

Sultan of the Sand - Hunting the Rey Dau!!

Monster Hunter Wilds Encounter

Trillion PB



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Background

The Rey Dau is a monster featured in Monster Hunter Wilds, a game which I think works fantastically in Dungeons and Dragons. Hunting monsters and crafting cool items is a core to both of these games, and the Rey Dau is a flavorful and challenging D&D .



The Rey Dau

The Rey Dau is an apex predator, a wyvern charged with lightning who easily swoops through the plains and eliminates any possible prey or threats.

The Rey Dau typically lives in the *Windward Plains*, where it stalks other monsters for food and guards its territory, happily attacking any interlopers who would intrude on its home.

Rey Dau can also be much harder, with two additional forms providing a greater challenge. Tempered and Arc Tempered Rey Dau are hardened, battle-weathered monsters who are a significant spike in difficulty, but also bring greater rewards.

Story Hooks

There are many reasons to fight a Rey Dau, from the loot to the challenge to the adventure. Here are a few adventure hooks to get your players to take down the Rey Dau.

- The Rey Dau has expanded its territory, and now the main trade route is constantly plagued and raided by the massive beast. Taking it down is the only way to secure trade, and in the most dire cases, make sure a town doesn't starve from being cut off of supplies.
- The Rey Dau has many special properties, but its *Fluid* can be drained to make a potent antivenom which can cure the strongest paralysis. An

ally has become struck with terrible paralysis, and this is the only reliable way to save them before they succumb.

- A researcher has snuck into the Rey Dau's lair to collect rare crystals and ores that form in its nest. The Rey Dau had returned, and now they have been trapped in the area and need urgent extraction.
- A massive storm has hit the area, and the Rey Dau is to blame. It's causing the wildlife to become agitated and aggressive.

If you are struggling to convince your players to go hunt the Rey Dau, perhaps incentivize them with gold or magic items. You could reveal that Rey Dau parts can be used to craft magic weapons, or that the renown of slaying it will open a lot of doors. If your players feel they are too weak - maybe they are. Perhaps they could recruit an ally, or find a weakness from a wise sage, or set up an ambush to get early damage off and weaken it. If they do this - awesome. Encourage this kind of interaction with the world. Included in the appendix are some potential characters and items that can be used to weaken the Rey Dau.



DMs Note: *Unless your Rey Dau encounter is central to the story, or if your players are supremely unprepared for the battle, dying forever to a side quest can be really discouraging. If you think the story ending on this note would be unfun, perhaps before the final member fails their final death saving throw, a screamer pod rips through the air and scares the Rey Dau to another location. The surviving players are carted by warriors back to town to be healed up. But though no one may have died, the consequences can still exist. Perhaps the Rey Dau has become stronger, more aggressive, or the storm has grown. Perhaps the players are knocked out for a long time, causing the world to push on without their help for a week or so. If you want to be really mean, you can leave a player with a long lasting injury - a missing eye or a hurt limb can lead to some harrowing moments.*

Hunting the Rey Dau

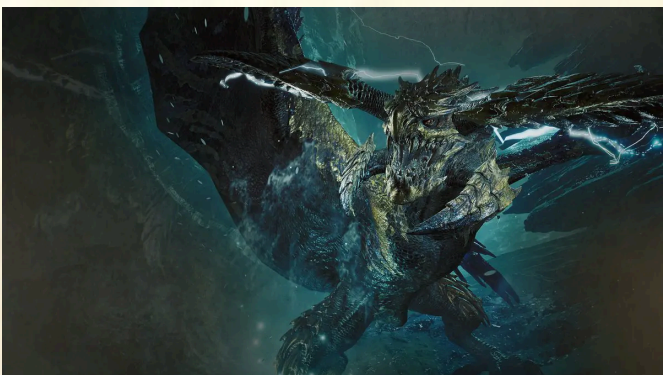
The Rey Dau can appear in several locations, hunting for prey or protecting its territory.

When the Rey Dau first spots the party, it roars massively – and lunges forward. Rey Dau is not a stealthy creature, and will almost never be surprising anyone. If the party manages to sneak up on the Rey Dau, they can get some licks in before the Rey Dau is ready.

The Rey Dau in Combat

The Rey Dau is a deadly weapon from the tips of their horns to the tip of their tail, and hunts anything that comes near it. It is not an intelligent creature, but it is .

The Rey Dau can be made enraged in the battle by dealing massive damage to it. They become faster and more aggressive.



As the Rey Dau is attacked, the parts of its body can start to fall off, and its options become more limited. This

gives the players a choice of strategy to slow it down and limit its options. When a part is broken, it drops a *Rey Dau* part. There are 4 parts that can be targeted on the Rey Dau.

Horns – If the horns are destroyed, the Rey Dau loses the ability to use its Horn Strike or Focused Strike attack. To get the ability to use Focused Strike again, it must roll a 6 on the Recharge, in which it can use it. If it uses Focused Strike while its horns are broken, it loses the ability to recharge the attack.

Claws – If the claws are destroyed, the Rey Dau loses the ability to use its Claw Strike.

Wings – If the wings are destroyed, the Rey Dau's fly speed slows down to 20. If the Rey Dau is in the air while its wings are broken, it plummets to the grab and falls prone. It must use an action to get up.

Tail – If the tail is broken, it slices off – leaving it lying on the ground. The Rey Dau can no longer use its *Tail Swipe* attack and slows down, dropping its flying speed to 30 ft. This instantly causes the Rey Dau to attempt to flee.

REY DAU

Large Monstrosity, Unaligned

AC 16 Initiative +0 (10)

HP 180 (23d10 + 45)

Speed 30 ft., fly 60 ft.

		MOD	SAVE			MOD	SAVE
STR	17	+3	+3	INT	5	-3	-3
DEX	12	+1	+1	WIS	12	+1	+1
CON	16	+3	+3	CHA	6	-2	-2

Skills Perception +4, Survival +4

Vulnerabilities Cold

Resistances Lightning

Immunities Paralyzed

Senses Tremorsense 20 ft., Passive Perception 14

Languages --

CR 8 (XP 3,900; PB +3)

TRAITS

Berserk. If the Rey Dau takes 50 damage during turns other than its own, it screeches and grows enraged. Each turn while enraged, it can take a second action which can't be used on a multiattack. At the end of each turn, it rolls a D6. On a 1-4, it remains enraged. On a 5-6 it calms down and stops being berserk.

Escape. If the Rey Dau falls to 40 hit points and has a flying speed, it flees the location and flies to the next closest safe location. If it has no flying speed, it becomes berserk.

Breakable Parts. When the Rey Dau takes sustained damage to a specific body part, that part might break off. If it does, they lose some mobility and attacks. If a part takes 20 damage within 1 turn, it becomes weak. If it takes 20 more damage before the Rey Dau begins its turn, the part snaps off. The 4 parts are:

Horns - If the horns are destroyed, the Rey Dau loses the ability to use its *Horn Strike* or *Focused Blast* attack. To get the ability to use *Focused Strike* again, it must roll a 6 on the Recharge, in which it can use it. If it uses *Focused Strike* while its horns are broken, it loses the ability to recharge the attack.

Claws - If the claws are destroyed, the Rey Dau loses the

ability to use its *Claw Strike*.

Wings - If the wings are destroyed, the Rey Dau's fly speed slows down to 20. If the Rey Dau is in the air while its wings are broken, it plummets to the grab and falls prone. It must use an action to get up.

Tail - If the tail is broken, it slices off - leaving it lying on the ground. The Rey Dau can no longer use its *Tail Swipe* attack and slows down, dropping its flying speed to 30 ft. This instantly causes the Rey Dau to attempt to flee.

ACTIONS

Multiattack. The Rey Dau makes two attacks between Horn Strike, Claw Strike, and Tail Strike. It can use the same attack twice.

Horn Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Claw Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Tail Swipe. *Melee Attack Roll:* +7, reach 15 ft. *Hit:* 11 (2d8 + 2) Bludgeoning damage.

Wing Strike. The Rey Dau strikes a line in the ground 20 ft long. The Rey Dau makes a horn strike against each of them. Any creature within 5 ft of the line must make a Dexterity saving throw with a Difficulty Challenge of 14 or take 4d8 damage. They take no damage on a success.

Focused Blast (Recharge 5-6). The Rey Dau centers its horns toward a single point and unleashes a beam of channeled electricity at a point it can see within 80 feet. Any creature within 5 ft of the point makes a 16 Dexterity saving throw. On a failed save, the target takes 6d8 lightning damage, or half as much on a success. Any creature in the line between the target and the Rey Dau must make a DC 14 Dexterity Saving Throw or be knock prone.

BONUS ACTIONS

Aftershock. The Rey Dau chooses any target that can see it dealt damage to this turn. The target and any creature within 5 feet of it must make a DC 14 Constitution saving throw. If they fail, they take 1d8 lightning damage and fall prone. Otherwise, they take no damage.

Tempered Rey Dau

If this perhaps is too easy for your players, there are two difficulty modifiers that you can add to the Rey Dau - the Tempered Rey Dau and the Arc Tempered Rey Dau. These add plenty of juicy hit points, deal more damage, and in the case of the Arc Tempered Rey Dau - have legendary actions. IF an Arc Tempered Rey Dau is too easy, you can always add two of them.

These can be found on D&D Beyond at these links:

Rey Dau:

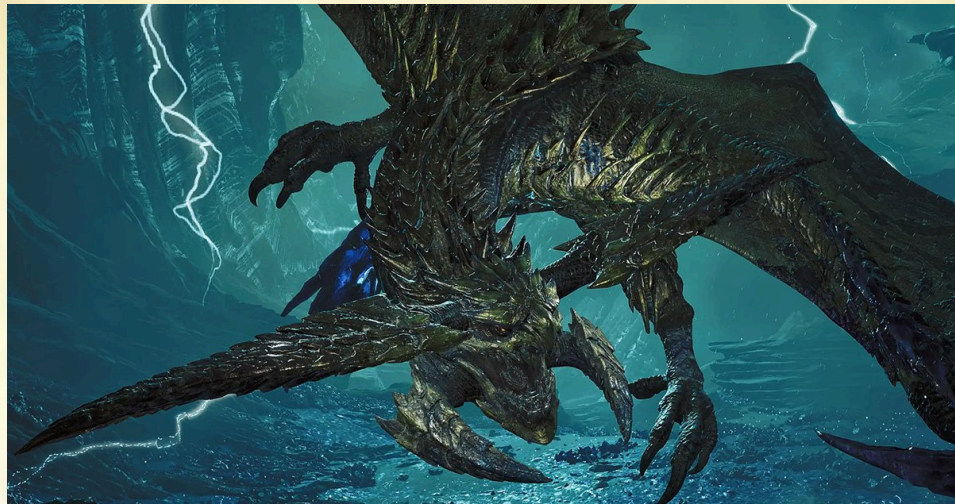
<https://www.dndbeyond.com/monsters/5459385-rey-dau>

Tempered Rey Dau:

<https://www.dndbeyond.com/monsters/5478422-tempered-rey-dau>

Arc Tempered Rey Dau:

<https://www.dndbeyond.com/monsters/5478686-arc-tempered-rey-dau>



Rewards

The *Rey Dau* can be carved after being defeated, which grants 1 *Rey Dau part* for each person who carves the body.



You can now return victorious, with the roads a little safer to travel and the natural order once again in balance. Of course, a new *Rey Dau* will return in time, but for now all is well.

Appendix

Appendix A: NPCs

Y'sai

Y'sai is a Seikret rider who lives in Kunafa Village. He is very suspicious of outsiders, believing that they are looking to disrupt the peace of his town. He is a non-warrior and rancher. If you earn his trust, he will tell you the stories of the Rey Dau and allow you to stay in Kunafa Village. If he is convinced to aid in the hunt, he will grant Seikret mounts to keep pace with the Rey Dau.

Rove

Rove is a Wudwud explorer who is very well spoken. He loves to be of assistance and is willing to aid anyone who needs it. He has deep knowledge of many monsters, and is privy that the Rey Dau is vulnerable to Cold damage.



Appendix B: Items

Seikret

The Seikret is a rideable raptor that has been tamed by the people of Kunafu village. It can be equipped with a bridle. It has a move speed of 60 and can glide, negating all fall damage dealt to it or its rider. It can be equipped with a saddle and bridle, which grants advantage on any animal handling checks to control it.



Rey Dau Parts

Rey Dau parts come in the form of horns, scales, claws, and carapaces that can be stripped from a Rey Dau and used to create powerful weapons and armor.

Rey Weapons can be made by including Rey Dau parts in addition to the other material costs to forge a weapon. The weapon gains the following benefits:



- When the weapon deals damages to a target, it deals an additional 1d6 lightning damage.



Rey Armor can be made by including Rey Dau parts in addition to the other material costs to forge the armor.

The armor gains the following benefits:

- You gain resistance to lightning damage.
- You have advantage on saving throws to avoid being paralyzed.

Flash Pod

A flash pod can be fired at a creature, exploding into a bright light that blinds those close to it. You may throw the flash pod 20 feet or use a sling and toss it up to 60 feet. Creatures within 15 ft of the flash must make a DC 14 Constitution saving throw or be blinded until the end of your next turn. If a creature is flying and is blinded by a flash pod, they flail and hit the ground hard – falling prone and requiring the use of an action to stop being dazed.

These can be crafted quickly as an action with a successful DC 14 Survival check with a sack and a *flashbug*, an insect that produces fluid that sparks brightly.

Dung Pod

A dung pod can be fired at a creature, unleashing a cloud of noxious fumes that send the creature running. A creature that is successfully hit by a ranged attack with a Dung Pod, either thrown (20/60) or fired from a sling (30/120) will take 1 point of bludgeoning damage. Then the target must make a DC 14 Wisdom saving throw or become frightened of the attacker. If that target is a monstrosity or beast, they automatically fail the saving throw and must do their best to find a better location.

If a creature has already been frightened by a dung pod that day, they have advantage on their saving throw. If a monstrosity or beast that has already been frightened becomes hit with a dung pod, they get to make a saving throw with advantage. If any creature has been frightened twice by a dung pod becomes immune to the effects. These can be crafted quickly as an action with a successful DC 10 Survival check with a sack and *beast dung*.

Appendix C: Maps

Windward Plains



Important Locations

Kunafa is the only village in the Windward Plains and is home to a pacifist, farming people known as the *Sandfolk*. The entrances are adorned with resonant clattering jewels that ward off the larger monsters who would

otherwise attack their homes and livestock. They raise several animals, including the Seikret, riding mounts that are used to navigate the plains.

Rey Dau's Lair is at the far southeast of the plains at the peak of a treacherous mountain. It is covered in grounding stones and conductive rocks that allow the Rey Dau to better protect their space. It is carved out of the spine of an elder dragon long since dead.

Happy Hunting!

