

# A Thanksgiving Kulu

Please note this hunt uses the rules for *going on a hunt* within [Amellwinds Guide to Monster Hunting](#). A reference can be found at the end of this hunt.

## Requested by: Worried Spouse

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,800 gp
- **Character Levels.** A group of four 4th level characters.

*Hunter's I need your help. A rathian swooped down and stole the kulu-ya-ku I was cooking for Thanksgiving. Please hunt down a new kulu-ya-ku and save my Thanksgiving dinner!*

**Goal.** Kill the **tempered kulu-ya-ku** (3 signs to find its summoning location).

**False Creature** a **rathian** (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*).

## Final Encounter

This is a fairly deadly encounter for a group of 4th-level PCs due the CR of the tempered kulu-ya-ku. If your playing with a group of min/maxers you should go with the usual max hit points + 50% more. If not, I would just give the tempered kulu-ya-ku its maximum hit points.

## Minor Challenges

A corn maze sprouts up in the area. At the end of the maze is an ornate table with a plate of golden colored corn. Eating the corn grants the creature an additional random rank 2 food buff (*choose or roll for it on the artisan rank 2 food table*).

Two **druids** with two **mosswives** block the hunters path. They don't believe that it is right that the kulu-ya-ku die for this yearly feast.

Nothing in this area, but the next 1d4 areas has 1d6 **nitrotoads** each. The toads move on initiative 20 with no concern for their well-being.

A blue yian-kut-ku

+1 false sign

A **anjanath**

A king **shakalaka** with 1d20+10 **shakalaka** celebrating with their own Thanksgiving. In the center of their table is a large piece of meat (*On a closer look a DC 15 nature or survival check confirms it is not kulu-ya-ku meat. A fail by 5 more or and they think it most likely is kulu-ya-ku meat.*)

## Creating Your Corn Maze

When creating your maze, outline your movable space in the area the party encounters this minor challenge. Draw your path through it (on the gm layer if are on VTT) and then place a corn icon in each square to act as a walls. I would also suggest limiting players sight to 5-10 feet around each token. Additionally when the maze forms, it also creates a ceiling to prevent flying, and instantly regrow if the walls are attacked. Allow your players to use insight, nature, and survival checks to help determine which way to go.

## Major Challenges

An **gypceros**

+2 false signs

**Cursed Shrine of the Farnished.** Each creature in a 60-foot radius is cursed when this shrine is touched. A cursed creature is famished for 24 hours. During that time, the creature must eat a days worth of rations every two hours

## Benefits

The corpse of a **bishaten** (3 carves)

**Shrine of the Harvest.** A creature that touches this shrine gains rolls on the artisan daily skill table immediately and gains that effect. Additionally whenever they eat food cooked by the artisan, they roll on the daily skill table again, replacing the current effect they gained from touching the shrine.

+2 Signs

**Harvest Sac** (4 Raw Meat, 1d6 Blue Mushrooms, 1d4 Herbs, 1d4 Hot Peppers, 1 Medium Monster Bone)

## Tempered Kulu-Ya-Ku

*Large beast (theropod), unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	11 (+0)
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STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

- **Saving Throws** Dex +6, Con +7, Cha +3
- **Skills** Perception +4, Investigation +3
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 7 (2,900 XP)

**Dig (Recharge 5-6).** As a bonus action, the kulu-ya-ku digs into the ground pulling out a small sized boulder that it wields in its claws. It will carry around the boulder until it takes thunder damage; becomes blinded, stunned, or paralyzed; or uses its boulder toss attack.

**Pounce.** If the kulu-ya-ku moves at least 20 feet straight toward a creature and then hits it with a peck attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the kulu-ya-ku can make one claw attack against it as a bonus action.

**Sensitive Beak.** The kulu-ya-ku has advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

**Standing Leap.** The kulu-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## Actions

**Multiattack.** The kulu-ya-ku makes two attacks: one with its peck and one with its claw.

**Peck** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage or 13 (2d8 + 4) bludgeoning damage while it has a boulder.

**Boulder Toss (requires Boulder).** *Range Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

## Reactions

**Parry.** The kulu-ya-ku adds 3 to its AC against one melee attack that would hit it. To do so, the kulu-ya-ku must see the attacker and be wielding a boulder.

## Kulu-Ya-Ku

Challenge Rating

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	T.Kulu-Ya-Ku Scale	(A,W)
7-11	6-12	T.Kulu-Ya-Ku Hide	(A,W)
12-14	13-16	T.Kulu-Ya-Ku Plume	(A,W)
15-19	17-19	Kulu-Ya-Ku Beak	(A,W)
20	20	T.Kulu Gem	(A,W)

## ARMOR MATERIAL EFFECTS

### T.Kulu-Ya-Ku Scale

You can use an action to speak this armor's command word, causing it to emit soothing music and cast the *calm emotions* spell (save DC 15) centered on you. Once you use this property, you cannot use it again until you finish a long rest.

### T.Kulu-Ya-Ku Hide

While wearing this armor you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

### T.Kulu-Ya-Ku Plume

*Airborne.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

### Kulu-Ya-Ku Beak

*Stamina Surge.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 3 levels of exhaustion when the spell ends.

### T.Kulu Gem

As an action, you form a boulder in your hand, from dust and debris on the ground, and hurl it at a creature within 60 feet of you. That creature must make a DC 15 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You can use this property twice, regaining all expended uses when you finish a short or long rest.

## WEAPON MATERIAL EFFECTS

### T.Kulu-Ya-Ku Scale

While attuned to this weapon you can cast the *prestidigitation* cantrip twice a day.

### T.Kulu-Ya-Ku Hide

While holding this weapon you can speak its command word to gain proficiency with improvised ranged weapons for 1 minute. Once used you can't use this property again until you finish a long rest.

### T.Kulu-Ya-Ku Plume

You have a +2 bonus to Deception checks while you are attuned to this weapon.

### Kulu-Ya-Ku Beak

You can use a bonus action to shroud your weapon in magical feathers for 1 minute. The next time you hit a creature with a melee weapon attack while your weapon is still shrouded in feathers, it must make a DC 11 Constitution saving throw. On a failed save, the target falls unconscious until the end of its next turn, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you can't use it again until you finish a long rest.

### T.Kulu Gem

While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

# Area Descriptions

## STARTING LOCATION: A.

The basecamp is located in a caved in area with a small fishing pond. It is complete with the standard yellow cloth tents for each character, a small outdoor fireplace has been constructed around four logs in the middle of the area, and a blue supply box is located next to the areas exit to the east. Through the exit are grassy fields bordered by a river and a forest.

## AREA 1.

Leaving camp, the group will follow the river deeper into the Verdant Hills. As they come around a bend to Area 1, a herd of herbivores are grazing on large plants along the riverbank.

## AREA 2.

From area 1, the path breaks away from the river and leads deeper into the hills. Eventually, it opens up to a flat grassy plain with two trees at either end of the area, a small ridge to the west oversees the area and a drop off to the river far below to the east.

## AREA 3.

A large grassy plain atop a cliff that overlooks the forested countryside. On the west side of the area is 3 pathways. The closest path leads higher into the hills between two cliffsides (**area 4**), the middle path leads to a thin stretch of land that cuts through the forest (**area 9**), and the farthest path leads to a serene pond surrounded by lush trees and shrubs (**area 10**).

## AREA 4.

Following the path between the cliffsides leads to a large grassy plain atop a cliff overlooking a forested countryside.

On the other end of the area atop, a couple 10 foot tall climbable cliffsides is the entrance of a large cave (**Area 5**). Its entrance is easily big enough for a huge or smaller creature to pass through.

## AREA 5.

The cave is dry and dark, the perfect home for wyverns and large creatures. There is minimal cover from outside elements, due to the massive hole in the caves ceiling. It also provides an easy way for flying creatures to enter the cave from above.

## AREA 6.

A small circular area with minimal foliage surrounded by large vertical cliffs that can be climbed on its north side, leading to a back entrance to area 5.

## AREA 7.

A secluded and peaceful clearing in the forest where no monsters appear, this is also where the Veggie Elder's stays.

## AREA 8.

This area of the forest is *lightly obscured* by mist. There is an abandoned hunter camp at the north west corner, but any supplies it might have provided are broken or rusted.

Along the outer area, Caveman like doodles are found on the side of a rock. A DC 14 Intelligence (investigation) check will show that the doodle is pointing to a tight space between two trees on the eastern edge of the area.

## AREA 9.

Area 6 is a thin stretch of land that cuts straight through the forest. On either side are ancient trees that create the walls to the path the party is following. There is also a little lake where the bones of small animals are scattered around near the southern end of the area.

There are 2 hidden spaces in this area, a DC 16 Wisdom (Perception) check is required to notice them. Each space can be found in the walls between the ancient tree trunks. Inside each area is a bee hive, where 1d4 honey can be collected.

## AREA 10.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

## AREA 11.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

## AREA 12.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

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# 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.