Vol 2, Issue #2

Avalon Encounters

Monster Hunters of the Exoticium

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The PCs meet a small group of people who make an unusual living. They are in the business of capturing monsters in one area and selling them in another. There are a variety of encounters which can result from this. This encounter is good for any level of PCs.

Background

A small caravan passes through one end of a continent to another. They travel through the Prime Material plane, seeking worlds with the most dangerous and exotic creatures. Owners and proprietors of gladiator games want interesting opponents. Cities want their lands clear of menacing creatures. The richest of the rich want pets no one else could even dream of owning. All in all, the Exoticium have plenty of reasons to capture monsters and plenty of ways to get rich from doing it.

This group was started by a single individual who hunted minor menaces in the most obscure villages in more of the most obscure of worlds in the Prime Material plane. At first, he cleared his local village of menaces and sold them to a rich man in a nearby city. The surrounding areas then became safe. The cycle continued until for a time, the entire country was cleared of any sentient eaters. His name has been lost over the eons as this group has gained power and notoriety. It has stayed small but strong due to the necessity of being handle anything in their path without being noticed by a lot of people.

The equipment is designed to handle any sort of creature but it is made to look far less impressive than it is really is. For instance, the cages are made from adamantium and mithril but the bars are covered with a thin layer of iron or they might even look like wood for worlds in which metalworking has not advanced very far. The weapons are made to penetrate the weaknesses of any creature and deliver spells which weaken enough to be captured. However, they are also made to look like ordinary items.

Everything from their attitudes to the humblest of items is made to help people forgot about them even after they may perform a service like clearing out a dangerous monster.

There are rules within the Exoticium. They do not capture anything which is capable of sentient reasoning because they are monster capturers, not slavers. All of the creatures are unwanted beings which only cause devastation to their ecosystem. They are loyal to the group since they only pick members who are high skilled but who were considered misfits in their worlds. They are also wary of most outsiders since they know that their services are welcome but they also know that thankfulness is a short lived trait among most humanoids. Therefore, they have a rule about never staying very long in one place.

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