

# The Nocturnal Enchanter

Please note this hunt uses the rules for *going on a hunt* within *A mellwinds Guide to Monster Hunting*. A reference can be found at the end of this hunt.

## Requested by: Bherna Chief

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 2,400 gp
- **Character Levels.** A group of four 5th-level characters.

*The survey team ran into a Malfestio in the Jurassic Frontier. Before they knew it, everyone had either passed out or gotten so confused they don't remember a thing. Be on your guard, Hunter!*

**Goal.** Hunt a **malfestio**.

**False Creature** a **zinogre** (3 false signs to encounter).

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

## The Final Encounter

*The malfestio stat block has been updated for this hunt, please check page 2 for its updated stat block.* The malfestio is accompanied by 3 (1d6) young malfestio (**giant owl**). The malfestio is protecting its young, which is why it is so aggressive. The young malfestio will attack, but they flee once they are reduced below half their maximum hit points, or they all flee if one is killed. The malfestio has its maximum hit points +50% (351) and typically land only when at least one hunter is confused or asleep. If the party is fairly damaged, you could reduce its hit points to its normal maximum (234).

## Minor Challenges

6 (1d12) **grimalkyne** charge head first towards the party, half riding on velciprey while the other half are riding on shamos. They are searching for resources the party has that can help cure their protector, a **duramboros**.

A magical mist creeps in from the center of the jungle, covering the entire area. Contact with this thin, grey, odorless mist can infect humanoids, except gnomes, with cackle fever. A *dispel magic* spell destroys the mist in a 20-foot square starting from a point chosen by the caster within the spell's range. A humanoid, except gnomes, that comes in contact with the mist must succeed on a DC 13 Constitution saving throw or become infected with cackle fever (see page 2).

**A adolescent rajang**

A **vespid queen**, 4 (1d8) **vespid princess**, and 9 (2d8) **vespoids** hiding in the area

Coconuts fall from the trees above. Each creature in the area must succeed a DC 20 Dexterity saving throw or take bludgeoning damage equal to the difference of 20 - the creatures saving throw on a failed save.

+1 false sign

2 **great jagrás**

A snobby **noble** lead an expedition of several **commoners**, two **knight**s, and a missing **scout** and they are now lost.

A weathered leather journal covered in small scratch marks is located near the edge of an area next to ground the resembles the shape of a humanoid body. Inside is the diary of a treasure hunter. The writing quickly turns into ineligible scribbles after the hunter thinks they're into something. The last word you can make out is "cave". Inside one of the caves is a sleeping **bloodsoaked arzuros**, a large pile of bones that look vaguely humanoid from a distance, and a small treasure chest.

## Major Challenges

The next 3 (1d6) areas are filled with poisonous flora and it is allergy season. When a creature enters an area filled with pollen for the first time, it must succeed on a DC 13 Constitution saving throw or be poisoned until it leaves the area. If a creature fails its save on subsequent areas, it also gains one level exhaustion (to a maximum of 3).

+2 false signs

Mold covers the area. If the area is outdoors the area is covered in brown mold (DMG p.105). If the area is a cave or underground, the area is covered in yellow mold (DMG p.105).

## Benefits

Corpse of a **coral pukei-pukei** (3 carves).

**Veggie Elder.** The party happens upon a veggie elder who is willing to trade his mega versions of the bugnet, fishing pole, pickaxe, and herbalism kit. Each tool gives advantage on checks when used to gather resources, but breaks a skill check if failed using them. The veggie elder is looking for any material CR 5 or higher, or anything extremely shiny.

**Blessed Shrine of the King.** When a creature touches this shrine, nothing visibly happens. For the duration of the hunt a shakalaka magically appears at the start of combat or any other time of the DM's choosing, from nearby foliage and fires a poison dart at the creature target before disappearing. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

+2 Signs



# Malfestio

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

**Skills** Perception +7, Stealth +9

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

**Challenge** 9 (5,000 XP)      **Proficiency** +4

**Flyby.** The malfestio doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing and Sight.** The malfestio has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Magic Resistance.** The malfestio has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The malfestio makes two Talon attacks and two Wing attacks.

**Talons.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Wings.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Sonic Wave (Recharge 5-6).** The malfestio releases a sonic wave in a 30-foot cone. Each creature in that area must succeed a DC 15 Wisdom saving throw or be confused for 1 minute.

While confused, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the saving throw fails by 5 or more, the creature instead falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. When a creature wakes up it is still confused until it succeeds on its saving throw or 1 minute has passed since it first fell asleep.

# Cackle Fever

While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its Common name and its morbid nickname: "the shrieks." Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of Exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering Combat, Taking Damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes Incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, Ending the mad laughter and the Incapacitated condition on a success.

Any Humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each Long Rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an Attack of mad laughter drops by 1d6.

When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these Saving Throws gains a randomly determined form of indefinite Madness, as described later.



# The Jungle

**J**It 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.