

The Fly in the Ointment

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: Data Hunting Party

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 4,100 gp
- **Character Levels.** A group of four 9th-level characters.

We were investigating whether rumors of giant cooperative insects are true, and our specimens got away. They flew towards the Jungle. Rumors are true! Great day for science! Terrible day for scientists! HELP!

Goal. Hunt a **seltas queen**.

False Creature a **chameleos** (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

When the party encounters the seltas queen, she is accompanied by 3 (1d6) seltas. One of the seltas is already attached to the seltas queen as her drone slave. In addition to this, the seltas queen has her maximum hit points +50% more (337). If the PCs are weak or she rolls 5-6 seltas you could drop its hit points to its maximum (225).

Minor Challenges

A plesioth

A **young kecha wacha** swings down from the trees and begs for scraps. If the party looks around the area is barren (*no resources for plants, insects, mushrooms in this area*). Providing the kecha wacha food will cause it to run off and return 2 (1d4) areas later with another young kecha wacha that is frail and poisoned (a broken sea urchin spine is hidden in its fur (DC 19 Perception or Investigation check to find). Curing the kecha will cause both of them to fight with the party for the duration of the hunt.

Heat Wave The jungle grows extremely hot for the next 1d6 areas. Whenever the party enters an area that isn't underground they must succeed on a DC 10 Constitution saving throw, or gain one level of exhaustion. The DC increases by 1 for each consecutive area the party travels through that isn't underground. If the area the party enters into has tree coverage, they gain a +2 bonus to their saving throw.

A **crimson qurupeco** that uses call aid before the start of battle (*they may want to run if a deviljho enters the area. It also probably eats the qurupeco*)

A **nargacuga** stalks the party for 2 (1d4) areas, waiting for the opportunity to strike. If there is no danger by the final area, a **young nargacuga** joins the fight as well.

+1 false sign

2 **congalala** plus 5 (1d10) **conga**

Game of Chance (*seaside areas*). Choose 20 (1d20+10) spaces on the battle map. When a creature moves through the area and touches a space you picked, a centaur or hermitaur makes a claw attack against the creature with advantage. A creature can use its action on its turn to try and discern subtle differences in the sand where a carapaceon is hiding (DC 15 perception check) on a success, the creature gains 1 insight charge. They can expend this charge to avoid the attack and move into a different space of their choosing (which might also have a different carapaceon). The area remains like this for the duration of the hunt and this challenge cannot be picked again, until the next day.

The area is covered in mushrooms, doubling the amount of mushrooms gained when gathering them in this area, but 10 (3d6) jungle violet fungus (**violet fungus** with the below trait) are hidden amongst the mushrooms.

Death Burst. The violet fungus explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 tiny violet fungus that grow to full size in 7 days.

Major Challenges

On initiative 20 on every round of combat for the duration of the hunt, three **vespoids** appear and take their turn. They may take flight off a tree or rock, or appear on the edge of the battle map.

+2 false signs

Cursed Shrine of the King. (*DC 14 arcana or investigation check to determine it is a cursed shrine*). On a failed check, the shrine gives off a positive aura. When a creature touches this shrine, it is cursed, but nothing visibly happens. While cursed, 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 cursed creature before disappearing. The cursed creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Benefits

Corpse of a **mizutsune** (3 carves).

Data hunter's pack. (4 cool drinks, 1 deodorant, antidote horn, 2 dung bombs)

+2 Signs

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.