



MONKEYDM

ON THE HUNT



5TH EDITION ADVENTURE

EXPERIENCE THE THRILL OF THE HUNT

MONKEYDM

ON THE HUNT

ON THE HUNT IS AN ADVENTURE FOR 3-6 LEVEL 7 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

Being quite the flashy adventurers, the party has been invited to a monster hunter festival, where they are to celebrate grandiose catches and tell stories of all they've killed.

CHAPTER 1. THE FESTIVITIES

In which players discover the many parts of the festival.

1.1. ENJOYING YOURSELF

GM NOTE: Before going any further, consider who and for what deed invited the party to this celebration. If this one-shot is played during an existing campaign, consider making this be a benefactor or past companion of the party. If not, you can roll on the following table to determine the person to invite them.

d4 Invitation

- 1 *Lukas Featherblade.* Lukas is a middle-aged adventurer by this point in his career. He is known for his supportive nature, as a fighter always by the side of others, almost like a career-squire.
- 2 *Othereo Bearborn.* A human who was born with the curse of lycanthropy, but used it to the best of his capabilities.
- 3 *Zorre Firemane.* An orcess with a good heart and druidic capabilities, who takes particular enjoyment in crushing foes with her totem.
- 4 *Tukana the Old.* A particularly old lizard-man with an eye for adventurers. He likes looking at the new wave of adventurers and seeing them succeed.

Upon deciding how the party was invited, you may proceed.
Read this:

'The time has come... for celebration! As you are the most capable of adventurers and do-gooders, you've been invited to the Salamander's Sacramental Festival, a special occasion where adventurers from all over, alongside other curious upstarts, gather to discuss strategies, test their capabilities and enjoy themselves. And here you are, at the base of a forest, in a small clearing, ready to meet others like you.'

AREAS OF THE MONSTER FESTIVAL

GM NOTE: The festival (map 1) is chalk-full with carts and games, which you can improvise or develop as you see fit, adding even more fun games or experiences to the festival. The areas already provided are a few ways of entertaining your party. Consider giving them a chance to throw axes (as shown in the low-left-hand corner), get tarot readings or buy gryphon rides.

1 - THE ENTRANCE

Read this:

'Right as you make it onto the small bridge leading into the festival, you see the head planted above begins breathing fire, in a ceremonial way, providing the spectacle of the entire location. You then find yourself on the premises, where fun and noise are all around.'

2 - THE FIGHTING PIT

Next to the fighting pit, a small gnome walks around collecting bets. Inside, a half-orcish gentleman dressed in armor with a longsword drawn awaits his next challenger.

The party can choose to challenge the orc (**veteran**) in one-on-one combat. If they win, they will receive 200 gold, but if they lose, they must pay the same amount. The orc is quite cocky, but won't do any lethal damage, as this is just a friendly spar.

If the party desire to up the best before or during the fight, they must make a **DC 17 (Charisma) Persuasion, Intimidation or Deception check**. On a successful check, the pot is increased by the amount of gold the party chooses to put in, up to a maximum of 200. For example, if the party bets an additional 100 gold, then the end winnings will become 300 gold. They can make this check no more than three times.

3 - SYLIE'S SCROLL SHACK

Read this:

'On the edge of the festival rests a blue shack adorned with countless scrolls and magical writings. In front of them, an elvish woman is sitting down at a makeshift desk, seemingly working on a brand new scroll.'

The vendor, Sylie, is a previous adventurer, who now sells scrolls to aid the new generation. She currently has the following scrolls in stock, all of which can be bought by the party: 2 *scrolls of darkvision* (150 gold each), 1 *scroll of confusion* (600 gold) and 1 *scroll of phantom steed* (400 gold). If the party attempts to steal the scrolls, they must make a **DC 19 (Dexterity) Sleight of Hand check**, stealing 1 scroll on a success.

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MAP 1: FESTIVAL

4 - THE CRAZY POTIONMAKER

Read this:

'As you walk past Sylie's Scroll Shack, you begin to feel your eyes water and your nose burn. You look towards the side to notice a half-elf, with bits of burnt skin and the tips of his hair singed, putting in multiple ingredients into a pot, then constantly mixing. You also notice that everyone around seems to take a VERY wide berth around this individual and his doings.'

The man introduces himself as Sehigeo, a potion maker.

SEHIGEO

Information: Though he considers himself "an artist", people would call him a madman. He threw out the book of potion making a long time ago and he is now functioning on his own recipes. These are... damaging to say the least to a normal body, but they do work... mostly!

Sehigeo has a few potion recipes up for grabs for all that feel adventurous. In addition, he will try to entice adventurers into trying out his newest experimental recipe. Anyone willing to try it will receive 50 gold, and he has 3 vials up for trial. If anyone tries the experimental potion, they must make a **DC 18 Constitution saving throw**. On a failure, they are poisoned for the next hour. On a success, they gain truesight for 8 hours, but only while they have their tongue stuck out, as a small spectral eye grows from their tongue.

Sehigeo has the following potions available, all of which go for 120 gold each, or 300 gold if bought together. The side-effects of these potions can be removed with a *lesser restoration* or *protection from poison* spell, but this also removes the lasting effects for the potion of swiftness and the potion of heroism.

Mad Potionmaker's Potion of Swiftness

(potion, rare)

After drinking this potion, a creature must make a **DC 14 Constitution saving throw**. On a failure, the potion is undrinkable and they puke it out. On a success, the creature gains a flight speed of 60 feet, but has disadvantage on Strength checks and saving throws for 1 hour.

Mad Potionmaker's Potion of Healing

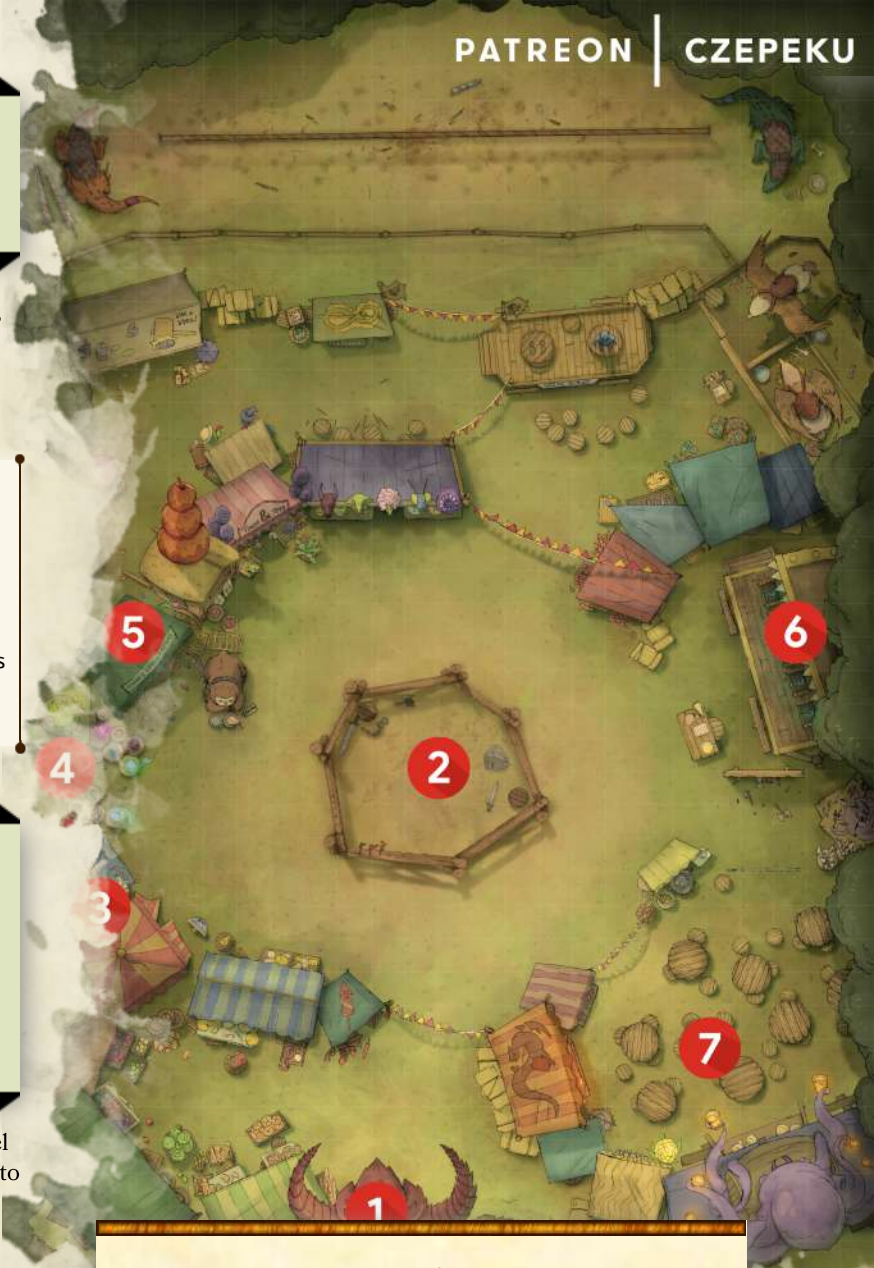
(potion, rare)

After drinking this potion, a creature must make a **DC 14 Constitution saving throw**. On a failure, the potion is undrinkable and they puke it out. On a success, the creature regains 6d4 +6 hit points, but has their movement speed reduced by 10 feet.

Mad Potionmaker's Potion of Heroism

(potion, rare)

After drinking this potion, a creature must make a **DC 14 Constitution saving throw**. On a failure, the potion is undrinkable and they puke it out. On a success, the creature gains 15 temporary hit points that last for 1 hour. For the same duration, they are under the effect of the *bless* spell (no concentration required). They cannot willingly move away from any hostile creature, as bravery takes over them.



5 - ECKHART'S SMALL CRITTERS

Read this:

'Right next to the smelly potion stall rests a stall filled with all sorts of critters, including a tamed owlbear that seems to be sleeping like a cherub. The man in charge of it, a stocky dwarf with a trimmed-down beard, is calmly sitting on a stall, tending to a few squirrels. As you begin to approach, the dwarf looks at you with a smile. "Poor beasties... got chased out of the deeper parts of the forests by the bloody ankhegs... '

Here, the party meet Mr. Eckhart, a critter-seller. If they so desire, the party can attempt to buy pets, all of which go for varying prices from 100 to 300 gold. If not, they can speak to Mr. Eckhart about the surrounding forests, which he details to be quite filled with beasts, but it once used to be an ancient battleground.

GM NOTE: In most campaigns, pets are a lot of work. They require a lot of care and make the game difficult to run, but in case you are open to such small beings, consider making up or finding some homebrew beasts up for sale. In case you wish to avoid this, simply say all his cages are empty.

6 - MYSTERY BOX

Read this:

'In front of the large cart with the name "Mystery Box" painted on it rests a halfling woman, slim and skittish, eagerly counting coins. As you approach, she raises her head and says with a raspy voice. "Go ahead! Try your luck!" She then points you towards the many boxes.'

If they wish, players may pay 20 gold to enter a game of Mystery Box. They may attempt to open any box in one of three ways. They may either look for the appropriate key in a sack filled with keys, finding the right one on a successful **DC 18 (Intelligence) Investigation check**; break open the boxes with a successful **DC 20 (Strength) Athletics check**; or pick the locks with a **DC 16 Thieves' Tools check**. On a success, roll on the following table to determine their reward:

| d6 | Reward |
|----|-----------------------------|
| 1 | 5 gold. |
| 2 | 50 gold. |
| 3 | 150 gold. |
| 4 | A rope of climbing. |
| 5 | 300 gold. |
| 6 | A greater potion of healing |

7 - HUNGRY'S CORNER

Read this:

'Within a small corner of the overall thoroughfare, plenty of adventurers and non-adventurers gather and chat about all they've done over a pint and some food and you can hear about the constant blabber of them all. At one particular table, nestled in the corner, a male gnome eats alone, visibly saddened. In the middle, a few well-armed men play Liar's Dice.'

Within the Hungry's Corner, the party can choose to join in on the game of Liar's Dice and/or go and chat with the gnome, as well as get food and drinks.

If they wish to join the game, they may join by betting a minimum of 10 gold and a maximum of 200, then they can play by making a **(Wisdom) Insight** or **(Charisma) Deception check** contesting the other adventurers (Wisdom) Insight or (Charisma) Deception, who have a +5 to both rolls. If they are successful, they win the game's pot (doubling the money they put down in the first place).

If they wish to go chat to the gnome instead, he looks at them with bright eyes and introduces himself as Sheon Hickenbottom.

SHEON HICKENBOTTOM

Information: An aspiring knight and adventurer, young Sheon is seen as far too small for adventuring by most of those around, and this has made him bitter and defensive. If anyone refers to his size, he gets aggressive and threatens to fight. In truth, he's quite the sad little man. If the party asks him why he's sad, he'll say that no one treats him seriously, but that they'll "See during the joust".

Once the party has explored all regions, or when you feel they've spent enough time and are no longer curious, proceed to the next chapter.

1.2. JOUSTING

Read this:

'As you feel the atmosphere of the entire festival dimming down, losing in energy, you begin to hear a distant trumpet coming from the back of the back end. A presenter-like voice fills the sky from a round, humanoid body. "Ladies and gentlemen! Do-gooders and nerdowells, it is time for our nightly joust competition! For our first joust, the malfunctioning midget, Sheon Hickenbottom will take on the humorous half-elf, Johnathan Lockley! More fights are to come as time permits! Come and gather! Come adn bet!" The crowd chants and begins nearing with joy and laughter, but you do notice a small gnome begin walking towards, filled with anger and resentment. Out of pure curiosity, you decide to follow towards the back region of the festival and watch the joust take place. No longer than a few seconds does it take for the mule-riding gnome, Hickenbottom, to be taken out, and he marches off with sadness in his eyes.'

The jousts continue for a little while, and, if the session has not gone on for too long, the party can choose to participate. If they wish to join, they must pay 50 gold as an entry fee and may only fight using a lance and a mount. They can bring their own mount, such as shapeshifting druids, or can be given a horse. Each combatant will fight against a **knight**. After each successful hit onto them, the knight or the player must make a **DC 15 (Strength) Athletics or (Dexterity) Acrobatics check** to remain on their mount. If they fail, they fall off their mount and lose the joust.

After a few jousts, or if no party member is interested in jousting, you may proceed.

Read this:

'As you watch from the side of the crowd, you begin to feel a small tug on your sleeves. A red-faced Sheon Hickenbottom, who has clearly been crying, looks at you, and gestures to you to please follow him away from the crowd, who are watching another joust unfold. Once you arrive a little far off from the hustle and bustle, the gnome sniffs, holding back tears and begins speaking. "You lot... I saw you all as you came in. And I know... I know you think I'm a failed adventurer. You all do. Everyone does. But please, I have to prove everyone wrong. All I need's a chance. I heard the forest's infested. And all I need's a little help. It would mean everything to me. Please, please! I need this help. I'll even pay you plenty!'

If the players don't want to help, he'll begin to beg more and more intensely, saying he's inherited a lot of money and can pay as high as 10.000 gold for their aid and they'll earn great renown alongside him. Once the players choose to help him, you can proceed to the next chapter.

1.3. A CHANCE AT GREATNESS

Read this:

'Now given another job by your new companion, he eagerly and happily starts packing all his stuff, before going and buying a map from Eckhart, the dwarf who knows the surrounding area. "Well, I'm ready whenever you are, friends! It's time for my chance at greatness! Never again will they doubt me! When do you wish the journey to start" He asks, with a gigantic smile on his face.'

The players can choose either to leave immediately or to wait until the next day, both options being valid. Upon choosing a time for departure, Hickenbottom will leave for final preparations. He'll then return on his mule at the exact time decided, ready for adventure.

Now, the players may head out into the forest. Determine a marching order, then ask whether they wish to proceed stealthily or quickly. This will have an impact into the nature of their travel. Then, have the person in front of the marching order roll a **DC 14 (Wisdom) Survival check**, to keep them on track into the forest. On a failure, their journey will be derailed, which will have more effects in the future.

Once all preparations are done, proceed to the next chapter.

CHAPTER 2. THE HUNT

In which the party goes in the deeper parts of the forest.

CHAPTER 2.1.

Read this:

'Alongside Sheon, you press on with your journey into the darker, less quaint parts of this deep forest. You try to stay the course to the best of your abilities and you keep your eyes peeled for all that may be around, for the initial leg of your journey, nothing seems odd.'

If the party chose to proceed stealthily, ask them for a **DC 15 (Dexterity) Stealth check**. If the party has more successes than failures, it is considered a success. If not, they fail. On a failure, they will attract the attention of the beasts within the forest, which will have impact later.

The party can also choose to have 1 person make a **DC 17 (Wisdom) Perception check** to look about. After a short bit of travel, the party will stumble upon an acidic pool. If the Perception check was successful, the pool is noticed ahead of time. If not, the first person in the marching order steps in it, taking 3d6 acid damage. In order to avoid the pool, every creature must make a **DC 17 (Strength) Athletics or (Dexterity) Acrobatics check**, taking 3d6 acid damage on a failure.

After the pool, the forest road continues a little while longer, until it clears up. Proceed to the next chapter.

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MAP 2: RUINS



2.2. THE OLD RUINS

Read this:

'You observe as the forest path slowly clears up, opening itself into a massive clearing, whereupon you notice the remnants of an old battle. A river flows through, unhindered, while the ruins of an old keep, by what it looks like, left there from long beyond what most can remember.'

If any member has truesight, can see into the ethereal plane or ever teleports within the ethereal plane (via the *blink* spell, for example) while in this location (map 2), they will notice ghosts staring strongly toward Hickenbottom, shouting "Wicked, wicked!".

As they begin to move within this location, Sheon will begin talking about the battle that once transpired here, speaking a little too loud for his own good. Any character with passive Perception above 14 will notice as the ground slowly begins to rumble. **4 ankhegs** will begin burrowing out of the earth and attacking the party. If the party went by without trying to be stealthy, or if they failed at their stealth, an additional **2 ankhegs** will appear, and if they got lost midday, **1** additional **ankheg** will appear.

They will fight to attack the party, but mostly ignore **Sheon**, who will hide for the first 2 rounds of combat, before finally building up the courage to fight.

Once the combat is over, you may proceed to the next chapter.

2.3. A REST

Read this:

'With the beasts defeated, Sheon sits down, clearly deep in thought. "No, this can't be it. This was barely a small fight. Surely, these beasts must have a hive queen. A forest must have more. But worry not! I am now stronger than ever. I have newfound courage! I shall discover their leader! Beastly devil, here we come!" He then attempts to sit up, but quickly decides against it. "Maybe a rest first, no?" And then, he quickly takes out his rations and begins munching calmly, looking at you with a stupid smile on his face.'

The party may now take a short rest. From time to time, any creature with a passive Perception higher than 15 can notice Sheon close his eyes for short periods of time, before muttering something to himself in gnomish. If asked about it, he'll say it's to pump himself up. Any creature may make a **DC 20 (Wisdom) Insight check** to look further into this, realizing he is most likely talking to someone. If pressed on this, he'll say he'll explain once the mission is done.

After the party finishes their rest, you can proceed to the next chapter.

CHAPTER 3. THE TRICKERY

Art by jacob e. Blackmon

In which the party unravels the hidden truth.

3.1. GLADE

Read this:

'You press forward, with Sheon leading the charge as much as he can, until you finally find yourself quickly approaching towards a glade. In the distance, you can hear the screeches of what you assume can only be the hive queen of the beasts you've just slain. Sheon takes in a deep breath, before rushing in with a battlecry. You see him jump over the river and disappear through the trees. Then... silence. Then the screeching continues. With a hint of fear, you push through the trees, only to find Sheon calmly waiting, with a large creature by its side. "I do apologize. But my name can only grow even more if I return with your dead bodies saying I alone slayed the beast after you fell. Isn't that right, Glabrezu?" The demon next to him smiles, then turns its gaze towards you, clearly summoned by the desperate adventurer a little while ago. "Yes... master." You sense a hint of laugh in the last word, as if the tables will turn against the young gnome once you are all done with, but for now, the creature that stands before you must fall. The glabrezu begins shouting. "You face Jarrux, Glabrezu Lord of the Demonic Legions!" He screams, readying for a fight.'

The party must now fight a **glabrezu**, with **sheon** waiting in the wings and dodging. If attacked, he will only disengage and flee. Once the combat is done, proceed to the next chapter.

CHAPTER 3.2. FROM HERO TO VILLAIN

With the Glabrezu defeated, the party can turn their attention to Sheon, who has stayed in the back for the entire fight, watching things unfold.

Read this:

'You watch as now alone, Sheon looks at you. He smiles, before tears begin streaming down his face. "Very well... It seems this hero has lived long enough to see himself become a villain. Take me down! Treat me as your equal and strike me down now!" He opens his arms, awaiting demise.'

Whether the party gives him mercy or not is up to them. If they leave him alive, he will offer them 10.000 gold to let him go, which is what he would have paid them for the job anyway. If killed, this gold can be found on him, alongside a book of demon summoning. After that, the party may return peacefully to the festival, to never speak of this fledgling adventurer again.



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MAP 3: FOREST



THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !