

# The Great Hunt

A D&D 5e Campaign

A band of adventurers and misfits have been recruited by a well-known hunting and trade company. Travelling across several continents by boat, flight, teleportation or even plane-walking, the group finally arrives at the trade town of Grungsdin, settled along the coast of Vjarmarch. The country of Vjarmarch is notable to many traders and poachers alike as being the home to the Hunter's Guild, an establishment formed over a millennia ago by the great Lord Nock and his long-time hunting partner Gohan Forderson.

A country of many climates, Vjarmarch holds several locations that hunters of all walks of life can feel familiar in, from the ice-filled taiga of Pineswatch to the sweltering desert of Bone Basin. The country holds the most biomes on the planet (which is called Virn), spanning from the Northern Snowcircle (North Pole) down into the Sandcircle (Equator). The country itself is surrounded by several archipelagos and islands, each with their own stories to tell. Many of these stories could be recalled by the players, likely as their own homes.

For this campaign, the band of adventurers have arrived at the port town of Grungsdin, settling in around the same time; it is late on a Sunday, the sun just a couple hours from setting. The air is salty with seawater, and every sort of person you could possibly think of is perusing the cobbled streets, looking for a good deal or to sell their own goods. Many of the people look for coin, however the Barter Bazaar is home to the namesake trading system that the adventurers may be interested in. If one were to search for it, a more illicit market may be found.

Grungsdin is not where the Hunter's Guild lives, however. The guild is settled in the Fjardskal mountains, housed inside of a large wooden guild hall that's built into the stone. The wood appears to've been recently cut, yet the guild has stood for such a long time. With a high enough arcana roll, one would be able to detect the magical aura surrounding the guild hall that seems to keep the building in a time stasis back from when it was first created. Although the interior may change, the building blocks of the place never degrade and always return to tip-top shape at the start of a new dawn.

Grungsdin, being a port town, is home to many exotic establishments. Butchers, armourers, tailors and even barbers from all walks of life have set up here over the years, leading it to span outwards for a couple of miles with homes and shops in its wake. The life of the town comes from the Taverns, as they hold the notice board for the Hunter's Hotspot. An outpost of the Hunter's Guild, the Hotspot is a building located in every town that holds bounties on notable animals in the area, be it for supplies or even trophies. To even have access to the Hunter's Guild, the party must stand out from the town's other hunters by accomplishing the monthly bounty before any others get the chance. These bounties may not even go accomplished by the end of the month, as the people who went out for it either got killed or never managed to kill the beast. It's entirely possible that the monthly bounty continues on for several months, at least until it stops bothering the town or dies to natural causes.

Each Hotspot is run by a few representatives from the guild who've proven themselves as dedicated members that can properly distribute bounties without the thought that they may act nefarious. Due to this, each representative is either Lawful Good or Lawful Neutral, with rare exceptions if it is relevant to the location or the plot. These representatives all wear the same uniform, being a green leather duster with a matching Stockman hat. Whatever's worn underneath is likely an indicator of their wealth, with poorer villages having their representatives wear low quality cotton shirts and shoddy pants whilst the richer villages have them donning some of the finest velvet vests and silk trousers. Grungsdin is a middle-class town, so their representative wears your average commoner clothing underneath.

The Hotspots also sell hunting gear to help aid in personal hunting or the bounties. Usually the gear is of above-average quality, with a cost to match, however on certain occasions you may encounter items of differing qualities. From a shoddy wooden crossbow sold to the Hotspot by the local kobold community for a single silver, to a wondrous quiver that replenishes arrows daily, the Hotspot always has a Hot Deal for the aspiring hunter. Grungsdin tends to have many special visitors, with stock coming in from anywhere you can think of. Due to this, the Hotspot here tends to have more exotic stock than most others, at the cost of having far less locally made equipment for the party.

The road from Grungsdin to the Fjardskal village is a harsh one, only taken by matured adventurers who've proven themselves capable of trekking through harsh lands. For one week every six months, a caravan of hunters ferry people through the harsh road between the locations and is mostly used by tourists or people visiting family. The party is able to learn of this; however they cannot take it if they wish to enter the guild. If they cannot brave the long trek, then how can they possibly brave the Great Hunt? Continuing, the road leads through a forest that's known for holding many brutal beasts, cretinous creatures and horrendous humanoids. This forest holds a large swamp that is home to a large bullywug tribe, lead by a froghemoth named Bort.

The bullywugs worship Bort by feeding him lavish dishes forged from their froggy hands. Lavish is quite a generous term, as they mostly consist of the daily hunt mixed in with some spices in a crude manner. The bullywugs are likely going to be the main problem for the party, as their tribal nature will lead them to be fairly harsh. This tribe has a hatred for Lizardfolk, with several lethal conflicts being seen amongst them over the ownership of the swamp. If the party has a Lizardfolk, then there will almost be no chance of diplomacy unless the party decides to give the Lizardfolk to the tribe in exchange for safe passage. This is an unlikely encounter, as the party probably won't have a Lizardfolk, however if they do then this will be possible. The bullywugs can be convinced to let the party through the swamp without their own interference if a high enough charisma check is passed as well as an offering for Bort. If these aren't possible, then the party must either sneak around the swamp until they reach the other side, or they kill the entire bullywug tribe. Killing the tribe is a very difficult feat, especially due to Bort being a monster that holds great power and dominion over the swamp. If Bort is angered, the party should expect the entire bullywug tribe to become enraged and to fight them. If by some miracle Bort is killed, then the bullywug tribe will quickly disperse into the surrounding areas. This also means there'll be future issues with the road, as the bullywugs will be more reckless and dangerous to travellers. This danger will be noticed by the local governing bodies, causing political discourse and potential social ostracising towards the party or given members of it.

Moving on, the swamp is mostly a levelling area used for players to camp in briefly as they level. Being a swamp there's also other creatures such as gators and the like. There'll also be several plants that have an acquired taste for flesh just raring to eat the unfortunate forest wanderer. Outside of the swamp, the forest fades from a dense brush of trees and dire wolves into a chilling taiga coated in a permanent frost that, whilst making everything sparkle and act as the forest equivalent of a baker using a lot of sugar on his Victoria sponge, also causes unequipped adventurers to either freeze to death due to the harsh weather or be torn limb from limb by the equally brutal wildlife. Many years ago, a plague swept across the lands of the forest causing most of life to perish, however after some divine intervention the plague was killed by a drastic drop in temperature. A folklore legend tried to bring back the life that was lost to the plague, however his spell acted as a curse on the land; all that perished in the taiga will return to life, however not as they had done so in the past.

Fields of undead lie dormant, placed in a crude cryostasis by the frost and snow. People, beasts and all in-between have fallen in the forest and patiently await the day the frost falls, so they may come to life once more. Their bodies may be preserved; however, their souls aren't. Due to the great necrotic potential the taiga is frequented by many a necromancer as it is the location of the Necroven, a home for necromancers and undead alike. They aren't inherently evil, as they're all simply people who wish to reverse death and turn it into new life, however many people in the land tend to disagree with their practices of magic and as such kill many of their members on sight. These previous hostilities have caused the inhabitants to take a defensive and fairly hostile approach to visitors, however they don't actively hate people such as the party. If the party wish to pass through the taiga without the threat of a necromantic army as well as the arctic life attacking them, then it is best that someone acts as the party's diplomat. If fair trade is established between the party and the Necroven, then new friends are likely to be made with new spells taught and potentially even a new weapon to help the party with the hunt. The Necroven are hunters too, of course, and always respect a good hunt. Their necromancy isn't often done for the sake of evil, but more for allowing that which has been hunted to become apart of the hunt once more. Many of the animals within the taiga are likely to be undead, however this only starts to become more apparent the closer the party is to the Necroven.

The taiga itself is specifically for the party to find itself a place to rest out of the cold, whilst also helping prove themselves as being resistant to the cold. Along with the other environments, the party will gain a buff for the remainder of the campaign each time they successfully traverse a given biome without experiencing great losses or failures. The swamp will let them move through water at a faster speed, the taiga will give them all frost resistance, et cetera. The taiga continues forward beyond the Necroven into a near impassable set of mountains that act as a border from the South to the even harsher North, with the party hopefully passing through via the caves.

The caves are where the Dungeons and Dragons experience should begin to feel almost nostalgic, being a very classic experience of a dungeon. The caves are deep and dank, leading down into a small society of kobolds. These kobolds are quite antisocial, with the only real form of socialisation they have commence with the ferries and themselves. They may be primitive, but they're not stupid and will gladly accept coin for safe passage. The party will likely look like a gang of fairly strong adventurers, likely being around level 10-11 at this stage. If they're under level, then the kobolds will be more prone to acting harsh and chaotic towards the party, however if they're over level (12+) then the kobolds will almost be in fear of them, allowing safe passage under the fear that they'll be decimated if they don't. Diplomacy amongst the kobolds should be difficult, not due to the party but due to the kobolds not really wanting to speak. Their caves are their home, and as such the deeper the party goes without a map the more likely they'll find evidence of civilisation. Cobbled houses, tribalistic shops, the whole lot. The party will eventually reach a fork in the paths, one leading left and the other leading right. For logic and wordplay sake, if the party goes right, they'll have a shorter journey that'll lead them to the other side with only a short encounter of what will likely be a giant spider with some spiders blocking the path. If friendship is made with the kobolds, or a member of the party is a kobold, then with a small cost of gold (10-25) a kobold will be sent out to deal with the spiders. This can only happen if the party is aware of the spiders, has chosen not to fight it yet, and the spiders isn't aware of the party. Otherwise, the party can pay for some kobold mercenaries to help them however due to the party's level it will be more of a gold sink than actual help.



The left is far more complex for the party, as they'll be walking directly into the kobold settlement. Depending on the actions of the party, these kobolds will either be worshiping Luciea, a female Adult Silver Dragon, or will be worshiping an Adult Black Dragon named Garpham. If Garpham is being worshipped, then the head of Luciea will be on display atop a metal spire in the centre of the village, with black kobolds protecting the grotesque visage. If Luciea is being worshipped, then there will be no evidence of Garpham in the area whatsoever. It is very likely that Garpham will be the one that's being worshipped, so the kobolds will be very hostile towards the party. If the party continues downward into the caves, they will eventually come across Garpham and his hoard of gold and magical trinkets. Garpham will take no notice of the party if they arrive in a non-intrusive manner (if they arrive without making lots of noise, they should be fine), allowing the party to potentially grab a couple magical items that're on the outskirts of the hoard if they've got a good stealth skill. It is advised that a single person collects the trinkets, with the party staying near the exit, as to avoid TPK if something goes wrong. If Garpham does happen to notice someone stealing from his hoard, he will slash at a rope near him that will cause a very large, very heavy stone slab to block the door. This will separate the people inside and outside of the vault, and unless the person inside the vault is able to teleport or kill Garpham single-handedly then the person will almost certainly die. The party have the choice of avoiding the vault upon seeing Garpham, returning the way they came and going the right way.

Once the party exit the cave, they will be greeted with something quite beautiful; a vast field of chilled plains, not coated with snow however devoid of plant life outside of evergreens. The party will exit quite high up the mountain and will be able to take a well-defined pathway down to a hamlet nearby. It's a D&D version of leaving Vault 101 and heading to the scenic point. The path they take will be a fairly glorious one, having them slowly traverse around and then down a mountain. If they're doing particularly well, and show no signs of slowing down, then environmental hazards are able to be used. Avalanches, boulders, mountain bandits and even a frosted troll are all able to jump out on the party and cause either a lot of damage, or severely impact their travelling. These aren't mandatory or essential, especially if the session is nearing and end and the party just wants to get to the hamlet.

The party has reached the hamlet named Ysgramad and are able to finally take a protected long rest inside of proper walls. The hamlet holds a few useful locations for the party, most of which is expected to be used. There's a tavern, a general store, a Hunter's Hotspot, an arcane supplier and a butcher if any of the party are particularly hungry. There's no black market, however a trading caravan that sells exotic goods can be found near the entrance of Ysgramad. The hamlet isn't much for politics, and barely has a guard barracks. They mostly rely on people having good faith, as very few evil folks come all this way just to destroy a hamlet. Two guards live in the hamlet, and both are equally incompetent at their jobs. It is very easy to commit and get away with crime in Ysgramad, however the world will frown greatly on the party if they decide to act in bad faith. Daily bounties are able to be taken at Ysgramad, yielding humble rewards. The hamlet isn't very rich, far poorer than Grungsdin, meaning the Hunter's Hotspot has little to sell. On the bright side, they sell at marginally cheaper prices, and their Hot Deal is one that'll be locally made. It will likely be a hand-crafted bow that allows arrows to cast a rope behind it, allowing for easier climbing. Once the party has rested, resupplied and is ready to continue the expedition, they will march onward into the plains, with the Hunter's Guild close approaching.

The darkness should now become the party's main ally or enemy depending on how they treat it, as the North has much longer nights. As the party travels across the plains into the hills, they should use caution with regards to light. During the darkness, anything that's bright will attract very unwanted attention, from wolves to giant owls and even bugbears if the party is exceptionally unlucky. Lanterns and torches are highly discouraged, unless they wish to cause distractions for extra protection against the dangers of the wild. Food will be in short supply, so hunting is likely going to be the best solution if the party wishes to stay unencumbered and perceptive. There's no major faction to fight, or any particularly large dangers during the plains. Instead, the plains are meant to act as a bit of a testing ground for the party, whilst giving them the opportunity to enjoy the outdoors without having a constant dreadful threat. It will mostly be used for developing character, as well as fleshing out the lore and the story the longer they stay out there. Over time, the party will soon discover that the plains are encased in a humongous arcane field that causes interesting events to occur, akin to a sandbox of sorts for those inclined to the arcane.

A wizard will be able to detect the significance of this location if they either pass an arcana check or a history check. If they pass an arcana check, they'll know that this area holds a great magical power to it, that allows magic to be casted with great ease whilst almost spontaneous events of a grand nature are able to occur at a moment's notice, and gone just as fast as they came. A history check will tell the player that the location is historically known as the Wizard's Playground, home to some of Virn's most notable magical discoveries. From the first fireball, to the largest eldritch blast ever recorded, the Wizard's Playground is very special to wizards of all walks, acting as a place of pilgrimage to any master of the arcane arts. If the party is lucky, they may find some magical artefacts and trinkets that can help their progress. It is entirely possible that the party, if rolled high enough, may encounter a pedestal that holds one of the few magical items that can completely change the world: The Deck of Many Things. Due to the immense difficulty needed to encounter this legendary item (several critical rolls), it is very unlikely that the party will actually acquire this item, however they will definitely be taunted by it.

The area should allow the party to acquire particularly strong and iconic magic items that'll help them on their journey, with The Deck of Many Things acting as a 'jackpot' of sorts. Portable Holes, Bags of Holding, magical necklaces and depending on the party's classes, there'll likely be some personalised gear for them designed to later aid in the hunt. The Wizard's Playground should consist, monster-wise, of mostly fey creatures that don't really care about helping the party or harming them; the fey should actively try to prank the party by messing with them in several ways, be it dropping illusionary boulders onto them or writing crude messages in the sky out of light. Very little actual danger should be present; however, the party should feel in-danger until they discover these events, encounters and occurrences as being the work of the fey for the sake of their fun. The fey will have little affect politically, but if they're attacked/killed then messages will spread out to the Guild and other cities that the party (depending on who actually decides to start killing/attacking, certain players may be targeted) are acting with poor faith. Now finished with the field, the party makes their way to the Fjardskal village sitting in between several mountainous structures, with the Hunter's Guild being visible from the naked eye.

This is the village of Hjarllgern and is to the Hunter's Guild what Port Sunlight is to Unilever. Everyone in the village is a member of the Guild in some way or form, making it quite a fun place for tourists. The village should hold several important shops and places for the party to rest, with a famous Mead Hall located in the centre. The Mead Hall takes the place of the tavern, with a hostel being settled near it. If the party is willing to spend the gold, they're able to rent a property from the town hall; the party should stay in good faith of the world if they wish to do this, as evil deeds may cause the price to skyrocket or even forbid them from any form of renting. The party isn't required to rent out a property, as the hostel is completely free (at the downside of being shared by several other tourists) and the benefits of joining the Hunter's Guild completely remove any need to rent. To continue upwards to the Hunter's Guild, the party must make their way to the Hunter's Hotspot settled near the town hall and state who they are. By this point, message would've spread to this Hotspot that the party is on their way and have made it without ferrying meaning they're able to receive a commendation of the Hunter's Guild. Once the party receives the commendation, they're able to walk up to the Hunter's Guild and present it to the guard outside, granting them entry into the grand building.

The Guild is beautifully adorned with several hunting trophies, ranging from the heads of giants to an entire aboleth hung from the ceiling. The party will enter into the front room of the Guild, with a grey-bearded man looking at them with a smile (or other expressions, depending on how the party has impacted the world up to this point). For reference, the man looks like Sir Hammerlock from the Borderlands series, however all of his limbs are in-tact and he wears pants rather than shorts. With a very impressive bow across his back, he greets the party and gives them a tour around the guild. At this stage, the party are meant to be at complete safety with the Guild acting as their hub. Due to this being late game, the party should be around level 14-16 and well-established in the world, be it in a positive or negative light. The Guild will act as their home as once the tour finishes, they're all given passes that allow them to stay inside of the Guild Hall when they so need it. The tour itself will guide the players through several rooms that each hold trophies, training grounds and so on, with them passing through a few notable rooms such as the kitchen and the Guildmaster's Office.

One room of the Guild Hall that is avoided by the tour is the basement. If the party asks to see it, they'll be told by the Guildmaster that they need to earn their trust before they're able to see what's below. If a member of the party decides they want to sneak into the basement, then the guild will be quite angry at the member; depending on what happens whilst the member is in the basement, the guild may choose to throw them out entirely. This only happens if the member is caught; if the member goes unseen and uncaught by the Guild, then they'll have no negative consequences. The basement is only meant to be explored after the party has completed a few sidequests for the Guild, due to the nature of the basement.

Heading down the steps, and then the wooden elevator operated by enslaved goblins, the party will encounter two things in the absolutely gargantuan cave settled beneath the mountain: a giant clock that is suspended mid-air by a magic orb, causing the clock to cause a localised time distortion (which is why the mansion seems to be stuck in time), and the head of a tarrasque. A place used both as a workshop and a grand meeting place, the basement is home to the Guild's intelligence and greatest trophy. This is mostly meant to establish the Guild as being the home to the greatest Hunters the world of Virn has ever known, giving the guild a solid reason to trust them as being strong. It is here in this basement hall, that the Great Hunt is finally given out to the party. By this point, the party should've reached level 17 at a minimum and are nearing the end of the campaign. They're able to passively roleplay for a small while after they're given the Great Hunt, before setting off to finish the story. The Great Hunt is one that's entirely campaign-dependant, as no two campaigns should share the same Hunt provided each instance of the campaign is completed. Due to this being the first campaign, the party will encounter the first Hunt that'll go down in the history of the Guild: The Ancient White Dragon, Konaviir.



Konaviir is settled in a cave atop Virn's tallest mountain, called Eir. The only entrance to the cave is located near the peak and doesn't hold much depth to it outside of Konaviir's home. The party won't need to travel far to reach the base of Eir, as they're already in the Fjardskal mountains, however the main difficulty comes from climbing and the harsh elements rather than monsters. A painfully difficult climb, needing the party to use teamwork and the skills they've learnt along the way (as well as any magical items they may have that could help traverse the difficult terrain), the peak of Eir will be a very notable feat if climbed. The feat of reaching Eir's peak is one great enough to cause the party to level up, leading them to be at level 18 as a minimum. Once they've reached the cave's entrance, they'll know that when they enter either Konaviir dies, or they die. The party are permitted to have a long rest upon entering the cave, as Konaviir is settled further down and rarely leaves. The Great Hunt is to stop Konaviir from leaving at all, as it has been said that he will soon leave his home to destroy many others. Konaviir, if not killed, will cause a frosted devastation onto Hjarllgern and the Hunter's Guild, akin to that seen in the taiga. Once the party is fully rested and prepared, they shall continue deeper into Konaviir's Lair for a legendary battle.

Konaviir is not someone to try diplomacy with. There is nothing in the world that could charm him outside of a wish, but it would still only be brief. This is an encounter the party must take on with offense, lest they wish to be frozen atop the throat of the world until the end of time. Being a White Dragon, Konaviir is attuned to his icy surroundings which allows him to have quite a significant control of the battleground. Any fire or heat should be encouraged by the party, as it is Konaviir's weakness and the only way to reasonably lower his health down. It is meant to be a difficult fight, and one that the party may even lose, however if they're clever then Konaviir can be killed in other ways. Due to the location being inclined with ice, a perception check will allow the party to notice a field of icicles littering the roof. Konaviir may be immune to cold damage, but he's certainly not immune to piercing. With enough movement or noise, the icicles may be disturbed so greatly that they'll fall down onto Konaviir and, if not kill him, definitely lower his health down by a large margin. Destroying the floor of Konaviir's cave will lead to the reveal of a fairly large pit of magma, as Eir is a long-dormant volcano. The party can learn this knowledge if they decide to do a history check and pass with a Natural 20, or they buy a geographical map of Eir for a fair sum.

Once the party defeats Konaviir, they will have free reign of the dragon's bountiful hoard. A large sum of money (75k Platinum/750k Gold), along with several magical trinkets that're mostly related to ice (A Crown of Ice, for example) and a couple historic artefacts related to Eir can be found and distributed amongst the party, who at this point should either be level 19 or level 20 from their long campaign. The bounty specifically asks for the head of Konaviir, however the party may skin the entire dragon and take back the hide for extra rewards. Once Konaviir is dead, the party will notice that the harsh climate has fallen and the way back down Eir is far easier. As the snow is brushed off and the ice melts off of the rock, the party will be able to walk down a well-defined path that leads directly to the back of the Hunter's Guild, specifically into the basement. Once they arrive, and present the head, the Guild will herald the party as Veteran Hunters of Virn, giving them all a place in the Hall of Fame.

This is the epilogue of the campaign. The BBEG is dead, the party has completed their quest and now they're able to do what they want with their money. Currently, there's no more progression for the campaign and now is the time where the party is developing the world around them. Some may choose to invest in a tavern, others may pay architects to build a home inside of Konaviir's cave, it's entirely possible that some of the players may start their own religion. What they do during this time is to help establish the world for the next run of this campaign, giving new players a fleshed-out lore written by players just like them. The players are able to write their characters' futures, giving them somewhere to go after the campaign. They may even make appearances in the future, be it in the Hunter's Guild as a heralded member or even as apart of the Adventurer's Guild established by the party. A wizard may go on to create a college or university in their own school of magic, a barbarian might create an arena to see who's the strongest in all the land, all of these fates are ones that the party and each player can decide with their riches. Once the players have decided what they're going to do with their riches, as well as finally put them into action, their tales will be told in narration Ron Pearlman style and the final session of the Great Hunt will come to a close.