

Serpentine Samba

Requested by: A Loving Brother

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 3,000 gp
- **Character Levels.** A group of four 5th-level characters (Maybe 6th for an easy hunt).

My huntin' is near as bad as my dancin', but my little sis? Best moves in the tribe! I wanna make her a costume of serpent scales for the big festival. Could ya help me bag a big snake?!

Goal. Hunt a **najarala** (3 signs to encounter).

False Creatures a **zinogre** (3 false signs to encounter)

Guild Supplies Recommendation: 1 potion of first aid each (potion of healing that is returned to the guild if not used), 2 days rations each.

Final Encounter

The fight begins with the najarala emerging from the ground and surrounding at least one member of the party, then initiative is rolled. The najarala itself has its maximum HP +25% more (330). The reason for the lower hitpoints than I usually recommend is due to this being a fairly difficult fight due to the party level vs the najarala's CR.

Minor Challenges

Two **kulu-ya-ku** enter into the area from the entrance furthest from the party. Once is carrying a silver egg (valued at 1,000 gp). The kulu run past the party if they don't engage them.

Tar pits are found scattered throughout the area (choose 1d10 spaces the tar pits originate from). They appear as nothing more than a shallow pools, but a DC 13 Wisdom (Survival) check is enough to recognize the danger. A tar pit functions as quicksand and ignites if brought into contact with open flame. If a party member steps into one roll a d20, on an 18 or higher choose one monster encounter from the minor challenges table or location stat block to

A **paolumu** plus a **velocidrome** that enters the area at the start of the second round and uses alpha call.

+1 false sign

Three **seltas** plus 1d4 **bnahabra**

A **seregios** with a **young seregios** teaching it how to hunt.

A **saytr** hidden (DC 15 Perception check to detect) in the foliage plays a mystical song on its pan flute. Each creature in the area must make a DC 12 Wisdom saving

throw or dance uncontrollably for one hour, or until the saytr stops playing the song. On a successful save, the creature is immune to the saytr's song for 10 minutes. The song itself seems to come from all directions, and a creature that isn't dancing can make or repeat its perception check every 5 minutes.

A tunnel created by the najarala is found in this area. The tunnel leads either out of the cave system or out to the surface depending on where they find it. Going through one of these tunnels grants the party a +1 bonus to trailblazer and scout skill checks in the next area, but there is a 30% chance that the tunnel caves in as they are traveling through it.

They party stumbles across a group of smugglers arguing about which tree they buried their treasure under. It appears that they haven't noticed the group. (choose what the smugglers might have. It could be something useful to the party now or as materials/resources for the future).

Major Challenges

A **Somnacanth** with 150% hit points.

Jumanji Flowers. For the duration of the hunt, 1d6 purple flowers grow in each area the party travels to. Choose a spot for each flower rolled. When a creature moves into a space within 10 feet of a flower, it must make a DC 13 Constitution saving throw or be poisoned for 24 hours. A poisoned creature can repeat its saving throw every hour that passes, ending the poisoned effect on a success. While poisoned in this way, a creature suffers one level of exhaustion and gains one additional level every hour they remain poisoned.

+2 false signs

Benefits

+2 Signs

Minigame. In the area is a small jungle temple. Inside of the temple are three pedestals. The left pedestal is empty, the middle pedestal holds a gold egg (3,000 gp), and the right pedestal holds a platinum egg (5,000 gp). The kulu-ya-ku in the minor challenge stole the silver egg. Placing the silver egg back on the pedestal unlocks a hidden room containing a cache of supplies (provide your players with somethings they are looking for or would be useful in the hunt. Minimum value of 7,000 gp in total). Taking the platinum egg seals the room, taking the gold egg fires poisonous darts in the room (DC 15 Dexterity saving throw, 2d8 poison damage and poisoned for 1 hour on a failed save).

The corpse of a **plesioth** (3 carves).



The Jungle

JIt is situated in and around a tropical coastline and is located near Jumbo Village. This location is characterized by white sandy beaches, turquoise seawater, lofty cliffs and subterranean caves. This place is inhabited by many types of monsters

Area Descriptions

STARTING LOCATION: A.

A shoreline enclosed by high cliffs, there is a vine that leads to an upper sector.

AREA 1.

A wide area with major vegetation and a view of the jungle to the east far below.

AREA 2.

A wide open area with some knee-high vegetation, there is a large tree at the cliff-border. The vines in the north provide a passage to a secret fishing spot.

AREA 3.

A densely forested shoreline with multiple cave entrances and a sandy path to the northern ruins, which is cut off by the water during the night.

AREA 4.

A clear narrow shoreline with high cliffs and a view to the wide ocean.

AREA 5.

A large area of damp soft sand filled with debris from the sea. The waterfalls on the eastern side of the area create streams that flow into the ocean.

AREA 6.

An open sector high in the cliffs with multiple cave entrances, the endless ocean to the west can be seen here.

AREA 7.

A small cave used by some monsters as a resting spot, there is a crack in the ceiling where light comes down to illuminate the area.

AREA 8.

A wide open stone path inside a large cove, there is many small nests and many littered bones, along with a crystal patch. A small passage to the southeast leads to a cave filled with ankle-deep water and a ceiling of crystals.

AREA 9.

A cliff top inside the cove, small flows of water run down to the black depths

AREA 10.

A narrow path between cliffs, it is highly dense in vegetation and there is a small body of water in one end.

AREA 11.

An underground stream flows out from the eastern cliffside, draining into the ocean to the west. A large hole in the center of the area leads down into area 8

AREA 12.

A smaller area with major vegetation and a view of the ruins to the north.

AREA 13.

Minimal vegetation fills this area of small rocky cliffsides. A wyvern nest sits on the southeastern cliff, overlooking areas 1 and 6.

AREA 14.

A bonepit sits at the center of this area, below the trunk of a long dead ancient tree. The roots of the central tree provide passage to the upper areas of the hunting ground.

AREA 15.

A wide open field on the cliffs above the shoreline. Dense tree cover provides a safe place to rest.

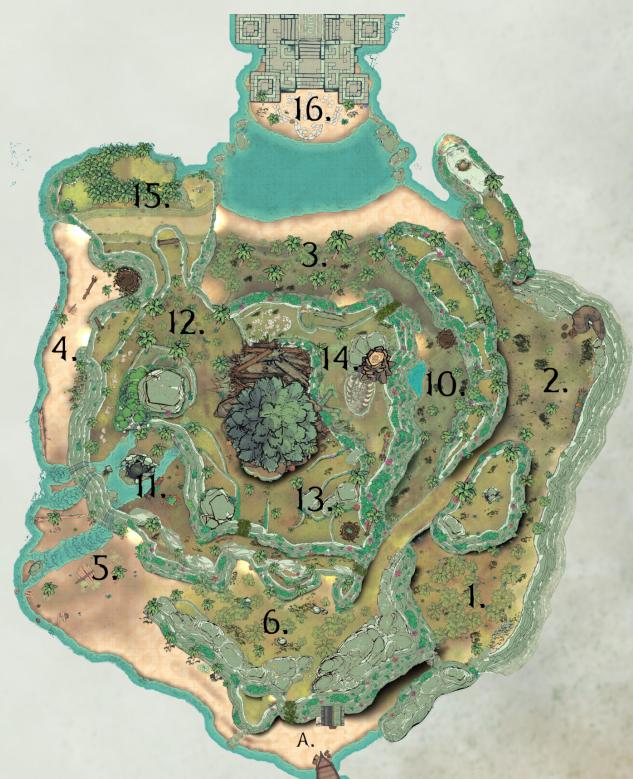
AREA 16.

An small island formation at the foot of long-abandoned ruins.

AREA 17.

The ruins of an ancient civilization building surrounded on all side by cliffs leading into an underground lake.

The Jungle



Going on a Hunt

The hunt above tells us what creature we are hunting, what territory it is located in, and what our areas within that territory look like. Below 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 d20 and takes the highest roll, on a nat 1 the GM rolls 2d10 and takes 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)

See Amellwind's Guide to Monster Hunting Chapter 2 for more information on the artisan.

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

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

Finding Signs

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

False Signs

When you are on a hunt, the creature you are looking for is not the only one in the area. One of the GM options in the minor and major challenges is finding false signs. These signs work the same as finding signs for the creature you are hunting. Once you find 3-5 of these false signs, a hard or deadly encounter occurs.

It is typically best to know what creature the PCs will encounter when they find these false signs. It wouldn't make much sense if they are finding tufts of fur and then end up fighting a rathalos.

How to Find Signs

Whenever the trailblazer rolls a survival check for entering an area, the GM rolls on the table below to determine what signs, challenges, or benefits they may find in the area.

Finding Signs Table

ROLL	RESULTS
1	major challenge
2-9	minor challenge
10-17	1 sign, minor challenge
18-19	1 sign
20	2 signs, benefit

Challenges and Benefits

If the trailblazer rolls anything less than an 18 on their Tracking Roll, they must overcome a challenge on their hunt. These challenges can be either minor or major, depending on the result. Likewise, if a group rolls a 20 on their Tracking roll, they come across a benefit that can seriously aid them in their hunt.

Minor Challenges include non combat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, minor challenges 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 party's ability to kill, or anything else the GM might come up with.