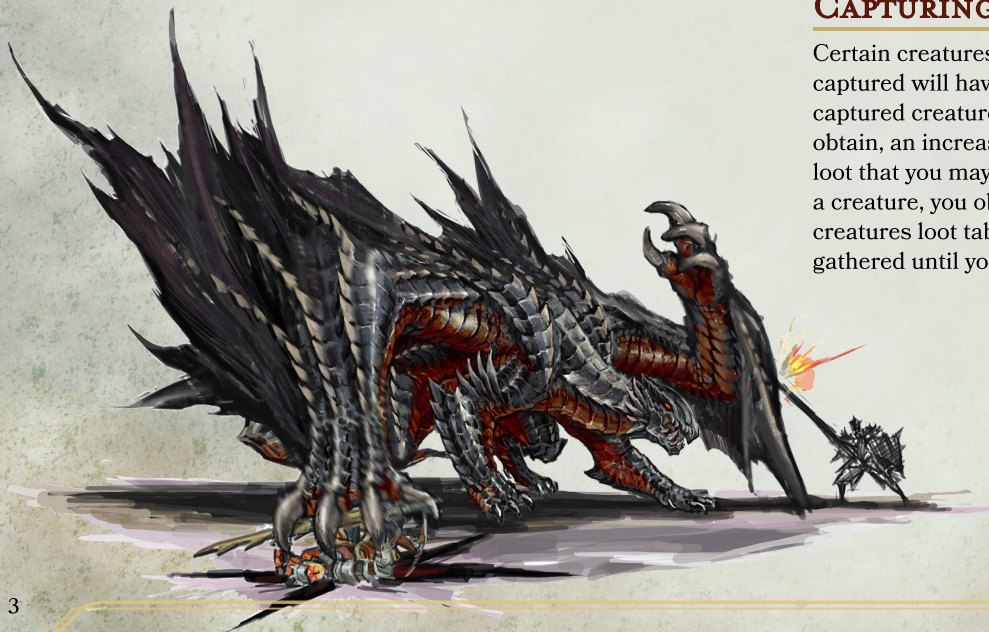
Variant Carve Rule: Rewarding the natural 20

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.



THE HUNTER'S GUILD

The Hunter's Guild is the central governing body within the Monster Hunter universe. Its primary purposes are to regulate all hunting activities and manage the monster population.

POLICY

The Hunter's Guild and hunters don't exist to annihilate all monsters, they exist to harmonize humans with nature by hunting said beasts. In order to enforce and balance this policy, the Hunter's Guild uses hunters, making them a major part of the corporation.

LOCATION

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 comprised of 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. The main districts of the Hunter's Guild are the Minegrade, Dundorma, Loc Lac, Tanzia, Val Habar, and Mezeporta districts. 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 are 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. For example, Pokke Village belongs to the Dundorma district and Yukumo Village belongs to the Loc Lac district. Each district manages certain hunting grounds, though some districts share certain hunting grounds.

MAIN GOALS

The primary goal of the Hunter's Guild is to prevent further damage to the monster populations. This is so they can prevent other monsters species from going extinct like some ancient species. Due to this, the Hunter's Guild keeps tabs on the monster populations in areas and prevent hunters from taking the same quest more than once, unless it is necessary to do so. However, if a monster threatens lives, towns, cities, etc. than hunters are allowed to hunt it to prevent destruction, even if the monster is rare, as long as the monster is at least repelled or slain.

The Hunter's Guild is also well-known for preventing poaching. Poaching is illegal to the Hunter's Guild. ***Poaching can lead to a multitude of punishments, but most commonly death at the hand of a Guild Knight.***

SERVICES AND RESPONSIBILITIES

The Hunter's Guild unifies and regulates the 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. On certain occasions, for example, an Elder Dragon attack or a sighting of a rare or previously undiscovered monster, the Hunter's Guild itself will issue a hunting request to a specific range of hunters. The guild keeps a comprehensive list of all known monster species and variations, and will supply hunters with this information on a regional basis.

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 is prone to building coliseums and arenas in which controlled hunter vs. monster battles take place. These arenas are meant both for training purposes and the entertainment of the public.

STORAGE

The Hunter's Guild provides storage rooms for the hunters. This storage is used to store items and materials that hunters have collected, while a hunter's equipment is stored in the weapon shop to be cleaned and taken care of by workers

REGISTRATION

In order to undertake guild-sponsored quests, one must first register themselves as an official Monster Hunter under the Hunter's Guild. Following this, hunters are given a specific measure of personal skill or "Hunter Rank" (often shortened to HR) through which 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.

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, what Quests they've done, 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.

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**.

AWARENESS

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. For example, the Mezeporta district wasn't aware of the existence of the Exotic Species, such as Deviljho, until very recently, while Loc Lac district was very much aware of these monsters.

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 Scriveners. Only on some rare occasions, the monster is tamed and becomes a person's pet.

EMPLOYEES

The Hunter's Guild has a number of different of employees. There are the Guild Masters, Guild Managers, Guild Knights, and Guild Receptionists.



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 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 take a long rest in town, go on a quest, or go exploring you choose the weapon, armor, and two trinkets you are bringing with you. You are attuned to these items and gain their magical benefits until you choose to replace your armor, weapon, or trinkets with another one when take a long rest in town, go on a quest, or go exploring.

EQUIPMENT

In Monster Hunter, you will have multiple sets of armor and weapons in addition to a trinket, a pack, and belt to hold anything else you think you might need.

When you go off on a hunt, the guild provides you with a set of Felynes that carry a cart to haul back a captured beast or the materials you carved from it.

WEAPONS

RARITY

There are 5 rarity 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 weapons with magical effects. Additionally as the weapons 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

- A weapon can only have one extra damage or condition inflicting material.
- A weapon can only have one effect that uses runes.
- A weapon can only have one bonus to spell DC and spell attack rolls
- A material can only be replaced with another material. Once replaced the previous material is destroyed.

WHAT WEAPONS CAN I USE?

There are 15 types of weapons in the Monster Hunter universe, the Sword and Shield, Dual Blades, Great Sword, Long Sword, Hammer, Hunting Horn, Lance, Gunlance, Switch Axe, Charge Blade, Insect Glaive, Bow, Light Bowgun, Heavy Bowgun, and the Magus Staff. These are the only weapons available to the players and other npcs. Normal 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 the weapons each weapon does in the weapon section of this guide (**Appendix A**).

Spellcasters are a big part of D&D, but not so much with monster hunter. The weapons alone provide no real benefit to a spell caster as much as they do to a class that uses weapons more often. With that in mind, the creature you hunt can and will have materials that will benefit spellcasters in addition to some of the range weapons providing some additional utility so that spellcasters do not feel left out.

WEAPON PROFICIENCIES

Below you will find the 15 weapons allowed in the world of Monster Hunter 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.

GREAT SWORD

Martial Melee Weapon

Compatible Proficiency Greatsword

SWORD & SHIELD

Martial or Simple Melee Weapon

Compatible Proficiency Shield; Shortsword, Longsword, Scimitar, Light Hammer, Mace

DUAL BLADES

Martial Melee Weapon

Compatible Proficiency Longsword, Scimitar, Shortsword

HAMMER

Martial Melee Weapon

Compatible Proficiency Warhammer, Maul

LONGSWORD

Martial Melee Weapon

Compatible Proficiency Greatsword, Longsword

HUNTING HORN

Martial Melee Weapon

Compatible Proficiency Musical Instrument, Maul, Warhammer

LANCE

Martial Melee Weapon

Compatible Proficiency Lance, Halberd

GUNLANCE

Martial Melee Weapon

Compatible Proficiency Lance, Halberd

SWITCHAXE

Martial Melee Weapon

Compatible Proficiency Greataxe, Greatsword

CHARGE BLADE

Martial Melee Weapon

Compatible Proficiency Shield, Greataxe, Shortsword, Longsword, Scimitar

INSECT GLAIVE

Martial or Simple Melee Weapon

Compatible Proficiency Halberd, Glaive, Trident, Javelin, Spear

BOW

Martial or Simple Range Weapon

Compatible Proficiency Shortbow, Longbow

LIGHT BOWGUN

Simple Range Weapon

Compatible Proficiency Light Crossbow

HEAVY BOWGUN

Martial Range Weapon

Compatible Proficiency Heavy Crossbow

MAGUS STAFF

Simple Melee Weapon

Compatible Proficiency Quarterstaff

UPGRADING YOUR WEAPON

When you want upgrade your weapon consult the table below. Once you have the correct number of materials, a smithy will upgrade your weapon for the cost listed. It takes one week to complete the process.

Rarity	Material*	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 or Wyvern Stone	20	16,000 gp

*Some creature material will state that it is a "rarity" **weapon crafting material**, these can be used in place of the material listed in the table above.

**A weapon that uses a shield doubles its cost to upgrade.

ARMOR

RARITY

There are 5 rarity of armor in Monster Hunter. Common, uncommon, rare, very rare, and legendary. Each rarity has a number of slots the hunter can use monster material to enhance their armor with magical effects. *When armor increases in rarity it does not gain any additional AC.*

RARITY SLOTS

Common (1 Slot)

Uncommon (2 Slots)

Rare (3 Slots)

Very Rare (4 Slots)

Legendary (5 Slots)

RULES

- Your armor can only have one damage reduction, resistance, or immunity to an element
- Your armor can only have one advantage or immunity vs a condition such as poisoned, frightened, or prone.
- You armor can only have one material that grants a bonus to AC.
- Your armor can only have one effect that uses runes.
- A material can only be replaced with another material. Once replaced the previous material is destroyed.

WHAT ARMOR CAN I USE?

You have access to all nonmagical armor in the Player's Handbook (p.145). A PC at level 1 starts with the armor in their starting equipment of their class.

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 upgrade your armor consult the table below. Once you have the correct number of materials, a smithy will upgrade your armor for the cost listed. It takes one week to complete the process.

Rarity	Material*	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 material will state that it is a "rarity" **armor crafting material**, these can be used in place of the material listed in the table above.

ALL WEAPONS CAN BE FOUND IN APPENDIX A.

TRINKETS

Trinkets in Monster Hunter are not just for show. They have 1 material slot that you can place a weapon or armor magical effect 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.

LETS 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.61 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 creatures 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 11 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 creatures 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.

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	Monsterbone+	(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

Monsterbone+

Rare weapon crafting material.

Disclaimer This

He then places the Bird Wyvern Gem material into his trinket, because it can hold either 1 armor or weapon material in it. This way he can always have the Bird Wyvern Gems effect on long trips where he knows rations might become an issue. He can also then replace the Jaggi 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 Jaggi is a low 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.

NEW ITEMS

The vendors within the world of monster hunter provide additional items available for purchase.

RESTORATION & ENHANCEMENT

Item	Cost	Weight
Dash Juice	75 gp	1/2 lb.
Mega Dash Juice	375 gp	1/2 lb.
Demondrug	1500 gp	1/2 lb.
Mega Demondrug	4000 gp	1/2 lb.
Might Pill	1500 gp	---
Armorskin	375 gp	1/2 lb.
Mega Armorskin	750 gp	1/2 lb.
Adamant Pill	200 gp	---
Cool Drink	90 gp	1/2 lb.
Hot Drink	90 gp	1/2 lb.
Immunizer	180 gp	1/2 lb.
Cleanser	300 gp	1/2 lb.
Deodorant	200 gp	1/2 lb.
Psycho serum	500 gp	1/2 lb.
Herbal Medicine	75 gp	1/2 lb.
Energy Drink	400 gp	1/2 lb.
Lifepowder	300 gp	1 lb.
Dust of Life	1000 gp	1 lb.
Disposable Earplugs	10 gp	---

TOOLS

Item	Cost	Weight
Bomb Casing	10 gp	0 lb.
Carving Knife	50 gp	1 lb.
Paintball	20 gp	1/2 lb.
Flash Bomb	100 gp	1/2 lb.
Sonic Bomb	100 gp	1/2 lb.
Dung Bomb	100 gp	1/2 lb.
Tranq Bomb	50 gp	1/2 lb.
Shock Trap	1000 gp	10 lb.
Bug Net	2 gp	1 lb.
BBQ Spit	1 gp	4 lb.
Antidote Horn	300 gp	2 lb.
Field Horn	400 gp	2 lb.
Health Horn	500 gp	2 lb.

DASH JUICE

Potion, uncommon

Your speed increases by 10 feet for 1 hour.

MEGA DASH JUICE

Potion, very rare

Your speed increases by 20 feet for 1 hour.

DEMONDRUG

Potion, rare

When you drink this potion, your Strength score increases by +2 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 drink this potion, your Strength score increases by +4 for 1 minute. Once the effect wears off you gain one level of exhaustion.

ARMORSKIN

Potion, rare

Your AC becomes 13 + your Dexterity modifier for the next 8 hours.

MEGA ARMORSKIN

Potion, very rare

Your AC becomes 15 + your Dexterity modifier for the next 8 hours.

ADAMANT PILL

Potion, uncommon

You gain +2 AC for the next 10 minutes.

COOL DRINK

Potion, common

For the next 24 hours, You suffer no harm from temperatures as warm as 120 degrees Fahrenheit.

HOT DRINK

Potion, common

For the next 24 hours, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

IMMUNIZER

Potion, uncommon

When you drink this vial of liquid, you gain advantage on saving throws against diseases for 1 hour.

CLEANSER

Potion, uncommon

Immediately removes any ice, mud, or webbing on your body.

DEODORANT

Potion, uncommon

Creatures have disadvantage on Wisdom (Perception) checks against you that rely on smell.

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.

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.

ENERGY DRINK

Potion, rare

You gain the benefits of the *haste* spell for 1 minute or until your Concentration ends (as if concentrating on a spell).

LIFEPOWDER

Wondrous item, rare

When used, you and the 7 closest creatures within 10 feet of you heal for 1d4+2 hit points.

DUST OF LIFE

Wondrous item, very rare

When used, you and the 7 closest creatures within 10 feet of you heal for 1d6+2 hit points.

DISPOSABLE EARPLUGS

Wondrous item, uncommon

You become deafened while these earplugs are in use. Once removed, the earplugs dissolve.

TOOLS

BUG NET

Item, common

Used for bug catching

BBQ SPIT

Item, common

Used for cooking raw meat

BOMB CASING

Wondrous item, uncommon

Used with different materials to create dung bombs, flash bombs, sonic bombs, or tranq bombs.

CARVING KNIFE

Wonderous Item, common

While using the carving knife, if you are not already proficient in Survival checks, you may add your proficiency bonus to carve checks.

DUNG BOMB

Wondrous item, uncommon

As an action, you can throw this bomb up to 40 feet, releasing a horrid stench on impact. Make a ranged attack against a creature or object, treating the flash bomb as an improvised weapon. On a hit, the creature has disadvantage on Wisdom (Perception) checks that rely on smell for 1 hour.

FLASH BOMB

Wondrous item, uncommon

As an action, you can throw this bomb up to 40 feet, creating a blinding flash of light on impact. Make a ranged attack against a creature or object, treating the flash bomb as an improvised weapon. On a hit, the creature is blinded for 1 minute. A creature can end this effect early by succeeding on a DC 13 Constitution saving throw at the end of their turn.

PAINTBALL

Wondrous item, common

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 Perception and Survival checks to find it.

SONIC BOMB

Wondrous item, uncommon

As an action, you can throw this bomb up to 40 feet, creating an ear piercing sound on impact. Make a ranged Attack against a creature or object, treating the sonic bomb as an Improvised Weapon. On a hit, the creature is deafened for 1 minute. A creature can end this effect early by succeeding on a DC 13 constitution saving throw at the end of their turn.

TRANQ BOMB

Wondrous item, common

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 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.

SHOCK TRAP

Wondrous item, rare

You place down a trap that covers 10-foot square area on the ground. The first time a creature or large object enters the traps area the trap activates sending an electric current through the creature or object. A creature that enters the traps area must make a DC 14 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. A creature can repeat its Constitution saving throw at the end of its turns, ending the paralysis on a success.

ANTIDOTE HORN

Trinket, rare

The horn has 3 Charges. While holding it, you can use an action to expend a charge to give one creature, within 60 feet of you, advantage on saving throws against poison 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.

This item replaces the hunters trinket.

FIELD HORN

Trinket, rare

When you play this horn, each large or bigger creature in the area 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.

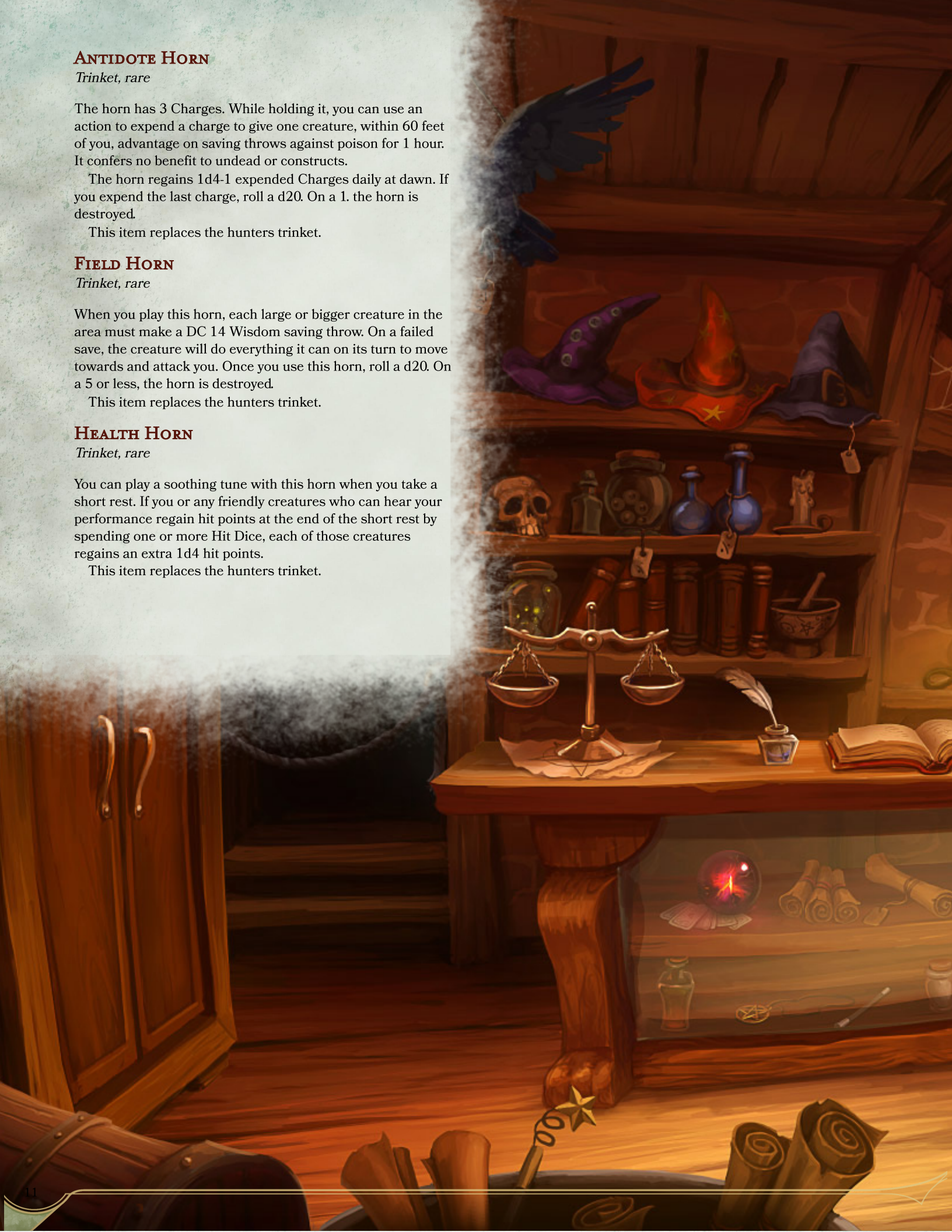
This item replaces the hunters trinket.

HEALTH HORN

Trinket, rare

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.

This item replaces the hunters trinket.



LOCATIONS

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, how easy it is to track a monster that is not being stealthy, 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 a 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.

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 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* (10sp) 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.

If the character succeeds on the check, they roll a d4 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.

Full size here [Monster Hunter World Map 2000x1387](#)



THE VERDANT HILLS

The Verdant Hills consists of deep forests and high hills, 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 and their leader, Velocidrome. While this region 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, Gypceros, Yian Garuga, and even the Elder Dragons like Chameleos are known to inhabit this location as well.

VERDANT HILLS

Low Rank (Player Level 1-4)

Biome Forest and Hills

Navigation DC	Encounter DC	Investigation DC	Total Resources
10	19	10	4

Resources DC Fish 10, Insect 12, Mineral 14, Plants 10

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 this area for the first time on a hunt, roll a d20. On a 1, a rathian has built a nest in the area. On a 20, a rathalos is hunting from the sky.

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 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.

Resources

On a successful Resources check, roll on the table below.

d4	Fish	Insect	Mining	Plants
1	Sushifish	Bitterbug	Stone	Herb
2	Burst Arrowana	Carpenterbug	Earth Crystal	Ivy
3	Pin Tuna	Carpenterbug	Armor Sphere	Sleep Herb
4	Goldenfish	Flashbug	Machalite Ore	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 HIGHER RANKS

As the players reach higher levels, the types of resources and how difficult they are to obtain changes. Additionally what they may encounter and what common monsters that can be found in the area may change.

Player level 5-10

Resources DC Fish 10, Insect 15, Mineral 16, Plants 17

Common Small Monsters Aptonothe, Bullfango, Felyne, Great Thunderbug, Kelbi, Melynx, Mosswine, Shakalaka, Velociprey, Vespoid

Common Large Monsters Gypceros, Rathalos, Rathian, Yian Garuga, Yian Kut-Ku

Resources

d4	Fish	Insect	Mining	Plants
1	Sushifish	Bitterbug	Earth Crystal	Herb
2	Burst Arrowana	Flashbug	Armor Sphere	Ivy
3	Pin Tuna	Royal Rhino	Machalite Ore	Sleep Herb
4	Small Goldenfish	Killer Beetle	Hard Armor Sphere	Antidote Herb

Encounters

d10 Encounters

1 2d4 **velociprey** or 2d6 **vespoid**

2 1d6 **Melynx** 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**

Player level 11-16

Resources DC Fish 10, Insect 16, Mineral 20, Plants 15

Common Small Monsters Aptonothe, 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

d4	Fish	Insect	Mining	Plants
1	Sushifish	Flashbug	Hard Armor Sphere	Herb
2	Burst Arrowana	Killer Beetle	Dragonite Ore	Honey
3	Small Goldenfish	Godbug	Heavy Armor Sphere	Restshroom
4	Ancient Fish	Thunderbug	Royal Armor Sphere	Bindshroom

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

Resources DC Fish 15, Insects 20, Minerals 25, Plants 15

Common Small Monsters Aptonoth, Bullfango, Felyne, Melynx, Hornetaur, Kelbi, Mosswine, Velociprey, Vespoid

Common Large Monsters Astalos, Chameleos, Deviljho, Gypceros, King Shakalaka, Rathalos, Velocidrome, Yian Garuga, Yian Kut-Ku

Resources

d4	Fish	Insect	Mining	Plants
1	Gastronome Tuna	Flashbug	Dragonite Ore	Herb
2	Burst Arrowana	Great Ladybug	Royal Armor Sphere	Honey
3	Speartuna	Thunderbug	Carbalite Ore	Chaos Mushroom
4	Ancient Fish	King Scarab	Carbalite Ore	Heftcorn

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 **Valphalk**)

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**



THE WETLANDS

The Wetlands is a large swamp with numerous caves and a very wet landscape. Dense fog can make visibility low in some areas. In other areas, the ground is too mushy to lay down pitfall traps. The numerous caves, while freezing, hold large clusters of beautiful crystals. The Wetlands is teeming with insect nodes, as well as numerous plant and mushroom gathering spots. In most areas of this environment a blue tinge is visible in the sky and fog.

WETLANDS

Low Rank (Player Level 1-4)

Biome Old Swamp

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	12	6

Resources DC Insect 10, Mineral 12, Plants 14

Common Small Monsters Bullfango, Ceanataur, Velociprey, Giaprey, Genprey, Ioprey, Melynx, Kelbi, Vespoid, Hornetaur, Aptonth, 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 successful obtains minerals from mining, they can roll on the resources table again. The second mineral does not count against the hunts total resources.

Resources

On a successful Resources check, roll on the table below.

d4	Insect	Mining	Plants
1	Insect Husk	Stone	Herb
2	Hercudrome	Earth Crystal	Blue Mushroom
3	Godbug	Machalite Ore	Toadstool
4	Flashbug	Hard Armor Sphere	Nitroshroom

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 melynx 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 AT HIGHER RANKS

As the players reach higher levels, the types of resources and how difficult they are to obtain changes. Additionally what they may encounter and what common monsters that can be found in the area may change.

Player level 5-10

Resources DC Insect 16, Mineral 18, Plants 19

Common Small Monsters Bullfango, Ceanataur, Conga, Velociprey, Giaprey, Genprey, Ioprey, Melynx, Kelbi, Vespoid, Hornetaur, Aptonth, Mosswine

Common Large Monsters Gendrome, Gypceros, Basarios, Gravios, Rathalos, Rathian, Khezu, Kirin, Nargacuga, Shogun Ceanataur

Resources

d4	Insect	Mining	Plants
1	Flashbug	Earth Crystal	Blue Mushroom
2	Hercudrome	Earth Crystal	Nitroshroom
3	Emperor Cricket	Machalite Ore	Toadstool
4	Killer Beetle	Hard Armor Sphere	Parashroom

Encounters

d10 Encounters

- 1 1d10 **ioprey** with 1d8+1 **hometaur**
- 2 2d8 **giaprey**
- 3 Tainted water that exposes creatures that move through it to sight rot (see "Diseases" in chapter 8 of the Dungeon Master's Guide)
- 4 1d4+1 **iodrome** with 1d4 **gendrome**
- 5 1d4+1 **bulldrome**
- 6 1 **bulldrome** with 1d3 **rhenoplos** and 1d8+2 **conga**
- 7 2d4 **rhenoplos**
- 8 1 **anjanath**
- 9 1d4 **yian kut-ku** with 1d6+2 **giadrome**
- 10 1 **odogaron** with 1 **rathian** and 1 **gypceros**

Player level 11-20

Resources DC Insect 20, Mineral 23, Plants 25

Common Small Monsters Bullfango, Ceanataur, Conga, Velociprey, Giaprey, Genprey, Ioprey, Melynx, Kelbi, Vespoid, Hornetaur, Aptonth, Mosswine

Common Large Monsters Gendrome, Gypceros, Basarios, Gravios, Rathalos, Rathian, Khezu, Kirin, Nargacuga, Shogun Ceanataur

Resources

d4	Insect	Mining	Plants
1	Flashbug	Dragonite Ore	Nitroshroom
2	Emperor Cricket	Heavy Armor Sphere	Blue Mushroom
3	Thunderbug	Carbalite Ore	Toadstool
4	King Scarab	Royal Armor Sphere	Chaos Mushroom

Encounters

d10 Encounters

- 1 1d4 **pukei-pukei**
- 2 1d6+1 **yian kut-ku**
- 3 A large, spreading tree where 2d6 hunters lie dead under it
- 4 1 **rathalos** with 1 **rathian**
- 5 2 **khezu**
- 6 1 **glavenus**
- 7 A group of seven people (commoners) wearing shakalaka masks and ambling through the hills
- 8 1 **nargacuga** with 1 **kirin**
- 9 1 **deviljho**
- 10 1 **nergigante**



THE DUNES

The Dunes are an unforgiving habitat, much of the area consists of either high, rocky canyons or low, sandy deserts, it has sparse plant life along with limited mining and fishing spots. The extreme heat in some areas necessitates the use of a Cool Drink, but there are also cooler sandy areas, as well as a colder caves.

THE DUNES

Low Rank (Player Level 1-4)

Biome Old Desert

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	14	5

Resources DC Insect 14, Mineral 14, Plants 14

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Vespoid

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 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 failure need to be consecutive, just to total three.

Resources

On a successful Resources check, roll on the table below.

d4	Insect	Mining	Plants
1	Insect Husk	Stone	Herb
2	Insect Husk	Earth Crystal	Sap Plant
3	Insect Husk	Hard Armor Sphere	Felvine
4	Flashbug	Machalite Ore	Cactus Flower

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

Resources DC Insect 16, Mineral 16, Plants 16

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespond

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth

Resources

d4	Insect	Mining	Plants
1	Insect Husk	Hard Armor Sphere	Fire Herb
2	Insect Husk	Hard Armor Sphere	Sap Plant
3	Flashbug	Machalite Ore	Paintberry
4	Flashbug	Machalite Ore	Cactus Flower

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 jyaratodus
10	1 plesioth

Player level 11-16

Resources DC Insect 18, Mineral 18, Plants 18

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespond

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth, Monoblos, Diablos

Resources

d4	Insect	Mining	Plants
1	Insect Husk	Machalite Ore	Sunset Herb
2	Thunderbug	Machalite Ore	Paintberry
3	King Scarab	Dragonite Ore	Cactus Flower
4	Rare Scarab	Dragonite Ore	Power 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

Resources DC Insect 20, Mineral 20, Plants 20

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespoid

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth, Monoblos, Diablos

Resources

d4	Insect	Mining	Plants
1	Flashbug	Heavy Armor Sphere	Sunset Herb
2	Thunderbug	Dragonite Ore	Paintberry
3	King Scarab	Royal Armor Sphere	Tropical Berry
4	Rare Scarab	Carbalite Ore	Power Seed

Encounters

d10 Encounters

- 1d2 **cephadrome** with 2d10+6 **cephalos** and 4d6+6 **grimalkyne**
- 1d6+2 **tzitzi-ya-ku**
- 1d6+1 **barroth**
- 2d4 **uragaan**
- 1 **rajang**
- 1d4 **nargacuga**
- 1d3 **juratodus**
- 1 **bazelgeuse**
- 1 **tigrex**
- 1d4 **glavenus**



THE SNOWY MOUNTAINS

The Snowy Mountains is situated in and around an expansive mountain range located near Pokke Village. This region features temperate lowlands, a clear freshwater lake, frozen caves, and snowbound peaks. It is inhabited by many monsters adapted for low-temperature life, such as Blangonga, Khezu, and Giadrome.

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	5

Resources DC Fish 18, Insects 17, Minerals 12, Plants 14

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Kelbi, Popo, Velociprey, Vespoid

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 eggs have hatched and the mountain is swarmed by Khezu Whelps (Giggi's but deal 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.

Resources

On a successful Resources check, roll on the table below.

d4	Fish	Insect	Mining	Plants
1	Sushifish	Insect Husks	Stone	Herb
2	Burst Arrowana	Carpenterbug	Armor Sphere	Snow Herb
3	Rumble Fish	Carpenterbug	Earth Crystal	Sap Plant
4	Small Goldenfish	Bitterbug	Hard Armor Sphere	Paintberry

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

- 1d4+3 **kelbi**
- 2d6 **anteka**
- 2d8 **aptonoth**
- Single-file tracks in the snow that stop abruptly
- 1d6+1 **giaprey**
- 1 **bulldrome**
- 1 **druid** that is tracking a **lagombi**
- 1d6 **blango**
- 1 **zamtrios**
- 1 **tzitzu-ya-ku**

Player level 5-10

Resources DC Fish 20, Insects 19, Minerals 14, Plants 16

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Kelbi, Popo, Velociprey, Vespoid

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu

Resources

d4	Fish	Insect	Mining	Plants
1	Sushifish	Carpenterbug	Armor Sphere	Sleep Herb
2	Burst Arrowana	Bitterbug	Armor Sphere	Snow Herb
3	Small Goldenfish	Godbug	Machalite Ore	Paintberry
4	Small Goldenfish	Flashbug	Machalite Ore	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**

Player level 11-16

Resources DC Fish 22, Insect 21, Mineral 16, Plants 18

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Great Thunderbug, Kelbi, Popo, Velociprey, Vespoid

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu, Kushala Daora, Rajang, Zinogre, Tigrex

Resources

d4	Fish	Insect	Mining	Plants
1	Sushifish	Flashbug	Machalite Ore	Parashroom
2	Burst Arrowana	Bitterbug	Heavy Armor Sphere	Paintberry
3	Small Goldenfish	Godbug	Heavy Armor Sphere	Adamant Seed
4	Ancient Fish	Godbug	Carbalite Ore	Adamant Seed

Encounters

d10 Encounters

- 1d4+1 **zamtrios**
- 1d3 **tzitzi-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

Resources DC Fish 24, Insect 23, Mineral 18, Plants 20

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Great Thunderbug, Kelbi, Popo, Velociprey, Vespoid

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu, Kushala Daora, Rajang, Zinogre, Tigrex

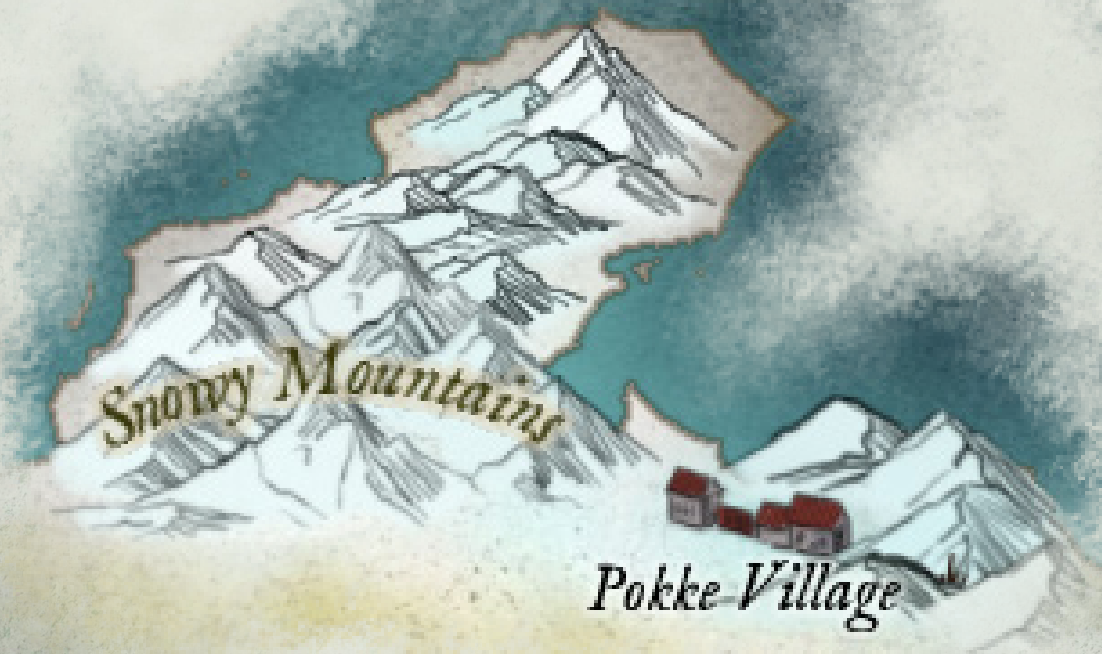
Resources

d4	Fish	Insect	Mining	Plants
1	Sushifish	Flashbug	Dragonite Ore	Snow Herb
2	Small Goldenfish	Bitterbug	Carbalite Ore	Snow Herb
3	Gastronome Tuna	Godbug	Carbalite Ore	Paintberry
4	Ancient Fish	Royal Rhino	Royal Armor Sphere	Adamant Seed

Encounters

d10 Encounters

- | | |
|----|----------------------------------|
| 1 | 2 barioth with 2 arzuos |
| 2 | 1 tigrex |
| 3 | 1 ukanlos |
| 4 | 1d3 blangonga |
| 5 | 1d4 nargacuga |
| 6 | 1d4 kirin |
| 7 | 1d4 mizutsune |
| 8 | 1d8 blangonga with 2d4 bulldrome |
| 9 | 1d8 khezu |
| 10 | 1 behemoth |



THE VOLCANO

The Volcano consists of an active volcano and the surrounding area, it is also called the **Volcanic Belt**. Hunters start out at the base of the mountain, and may journey through the molten center. After emerging from the caves, 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.

Due to the little vegetation to be found, the Volcano is home to only the heartiest of creatures, including the Basarios, Gravios, 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.

VOLCANO

Low Rank (Player Level 1-4)

Biome Its a volcano. expect dry, craggy, rocky areas; lava pools and streams

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	16	4

Resources DC Insects 17, Minerals 13, Plants 16

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoid

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 increase 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.

Resources

On a successful Resources check, roll on the table below.

d4	Insect	Mining	Plants
1	Insect Husks	Stone	Sap Plant
2	Insect Husk	Armor Sphere	Hot Pepper
3	Insect Husk	Earth Crystal	Fire Herb
4	Hercudrome	Machalite Ore	Power 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 HIGHER RANKS

As the players reach higher levels, the types of resources and how difficult they are to obtain changes. Additionally what they may encounter and what common monsters that can be found in the area may change.

Player level 5-10

Resources DC Insects 19, Minerals 15, Plants 18

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.

d4	Insect	Mining	Plants
1	Insect Husks	Armor Sphere	Sap Plant
2	Insect Husk	Earth Crystal	Hot Pepper
3	Hercudrome	Hard Armor Sphere	Fire Herb
4	Godbug	Machalite Ore	Power Seed

Encounters

d10 Encounters

- 1d8+1 **uroktor**
- 1d8+1 **gastodon**
- 1d8 fissures venting steam that partially obscures a 20-foot cube above each fissure
- 1d12 **melynx**
- 1 **iodrome** with 3 **vespoid**
- 1d10 **bulldrome**
- 1d4 **tetsucabra**
- 1 **basarios**
- 1 **rathalos**
- 1 **lavasioth**

Player level 11-16

Resources DC Insects 21, Minerals 17, Plants 20

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoid

Common Large Monsters Agnaktor, Basarios, Iodrome, Uragaan, Volvidon

Resources

On a successful Resources check, roll on the table below.

d4	Insect	Mining	Plants
1	Insect Husks	Machalite Ore	Sap Plant
2	Hercudrome	Heavy Armor Sphere	Hot Pepper
3	Godbug	Dragonite Ore	Fire Herb
4	Great Hornfly	Dragonite Ore	Power Seed

Encounters

d10 Encounters

- 2d6 **yan kut-ku**
- 1d6 **tetsucabra**
- 1d4 **uragaan**
- 1d6+2 **volvidon**
- 1d4 **anjanath**
- 2 **dodogama** playing catch with a molten rock a few hundred feet away
- 1 **gravios**
- 1d3 **odogaron**
- 1 **bazelgeuse**
- 1 **nergigante**

Player level 17-20

Resources DC Insects 23, Minerals 19, Plants 22

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoid

Common Large Monsters Agnaktor, Basarios, Iodrome, Uraaan, Volvidon

Resources

On a successful Resources check, roll on the table below.

d4	Insect	Mining	Plants
1	Hercudrome	Dragonite Ore	Sap Plant
2	Godbug	Heavy Armor Sphere	Hot Pepper
3	Great Hornfly	Carbalite Ore	Fire Herb
4	Rare Scarab	Royal Armor Sphere	Power Seed

Encounters

d10 Encounters

1 1d8+1 **agnaktor**

2 1 **valphalk**

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**



SHOPS AND CITIES

There are many important cities, npcs, and shops within the world of monster hunter. Below you will find some of these cities, npcs, and shops and what they bring to the game.

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
Dash Juice	75 gp	1/2 lb.
Mega Dash Juice	375 gp	1/2 lb.
Demondrug	1500 gp	1/2 lb.
Mega Demondrug	4000 gp	1/2 lb.
Might Pill	1500 gp	---
Armorskin	375 gp	1/2 lb.
Mega Armorskin	750 gp	1/2 lb.
Adamant Pill	375 gp	---
Cool Drink	90 gp	1/2 lb.
Hot Drink	90 gp	1/2 lb.
Immunizer	180 gp	1/2 lb.
Cleanser	300 gp	1/2 lb.
Deodorant	200 gp	1/2 lb.
Psychoserum	500 gp	1/2 lb.
Herbal Medicine	75 gp	1/2 lb.
Energy Drink	400 gp	1/2 lb.
Lifepowder	300 gp	1 lb.
Dust of Life	1000 gp	1 lb.
Disposable Earplugs	10 gp	---
Bomb Casing	10 gp	0 lb.
Paintball	20 gp	1/2 lb.
Flash Bomb	100 gp	1/2 lb.
Sonic Bomb	100 gp	1/2 lb.
Dung Bomb	100 gp	1/2 lb.
Tranq Bomb	50 gp	1/2 lb.
Shock Trap	1000 gp	10 lb.
Bug Net	2 gp	1 lb.
BBQ Spit	1 gp	4 lb.

Item	Cost	Weight
Antidote Horn	300 gp	2 lb.
Field Horn	400 gp	2 lb.
Health Horn	500 gp	2 lb.

THE GENERAL STORE

The general store has all your basic lifestyle and hunter needs. Here you will find a variety of items, tool, 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.
Antitoxin (vial)	50 gp	---
Backpack	2 gp	5 lb.
Bedroll	1 gp	7 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Bug net	1 sp	1 lb.
Candle	1 cp	---
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.
Fishing tackle	1 gp	4 lb.
Grappling hook	2 gp	4 lb.
Healer's kit	5 gp	3 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.
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)

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 material 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
Charge Blade	30 gp	Varies see Appendix A.	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
Magus Staff	20 gp	1d6 bludgeoning	--- 4 lb.	versatile (1d8)
Switch Axe	30 gp	Varies see Appendix A.	--- 7 lb.	heavy, two-handed
Sword & Shield	20 gp	1d6 slashing	+2 8 lb.	finesse, light
Bow	24 gp	1d6 piercing	--- 2 lb.	ammunition (range 80/320), two-handed
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 by 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
<i>Heavy Bowgun</i>		
Normal Ammo. (20)	1 gp	1.5 lb.
Pierce lvl 1. (20)	2 gp	1.5 lb.
Tranq Ammo. (20)	1 gp	1.5 lb.
<i>Light Bowgun</i>		
Normal Ammo. (20)	1 gp	1.5 lb.
Spread lvl 1. (20)	3 gp	1.5 lb.
Tranq Ammo. (20)	1 gp	1.5 lb.
<i>Bow</i>		
Arrows (20)	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.
Whetstone	1 cp	1 lb.

TOOLS

Item	Cost	Weight
Carpenter's tools	8 gp	6 lb.
Mason's tools	10 gp	8 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.

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 be 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 creature, the lowest material on the table should be at half price.*

EXAMPLE TRAVELING MERCHANT

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.

CITIES, TOWNS, AND VILLAGES

Below you will find information on Kokoto Village and Notable NPCs living within the village.

The Village stat block will give you a simple description of the village, it will tell you what type of races are most common in the village, what locations you would see within the village, and finally possible random events that may occur while the characters are in town.

Below you will find notable npc's, a brief history, their personality and appearance, and some events that may occur when the hunter complete a task, or possibly a motivation to send hunter's out on specific hunts.

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 a 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.

RESEARCH FLEET

Not every item, material, ore, insects, fish or plant within the realm of the monster hunter world has a purpose just yet. That does not mean that they are not of value. Researchers are in constant need of these materials to find new ways to improve the guilds ability to hunt and survive. Due to the demand for these items, The research fleet will provide compensation depending on its rarity.

Rarity	Value Range
common	1-10 gp
uncommon	20-40 gp
rare	100-250 gp
very rare	500-900 gp
legendary	1300-2000 gp

**The research fleet does not buy materials.*

Below you will find a list of items a character can obtain from gather resources while on a hunt. All of these can be sold to the research fleet or used if they have a use.

FISH

After a successful investigation check to find a fishing spot. A creature must make a Athletics or Sleight of Hand check against the locations Fish resource DC. On a success, you roll on the locations resources table getting the plant listed.

Below you will find a list of fish and other items you can obtain from fishing.

Fish	Rarity	Use
Whetfish	Common	
Sushifish	Common	
Sleepyfish	Uncommon	
Pin Tuna	Common	
Speartuna	Very Rare	
Popfish	Uncommon	
Scatterfish	Rare	
Burst Arowana	Rare	
Bomb Arowana	Rare	
Glutton Tuna	Rare	
Gastronome Tuna	Very Rare	
Small Goldenfish	Rare	
Wanchovy	Uncommon	
Ancient Fish	Very Rare	
Blue Cutthroat	Rare	
Tailed Frog	Rare	

**All Fish count as one ration except the Gastronome Tuna, which counts as two rations.*

INSECTS

After a successful investigation check to locate insects of interest in the area. A creature must make a Sleight of Hand or Nature check against the locations Insect resource DC. On a success, you roll on the locations resources table getting the insect listed.

Below you will find a list of insects, their rarity, and uses.

Insect	Rarity	Use
Bitterbug	Common	----
Carpenterbug	Common	----
Insect Husk	Common	----
Stinkhopper	Common	----
Snakebee Larva	Common	----
Flashbug	Uncommon	creates Flash bombs
Blossom Cricket	Rare	----
Godbug	Rare	----
Hercudrome	Rare	----
Shiny Beetle	Rare	----
Thunderbug	Rare	----
Toxic Kumori	Rare	----
Butterfly Beetle	Very Rare	----
Great Hornfly	Very Rare	----
Great Ladybug	Very Rare	----
Emperor Locust	Very Rare	----
Large Toxic Kumori	Legendary	----
King Scarab	Legendary	----
Rare Scarab	Legendary	----
Phantom Butterfly	Legendary	----

**Flash Bugs can be combined with a bomb casing to make a flash bomb using tinker tools (DC 10). On a fail the materials are destroyed.*

MINERALS

When a player goes searching for minerals, typically they will be found only in caves, but very rarely can be seen on a rocky outcropping depending on which area they are located in.

After a successful investigation check to locate a mining node in the area. A creature must make a Athletics check against the locations Mineral resource DC. On a success, you roll on the locations resources table getting the mineral listed.

Below you will find a list of ore and other objects you can obtain from mining.

Ore	Rarity	Use
Stone	Common	Can be thrown, deals 1 damage.
Earth Crystal	Common	Uncommon weapon crafting material.
Machalite Ore	Uncommon	Rare weapon crafting material, can be traded to the smithy for 2 earth crystals.
Lightcrystal	Rare	Same effect as a gypceros lightcrystal.
Dragonite Ore	Rare	Very rare weapon crafting material, can be traded to the smithy for 2 machalite ore.
Carbalite Ore	Very Rare	Legendary weapon crafting material, can be traded to the smithy for 2 dragonite ore.
Armor Sphere	Common	Uncommon armor crafting material.
Hard Armor Sphere	Uncommon	Rare armor crafting material, can be traded to the smithy for 2 armor spheres.
Heavy Armor Sphere	Rare	Very rare armor crafting material, can be traded to the smithy for 2 hard armor spheres.
Royal Armor Sphere	Very Rare	Legendary armor crafting material, can be traded to the smithy for 2 heavy armor spheres.

PLANTS

When a player goes searching for plants to harvest, typically they will be found all over the region in all sorts of different environments.

After a successful investigation check to locate a plant in the area. A creature must make a Nature or Survival check against the locations Plant resource DC. On a success, you roll on the locations resources table getting the plant listed.

Below you will find a list of plants and other foliage you can obtain from gathering.

Plants	Rarity	Use
Honey	Uncommon	Double the effect of a potion when added to it (Alchemy DC 10).
Herb	Common	When consumed, heals for 1d4 hit points.
Antidote Herb	Common	A creature can eat this herb as an action, curing itself of the poisoned condition.
Fire Herb	Uncommon	
Ivy	Common	
Sleep Herb	Common	
Sap Plant	Common	

Plants	Rarity	Use
Felvine	Common	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.
Gloomgrass Root	Uncommon	
Hot Pepper	Uncommon	Works as a <i>Hot Drink</i> but only for 1 hour
Snow Herb	Uncommon	Works as a <i>Cool Drink</i> but only for 1 hour
King Cactus	Very Rare	Upon collection the creature must make a DC 15 Constitution saving throw or become poisoned for 24 hours
Dosbiscus	Very Rare	<i>A large, beautifully colored flowering plant</i>
Stargazer Flower	Rare	<i>A plant that looks to the heavens when it blooms. Its petals are used to make dye.</i>
Blue Mushroom	Uncommon	
Nitroshroom	Uncommon	
Parashroom	Rare	
Toadstool	Uncommon	
Mopeshroom	Uncommon	
Exciteshroom	Rare	
Dragon Toadstool	Rare	
Chaos Mushroom	Very Rare	<i>A mushroom that invites disarray. Its spores cause monsters to hallucinate.</i>
Bindshroom	Very Rare	
Restshroom	Rare	
Paintberry	Common	Combined with a bomb casing to make a paintball
Might Seed	Uncommon	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.
Adamant Seed	Uncommon	When you eat this seed, your AC increases by +1 for 1 minute. Only one of these can be used per long or short rest.
Nulberry	Uncommon	
Dragonfell Berry	Rare	
Scatternut	Uncommon	
Needleberry	Common	
Latchberry	Common	
Bomberry	Uncommon	

DOWNTIME ACTIONS

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 creatures carve DC, hard is the creatures carve DC +3, and deadly is the creatures 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; the snowy mountains, the jungle, the desert, or the 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, a 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 creatures 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	Snowy Mountains
1.General	Empty Bottle, Snow Herb, Honey, Net, Paintball, Raw Meat
2.Mineral	Earth Crystal, Machalite Ore, Ice Crystal, Armor Sphere
3.Insect	Flashbug
4.Monster	Brute Bone, Bullfango Pelt, Screamer, Sm Monsterbone
Level	Jungle
1.General	Dung, Honey, Huskberry, Sm Bone Husk, Monster Fluid, Nitroshroom, Dragon Toadstool
2.Mineral	Armor Sphere, Earth Crystal
3.Monster	Conga Pelt, Flame Sac, Velociprey Hide, Velociprey Fang

Level	Desert
1.General	Cactus Flower, Dragon Toadstool, Dung, Fire Herb
2.Mineral	Armor Sphere, Ice Crystal
3.Fish	Glutton Tuna, Sm Goldenfish
4.Insect	Flashbug, Killer Beetle
5.Monster	Genprey Fang, Piscine Fang, Sm HermitaurShl

Level	Swamp
1.General	Empty Bottle, Large Barrel, Raw Meat
2.Insect	Carpenter Bug
3.Monster	Brute Bone, Conga Pelt, Ioprey Scale

500GP ADVENTURES (DC 17)

Level	Snowy Mountains
1.General	Flute, Net
2.Fish	Sm Goldenfish
3.Insects	Hercudrome, King Scarab
4.Monster	Blango Pelt, Electro Sac, Giaprey Scale, Lg Monsterbone, Pale Extract
5.Unique	Dragonmoss

Level	Jungle
1.General	Black Pearl (250g), Huskberry, Raw Meat, Wyvern Droppings
2.Mineral	Hard Armor Sphere, Carbalite Ore
3.Monster	Flame Sac, Hornetaur Head, Hornetaur Wing, Kelbi Horn, Screamer, Sm Lobstershell
4.Unique	Dragonwood

Level	Desert
1.General	Large Barrel
2.Mineral	Hard Armor Sphere, Dragonite Ore
3.Monster	Cephalos Scale, Lg Monsterbone, Med Monsterbone, Paralysis Sac, Piscine Fang, Sm Lobstershell
4.Unique	Dragonmoss, Sinister Cloth

Level	Swamp
1.General	Barrel Lid, Monster Fluid
2.Mineral	Heavy Armor Sphere, Light Crystal
3.Monster	Hornetaur Head, Hornetaur Shell, Hornetaur Wing, Ioprey Fang, Monsterbone+, Power Extract, Sleep Sac, Wyvern Claw
4.Unique	Dragonmoss, Lost Umbrella, Sinister Cloth

1500GP ADVENTURES (DC 22)

Level	Snowy Mountains
1.Mineral	Armor Stone, Hard Armor Sphere, Heavy Armor Sphere, Royal Armor Sphere
3.Insects	Rare Scarab, Emperor Locust
4.Monster	Lightning Sac, RobustWyvernBone, Wyvern Stone Bullfango Pelt, High Quality Pelt, Giaprey Scale, Blango Pelt, Razor Claw
5.Unique	Dragonmoss+
Level	Jungle
1.General	Monster Broth
2.Mineral	Dragonite Ore, Carbalite Ore, Hard Armor Sphere, Heavy Armor Sphere, Royal Armor Sphere
3.Insect	Phantom Butterfly
4.Monster	VespoidRazrWing, Flame Sac, Razor Claw, RobustWyvernBone, Large Wyvern Stone, Huge Lobstershell, Black Pearl(250g)
5.Unique	Dragonwood
Level	Desert
1.Mineral	Hard Armor Sphere, Heavy Armor Sphere, Royal Armor Sphere
2.Insect	Emperor Locust
3.Monster	Thunderbug Jelly, Razor Claw, RobustWyvernBone, Huge Lobstershell, Wyvern Stone, Black Pearl+ (1000g)
4.Unique	Dragonmoss, Sinister Cloth
Level	Swamp
1.General	Monster Broth
2.Mineral	Dragonite Ore, Carbalite Ore, Hard Armor Sphere, Heavy Armor Sphere, Royal Armor Sphere
3.Insect	Emperor Locust
4.Monster	Thunderbug Jelly, Venom Sac, Stout Bone, RobustWyvernBone, Wyvern Stone, Ioprey Scale, Razor Claw, VespoidRazrWing, Hornet RazrWing, Hornet Carapace

SELL MATERIAL

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 must pick one item material at a time to sell, but they can sell any number of that material.



Resolution. A character who wants to sell an item 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

APPENDIX A: MONSTER HUNTER WEAPONS

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

This weapon has no special properties.

UNCOMMON

Charged Slash. When you hit a creature with this weapon, it gains 1 *charge*. Upon gaining 3 *charges* the next creature hit by the attack takes an extra 1d4 slashing damage. If you fail to deal damage with the great sword before the end of your next turn, your weapon loses all charges.

RARE

You gain a +1 bonus on attacks and damage rolls.

Charged Slash. When you hit a creature with this weapon, it gains 1 *charge*. Upon gaining 3 *charges* the next creature hit by the attack takes an extra 2d4 slashing damage. If you fail to deal damage with the great sword before the end of your next turn, your weapon loses all charges.

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. When you hit a creature with this weapon, it gains 1 *charge*. Upon gaining 3 *charges* the next creature hit by the attack takes an extra 3d4 slashing damage. If you fail to deal damage with the great sword before the end of your next turn, your weapon loses all charges.

Guard. As a reaction you add 3 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 the next attack you make.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls.

Charged Slash. When you hit a creature with this weapon, it gains 1 *charge*. Upon gaining 3 *charges* the next creature hit by the attack takes an extra 4d4 slashing damage. If you fail to deal damage with the great sword before the end of your next turn, your weapon loses all charges.

Guard. As a reaction you add 4 AC against one melee attack that would hit it. To do so, you must see the attacker and be wielding the greatsword.

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.

This weapon has no special properties.

UNCOMMON

+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.

Free Hands. When you take the dodge action, you can “use an object” as a bonus action.

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.

Free Hands. You can “use an object” as a bonus action.

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.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls; and +3 AC while shield is equipped.

Free Hands. You can “use an object” as a bonus action.

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.



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.

This weapon has no special properties.

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 (3/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 +10 movement speed, and deal an extra 1d4 weapon damage. Once demon mode ends you cannot use it again for 30 seconds.

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 (4/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 +15 movement speed, and deal an extra 1d4 weapon damage. Once demon mode ends you cannot use it again for 30 seconds.

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 2.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls.

Archdemon Mode (5/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 +20 movement speed, and deal an extra 1d6 weapon damage. Once demon mode ends you cannot use it again for 30 seconds.

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 3.

See **Sword and Shield's** *inflict* ability for examples of spells, abilities, and other effects that will work with the dual blades *inflict*

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.

This weapon has no special properties.

UNCOMMON

Mighty weapon (1/short rest). When you hit a creature that is Large or smaller with this weapon, it must succeed a Strength saving throw against a DC of 8 + your proficiency + your Strength modifier or be stunned until the end of your next turn.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 1d4 against that creature.

RARE

You gain a +1 bonus on attacks and damage rolls.

Mighty weapon (2/short rest). When you hit a creature with this weapon, it must succeed a Strength saving throw against a DC of 8 + your proficiency + your Strength modifier or be stunned until the end of your next turn. A Huge or larger creature has advantage on the saving throw.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 2d4 against that creature.

VERY RARE

You gain a +2 bonus on attacks and damage rolls.

Mighty weapon (3/short rest). When you hit a creature with this weapon, it must succeed a Strength saving throw against a DC of 8 + your proficiency + your Strength modifier or be stunned until the end of your next turn. A Huge or larger creature has advantage on the saving throw.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 3d4 against that creature.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls.

Mighty weapon (4/short rest). When you hit a creature with this weapon, it must succeed a Strength saving throw against a DC of 8 + your proficiency + your Strength modifier or be stunned until the end of your next turn.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 4d4 against that creature.



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 charge up a Spirit Gauge that increases attack damage and unlocks Spirit Blade attacks.

NONMAGICAL

25 gp, 1d10 slashing, 3 lb., two-handed

This weapon has no special properties.

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 may expend spirit charges on the effects below. You lose all spirit, if you are knocked unconscious or don't hit a target within 1 minute.
- **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.** When you hit with this weapon, you gain 1 spirit up to a maximum of 6. You may expend spirit charges on the effects below. You lose all spirit, if you are knocked unconscious or don't hit a target within 1 minute.
- **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.
- **Foresight Slash** (5 spirit charges). 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.** When you hit with this weapon, you gain 2 spirit up to a maximum of 6. You may expend spirit charges on the effects below. You lose all spirit, if you are knocked unconscious or don't hit a target within 1 minute.
- **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.
- **Foresight Slash** (5 spirit charges). 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.
- **Spirit Thrust** (2 spirit charges). When you 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** (5 spirit charges). 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.** When you hit with this weapon, you gain 3 spirit up to a maximum of 6. You may expend spirit charges on the effects below. You lose all spirit, if you are knocked unconscious or don't hit a target within 1 minute.
- **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.
- **Foresight Slash** (5 spirit charges). 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.
- **Spirit Thrust** (2 spirit charges). When you 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** (5 spirit charges). 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.



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 with this weapon, you can choose to elicit notes from your horn as a bonus action. You can string together a number notes equal to your hunting horns cord length 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.

As an action on your following turn, you can complete the melody. Once complete, the melody provides the appropriate bonuses to you and all allies within 20 feet of you that is able to hear you.

Duration. A melody's buff lasts for 1 minute, until you create a new melody, are knocked unconscious, or use a bonus action to end the current melody.

Single Note Melody. You can slam the hunting horn into the ground as an action to activate a single note melody. All allies within 20 feet of you, gain the effect of the note for 1 minute.

NONMAGICAL

50 gp, 1d12 bludgeoning, 8 lb., heavy, two-handed
Hunting Horn chord length: 2

Notes Available:

- *Attack up (s)* +1 bludgeoning, slashing, and piercing damage.
- *Skill up (s)* +1 to any one skill chosen by the wielder.
- *Movement up (s)* +5 speed.

UNCOMMON

Hunting Horn chord length: 3

Additional Notes Available:

- *Defense up (s)* +1 AC.
- *Fire Attack up (s)* +2 fire damage.
- *Cold Attack up (s)* +2 cold damage.
- *Lightning Attack up (s)* +2 lightning damage.
- *Poison Attack up (s)* +2 poison damage.

RARE

Hunting Horn chord length: 4

Additional Notes Available:

- *Earplugs.* all friendly creatures are deafened while within range.
- *Attack up (M)* +2 bludgeoning, slashing, and piercing damage.
- *Acid Attack up (s)* +2 acid damage.
- *Thunder Attack up (s)* +2 thunder damage.
- *Force Attack up (s)* +2 force damage.
- *Psychic Attack up (s)* +2 psychic damage.
- *Spell Save up (s)* +1 to spell save DC.
- *Temperate.* Allies 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)* +2 AC.
- *Skill up (L)* +2 to any one skill chosen by the wielder.
- *Saving Throw up.* +2 to all saving throws.
- *Movement up (L)* +10 speed.
- *Radiant Attack up (s)* +2 radiant damage.
- *Necrotic Attack up (s)* +2 necrotic damage.
- *Water Walking.* Allies can stand on and move across any calm liquid as if it were solid ground.
- *Tremor Sense.* Allies can detect and pinpoint the origin of vibrations within 30 foot radius provided that the monster and the source of the vibrations are in contact with the same ground or substance.

LEGENDARY

You gain a +2 bonus on attacks and damage rolls.

Hunting Horn cord length: 6

Additional Notes Available:

- *Attack up (L)* +3 bludgeoning, slashing, and piercing damage.
- *Affinity Up.* crit range increased by 1.
- *Death save Up.* +1 to death saving throws.
- *Stun Resist.* Advantage vs Stunned.
- *Paralysis Resist.* Advantage vs Paralyzed.
- *Poison Resist.* Advantage vs Poisoned.
- *Frightened Resist.* Advantage vs Frightened.
- *Charm Resist.* Advantage vs Charmed.
- *Elemental Damage Up.* +3 to all elemental damage.

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 object. Once the character obtains a note, they can add/install it to their hunting horn during a long rest.



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.

This weapon has no special properties.

UNCOMMON

You gain a +1 bonus on attacks and damage rolls.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 1d4 against that creature.

RARE

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 1d4 against that creature.

Powerguard. As a reaction you gain +2 AC against one melee or range attack. To do so, the you must be able to see the attacker and be wielding the lance and shield.

VERY RARE

You gain a +2 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 2d4 against that creature.

Powerguard. As a reaction you gain +3 AC against one melee or range attack. To do so, the you must be able to see the attacker and be wielding the lance and shield.

Counter Thrust. As a reaction when a creature misses a melee attack against you, you may make a opportunity attack against it. You may use this feature 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.

Charge. If you move 20 feet in a straight line towards a creature without taking damage. You deal an additional 3d4 against that creature.

Powerguard. As a reaction you gain +4 AC against one melee or range attack. To do so, the you must be able to see the attacker and be wielding the lance and shield.

Counter Thrust. As a reaction when a creature misses a melee attack against you, you may make a opportunity attack against it. You may use this feature a number of times equal to your Constitution modifier, regaining all uses after completing a long rest.



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.

COMMON

Gunlance: 30 gp, 1d8 piercing, 6 lb., reach, reload.

Shield: 20 gp, +2 Armor Class, 6 lb.

UNCOMMON

You gain a +1 bonus on attacks and damage rolls.

Shell (3/short rest). This weapon can fire an explosive shell at a creature. This attack has a range of 60/100 and deals 1d8 fire damage. The lance must be reloaded using a bonus action before this ability can be used again.

RARE

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

Shell (4/short rest). This weapon can fire an explosive shell at a creature. This attack has a range of 60/100 and deals 1d8 fire damage. The lance must be reloaded using a bonus action before this ability can be used again.

Wyvernfire (1/long rest). As a bonus action, you can load a special shell into the gunlance and use your action release flames in a 5-foot wide, 30-foot line. Each creature hit 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 on a successful one.

VERY RARE

You gain a +2 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

Shell (5/short rest). This weapon can fire an explosive shell at a creature. This attack has a range of 60/100 and deals 1d10 fire damage. The lance must be reloaded using a bonus action before this ability can be used again.

Wyvernfire (1/long rest). As a bonus action, you can load a special shell into the gunlance and use your action release flames in a 5-foot wide, 45-foot line. Each creature hit must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. Taking 4d6 fire damage on a failed save, or half as much on a successful one.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

Shell (5/short rest). This weapon can fire an explosive shell at a creature. This attack has a range of 60/100 and deals 1d12 fire damage. The lance must be reloaded using a bonus action before this ability can be used again.

Wyvernfire (1/long rest). As a bonus action, you can load a special shell into the gunlance and use your action release flames in a 5-foot wide, 60-foot line. Each creature hit must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. Taking 5d6 fire damage on a failed save, or half as much on a successful one.



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 having specific benefits only available in that form.

Coat Weapon. As an action you can coat your weapon with a phial able to be used for that switch mode, giving it the benefit of the phial for 1 minute.

The benefit disappears if you coat your weapon with another phial. If you switch the weapons mode, the coating stays but is inactive until you switch the weapon back.

NONMAGICAL

Sword Mode 1d10 slashing, 7 lb., heavy, two-handed.

Axe Mode 1d8 slashing, 7lb., heavy, two-handed, reach.

This weapon has no special properties.

UNCOMMON

You gain a +1 bonus on attacks and damage rolls.

Power Phial (both). A phial that boosts the weapons raw power, giving it a +1 bonus to damage.

RARE

You gain a +1 bonus on attacks and damage rolls.

Power Phial (both). A phial that boosts the weapons raw power, giving it a +2 bonus to damage.

Element Phial (sword). A phial that boosts the swords elemental power, giving it a +1 bonus to damage, this damage is done as your choice of acid, cold, fire, or lightning.

VERY RARE

You gain a +2 bonus on attacks and damage rolls.

Power Phial (both). A phial that boosts the weapons raw power, giving it a +3 bonus to damage.

Element Phial (sword). A phial that boosts the swords elemental power, giving it a +2 bonus to damage, this damage is done as your choice of acid, cold, fire, or lightning.

Poison Phial (axe). A phial that gives the axe a venomous touch. A creature hit by this phial must succeed 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.

Paralysis Phial (sword). A phial that gives the sword a paralytic effect. A creature hit by this phial must succeed 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.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls.

Power Phial (both). A phial that boosts the weapons raw power, giving it a +4 bonus to damage.

Element Phial (sword). A phial that boosts the swords elemental power, giving it a +3 bonus to damage, this damage is done as your choice of acid, cold, fire, or lightning.

Poison Phial (axe). A phial that gives the axe a venomous touch. A creature hit by this phial must succeed a Constitution saving throw against a DC of 8 + your proficiency bonus + Strength modifier or become poisoned until the end of your next turn.

Paralysis Phial (sword). A phial that gives the sword a paralytic effect. A creature hit by this phial must succeed 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 a save against this phial is immune to its effect for 24 hours.

Hex Phial (axe). A phial that gives the axe the ability to weaken monsters. A creature hit by this phial 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.



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.

This weapon has no special properties.

UNCOMMON

Phial Charge. When you hit with this weapons 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.

Phial Charge. When you hit with this weapons 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.
- **Elemental Discharge (axe).** As a bonus action upon hitting a creature, you can expend 1 *phial* to deal an additional 1d6 damage to the target, this damage is done as your choice of acid, cold, fire, or lightning.

VERY RARE

You gain a +2 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

Phial Charge. When you hit with this weapons 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 1d6 damage to the creature, this damage is done as your choice of acid, cold, fire, or lightning.
- **Elemental Discharge (axe).** As a bonus action upon hitting a creature, you can expend 1 *phial* to deal an additional 1d8 damage to the target, this damage is done as your choice of acid, cold, fire, or lightning.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

Phial Charge. When you hit with this weapons 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 1d6 damage to the creature, this damage is done as your choice of acid, cold, fire, or lightning.
- **Elemental Discharge (axe).** As a bonus action upon hitting a creature, you can expend 1 *phial* to deal an additional 1d10 damage to the target, this damage is done as your choice of acid, cold, fire, or lightning.



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 insect glaive also allows you to vault, so you can perform jumping attacks at any time.

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 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.

This weapon has no special properties.

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*. +1 damage.
- *White*. +5 speed.
- *Orange*. +1 AC and +1 damage.
- *Green*. heals for half of 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*. +1 damage.
- *White*. +10 speed.
- *Orange*. +1 AC and +1 damage.
- *Green*. heals for half of 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*. +2 damage.
- *White*. +10 speed.
- *Orange*. +2 AC and +2 damage.
- *Green*. heals for half of the damage done by the kinsect.



Bow

The bow is a mid-range weapon that can perform a variety of attacks. While simple to use, it's 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, 1d6 piercing, 2 lb. ammunition (range 80/320), two-handed.

This weapon has no special properties.

UNCOMMON

You gain a +1 bonus on attacks and damage rolls.

Coatings Available.

- *Power Coating.* +1 damage.

RARE

You gain a +1 bonus on attacks and damage rolls.

Dragonpiercer (1/Long rest). As an action, you fire a dragonpiercer, striking all creatures in a 5-foot wide, 30-foot line. Each creature in that line must make a Dexterity saving throw equal to your **Coating save DC**, taking 2d6 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.

Additional Coatings Available.

- *Power Coating* +2 +2 damage.
- *Close Range Coating.* You ignore any disadvantages when attacking creatures you can see that are within 15 feet of you. You have disadvantage on attacks against creatures that are more than 15 feet from you.
- *Poison Coating.* A creature struck by this coating must succeed a Constitution saving throw or become poisoned until the end of your next turn.

VERY RARE

You gain a +2 bonus on attacks and damage rolls.

Dragonpiercer (1/Long rest). As an action, you fire a dragonpiercer, striking all creatures in a 5-foot wide, 30-foot line. 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.

Additional Coatings Available.

- *Power Coating* +3 +3 damage.
- *Paralysis Coating.* A creature struck by this coating must succeed on a Constitution saving throw or become 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 a save against this phial is immune to its effect for 24 hours.

- *Sleep Coating.* A creature struck by this coating must succeed a Constitution saving throw or fall unconscious for 1 minute, until the creature takes damage, or is shaken awake as an action.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls

Dragonpiercer (1/Long rest). As an action, you fire a dragonpiercer, striking all creatures in a 5-foot wide, 30-foot line. Each creature in that line must make a Dexterity saving throw equal to your **Coating save DC**, taking 4d6 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.

Additional Coatings Available.

- *Blast Coating.* A creature struck by this coating takes an additional 1d6 fire damage.

GM's NOTE

Characters are not supposed to have an infinite amount of coatings or ammunitions 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 have. Generally speaking a character should not have more than a dozen flasks of a coatings, or holsters of ammunition.



LIGHT BOWGUN

The Light Bowgun is the smallest ranged weapons. It boasts the highest fire rate of the ranged weapons. It also specializes in support 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.

Overheat. When you hit a creature with this weapon the next attack cannot deal any additional damage this turn. This damage includes ability score modifiers, bonus elemental damage, the sharpshooter feat, spell effects, etc.

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:

Ammo save DC = 8 + your proficiency bonus + your Dexterity modifier

NONMAGICAL

24 gp, 1d4 piercing, 5 lb., ammunition (range 80/320), two-handed.

Coatings Available.

- *Normal Ammo.* Deals normal weapon damage.
- *Tranq Ammo.* Acts as a *tranq bomb* with the bowgun's range and weapon proficiency.

UNCOMMON

Additional Coatings Available.

- *Pierce Ammo.* You gain a +1 bonus to damage.
- *Recover lvl 1.* You heal the target for 1d4 hit points instead of dealing damage.

RARE

You gain a +1 bonus on attacks and damage rolls.

Additional Coatings Available.

- *Spread lvl 1.* You gain a +1 bonus to attack rolls.
- *Poison Ammo.* Target must succeed a Constitution saving throw or become poisoned for 1 minute.
- *Flaming Ammo.* Your attacks deals fire damage.
- *Water Ammo.* Your attacks deal cold damage.

VERY RARE

You gain a +2 bonus on attacks and damage rolls.

Additional Coatings Available.

- *Recover lvl 2.* You heal the target for 1d6 hit points instead of dealing damage.
- *Paralysis Ammo.* Target must succeed a Constitution saving throw or become paralyzed until the end of your next turn.
- *Thunder Ammo.* Your attacks deal thunder damage.
- *Demon Ammo.* This ammo deals no damage, but gives the target a +2 damage bonus for 1 minute. Hitting a creature with demon ammo again refreshes the duration.

- *Armor Ammo.* This ammo deals no damage, but gives the target +1 Armor Class for 1 minute. Hitting a creature with armor ammo again refreshes the duration.

LEGENDARY

You gain a +3 bonus on attacks and damage rolls.

Additional Coatings Available.

- *Dragon Ammo.* Your attacks deal necrotic damage.
- *Spread lvl 2.* You gain a +2 bonus to attack rolls.
- *Sticky Ammo.* Target must succeed a Strength saving throw or be restrained for 1 minute, the creature can use their action to attempt to break free.
- *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.

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
Armor Ammo. (1)	8 gp	5
Demon Ammo. (1)	8 gp	5
Dragon Ammo. (20)	3 gp	40
Flaming Ammo. (20)	3 gp	40
Normal Ammo. (20)	1 gp	80
Paralysis Ammo. (1)	4 gp	4
Pierce Ammo. (20)	2 gp	40
Poison Ammo. (1)	4 gp	8
Recover lvl 1. (1)	5 gp	4
Recover lvl 2. (1)	7 gp	4
Sleep Ammo. (1)	5 gp	5
Spread lvl 1. (20)	3 gp	40
Spread lvl 2. (20)	5 gp	40
Sticky Ammo. (1)	1 gp	10
Thunder Ammo. (20)	3 gp	40
Tranq Ammo. (20)	1 gp	20
Water Ammo. (20)	3 gp	40

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 2 rounds of ammunition when you craft any 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:

Ammo save DC = 8 + your proficiency bonus + your Dexterity modifier

NONMAGICAL

50 gp, 1d10 piercing, 18 lb., ammunition (range 100/400, heavy, two-handed)

Coatings Available.

- *Normal Ammo.* Deals normal weapon damage.
- *Tranq Ammo.* Acts as a *tranq bomb* with the bowgun's range and weapon proficiency.

UNCOMMON

Additional Coatings Available.

- *Pierce lvl 1.* You gain a +1 bonus to damage.
- *Recover lvl 1.* You heal the target for 1d4 hit points instead of dealing damage.

RARE

Additional Coatings Available.

- *Pierce lvl 2.* You gain a +2 bonus to damage.
- *Spread lvl 1.* You gain a +1 bonus to attack rolls.
- *Poison Ammo.* Target must succeed a Constitution saving throw or become poisoned for 1 minute.
- *Cluster Ammo.* This ammo deals no weapon damage, but explodes on a hit, dealing 1d6 fire damage to the target and each creature within 5 feet of the target.

VERY RARE

You gain a +1 bonus on attacks and damage rolls.

Additional Coatings Available.

- *Pierce lvl 3.* You gain a +3 bonus to damage.
- *Recover lvl 2.* You heal the target for 1d6 hit points instead of dealing damage.
- *Paralysis Ammo.* Target must succeed a Constitution saving throw or become paralyzed until the end of your next turn.
- *Wyvern Ammo.* You do not make an attack with this ammo, instead each creature in a 5-foot cone in front of you must succeed on a Dexterity saving throw, taking 2d10 fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY

You gain a +2 bonus on attacks and damage rolls.

Additional Coatings Available.

- *Pierce lvl 4.* You gain a +4 bonus to damage.
- *Spread lvl 2.* You gain a +2 bonus to attack rolls.
- *Sticky Ammo.* Target 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)

- *Slicing Ammo.* This ammo deals no damage, the target must succeed on a Dexterity saving throw, taking 5d6 slashing damage on a failed save, or half as much on a successful one.

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
Cluster Ammo. (1)	5 gp	5
Normal Ammo. (20)	1 gp	40
Paralysis Ammo. (1)	4 gp	4
Pierce lvl 1. (20)	2 gp	20
Pierce lvl 2. (20)	3 gp	20
Pierce lvl 3. (20)	4 gp	20
Pierce lvl 4. (20)	5 gp	20
Poison Ammo. (1)	4 gp	8
Recover lvl 1. (1)	5 gp	4
Recover lvl 2. (1)	7 gp	4
Slicing Ammo. (1)	5 gp	5
Spread lvl 1. (20)	3 gp	20
Spread lvl 2. (20)	5 gp	20
Sticky Ammo. (1)	1 gp	10
Tranq Ammo. (20)	1 gp	20
Wyvern Ammo. (1)	10 gp	3

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 2 rounds of ammunition when you craft any single round of ammunition that has a maximum capacity below 20.



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

Focus. This weapon acts as a spell focus for your spellcasting.

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

Focus. This weapon acts as a spell focus for your spellcasting.

Spell Storing. This staff stores Spells cast into it, holding them until the attuned wearer uses them. The staff can store up to 2 levels worth of Spells at a time.

Any creature can Cast a Spell of 1st through 2nd 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.

Defense. Holding this staff grants a +1 bonus to armor class.

VERY RARE

Focus. This weapon acts as a spell focus for your spellcasting.

Spell Storing. This staff stores Spells cast into it, holding them until the attuned wearer uses them. The staff can store up to 4 levels worth of Spells at a time.

Any creature can Cast a Spell of 1st through 4th 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.

Defense. Holding this staff grants a +2 bonus to armor class.

LEGENDARY

Focus. This weapon acts as a spell focus for your spellcasting.

Spell Storing. This staff stores Spells cast into it, holding them until the attuned wearer uses them. The staff can store up to 5 levels worth of Spells at a time.

Any creature can Cast a Spell of 1st through 5th 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.

Defense. Holding this staff grants a +3 bonus to armor class.



APPENDIX B: GM TOOLS

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 the fight?

Options

- *Add minions*, adding in lower CR creatures to the fight that if left alone may cause issues for the party.
- *Choose a weaker monster, but it acts as if it was multiple monsters*: A simpler version of the paragon monster system, you choose a monster that is weaker but acts as if it was multiple monsters. It has multiple turns per round equal to the number of monsters it is supposed to represent, and its hit points is equal to the total of all the monsters it would represent.

This is my recommendation, because it will provide a steadier amount of damage instead of the burst damage from a higher solo CR creature.

- *Solo boss fight*: For 3 PCs, maximize the creatures 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.

CREATING THE CREATURES 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 a location within the monsters territory where something may be found or some type of event make occur. 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



The example area above is a rough version of the forest and hills, 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 3), while others are dead ends (Area 5), or perhaps they loop back to areas you already came from. The dotted lines represent the travel time between each area, which is up to the GM how long it takes.

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. None the less, the guild supply chest is a great way as a GM to give your PCs supplies the might need in a immersive fashion, instead of just telling them that they get 2 potions of healing and a pickaxe before the game starts.

GOING ON A HUNT

Now that we have determined what creature we are hunting, what territory it is located in, and what our areas within that territory look like; We will look into the roles our party members have and how you as the GM will help them track it down.

SETTING ROLES

When a hunt begins, the PCs choose between 4 different roles to take on. These roles are the Trailblazer, Scout, Spotter, & Artisan.

Trailblazer

Whenever the group enters an area, the trailblazer rolls a survival check vs the creatures carve DC. On a failure the GM rolls a d10 on the finding signs table, on a success the GM rolls a d20 instead. On a critical, the GM rolls a 2d20 and take the highest roll, on a nat 1 the GM rolls 2d10 and take the lowest roll.

Spotter

The spotter uses their passive perception to scope out for any ambushes or dangers missed initially by the scout. There can be 2 spotters, the 2nd spotter gives a +4 perception bonus to the other.

Scout

The scout is the initial person who enters an area, they get the lay of the land, potential resources, creatures in the area, potential hazards. When a scout notices a potential spot for an ambush it gives the spotter a bonus to their perception

Artisan (work in progress)

The artisan is the person who creates the initial meal at the start of a hunt. For now, they can make a DC 10 cooking check and on a success the group all gains inspiration at the start. On a fail, the GM can reroll once on the finding signs table.

Sometimes the party may split up, when split into groups of two. The only roles available are the trailblazer and the spotter.

If someone is alone, they are both the trailblazer and spotter, but they either have to choose to take disadvantage on their survival roll for finding signs or take a -4 to their passive perception.

TRACKING DOWN YOUR PREY

Tracking down the creature the party is hunting is the main goal of monster hunter. So how do we find the creature? As a GM, do we just put it down in an area and say that is where it is always going to be? do we put it in the last area and they eventually get to it, much like the end of a dungeon?

NO! This creature is in the wilderness; it travels around, leaves signs, and acts like any animal would. That is what the system below is designed to represent. The party travels around the creatures territory, dealing with environmental hazards, skill challenges, and other creatures while searching for signs of their prey.

FINDING SIGNS

On the hunt, the party must discover signs of the creature: distant roars, tracks, marking, fresh kills, etc. **The party will need to typically find between 3 and 5 signs. Once they do, they locate the monster and the final battle of the hunt begins.**

FALSE SIGNS

When you are on a hunt, the creature you are looking for is not the only one in the area. One of the GM options in the minor and major challenges is finding false signs. These signs work the same as finding signs for the 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 noncombat 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)

Noncombat encounter

Major Challenges

Hard or Deadly Random Encounter

Dangerous environmental hazards

Make them use resources: items, spell slots, etc

Hostile Noncombat 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 a 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 was use 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 benfits, 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's 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 carve their bodies for materials. During this time, the spotter finds the broken kut-ku scale using their passive Peception and the hunt continues on...



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 World of Monster Hunter.

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.

All art and lore that was not created by me (all the map images) is owned by Capcom and found on <https://monsterhunter.wikia.com> with the exception of the [Magus Staves by dc9spot](#) and the [Magic Shop by Wiebke Scholz](#).

If you are interested in letting me know what you think. Feel free to stop by my [Twitch channel](#) or check out my [Patreon](#). Thank you for reading and I hope this book serves you well.

