

Part II of:
A Twisted Harvest
The Jackal's Justice



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MALH-002 The Jackal's Justice

Adventure Primer

This adventure is part of the **Twisted Harvest** trilogy (CCCMAL-01 through 03). Each module tells its own story, and can be played independently, but each module is also part of a larger, interconnected storyline.

“Yo no hablo de venganzas ni perdones, el olvido es la única venganza y el único perdón.”
“I do not speak of vengeance or forgiveness, forgetting is the only revenge and the only forgiveness.”
-Jorge Luis Borges

Background

This adventure begins in the town of **ELMWOOD**, a small farming community on the southern shore of the Moonsea in northern Faerûn, and concludes in a foul swamp to the east of the River Lis called **THE FLOODED FOREST**. The adventure picks up a tenday after the events in part I: **Selûne's Tear**, while the town is recovering from a meteorite impact and a deadly plague.

In the wake of the plague, **CONSTABLE GREटना JORGADAUL**, has discovered something extremely disturbing; Elmwood's dead are disappearing. Someone or something is excavating graves and stealing bodies from mausoleums in the graveyard. The Constable asks the party to find out who is doing this and why, and if possible, to put a stop to it. She has begun to suspect that a young woman who calls herself **THE JACKAL** may be behind the disappearances.

Unbeknownst to The Constable, the Jackal has been raising Elmwood's dead in order to form an undead army to exact revenge on members of **THE CULT OF THE ETERNAL FLAME** who she believes were responsible for the death of her family and friends in The Burning.

The Burning refers to the day a devastation orb being transported to Mulmaster by the Cult of the Eternal Flame prematurely detonated in Elmwood. Most of the residents were burned alive or died from smoke inhalation. The Jackal was one of a handful of survivors.

The Jackal is convinced that members of the Cult of the Eternal Flame have been watching her, and are planning another attack on Elmwood. She plans on striking them first.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 4 hours to play. These episodes are introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: And the Dead Shall Rise Again.** The Constable recruits the characters to find out who is taking Elmwood's dead and why. This is the **Call to Action**.
- **Episode 2: The Burden of the Past.** The characters visit the **NEW MOON GRAVEYARD** where they encounter the Jackal and several of her animated dead. The Jackal escapes before the party can engage her in combat, but not before The Constable recognizes her as **SAMARA KHAN**, one of the few survivors of the Burning. The Constable suggests the characters consult the druid **EZRIL TREEWARDER** who raised Samara after her parents died. The Constable believes Ezril may know how to find Samara. The characters meet Ezril in **THE GROVE OF ELDATH**, and must convince him to tell them where she is. This is **Story Objective A**.
- **Episode 3: Revenge Is a Dish.** The characters navigate the Flooded Forest's many dangers while searching for the Jackal's hideout. When they find her, the Jackal reveals her plan to use her undead army to attack members of the Cult of the Eternal Flame, who are currently hiding in an abandoned Mage's Tower at the southern end of the Flooded Forest. The characters decide whether to help her, and end up in a fight for their lives. This is **Story Objective B**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

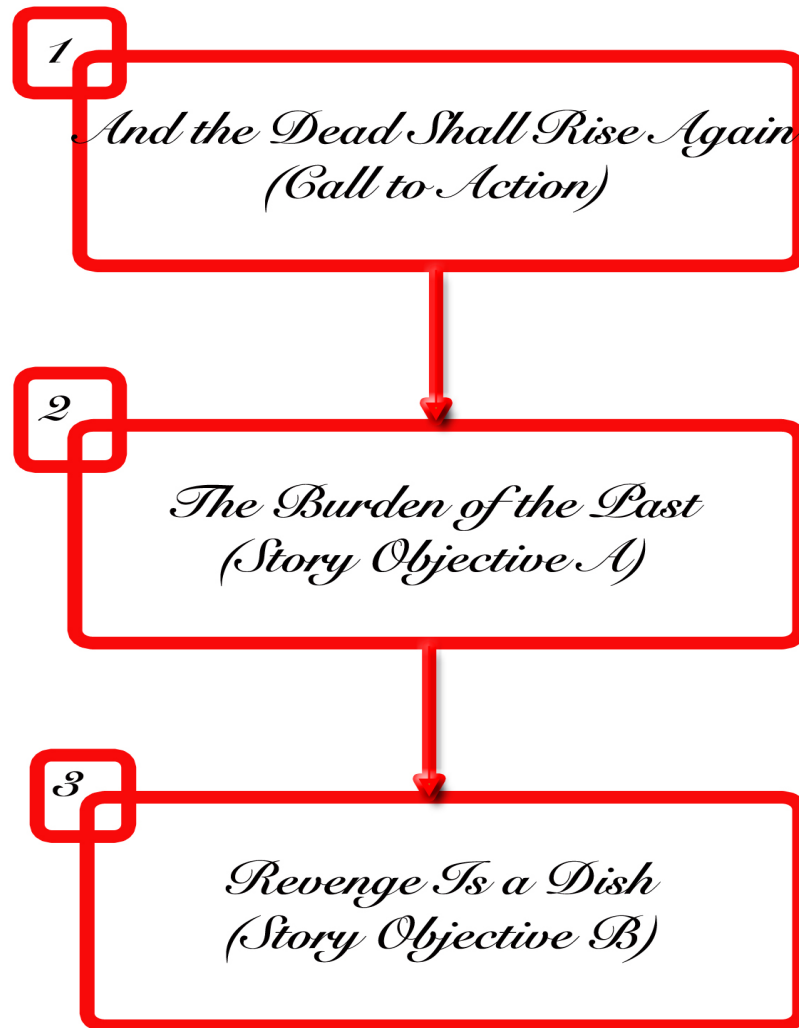
How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 4 **hours**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: And the Dead Shall Rise Again (Call to Action)

Estimated Duration: 30 minutes

Scene A. A Small Favor

Sundown is fast approaching when the characters are summoned to The Constable's office in Elmwood Hall. As the characters approach the hall, they pass artisans repairing damaged buildings, scattered groups of people going about their business, and a knot of people having an animated discussion about something. If a character succeeds on a DC 15 Wisdom (Perception) check, he or she can make out the words "The Jackal" as well as a few snippets of the conversation including: "Who does she think she is dressing like that?" "It's just a phase," and "Well, I think she's fierce." The last was spoken by a male gnome wearing thick-framed glasses and dressed all in black. The character can also make out parts of a second conversation: "Did you hear Thoyana's body is missing?" "It's a damn shame," and "I wonder what Gretna's going to do."

The Constable breathes a sigh of relief when the characters arrive. She greets them and introduces herself if they haven't already met. Something is obviously bothering the normally stoic Gretna Jorgadaul. It becomes clear what that is when she tells the characters about a disturbing development in town. Someone or something is exhuming bodies from the graveyard, and stealing the dead from their crypts. Gretna's sister Thoyana's body was taken just this morning. The Constable tells the party she discounted the first disappearance as an anomaly, but as more bodies disappeared, she couldn't deny that Elmwood has another serious problem on its hands. Gretna asks the characters to find out who is taking the bodies and why, and to put a stop to it if at all possible. She mentions her suspicions about the Jackal's involvement, and offers to take the party to the graveyard so they can see what is happening for themselves.

- **The Conquering Heroes.** If the characters played part I: *Selûne's Tear* and cured the plague, they have been enjoying Elmwood's hospitality for a tenday when The Constable asks them for another favor.
- **A Second Chance.** If the characters played part I: *Selûne's Tear*, but failed to cure the plague, they were forced to sit back and watch another party of adventurers succeed where they failed. The party

has been licking its wounds and looking for a chance to redeem itself since then.

- **Late to the Party.** If the characters did not play part I: *Selûne's Tear*, they traveled to Elmwood to help cure the plague, but arrived after another party of adventurers had already done so. Fortunately, they are just in time to deal with the current crisis.

Area Information

This area features:

Dimensions & Terrain. Elmwood Hall is a nondescript two-story wooden structure built entirely of elmwood. It sits at the mercantile center of town, and is surrounded by shops, taverns, and temples. The Constable's office is on the lower level, and it contains a smallish desk and chairs. There are four objects on the desk: an oil lamp, a brass bell, a beer stein with "Still Waters" engraved on it, and a metal plaque with the letters "mwoo" visible on it. The last three items are charred around the edges.

Lighting. Sunlight graces Elmwood with bright light, but it is quickly fading.

Sound. The sounds of hammering and sawing echo throughout town.

The Burning

Any Elmwood resident can tell the characters about The Burning. It refers to the day a devastation orb meant for Mulmaster accidentally detonated in Elmwood. Between the initial blast, the subsequent fires, and the pervasive smoke, the population of Elmwood was virtually wiped out. There were few survivors.

NPC

Constable Gretna Jorgadaul is a mature shield dwarf with an impressive white beard who walks with a noticeable limp. Stat blocks titles are **bolded**.

Objectives/Goals. Gretna wants to find out who or what is taking Elmwood's dead and why, but she knows she can't do it herself. Gretna also wants to prevent a public panic over any further disappearances.

What Does She Know?

- Gretna thinks the Jackal is a strange girl who keeps herself to herself.
- Gretna describes the Jackal as a young woman who wears the top half of a jackal's skull as a helm, and a billowing black cloak that is embroidered with canine teeth.
- Gretna has noticed her showing up at funerals around town over the last tenday, and has begun to suspect she may have something to do with the bodies of the dead disappearing.
- The Jackal keeps her distance from the townsfolk, and Gretna has never seen her speak to anyone.
- The bell, stein, and plaque displayed on her desk were salvaged from the remains of The Burning.

Call to Action

- The objective of this adventure is to discover who or what is taking Elmwood's dead and why, and to stop them if possible.

Episode 2: The Burden of the Past (Story Objective A)

Estimated Duration: 90 minutes

Scene A., New Moon Graveyard

The Constable leads the characters down a dirt road heading south toward the outskirts of town. Gretna hobbles along painfully, but determinedly. Her uneven gait slows her down considerably, and by the time the group arrives at the New Moon Graveyard, the sun has sunk below the horizon.

The graveyard is enclosed by a 3-foot high stone wall, and is accessed through a wrought iron gate. A central aisle passes between two groups of 24 graves on either side. The graves are arranged in 4 rows of 6 graves. The aisle leads to a set of stairs that ascend an embankment where several impressive mausoleums loom over the lower section of the graveyard. The upper terrace backs to a tangled wood.

There are 9 excavated graves, 4 on the south side of the aisle and 5 on the north side. Mounds of fresh earth are heaped around each of these graves. When a character is standing next to a grave, she can read the grave's tombstone and discern that each grave holds an empty coffin.

The empty grave descriptions are as follows, and their locations can be found on the map in **Appendix 3**.

1. Enrad Daleborn is inscribed on the headstone next to a picture of a beer stein.
2. Aranda Fletcher. This grave has been excavated more recently than the others.
3. Tayrom Onetry.
4. Nils Sankt and the symbol of Bane grace this tombstone.
5. Alksuth Cork is written above an image of a sailing ship.
6. Indrani Khan. Graves 6, 7, and 8 lie in a row.
7. Rajesh Khan.
8. Asha Khan.
10. The initials DJT.

If the characters inspect all the graves, and at least one character succeeds on a DC 14 Intelligence (Investigation) check, that character notices Enrad Daleborn, Tayrom Onetry, and the Khans all died on the same day in 1491 DR.

Gretna allows the characters to inspect the empty graves before bringing them to the mausoleum at the top of the stairs. The name "Jorgadaul" is carved into the stone above the lintel, and the slab covering the entrance has been shoved aside. The mausoleum's masonry is exquisite even by dwarven standards.

Gretna's torch sheds light over various niches recessed in the walls. Each niche holds the remains of a Jorgadaul family member, except for one, which is empty. The name "Thoyana" is carved above the empty niche, along with the epitaph "Intrepid Explorer, Respected Leader, Beloved Sister". Gretna tells the party:

"Thoyana never would have wanted us to make such a fuss, but the townsfolk insisted. Mathers Nybor discovered her body was missing this morning."

Gretna takes a moment, and then tells the characters she wants to show them one more thing. They group skirts around two smaller crypts to the north, and enters a star shaped crypt bearing the symbol of the goddess Selûne. There are many acolytes and priestesses interred inside, but two bodies are missing, that of Alamarayne Moonray, and that of Larissa Aerasumé. Gretna pleads for the characters to find out who is doing this and to put a stop to it.

Once the group exits the crypt and retraces its steps to the Jorgadaul mausoleum, any character with a Wisdom (passive Perception) of 12 or higher notices six humanoid forms surrounding a grave in the lower southern section of the graveyard (grave 9).

Four of the figures are turned away from the group, and are holding shovels. The other two figures are facing the group. One is much taller than the other, but both are female. The taller figure is a young woman with caramel colored skin, long, flowing black hair, and haunted brown eyes. She wears a black cloak embroidered with canine teeth and a helm made from a jackal's skull. She is the Jackal.

The smaller figure is a girl whose face, neck, and arms are covered with bruises and open sores.

Patches of her hair have fallen out, and she clutches a turquoise blanket with a unicorn embroidered on it.

Characters who played through *Selûne's Tear* may recognize the young woman and the girl. The woman was crying outside the Nybor cottage, and the girl is Helene Nybor.

When Gretna sees the two of them, she gasps in surprise.

"That can't be. Helene Nybor is dead. I went to her funeral this morning. And, could the Jackal be little Samara Khan all grown up?"

Gretna continues studying the Jackal's face, and shouts, "Samara!" The Jackal flinches, and then grabs the girl's hand. The Jackal whispers something, and the glowing outline of a door springs into existence behind her. She points at the party, and the four **SKELETONS** holding shovels turn on them and attack. The Jackal and the little girl step through the glowing doorframe and disappear. If the characters manage to attack The Jackal or Helene before they escape, The Jackal is a **NECROMANCER** and Helene is a **ZOMBIE**.

The skeletons will only attack the characters, and will not intentionally harm Gretna. Since they are wielding shovels as weapons instead of shortswords, substitute slashing or bludgeoning damage for the piercing damage listed in the stat block. The skeletons are not meant to be a combat challenge for the party. They are purely a distraction meant to give the Jackal time to escape through the *dimension door*.

Once the skeletons have been dealt with, The Constable informs the party she must return to Elmwood Hall so she can arrange for a watch over the graveyard.

Gretna tells the party:

"If the Jackal is who I think she is, I suggest you visit Ezril Treewarder in the Grove of Eldath. He raised Samara after her parents and sister died in The Burning. If anyone knows how to find her, it will be him."

Gretna gives the characters directions on how to find the grove, and she accompanies them as far as she can before heading back to Elmwood Hall.

If the characters investigate the now empty grave, they find a tombstone with "Helene Nybor" written on it.

Prerequisites

The characters begin this episode by agreeing to help The Constable.

Story Objective A

This episode's objective is to discover who is taking Elmwood's dead and why.

Area Information

This area features:

Dimensions & Terrain. The graveyard is terraced with the lower section measuring 130 feet wide by 60 feet deep, and the upper section measuring 150 feet wide by 40 feet deep. The embankment connecting the two sections is 10 feet high and 10 feet deep. A 3-foot high stone wall encircles the entire graveyard. A 10-foot wide gate provides access to the graveyard from the east. A 10-foot wide central aisle leads from the gate to a 10-foot wide, 10-foot high set of stairs that ascend the embankment. At the top of the stairs is a 20-foot by 20-foot square stone mausoleum. To the north of the square mausoleum is a star shaped crypt that is 20 feet wide by 30 feet long. Each grave is 5 feet wide by 10 feet long by 10 feet deep, and there are 5-foot wide walking paths between the graves.

Lighting. The characters first enter the graveyard in dimly lit twilight, but when they exit Selûne's crypt, the graveyard is draped in darkness.

NPC

What Does She Know? Now that Gretna is pretty certain the Jackal is Samara Khan, she has more information to share with the party.

- Samara Khan was orphaned when her parents died in The Burning.
- Samara was one of the few survivors of The Burning.
- The druid Ezril Treewarder was Samara's godfather, and the two of them spent a lot of time exploring the woods together before The Burning.
- Ezril raised Samara as his own daughter after her parents' death.

Scene B., The Grove of Eldath

To reach the grove, the characters follow a dirt path that winds through a scorched wood before dead-ending in a small clearing encircled by thirteen towering elm trees. A peaceful calm envelops the grove. There is a tiny wooden shack at the center of the clearing. Any character who investigates the area notices several items tied to the branches of an elm tree directly behind the shack. The items include: a set of dirty dishes, miscellaneous broken weapons, a wedding ring, and a finely crafted lute.

These items are offerings to Eldath. The weapons were broken so they could never be used again. The other items were the source of arguments, and were discarded to promote peace. A couple argued about who should wash the dishes. A woman became enraged when she realized her “diamond” wedding ring was really only paste, and a pair of dueling bards fought over who deserved to play the lute.

Ezril emerges from his shack if someone knocks on the door, or if someone touches one of the offerings. He welcomes the characters to the grove, and asks them how he can help.

If the characters ask about the offerings, he will explain their significance. A character may attempt to pocket one of the offerings with a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, Ezril notices the character attempting to take the item, but does not try to stop him. Ezril will warn the character that the offerings caused strife in the past, but will tell the character he is welcome to take the item as long as he makes good use of it. The lute is a magical instrument of the bards. The ring is worthless.

If the characters ask about The Jackal, Ezril will tell them her sad story. He will answer any of their questions, except for how to find her. Ezril is reluctant to share that information with the characters, and feels he would be betraying Samara if he told them. Instead, Ezril will ask the party why they need to find her.

If the characters relate what they saw in the graveyard, and provide a convincing explanation of why they need to find her (DM's discretion), in addition to a character succeeding on a DC 17 Charisma (Persuasion) check, Ezril will tell them where she is, and wish them a safe journey. If the character fails his Persuasion check, the next attempt to persuade Ezril by any character is made at disadvantage.

Area Information

This area features:

Dimensions & Terrain. The clearing in the grove is roughly circular with a 50-foot diameter. The shack has a 20-foot diameter.

Lighting. If the characters visit the grove during the day, filtered sunlight shines through the trees. If they visit at night, the grove is dark, except for the interior of the shack, which is dimly lit by candlelight.

Creatures/NPCs

Ezril Treeward is an elderly human **DRUID** of Eldath. He wears a gray cloak bearing an embroidered symbol of a waterfall spilling into a still pool. Leaves cling to his unruly gray hair.

Objectives/Goals. Ezril is a peaceful man who dislikes confrontation. He feels he failed Samara when he couldn't help her deal with her grief and anger after the Burning. Ezril fears she is following a dangerous path, but he still believes she can be redeemed.

What Does He Know? Ezril knows the following, but will only tell the characters where The Jackal is after some prodding.

- Samara Khan is The Jackal.
- Ezril was Samara's godfather, and they were close when she was young. They would go on long jaunts in the woods together, and he would teach her about the animals and plants that lived there.
- The day of The Burning, Ezril and Samara were out foraging for mushrooms, and that is the reason they survived the devastation orb's detonation and the ensuing fires.
- Samara's family all died in the Burning, and she has vowed to exact retribution from The Cult of the Eternal Flame, who were transporting the orb when it detonated.
- Samara became a sullen, withdrawn child after the Burning. Although Ezril adopted her, and raised her as his own daughter, she was consumed by anger and obsessed with avenging the victims of the Burning.
- Ezril tried to teach Samara the ways of Eldath, but she could not learn how to forgive or forget her violent past.
- Samara is convinced that the Cult of the Eternal Flame is watching her, and preparing some kind of attack against the town.
- Ezril and Samara quarreled when he discovered her raising a raccoon from the dead. He warned her about practicing unholy magic, and she left. Ezril is very worried about her.

- Although he hasn't spoken to Samara since their argument, he knows she has been living in an underground lair accessed through the trunk of a hollow tree in a swamp called the Flooded Forest.
- The entrance to The Jackal's lair is in the largest dead oak tree in the Flooded Forest. The entrance is partially submerged in muddy water. It can be reached by following the branch of the River Lis that flows south into the Flooded Forest. The entrance will be on the east side of the river.

Treasure & Rewards

- ***Magic Item. Instrument of the Bards (Doss Lute).*** A Doss lute is carved from alder wood in a graceful, pear-shaped form. Its soundboard is inlaid with copper images of wolves, rabbits, and other animals. This item can be found in **Appendix 5.**

Playing the Pillars

COMBAT

If the characters attack Ezril, attempt to restrain him, or refuse to leave when he asks them to, he will try to flee into the woods. On Ezril's first turn in combat, he will cast *barkskin* on himself. On his second turn, he will cast *animal messenger* on a raven perched in a tree. He sends it to warn Samara about the party. The characters may attempt to track the raven back to Samara's lair by succeeding on 2 DC 16 Wisdom (Survival) checks. The same character does not have to succeed on both checks. If the characters fail the second check, they are able to track the raven as far as the River Lis, but lose sight of it when it flies into the Flooded Forest. The characters will also lose sight of the raven if they take a long rest inside the swamp.

EXPLORATION

Any character who investigates the area notices several items tied to the branches of an elm tree directly behind the shack. Creatures traveling in the woods have half cover.

SOCIAL

Ezril is a pacifist, and he will not attack the characters under any circumstances. He will only resort to violence in order to defend himself. Ezril will tell the characters where The Jackal is if they can convince him it is in her best interest to talk to them, and that they mean her no harm. Ezril doesn't respond to intimidation, and will ask the party to leave if they try this tactic.

Episode 3: Revenge Is a Dish (Story Objective B)

Estimated Duration: 120 minutes

Scene A. The Flooded Forest

In this episode, the characters travel to the Flooded Forest to search for The Jackal's hideout. They head east out of town for three hours before reaching the River Lis, which flows south from the Moonsea. A couple skiffs are moored to a sturdy wooden dock on the west side of the river. A small painted sign is propped up on the dock announcing "Skiffs for Hire – 100 gold pieces." A rotund halfling is dozing next to the sign, but he stirs and cracks a smile when he glimpses prospective clients.

The halfling introduces himself as Finnian, and asks the party if they need to rent a skiff. A character succeeding on a DC 12 Intelligence check recalls she could buy a rowboat for half the cost of renting one of these skiffs. If a character complains about the cost, Finnian explains that he will refund 50 gold pieces to her when she returns the boat in working order. He jokes that he has to motivate his clients to return the skiffs when they're done with them. An insight check confirms that Finnian is truthful in his dealings with the characters.

Each skiff is 10 feet wide and 20 feet long, and can hold 6 medium sized or smaller creatures. Poles are provided.

Finnian watches with a furrowed brow as the party crosses the river and heads into the Flooded Forest.

As the characters travel deeper into the Flooded Forest, boggy woodland gives way to an inhospitable swamp. The water they are walking through becomes a thick, brown sludge, and the river's current dies so that its still surface is dotted by patches of green, slimy algae. Dead oak and maple trees thrust out of the putrid water, and are draped with moss and vines that seem to reach for the characters. Logs start to clog the waterway.

After traveling for an hour, the party has its first encounter with the swamp's denizens. If the party members are traveling by skiff on the river, they will encounter 3 **GIANT CONSTRICTOR SNAKES**. If the party members are wading through the shallow water along the bank, they will encounter 2 **SPAWN OF KYUSS** and 1 **WILL-O'-WISP**.

The giant constrictor snakes will be lurking underwater as the skiff passes by, and will try to surprise the party. The giant constrictor snakes will attempt to constrict the characters and drag them

underwater. Any creature that falls into the river, or is dragged underwater by a snake is at risk of contracting sight rot from accidentally swallowing contaminated water.

Sight Rot

This painful infection causes bleeding from the eyes and eventually blinds the victim. A beast or humanoid that drinks the contaminated water must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision blurs, and it takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after the rest. After three doses, the ointment cures the disease entirely.

The spawn of kyuss have been following the characters through the swamp and catch up to them at this point. The will-o'-wisp tags along behind the spawn hoping to feast on the suffering of their prey. It will remain invisible until its first attack.

If the characters defeat the giant constrictor snakes, they will be forced to disembark from the skiff about an hour later, when they run into an insurmountable pile of dead logs and debris blocking the river. The spawn of kyuss and will-o'-wisp will attack while they are trying to circumvent the blockage.

If the characters faced the spawn of kyuss and will-o'-wisp first, they will be forced to detour around a pile of fallen trees blocking their path about two hours later. Their only option to continue heading south will be to cross to the other side of the river and traverse a 75-foot long, 5-foot wide trail stretching along the far bank. The giant constrictor snakes will take this opportunity to attack the characters while they are within reach.

About a half an hour after the second encounter, the party will discover the entrance to The Jackal's lair.

Prerequisites

Characters can begin this episode after learning where The Jackal's lair is located from Ezril Treewarder, or by tracking Ezril's raven as far as the River Lis.

Story Objective B

The objective of this episode is to defeat The Jackal. The party does not have to kill The Jackal in order to defeat her. Forcing her to flee her lair and destroying her undead army are sufficient.

Area Information

This area features:

Dimensions & Terrain. The River Lis is 90 feet wide and 15 feet deep. Its water is heavily obscured by sediment. The river has a strong current flowing to the south that requires any creature swimming across it to succeed on a DC 10 Strength (Athletics) check to make forward progress. The tributary leading into the Flooded Forest is 45 feet wide and 15 feet deep. The current is much weaker in the tributary, and a Strength check is not required to swim in it. Its water is also heavily obscured by sediment. If the characters choose to walk through the swamp instead of hiring a skiff, they will have to trudge through 2-foot deep murky water that is considered difficult terrain.

Lighting. The sky is overcast and a light drizzle pelts the characters by the time they reach the river. By the time the characters have their first encounter, a low-hanging mist has crept in to lightly obscure the area.

Sound. Dead trees can be heard creaking in the wind, and every once in a while, the characters will hear a snap and a splash as a tree falls off in the distance.

Smell. Once the party enters the swamp, they will smell the fetid stench of decaying things.

Creatures/NPCs

At first glance, a spawn of kyuss appears to be an ordinary zombie. On closer inspection, masses of tiny green worms can be seen crawling in and out of its body.

A will-o'-wisp is a malevolent, wispy ball of light that haunts lonely places where it can feed on fear and despair.

Finnian is a young lightfoot halfling who bucked tradition to pursue an adventurer's life.

Objectives/Goals. Finnian is currently hiring out skiffs to fund his next trip.

What Does He Know? Finnian knows the following:

- Few who enter the Flooded Forest ever return. Those that do, warn of eerie bobbing lights and undead zombies.
- He has seen The Jackal come and go from the tributary heading into the swamp.
- She isn't always alone.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a will-o'-wisp and a giant constrictor snake.
- **Weak:** Remove the will-o'-wisp.
- **Strong:** Add a will-o'-wisp.
- **Very Strong:** Add a will-o'-wisp and don't allow the party to rest between encounters.

Scene B. Into the Jackal's Den

An immense, hollow oak tree sits 30 feet from the east bank of the river. The tree is dead, but an olive green moss drapes its branches. There is an opening in the base of the tree that is barely large enough to accommodate a medium-sized creature. Muddy water pours into the opening, and two gigantic mushrooms stand next to the tree, one on each side. The mushrooms have bright red caps with white spots. If a creature approaches within 30 feet of the tree, the **SHRIEKERS** will sound a shrill alarm that warns The Jackal of visitors.

A creature that steps inside the tree stands on a solid mass of tree roots. There is only enough room for one creature to stand on the landing at a time. Water drains down two tunnels dropping off steeply to the east and west. A luminescent lichen covers the walls, and colossal tree roots protrude from the walls of each tunnel forming the steps of a staircase leading deeper underground. The roots are spaced unevenly, but are manageable for medium or small-sized creatures.

There are small puddles at the bottom of each staircase, and an earthen corridor connects the two tunnels. The damp earth is soft and spongy underfoot. An opening in the center of the corridor leads north into a hemispherical earthen chamber. Thick, coiled tree roots wrap around the edges of the opening.

The Jackal lounges in a suspended basket-like seat formed by entwined roots dangling from the ceiling. She regards the party with a cold, calculating stare. Once the party has entered the chamber, she sighs and says:

"So, you found me. Let me guess, Ezril told you where I was. I'll have to deal with him later. Right now I have a more pressing matter to attend to. Who are you, and why are you here?"

If the characters tell her they need her to stop taking Elmwood's dead, she responds:

"I'm afraid I can't do that. I need my army to help me destroy the Cult of the Eternal Flame. They must pay for what they did. The cult is also threatening to detonate another devastation orb in Elmwood, and I can't let that happen. They've been watching me, and they know I plan on attacking their hideout in the Flooded Forest. In fact, I wouldn't be surprised if they're watching us right now. Besides, wouldn't you call it poetic justice to let the victims of the Burning exact their revenge on the perpetrators?"

The Jackal has good reason to believe the cult is watching her. They have a scrying sensor placed close to her seat on the wall of her chamber. If a character is using a *lantern of revealing* from part I:

Selûne's Tear, or has another means of detecting invisible objects, she can see a fist-sized luminous orb attached to the chamber's rear wall. If the sensor is found, The Jackal feels vindicated, but she quickly turns on the party demanding:

"How can I be sure you are who you say you are? How do I know you aren't one of them? You're going to have to decide whose side you're on. You can help me, or you can die, and then you'll help me anyway."

If the party agrees to help The Jackal, or they convince her they intend on helping her with a successful Charisma (Deception) check contested by her Wisdom (Insight) check, she smiles, claps her hands, and tells them:

"Then, let me welcome you to the family."

If the party refuses to help her, she sneers:

"We'll see if you live long enough to regret that decision."

With that, she stands up, and the roots making up her chair unfurl and retract back into the ceiling. A character with a passive Wisdom (Perception) score of 12 or higher hears a thud as an object falls off the seat and hits the ground.

4 **SKELETONS**, 4 **ZOMBIES**, and 2 **WIGHTS** burst through the earthen floor grasping at the characters' legs. Each creature climbs into an unoccupied space within 5 feet of a character and attacks. Any character fighting a creature in the southeast corner of the room hears the splintering of wood as her foe crushes something underfoot.

The tree roots that were wrapped around the edges of the chamber's opening uncoil, and stretch straight across it, preventing anyone in the chamber from leaving. The tree roots can be attacked and have AC 15, 25 HP, and are immune to poison and psychic damage. The roots forming the stairs in the tunnels withdraw into the ground, forcing the party to find another way of getting back to the surface.

Once the undead have been dispatched and The Jackal has been forced to flee her lair, the party can take time to search the chamber. If they do, they find a leather bound book spattered with dried blood lying on the ground at the north end of the chamber. It bears an obscure symbol on the cover. A successful DC 15 Intelligence (Religion) check identifies the symbol as belonging to The Cult of the Eternal Flame. A *glyph of warding* has been inscribed on the title page of the book. It triggers if any good or neutral aligned character opens the book.

The glyph is an explosive rune that erupts with magical energy in a 20-foot radius sphere centered on the glyph when triggered. The sphere spreads around corners. Each

creature in the area must a DC 15 Dexterity saving throw. A creature takes 5d8 fire damage on a failed saving throw, or half as much on a successful one.

The book is titled *On the Cult of the Eternal Flame*, and it contains useful information about the cult and its use of devastation orbs. The pertinent text can be found in **Player Handout #2** in **Appendix 4**.

A splintered wooden box is found on the ground in the southeast corner of the chamber. Several of the pieces have markings on them that appear to form a larger symbol. If a character can correctly reassemble the pieces containing the symbol, and succeeds on a DC 10 Intelligence (Arcana or Nature) check, she recognizes the marking as the elemental symbol for water. The box can be found in **Player Handout #3** in **Appendix 4**, and the DM can cut the picture up into pieces as she desires. Once the symbol has been correctly pieced together, a character may reassemble the rest of the box using *mending*, but it requires a laborious hour of constant casting. When she finishes, she will have a 2-foot wide wooden box with a symbol inscribed on the lid. The box is not magical, but can be used to prevent a devastation orb of fire from detonating while it is in the box.

Area Information

This area features:

Dimensions & Terrain. The entrance to The Jackal's lair is 5 feet tall by 2 feet wide. The landing is a 5-foot wide square. The tunnels containing the stairs are 5 feet wide and 60 feet high, and slope down at a 45 degree angle. The corridor connecting the stairs is 5 feet wide by 125 feet long by 7 feet high. The chamber's entrance is 5 feet wide by 7 feet high. The chamber is roughly hemispherical and is 85 feet wide by 60 feet deep with a 15-foot ceiling at its apex. A map of The Jackal's lair is provided in **Appendix 3**.

Lighting. The sky is overcast and rain pelts the characters. A low-hanging mist lightly obscures the entrance to the lair. The stairs and underground chamber are dimly lit by a luminescent lichen that cover the walls and ceiling.

Sound. Water trickles down the stairs and drips from the chamber ceiling.

Smell. The fetid stench of decaying things.

NPC

Samara Khan, aka The Jackal, is a young woman with caramel colored skin, long, flowing black hair, and haunted brown eyes. She wears a black cloak

embroidered with canine teeth and a helm made from a jackal's skull.

Objectives/Goals. The Jackal's all-consuming goal is to build an undead army to destroy The Cult of the Eternal Flame, who she blames for the deaths of her family and friends in the Burning. She intends on exacting her revenge by killing the cult members holed up in the Mage's Tower at the southern end of the Flooded Forest. She also believes the cult intends on detonating another devastation orb on Elmwood if she doesn't back off. Therefore, she is planning a preemptive strike against them before they have a chance to deploy the orb.

What Does She Know? Samara readily explains her goal to the party, and tells them any of the following if they ask. She is overconfident to the point of arrogance, and doesn't think the party could interfere with her plans if they tried.

- She wears the jackal helm and tooth embroidered cloak to honor a jackal that died in the Burning, and to remind herself of all those who died that day.
- The Cult of the Eternal Flame are hiding in a mage's tower at the southern edge of the Flooded Forest. It can be found by following the river to its terminus.
- The only way she'll trust the characters is if they allow her to kill them, and then raise them from the dead. She only trusts creatures she can control.

Treasure & Rewards

If the characters defeat The Jackal's undead army and force her to abandon her lair, they earn the following story award:

- **Story Award. The Jackal's Enmity.** The Jackal does not suffer the humiliation well, and considers the adventurers enemies during all future meetings. More information can be found in **Player Handout #1** in **Appendix 4**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a wight.
- **Weak:** Remove 1 skeleton and 1 zombie.
- **Strong:** Add 1 skeleton and 1 zombie.
- **Very Strong:** Add a wight.

Playing the Pillars

COMBAT

If the shriekers sound their alarm, The Jackal will have already cast *mage armor* on herself before she meets the party. She has also used 1 3rd level and 1 4th level spell slot to retain control of her undead prior to the party's arrival. The Jackal will join in combat, but she will flee through a *dimension door* once she has lost half of her hit points. The Jackal will travel the full 500 feet and end up on the far side of the river. A character may attempt to follow her and press the attack. In that case, she will continue casting *dimension door* on subsequent turns until she runs out of available spell slots. If this happens, and the pursuer is still with her, she will fight to the death.

EXPLORATION

Once combat ends, two items can be found in the chamber by anyone who searches the room.



The box.

SOCIAL

Any attempts to persuade The Jackal to call off her attack on The Cult of the Eternal Flame will fail. She also refuses to return Elmwood's dead, or to stop raising more of them. The party can try to intimidate her, but she is so focused on revenge that she cares little for her own safety. Any suggestion that the current cult members aren't to blame for the Burning will provoke her into combat. If a character succeeds on a Wisdom (Insight) check against The Jackal, they will find she believes everything she says.

Wrap-Up: Concluding the Adventure

Whether the party defeated The Jackal or not, the characters still have some unfinished business to attend to. If The Jackal died in this adventure, there is still The Cult of the Eternal Flame's threat to detonate another devastation orb in Elmwood that must be addressed.

If The Jackal survived or the party was defeated, they can assume she will proceed with her plan to attack The Cult of the Eternal Flame, possibly with disastrous consequences for the town of Elmwood.

If the party received the **Jackal's Enmity** story award, they have been added to her list of enemies, and they know she can really hold a grudge.

The story continues in part III: **Fire's Demise**.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

(*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and 2 treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Determine who is taking Elmwood's dead and why.
- **Story Objective B:** Defeat The Jackal.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Instrument of the Bards (Doss Lute). A Doss lute is carved from alder wood in a graceful, pear-shaped form. Its soundboard is inlaid with copper images of wolves, rabbits, and other animals. This item can be found in **Appendix 5**.

Story Awards

Characters playing the adventure may earn:

The Jackal's Enmity. You defeated The Jackal and her undead army, and forced her to abandon her lair. She does not suffer the humiliation well, and considers the adventurers enemies during all future meetings. Any character receiving this story award has disadvantage on all Charisma checks against The Jackal. More information can be found in **Appendix 4**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Constable Gretna Jorgadaul (GRET nuh YORE geh doll).** A mature shield dwarf with an impressively braided white beard who walks with a limp.
- **The Cult of the Eternal Flame (EEE turn uhl FLAYM).** Members worship fire in all its manifestations, and believe it is their duty to purify the world by reducing everything around them to ash.
- **Elmwood.** A small farming community on the southern shore of the Moonsea in northern Faerûn. Its history is marred by tragedy.
- **Ezril Treewarder (ehh ZREEL).** An elderly human druid of Eldath who tends her shrine in the town of Elmwood. He survived The Burning.
- **The Flooded Forest.** A swamp lying between the Moonsea and the Vast in north Faerûn.
- **Grove of Eldath (ELL dath).** A place of worship for the goddess Eldath in the town of Elmwood. It was mostly burned to the ground during The Burning, except for thirteen giant elm trees.
- **The Jackal (JAH kull).** Her real name is Samara Khan. She is a young woman with caramel colored skin, long, flowing black hair, and haunted brown eyes. She wears a black cloak embroidered with canine teeth and a helm made from a jackal's skull. She survived The Burning.
- **New Moon Graveyard.** The burial place for Elmwood's dead.
- **Samara Khan (suh MAR uhh CON).** Also known as The Jackal.

Appendix 2: Creature Statistics

Ezril Treewarder (Druid)

Medium humanoid (human), neutral good

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic, Elvish

Challenge 2 (450 XP)

Spellcasting. Ezril is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Ezril has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Giant Constrictor Snake

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

The Jackal (Necromancer)

Medium humanoid (human), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages Abyssal, Common, Infernal, Primordial

Challenge 9 (5,000 XP)

Spellcasting. The Jackal is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Jackal has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *ray of enfeeblement**, *web*

3rd level (3 slots): *animate dead**, *bestow curse**, *vampiric touch**

4th level (3 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest. When The Jackal kills a creature that is neither a construct nor undead with a spell of 1st level or higher, The Jackal regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages --

Challenge 0 (10 XP)

False Appearance. While the fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14(+2)	15 (+2)	6 (-2)	8(-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Spawn of Kyuss

Medium undead, chaotic evil

Armor Class 10

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm. Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of

its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	10(+0)	13(+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an equal amount to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

Will-O'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	28(+9)	10(+0)	13(+1)	14(+2)	11(+0)

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, The will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5-to-20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6(-2)	16 (+3)	3 (-4)	6(-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life but can't speak

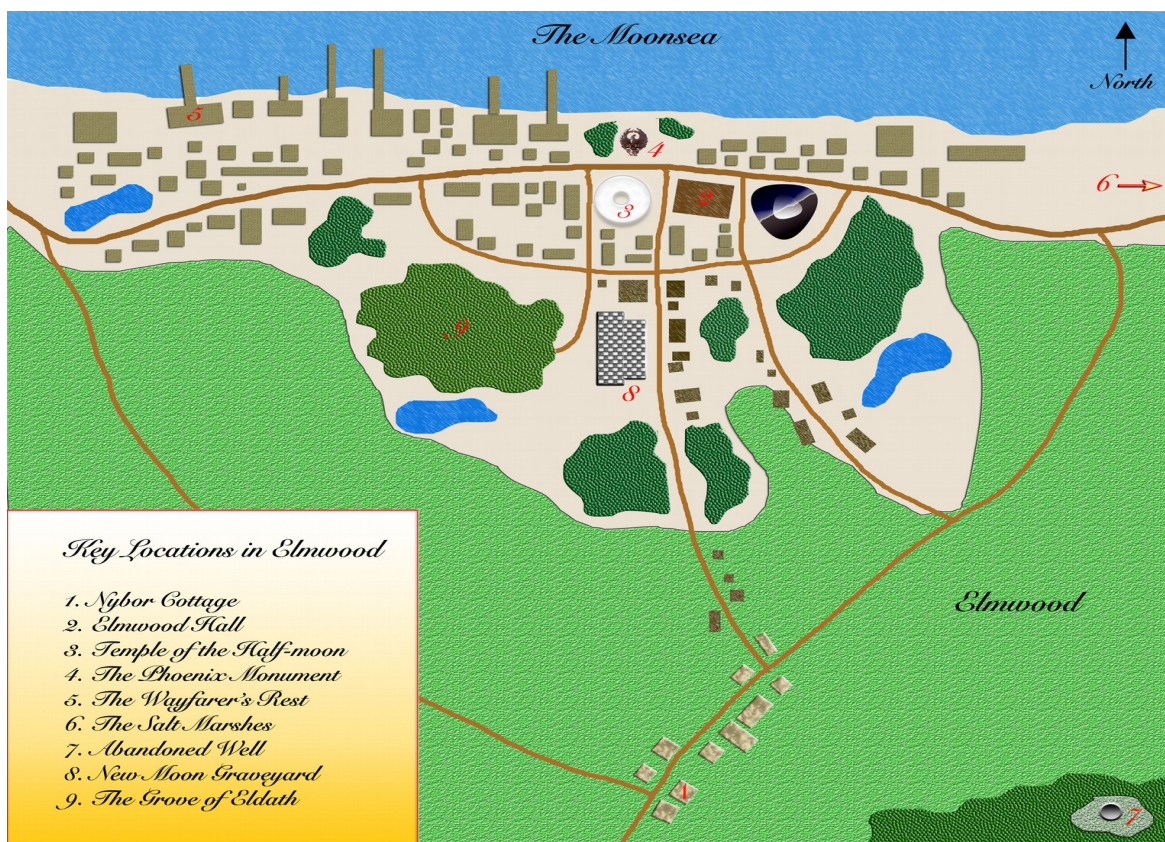
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

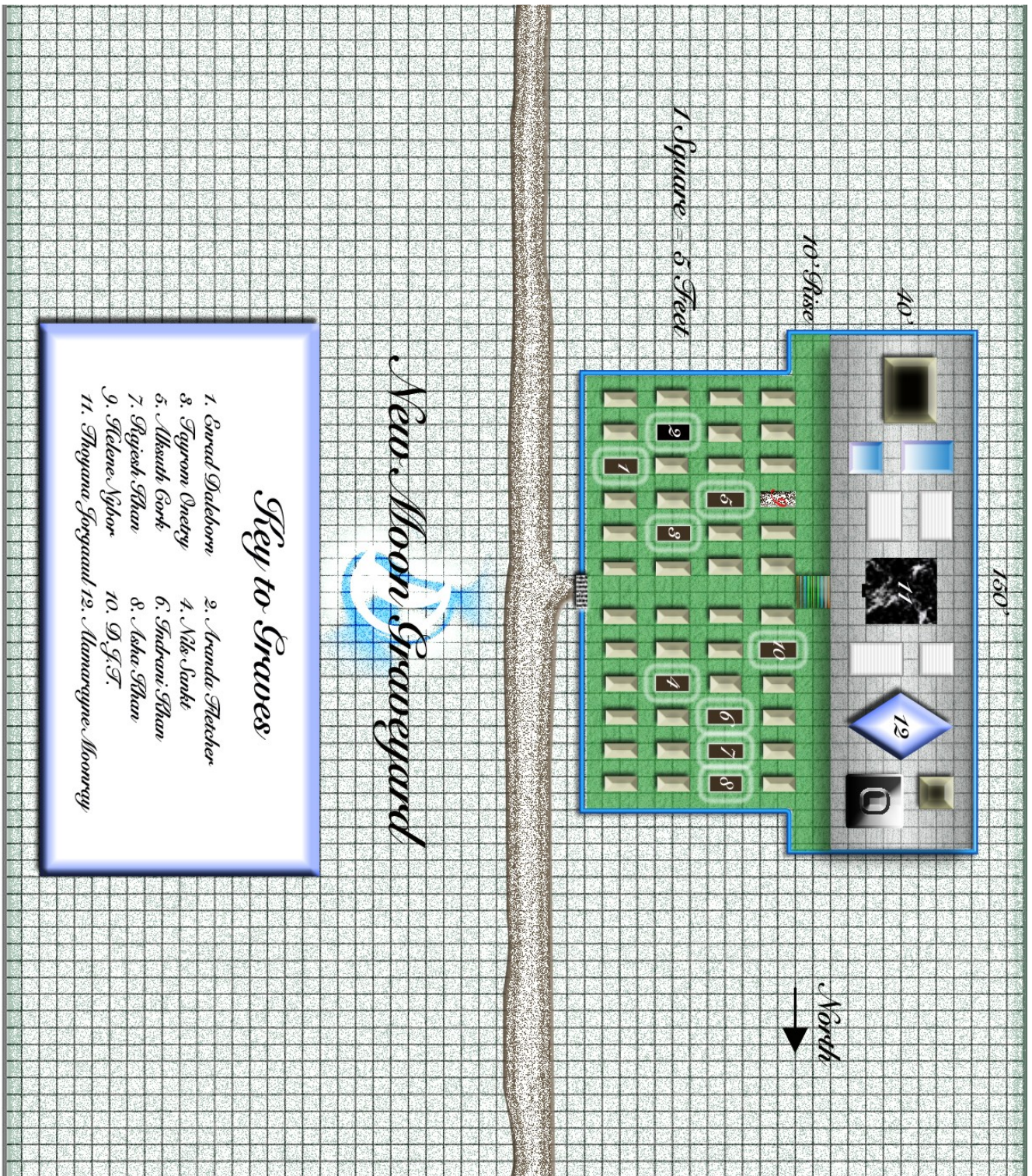
Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

Appendix 3: Map s



New Moon Graveyard





The Jackal's Lair

Appendix 4: Story Award. The Jackal's Enmity(Player Handout #1.)

The Jackal's Enmity.

You defeated The Jackal and her undead army, and forced her to abandon her lair. She does not suffer the humiliation well, and considers the adventurers enemies during all future meetings. Any character receiving this story award has disadvantage on all Charisma checks against The Jackal.



Appendix 4: On the Cult of the Eternal Flame (Player Handout #2)

Characters who find this leather bound volume in the Jackal's lair, and read through it, gain the following valuable information about the cult:

Members of the Cult of the Eternal Flame worship the primordial god Imix, and the destructive power of fire in all its forms. These cultists are zealots who believe Faerûn and everyone living on it are corrupt and deformed. They believe it is their duty to purify the world using flame to reduce their surroundings to ash. They delight in causing volcanic eruptions, forest fires, and droughts, and believe each member must set something beautiful on fire every day to prove her devotion to the cult. Cultists of the Eternal Flame tend to be reckless and violent. They surround themselves with the largest fires they can create, often using magic to open volcanic fissures in the ground to release magma.

Cultists of the Eternal Flame can usually be recognized by their burn scars, which often cover their entire bodies. Members of the cult often employ devastation orbs of fire to set fires and cause chaos on a grand scale. A fire orb is a spherical elemental bomb that is 12 inches in diameter, weighs 10 pounds, and has a solid outer shell. When the fire orb detonates, it releases the elemental energy stored within it, igniting fires, and producing a destructive heat wave within a 1 mile radius sphere centered on the orb. Each orb can only be used once, and is destroyed when it detonates.

A fire orb detonates 1d100 hours after its creation, but gives no outward sign as to how much time remains before it will detonate. A container can be constructed to prevent a fire orb from detonating. The container must be inscribed with the elemental symbol of water. The fire orb thrums while inside the container, and will explode 1d6 rounds after being removed from the container, if it is already past the time when it should have exploded, and it is not returned to the container before then.



Appendix 4: The Box(Player Handout #3)



Appendix 5: Magic Item

Characters completing this adventure's objective unlock this magic item.

Instrument of the Bards Doss Lute (Table F)

Wondrous item, uncommon (requires attunement by a bard)

An *instrument of the bards* is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

Spells for the doss lute: *Fly*, *invisibility*, *levitate*, *protection from good and evil*, *animal friendship*, *protection from energy* (fire only), and *protection from poison*. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

A Doss lute is carved from alder wood in a graceful, pear-shaped form. Its soundboard is inlaid with copper images of wolves, rabbits, and other animals.

Appendix 6: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong