

# THE "JUNGLE ENCOUNTER" SCROLL

## THE HEAD HUNTER



A head-hunting druid cursed with lycanthropy begins to stalk the party after they accidentally trespass into her sacred territory.

**Threat.** Shibi [weretiger] a manic and territorial druid who has taken up the practice of ceremonial head hunting to honor the nature gods she worshipped before her lycanthropic curse took hold of her mind and heart.

**Timer.** 1d4 rounds after combat breaks out, Shibi's nature gods reach out to the players and beg them to take pity on their cursed worshiper and find a cure for her.

**Treasure.** If the party successfully cures Shibi of her lycanthropic cure, her gods bless the party with a spiritual tiger that they can summon to aid them in battle. Shibi also offers one of the characters her +1 longbow as a token of her gratitude.

## THE BAT CAVE



While searching for a place to take shelter for the night, the party stumbles into a cave containing an ancient vampiric shrine.

**Threat.** Primitive drawings throughout the cave depict a fanged humanoid hypnotizing villagers and drinking their blood, and skeletal remains litter the floor. Any creature that spends more than 1 minute in the cave must make DC 14 WIS save or fall unconscious for 1d12 hours as they're hypnotized by the cave's lingering dark magics.

**Timer.** 1d4 rounds after a character falls unconscious, 2d6 giant bats arrive to feast on the helpless character.

**Treasure.** Hidden amidst the bones is a *Cloak of the Bat*.

## THE DANCING MONKEY



The party discovers a towering 100-foot-tall stone statue of a dancing monkey with massive gold ingots for teeth that look like they could be easily pried loose.

**Threat.** A character who attempts to climb the statue quickly discovers that any displacement of weight causes the entire statue to quickly shift in such a way that the monkey statue literally "dances" which makes climbing it very difficult. A character can climb the statue with 3 successive Acrobatics checks with a DC of 10, 12, and 14. Removing the gold teeth requires no check.

**Timer.** 1d4 rounds after the statue starts dancing, 2d10 apes show up to watch the party and attack if the gold teeth are stolen.

**Treasure.** The statue has 32 gold teeth worth 150 gp each.

## LOST ON THE RIVER



Penelope [female human], a novice archeologist, has lost control of her canoe in the middle of a 60-foot-wide river and is racing towards a waterfall only 75 feet away.

**Threat.** Any character that enters the river must succeed on a DC 14 STR saving throw or be pulled 40 feet towards the waterfall. The waterfall is 150 feet tall with jagged rocks at the bottom of it.

**Timer.** Penelope is desperately trying to paddle up river but will tumble over the waterfall in 1d4+1 rounds.

**Treasure.** If the characters manage to rescue Penelope she rewards them with a golden idol depicting some sort of bat deity [100 gp] as well as a map to the ruins where she found the idol.