



Shepherd the Weak

Reports of overaggressive animals with unusual markings and body parts have been coming from the woods near Hillsfar. These creatures were born under Graz'zt's influence over Hillsfar. Their "shepherd" has joined forces with the demon that now grows in power in the woods. The shepherd's goal is to taint a local watering hole, giving the animals and creatures of the area demonic traits.

A Four-Hour Adventure for 5th – 10th Level Characters



Effie Matteson
Author

Adventure Code: CCC-BMG-HILL 03-01

Optimized For: APL 8

Version: 1.0

Producer: Baldman Games

Hillsfar Administrator: Cindy Moore

Development and Editing: Cindy Moore

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick, Lysa Chen

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK

Introduction

Welcome to *Shepherd the Weak*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure takes place in the Hillsfar area, including the outskirts of the city, the Farbough Farm, and the nearby forest.

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.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Familiarize 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

Hillsfar has faced many challenges in the past few years, but none compare to when the Demon Prince Graz'zt attempted to claim this plane as his own.

Madness emanated from his lair in the Underdark, affecting Hillsfar and the surrounding area. A full-fledged assault on Maerimydra was launched by the forces of light, and Graz'zt was banished back to the Nine Hells. Normalcy slowly returned.

The Demon Prince fathered many children while on this plane, and he kept them near him in the fortress of Maerimydra. The Zhentarim tasked its members to obtain one of those children during the raid. After success in this task, the Zhents took on the parenting of this spawn of Graz'zt. The child has proven to be more trouble than not. The Zhents have found themselves in over their heads. The child, named Nolo, has attempted escape many times, and in his most recent attempt he succeeded.

Reports coming from the forests near Hillsfar talk of attacks from overaggressive animals with extra or unusual body parts. Beralt, a local druid, has been using his Wild Shape abilities to go into the woods in disguise, searching for the source of these rumors. He has witnessed rabbits with blood red fur and eyes to match; a raccoon with rusty fur, three tails, and abnormally long fangs and claws; a two-headed deer with flaming eyes that hissed when it spotted him; and many other such oddities.

The Zhentarim believe Nolo's influence might be at play. They wait for confirmation before they give away their secret.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure:

Ebenz and Bea Farbough (EE-benz and BEE FAHR-bo).

Married human couple who own Farbough Farm. They are parents of sextuplets and adoptive parents to many children who were cast out from the city of Hillsfar when The Great Law of Humanity was put into effect.

Pynroth Farbough (PINE-roth FAHR-bo). Adopted teenaged tiefling son of Ebenz and Bea Farbough. Though not as rebellious as he was in the past, he is very curious and has the innate rebellion that most teenagers go through.

Vuhm Yestral (VOOM YES-strill). Male human officer within the Red Plumes, the military group charged with

the security of Hillsfar. Kind and devoted to the citizens of Hillsfar. Member of the Lords' Alliance. Formerly in charge of the construction of the fortress defending the Waydown and Guard Commandant of the Wall surrounding Yulash.

Now he is the First Lord of Hillsfar. His first action was to end The Great Law of Humanity and the enslavement of non-humans in the arena.

Beralt (ber-ALT). Male half-elf druid who once saved Pynroth's life when he was being attacked by wild dogs. He is (yet again) investigating overaggressive and corrupt creatures in the area of Farbough Farm.

The Stop. Once a caravan waystation between Hillsfar and Yûlash, it has since grown into a hamlet devoted to servicing caravans, as well as provisioning the many farms that surround it thanks to an influx of Phlan refugees. Still near to Hillsfar but with few Red Plumes to watch it, The Stop attracts spies, thieves, information-sellers, and other less-than-honest sorts. The Stop is also a common place for adventurers to seek opportunity for employment.

Farbough Farm. Owned by the Farbough family, the farm sits on the outskirts of Hillsfar. The buildings are painted a distinctive grass green with bright yellow roofs that have been compared to dandelions in the past.

Adventure Overview

The adventure is divided into six parts.

Part 1. The characters meet in The Stop at the Watchful Wanderer Inn & Tavern and then travel to Hillsfar to meet with First Lord Vuhm Yestral.

Part 2. The party meets with Vuhm Yestral in Hillsfar.

Part 3. The party meets the druid Beralt on their way to Farbough Farm.

The party meets with the Farboughs to get the details of Pynroth's disappearance. The Farboughs offer a reward if Pynroth is found and returned home.

Part 4. The party sets off in search of Pynroth and the watering hole that Beralt discovered. They encounter owlbears at the watering hole and may discover that the watering hole is tainted. There are distinctive tracks around the watering hole.

Part 5. The party follows the tracks leading away from the watering hole, leading to a cave entrance. There are two combats in the cave, the second of which reveals that Pynroth is being held captive here.

Part 6. The party returns Pynroth to his parents at Farbough Farm and returns to Lord Vuhm to report their finding.

Adventure Hooks

In Service to the Lord. The adventurers hear that Hillsfar's First Lord, Vuhm Yestrel, is always ready to hire adventurers willing to do an honest day's work. With the rumors of overaggressive and mutated animals surfacing, this seems like as good a time as any to inquire.

Past Deeds. Adventurers may have worked for Vuhm Yestrel in the past and have decided to return to Hillsfar to renew their acquaintance with him in hopes of being hired for a new job, while the rest look to work for someone known to pay a fair wage.

Part 1: Porridge and Pie Thieves

Estimated Duration: 15 minutes

General Features

The Watchful Wanderer Inn & Tavern seems to be a one-man operation. The floors in the tavern are filthy but the upstairs is swept daily. Cost is relatively cheap, and the owner **Phinius Konrad** is a straightforward and amicable fellow. His tendency to water down the ale and serve a thin stew seem to be out of necessity rather than trying to deceive his patrons.

Light. Dim, with a slightly smoky haze due to improper draft of the fireplace.

Smells and Sounds. The chatter of people talking at the same time is a common occurrence here. The air is sharp with the scent of grease, smoke, and adventurers.

Tricks of the Trade

Getting to Know You. If the characters have not been adventuring together in the past, they should take time to introduce themselves to each other. Ask them to include one facet of their personalities that would make itself evident during a day's travel.

Location Summary. The Watchful Wanderer Inn & Tavern is located at The Stop, a hamlet located halfway between Yulash and Hillsfar. It is a popular place for adventurers.

Roleplay Encounter. This first encounter allows the characters to gather information about the rumors in Hillsfar from the barkeep and patrons.

The party meets at The Watchful Wanderer Inn & Tavern in The Stop on their way to Hillsfar. The name of the Inn belies its rough nature: the floorboards are muddied with sawdust mixed with ale and spilled food, and the air is thick with the bitter smell of years-old grease. The food is as basic as it comes: lumpy porridge for breaking one's fast and thin stews thrown together in a hurry at day's end, far heavier on vegetables than meat. The ale is cheap and plentiful, if a bit watered down. The owner seems pleasant enough, hardworking and amicable. The lodgings offered are little more than a dry spot in an upstairs communal room with space for your bedroll, unless you happen to score the single room with a door, clean mattresses, and even a few thin but clean blankets.

Whether they travelled alone or together, the adventurers meet in the tavern to break their fast. Murmured rumors of strange goings-on in the forests surrounding Hillsfar spread among the tavern's few early morning patrons. Talk of overaggressive, deformed, and unnatural animals is the central topic in nearly every conversation. The only open seats in the small establishment are at the bar. The barkeep, Phinius Konrad, serves the adventurers bowls of steaming porridge with chunks of heavy bread on the side. The only appealing portion of the meal is the small crock of thick amber-colored honey he seems to put on the countertop with a bit of hesitation.

"Ain't seen you lot 'round these parts. Headed to Hillsfar, are ye? Not sure if I'd be going, given the choice. Just ain't natural what they got living in them woods. Why, just yesterday a man came in here swearing he saw a deer with fangs and glowing eyes. That ain't no deer, sure as I stand here, that be a demon, bet my life on it, I would!"

Rumors that have been heard coming from the outskirts of Hillsfar are listed below:

Talk of overaggressive animals:

- A deer attacked the outhouse while old Mr. Lytton was using it. Poor man still can't sit without a cushion, and I hear they are building a new outhouse of bricks, so it can't be knocked over by man or beast! The ranger that shot the deer says the meat rotted off the carcass in minutes.
- Chipmunks swarmed through an open kitchen window, attacking Phillipa Kyngeston while she was pulling a pie from the oven. After they devoured the entire steaming hot berry pie,

they swarmed her. She is covered head to toe in bandages, though they say she should recover fully in time. She swears someone enchanted them to steal her secret recipe for brambleberry pie.

Animals that were deformed or unnatural:

- Rabbits with glowing red eyes and fangs several inches long.
- Two-headed stags with thorn-covered antlers.
- Raccoons with patchy red fur, like those demon goats a few years back.

Phinius confirms to the party that First Lord Vuhm Yestral has put out the word he is looking to hire adventurers to investigate what is happening with the wildlife in the outskirts of Hillsfar. Phinius isn't sure of the pay, but assures the adventurers that he has never heard talk of Vuhm paying skimpy wages or leaving folks that work for him unpaid.

Part 2: Hillsfar Isn't So Far.

Estimated Duration: 15 min

General Features

Hillsfar is a walled city on the southern coast of the Moonsea, just north of the Forest of Cormanthor. Hillsfar struggles to put its xenophobic past behind it under the leadership of the new First Lord, Vuhm Yestral.

Terrain. Dirt and cobbled streets.

Weather. A beautiful day. The sun is shining and there is a lovely breeze.

Light. It is late afternoon on a sunny day.

Smells and Sounds. The typical smells of many people living in a small area: food cooking coming from inns, taverns, and households; and sweat and sewage, but nothing overpowering.

The party travels uneventfully to Hillsfar, arriving midday.

The streets of Hillsfar are bustling with people. Humans still make up the majority of its population, with other races hesitant to move back to a city that threw them out or enslaved them. Although no one approaches you or openly appears hostile, you earn more than a few looks from the locals as you make your way to the First Lord's Tower.

When you reach the tower, and after stating your business, you are shown into the First Lord's offices and told to take a seat. Freshly polished dark wood gleams, and the air has the faint scent of beeswax and lemon. A halfling clerk perches on a high stool at the desk next to the door to First Lord's inner office, penning a letter and only occasionally looking up at you. At a signal only he seems to have noticed, he sets his pen down and neatly hops to the floor, smooths down his jacket, and strides over to you.

"The First Lord will see you now," he says with the most official tone you have ever heard come from the mouth of a halfling. He then strides across the floor to open the door, and with a half-bow and flourish of his arm, he ushers you inside, closing the door behind you.

"Ah, Greetings!" Vuhm booms genially, standing to extend his hand to shake yours. "I hear you've come in answer to my call for adventurers! Wonderful! You've heard the stories then, I take it? I have a sneaking suspicion that our old friend Graz'zt is behind it. I have no proof of this, of course, and that's where you come in. I need you to go out there and find the source of these incidents."

The First Lord relays the following information:

- Vuhm has sent Beralt, a druid that he has worked with before, to do some scouting for him. The druid has yet to return, and Vuhm is concerned, even though Beralt is more than capable of handling himself.
- The rumors the adventurers have heard are true, and the sightings of strange animals have been increasing at an alarming rate.
- Vuhm provides a rough map and directions to the Farbough Farm, which seems to be the epicenter of the sightings. He tells them that the buildings of the farm are painted a bright green with dandelion yellow roofs, making it unmistakable.
- Vuhm offers the characters 1000 gp to find the cause of the strange wildlife and stop it if they are able. He also provides them with a *potion of greater healing*.
- Given the late hour, Vuhm asks his clerk to make arrangements for the adventurers to stay the night at The Classy Lady Inn so they can get a fresh start in the morning.
- If the characters would like, they may spend some time and shop in Hillsfar (standard PHB pricing applies).

Part 3: Adventurers, and Kobolds, and Bears, Oh My.

Estimated Duration: 30 minutes

General Features

The outskirts of Hillsfar have the following general features:

Terrain. Rolling grasslands with some wooded areas.

Weather. A warm sunny day.

Smells and Sounds. Birds are singing and squirrels are chattering. The air smells fresh and clean, with the occasional scent of manure from nearby farms. Mmmm, farm fresh.

Your travel is pleasant as you leave Hillsfar. You walk for about half an hour on a well-packed dirt road when you hear a pained roar and the higher pitched sounds of several other beasts.

As you round the bend, the source of the fight comes into view. A brown bear is surrounded by a pack of scaly red humanoids, some of them winged. The humanoids seem more intent on tormenting the bear than killing it.

With a successful DC 10 Wisdom (Perception) check, a character sees these creatures are kobolds with extra-long claws and glowing red eyes. This is the same condition as the other altered animals rumored in the area.

The humanoids are **one fiendish scale sorcerer kobold**, and **three fiendish dragonshield kobolds**. They are circling a **brown bear**, lunging at it with their sharp claws, but none of them move to cause it any real harm.

Their high-pitched cackles lead one to believe they are actually enjoying their sport. The brown bear is also not attempting to fight, but taking a defensive stance as if trying to protect itself from any real damage with its belly low to the ground and its head bent down to protect its neck.

Sensing the characters' presence as they approach, several of the kobolds turn their attention to them. Unlike the average kobold, these ones show no sign of running from a fight.

Use Map 1: Kobolds and Bears Oh My!

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Add two winged kobolds, remove three dragonshield kobolds

- **Weak:** Add three winged kobolds, remove three dragonshield kobolds
- **Strong:** Add one winged kobold
- **Very Strong:** Remove two dragonshield kobolds, add five winged kobolds

Tricks of the Trade

Consider the following:

Very Aggressive. These kobolds fight to the death.

Fiendish Scale Sorcerer. Casts *invisibility* on its first turn.

Fiendish Winged Kobold (If used). Rather than dropping rocks on adversaries, these kobolds swoop down and attack with claws and teeth with their *fly-by attack*.

As soon as the party engages the kobolds, drawing their attention from the bear, the brown bear shifts into the half-elf Beralt. He cradles his left arm against his chest as he retreats to a safe distance.

If the adventurers capture any of the kobolds, they only reveal that they are members of a new tribe in the area called the Red Scales. They are out looking for things to steal from the stupid humans in the area. They don't know anything about their enhanced fiendish condition, assuming that it is just their own superior power.

Beralt comes out of hiding and addresses the adventurers when the situation is safe:

"Th-thank you ... I don't know what I would do if you hadn't arrived. I was hoping that if I stayed on the road long enough someone would come along. Blasted beasts!" He nods his head, taking a shaky breath before adding, "I'm Beralt. Been out here trying to gather information for the First Lord."

He relays the following information:

- He has been using his *wild shape* in order to scout the woods, thinking his bear shape would keep him undetected.
- He didn't shift to heal himself so that he wouldn't blow his cover. He wasn't sure if he could dispatch all of the kobolds before any got away to report back to whomever they were serving.
- He has discovered a watering hole that had an unusual amount of activity all throughout the day, predator and prey drinking side by side. He lets the party know that the Farboughs' son Pynroth is missing. Again. He believes Pynroth has been following some of the strange wildlife. He asked Beralt about it only the day before he

went missing. The Farboughs are distraught with worry.

- He gives them rough directions to the spring he has discovered. He adds these details to the map given to them by First Lord Yestral if they let him know they have it.

Treasure

If Beralt survives, he gifts them with a *ring of animal influence*.

Frantic at Farbough Farm

After parting ways with Beralt, it's just a 15-minute walk to the Farbough Farm.

Several young children spot you as you approach the Farbough Farm, running inside shouting "Someone's coming! Someone's coming!" Ebenz quickly emerges and strides toward you, while Bea and the children wait in the doorway.

Ebenz starts talking before he reaches you. "Please tell me you have some good news for us?" Then, as if realizing that he has started this conversation in the middle, he pauses. Gathering his composure with a deep breath, he continues. "I'm Ebenz, and that there," he nods toward his wife, still standing in the doorway, "is my wife, Bea, the boy's mother. You are here about our son, aren't you?" His brow furrows with the question.

Ebenz ushers the characters toward the farmhouse and introduce them to Bea. Children ranging from toddlers to teens can be seen almost everywhere. They all have that same hopeful, worried look in their eyes as they watch their parents talk about their brother.

Ebenz relays the following information:

- Pynroth has been going into the woods for long periods of time leading up to his disappearance, despite their repeated warnings to stay out of the woods because it wasn't safe, especially now.
- Pynroth has been gone for three days.
- Ebenz offers the characters 200 gp (hoping to ask Beralt to help) to find Pynroth.
- The characters are welcome to lay their bedrolls in the loft of the barn and join them for meals. They don't have much to spare but they are generous.

When the characters are ready to leave, read the following:

Bea wrings her hands as she talks to you. "Please find our son. We don't have much money set aside, but whatever we have is yours if you can bring him home to us." She leaves off the word 'safe,' knowing that with all the talk of attacks he may not even be alive. Dead or alive, she wants him home and not lost out there somewhere.

Part 4: Over the River and Through the Woods.

Estimated Duration: 30 Minutes

The party leaves the Farbough Farm and enters the woods where instructed by Beralt. They spot flashes of wildlife scurrying up trees or across their path, but they see no signs of mutated animals... yet.

General Features

The woods have the following general features:

Terrain. The ground is still relatively flat with slight hills. Thick grasses give way to shrubs and saplings that gradually get thicker and taller as the characters make their way along the faint path. Sunlight easily filters through the trees

Weather. It is a sunny day with only the occasional white fluffy cloud marring the sky.

Smells and Sounds. The characters' own footfalls are the only sounds as they make their way through the low brush. A breeze ripples through the leaves, and all the sounds of nature you expect are there, minus the sounds of birds. There is not a single bird to be seen or heard here, making it feel ominously quiet, even though it is the only sound missing from the landscape.

A squirrel, you think, scurries up a nearby tree, chattering. A fox darts across the path ahead of you. Was it redder than normal? There is plenty of activity in the woods, most of it as you would expect, though wildlife being wildlife, you only spot glimpses of retreating animals here and there. One thing is noticeably absent, an absence so distinct it makes the woods feel eerily quiet, despite all the other sounds. You don't see or hear a single bird.

After about an hour of following the general directions you received, you find yourselves on a lightly worn path. It is only a few weeks old, marked by trampled grass and snapped branches of low-lying shrubs. After another minute or two the path widens and curves to the left. A scuffling and growling breaks the silence. The path ends in a large clearing. Directly across the clearing from the path's end is watering hole. A picture-perfect tree sits at its edge, and two owlbears fight over a mangled carcass at the base of the tree. Their keen sense of smell alerts them to your presence, and they turn toward you.

There is one **fiendish owlbear**, one **owlbear**, and one **fiendish treant**. The two owlbears fight over the carcass of a dire wolf. They have shredded it. The treant is looking like a tree, perfectly perched at the edge of the watering hole.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** remove one owlbear
- **Strong:** add a fiendish owlbear
- **Very Strong:** add two fiendish owlbears

Use **Map 2: Watering Hole**.

Tricks of the Trade

Consider the following:

Fiendish Owlbears. Have rusty red fur, glowing eyes, and sharper than usual beaks and claws.

Fiendish Treant. Looks like its leaves are changing color for autumn, the normally verdant leaves are tinged glorious shades of oranges and reds.

Once the enemies have been dispatched, inspecting the watering hole shows a greater than normal variety of tracks. They show larger than expected claw indentations as well.

- The owlbears had sharper than normal claws and beaks.
- The owlbears were fighting over the carcass of a dire wolf. It had fur of the same rusty red, though it may be hard to tell through all the blood. Its fangs were three times the normal length and its claws were extra-long and sharp as razors.
- A DC 15 Intelligence (Arcana/Nature) shows the watering hole is tainted with demonic magic, and is likely the cause for the changes in the local wildlife. The magic is being fed from another location.

- The many tracks surrounding the watering hole belong to both predator and prey creatures. There is a very distinct set of large cloven hooves that have worn a path in the ground. The tracks appear to belong to a bipedal beast that has left and returned several times from the same direction. They are accompanied by several other tracks, including those of soft boots and others of a padded-foot beast.
- A DC 15 Wisdom (Perception or Survival) check reveals a smaller set of booted prints that only lead away from the watering hole, following the path of the cloven hooves.

The path leading away from the watering hole is short and only takes a few minutes to follow to an end. It disappears into an outcropping of boulders and a tangle of bushes and saplings. An opening between the boulders appears to lead into a cave.

A quick inspection would show that there is a narrow gap between two of the boulders, large enough to easily walk through, but not as wide as the mouth of a cave.

Development

Several saplings surrounding the area have been pulled back, ready to fling apple-sized pots of acid toward the cave entrance when a trap is triggered. If the characters make a DC 15 Intelligence (Investigation) check, they spot the wire and can step over it.

Wire Acid Trap

Simple Trap (Levels 5 – 10 setback threat)

Trigger. A thin wire is strung several inches above the ground just in front of the cave entrance. The brush helps to conceal it.

Effect. All characters within 10 feet of the cave entrance take 11 (2d10) acid damage.

Countermeasures. Detecting the trap requires a successful DC 15 Intelligence (Investigation) check. If successful, the adventurers can simply step over the wire to avoid triggering it. It can be disabled with a DC 15 Dexterity (Thieves Tools) check.

XP Award

If the characters detect and avoid the pit trap, award each character 50 xp.

Part 5: Isn't She Lovely?

Estimated Duration: 60 Minutes

The party explores the cave where the footprints from the watering hole led. Use **Map 3: The Cave**.

General Features

The cave has the following general features:

Terrain. The ground is packed stone and dirt with the occasional loose rock. The last chamber of the cave is on bedrock.

Light. It is dark in the cave. The two sputtering torches on the walls of the first room, and a smoldering campfire in the cavern to the left, are the only sources of dim light.

Smells and Sounds. The scents of unwashed bodies, poorly kept food, and dank moldiness of dark places. The crackling of the torches and campfire. From somewhere very far away, occasional bits of chanting.

1. Entry Cave

The first chamber of the cave is about 20 feet across. There is an opening immediately to the left and another to the right. **One korred, three werewolves, and one wererat** emerge from the small chamber to the left as the adventurers enter the cave. They are caught off guard if the trap was not triggered—otherwise they are hiding and have a chance to surprise the adventurers.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove one werewolf and one wererat
- **Weak:** remove three werewolf and one wererat, add one korred
- **Strong:** add one wererat
- **Very Strong:** add one korred, remove one werewolf

The opening to the left chamber opens into a small cavern with a smoldering campfire, several empty bedrolls, and some partially eaten, half-rotten food. Nothing of value is apparent in this room.

Treasure

A successful DC 10 Intelligence (Investigation) check reveals a small pouch in one of the bedrolls with 50 gp and a ruby valued at 250 gp.

2. Ritual Cave

The other passage leading deeper into the cave area is wide enough for the party to pass in single file. The tunnel is dark and long enough that there doesn't appear to be any light at the end of it.

Chanting can be heard ahead, but it is indistinct from this distance.

After about 150 feet, the pathway starts to widen, allowing characters to walk two abreast. After another 150 feet you can see a faintly glowing light ahead. The chanting of several humanoids grows louder with each step. Just before the path opens into the cavern, those in front see a female **cambion** and **six jackalweres**. They stand in a circle in the center of the room. In the middle of the circle is a makeshift altar with a prone figure atop it. The cambion's gaze shifts to the intruders, but she doesn't stop her chanting. If anything, she seems more determined to carry out the ritual.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove two jackalweres
- **Weak:** remove one jackalwere
- **Strong:** add one jackalwere, the cambion has 115 hp
- **Very Strong:** add two jackalweres

Tricks of the Trade

Cambion. She continues the ritual until forced to fight.

Development

- The prone figure on the altar is that of a young male tiefling.
- Symbols painted in blood surround the makeshift altar.
- The cambion has charcoal-black skin, cloven hooves, six-fingered hands, and a stunning, unearthly beauty: she is a direct spawn of Graz'zt (DC 15 Intelligence (Arcana check)).
- The other humanoids assisting the cambion are jackalweres (DC 15 Intelligence (Arcana check)).

After defeating the monsters, the characters can wake Pynroth with healing. He is unconscious but stable throughout the battle.

Stopping the ritual prevents it from recharging the corruption in the watering hole, keeping new wildlife from being infected, though it does not cleanse the animals already tainted.

The blood-like symbols around the makeshift altar can be recognized with a DC 10 Intelligence (Arcana) check as abyssal in nature, spreading mutation and corruption in flora and fauna in the area. The floor is littered with small glass containers and bits of wax. The containers had their wax seals broken to open them.

A successful DC 15 Intelligence (Nature) check reveals that while the liquid they contained is red, it is a vegetable-based dye and not blood. It is the same liquid used to paint the ritual symbols on the floor.

Part 6: It's a Wrap.

If the party escorts Pynroth home to his very grateful parents Ebenz and Bea, the couple award the players with the story award **Farbough Farm B&B** and offer the promised 200 gp.

After delivering Pynroth home to his parents, the characters return to Hillsfar to report their findings to Lord Vuhm.

Lord Vuhm will thank them for their service and pay them the agreed upon 1000 gp.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Fiendish Kobold Dragonschild	1,100
Fiendish Kobold Scale Sorcerer	1,100
Fiendish Winged Kobold	700
Fiendish Owlbear	1,800
Owlbear	700
Fiendish Treant	2,900
Korred	2,900
Wererat	450
Werewolf	700
Jakalwere	1,100
Cambion	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoid Pit Trap	50

The **minimum** total award for each character participating in this adventure is **4500 experience points**.

The **maximum** total award for each character participating in this adventure is **6000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Item Name	GP Value
Korred	300 gp
Rescue Pynroth	200 gp
In First Lord Vuhm's employ	1000 gp

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

Ring of Animal Influence

(Ring, rare, Magic Item Table G)

Give the players **Player's Handout 1**.

Potion of Greater Healing

(Potion, uncommon, Magic Item Table A)

This item can be found in the Dungeon Master's Guide.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Farbough Farm B&B. The Farbough Family owes you a debt of gratitude for the safe return of their son Pynroth. Whenever your adventuring brings you to the Hillsfar area, you are welcome to lodge with them on their farm, board included. They cannot promise you anything fancier than a warm and dry place to lay your bedroll and simple but hearty food, including Bea's famous Buckwheat pancakes smothered in their own farm fresh maple syrup to fill your belly, but their home is yours.

This grants you a modest lifestyle for the duration of your stay, at no cost to you. If you choose to live a more lavish lifestyle, this award will reduce your cost by 1gp a day. More information can be found in **Handout 1**.

Renown

Each character receives one renown at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Phinius Konrad owns The Watchful Wanderer Inn & Tavern in The Stop. He is an amicable and straightforward human male and runs his Inn single handedly. Often he has to stretch his coin to make ends meet, which means the ale is often watered and the stew heavier on vegetables than meat, but he isn't trying to put one over on his patrons.

Ebenz and Bea Farbough (EE-benz and BEE FAHR-bo). Married human couple. Owners of Farbough Farm. Parents to a set of sextuplets as well as the adoptive parents of many children who were displaced from the city of Hillsfar's orphanage when The Great Law of Humanity was reasserted in the city of Hillsfar.

Pynroth Farbough (PINE-roth FAHR-bo). A tiefling teenager, a bit too curious and rebellious for his own good, as most teenagers are. He is the adopted son of Ebenz and Bea Farbough. He was taken in by them when The Great Law of Humanity was reasserted in the city of Hillsfar.

Beralt (ber-ALT). A half elf Druid who once saved Pynroth Farbough's life when he was being attacked by a pack of wild dogs and has been a friend to him ever since. He has been using his wild shape of a Brown Bear to keep an eye on the strange goings on in the forest.

Vuhm Yestral (VOOM YES-strill). Male human. He was an officer with the Red Plumes, the military group charged with the security of Hillsfar. Kind and devoted to the citizens of Hillsfar. His first action as First Lord was to end The Great Law of Humanity and the enslavement of non-humans in the arena.

Appendix B. Monster/NPC Statistics

Kobold Dragonshield

Small humanoid (kobold), lawful evil

Armor Class 15

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Damage Resistance see Dragon's Resistance below

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1-2 acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

Hearts of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kobold makes two attacks with its claws.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Stat Adjustments for Kobold Dragonshields

The fiendish taint has made the **kobold dragonshield** feral and strong. It has elongated claws that it uses instead of weapons. Adjust the stats accordingly for all APLs:

HP 66; STR 16 (+3).

Multiattack. The Dragonshield makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+3) slashing damage.

Kobold Scale Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 15

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Senses Darkvision 60 ft., Passive Perception 9

Skills Arcana +2 Medicine +1

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting The kobold is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): fire bolt, acid splash, poison spray, shocking grasp

1st level (4 slots): magic missile, shield, mage armor

2nd level (2 slots): invisibility

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits”

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell’s effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

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

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Stat Adjustments for Creatures

The fiendish taint has made the **Kobold Scale Sorcerer** feral and strong. It has elongated claws that it uses instead of weapons. Adjust the stats accordingly for all APLs:

HP 55; CHA 16 (+3); Arcana +3; Spell DC 14, +6 to hit with spell attack, 2nd Level (3 slots), add scorching ray.

Winged Kobold

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 – 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Stat Adjustments for Creatures

The fiendish taint has made the **Winged Kobold** feral and strong. It has elongated claws and sharp teeth that it uses instead of weapons. Adjust the stats accordingly for all APLs:

HP 55; STR 14 (+2).

Multiattack. The Winged kobold makes two attacks, one with its claws, one with its bite.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as the treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Stat Adjustments for Creatures

The fiendish taint has given the **Treant** unusual resistances.

It isn't **Vulnerable** to fire.

Werewolf

Medium humanoid (human, shapeshifter), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

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

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapeshifter. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true human form. Its statistics, other than her AC, are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks when using the Attack action.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (all forms). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Wererat

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills, Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-human hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid form only). The wererat makes two attacks one of which is a bite.

Bite (Rat or Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid form only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Korred

Small fey, chaotic neutral

Armor Class 17

Hit Points 102 (12d6 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks.

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is freed if the korred dies or becomes incapacitated.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no components:

At will: commune with nature, melt into stone, stone shape

1/day each: conjure elemental; (as 6th level spell; galeb duhr, gargoyle, earth elemental, or xorn only), Otto's Irresistible Dance

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

Actions

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning

damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage if the korred is on the ground.

Cambion

Medium fiend, lawful evil

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if

the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Jackalwere

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

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

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in any form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackalwere has advantage on an attack against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack*; +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack*; +4 to hit, reach 5 ft.; one target. *Hit*: 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is Immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to charm aren't affected by it.

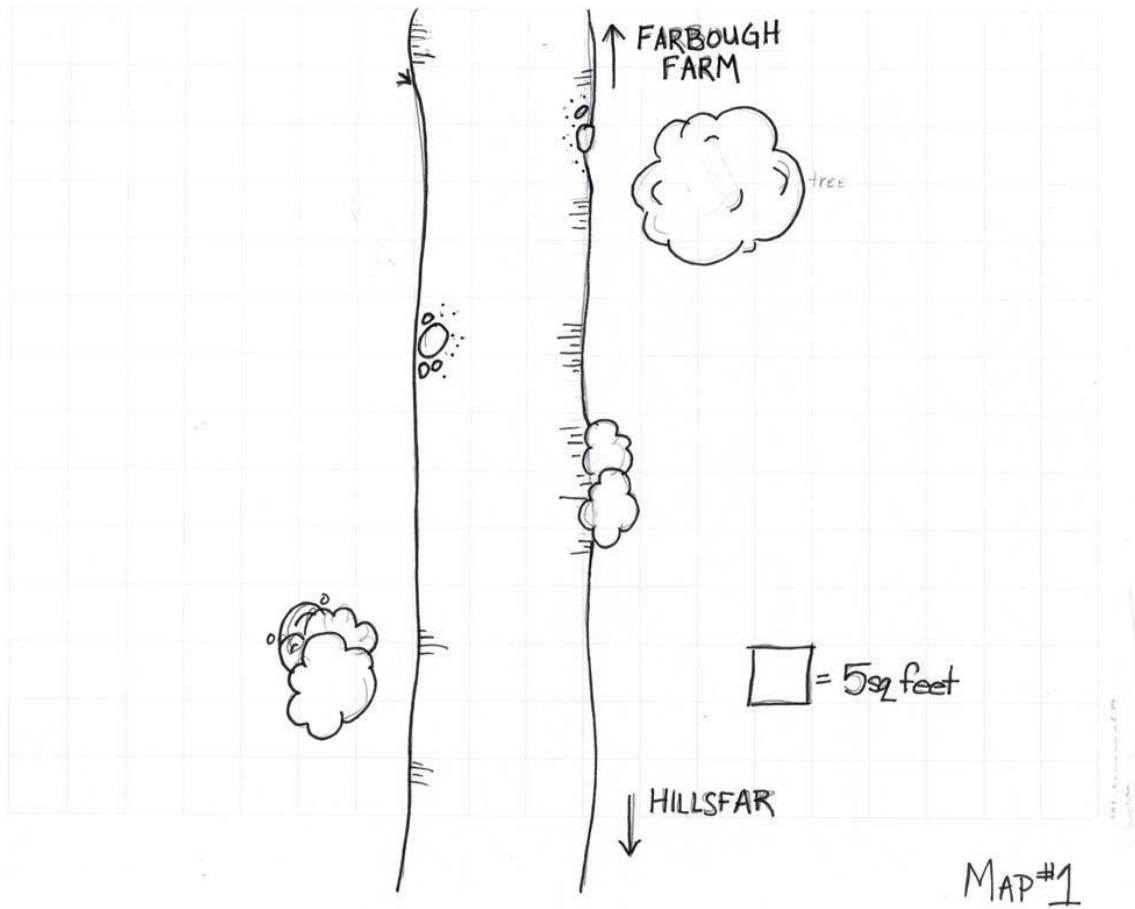
Stat Adjustments for Creatures

The fiendish taint has made the **Jackalwere** feral and strong. It has elongated claws and sharp teeth that it uses instead of weapons. Adjust the stats accordingly for all APLs:

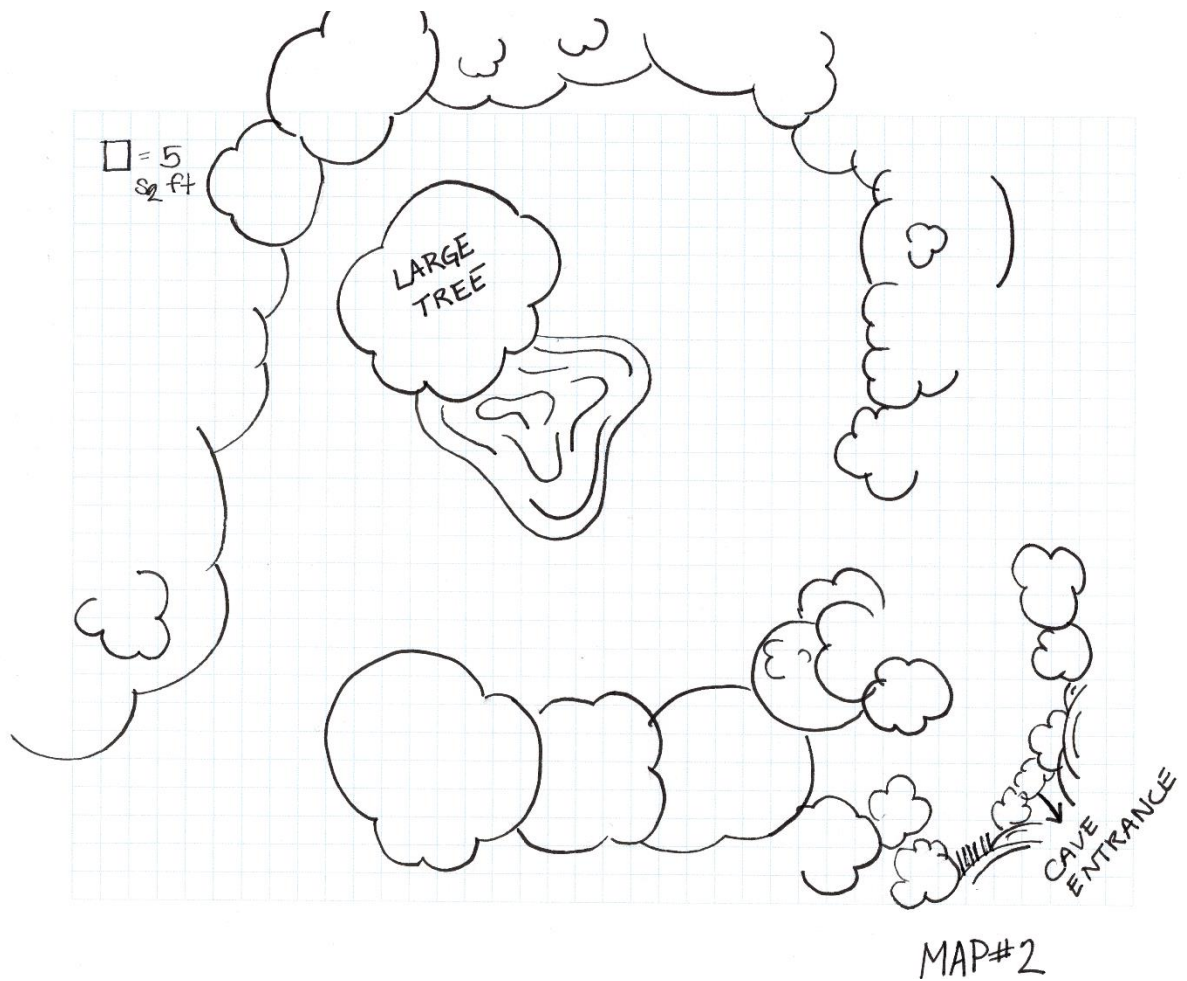
HP 44; STR 14 (+2), CON 13(+1).

Multiattack. The Jackalwere makes two attacks, one with its with its bite, the other with its scimitar.

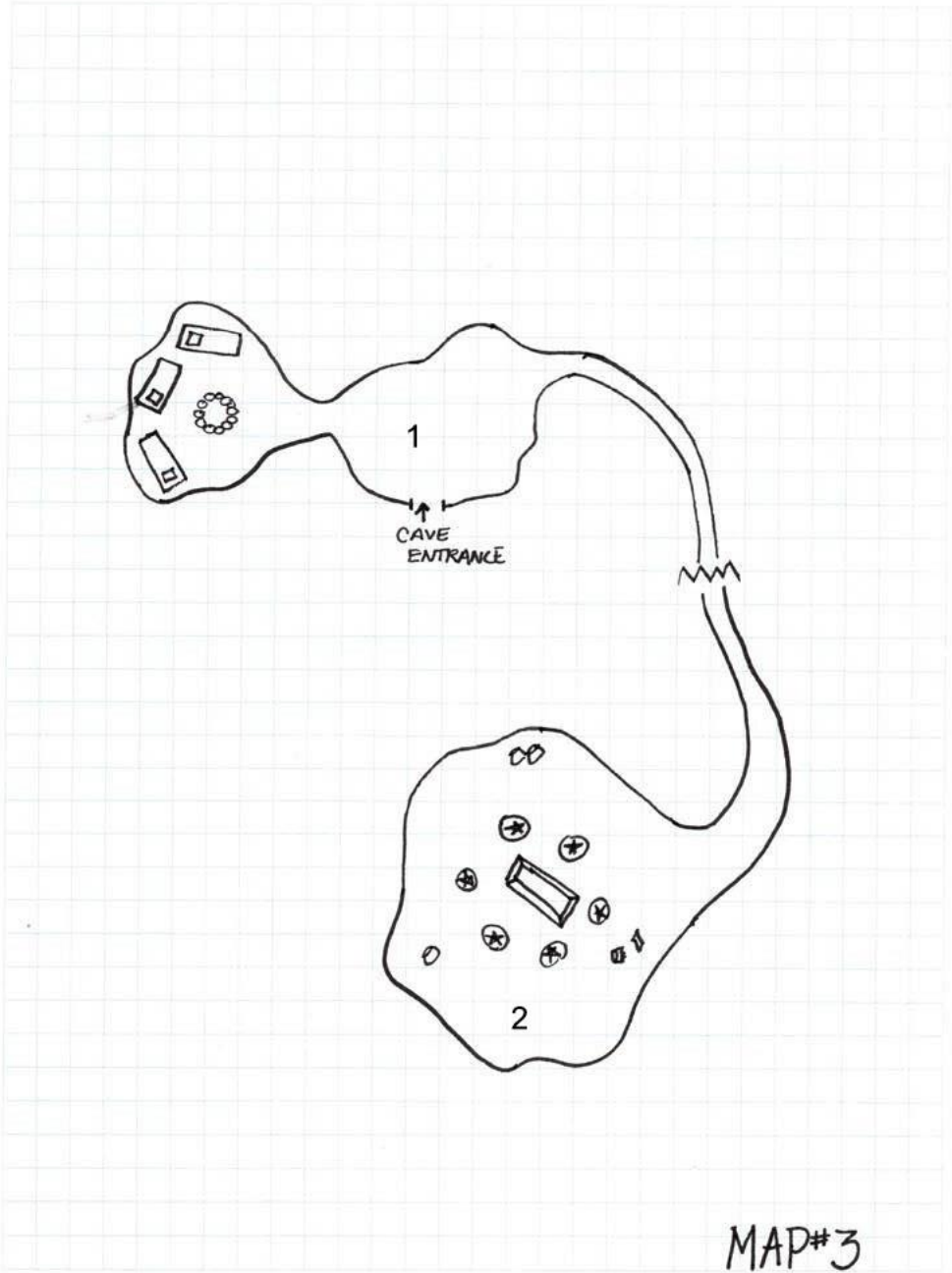
Appendix C
Map 1: Kobolds and Bears
OH My!



Map 2: Watering Hole



Map 3: The Cave



Player Handout 2. Ring of Animal Influence

Ring of Animal Influence

(Ring, rare, Magic Item Table G)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells: Player Handout 1. Story Award

- Animal friendship (save DC 13)
- Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- Speak with animals

This item can be found in the Dungeon Master's Guide.

Player Handout 1. Story Award

Farbough Farm B&B

The Farbough Family owes you a debt of gratitude for the safe return of their son Pynroth. Whenever your adventuring brings you to the Hillsfar area, you are welcome to lodge with them on their farm, board included.

They cannot promise you anything fancier than a warm and dry place to lay your bedroll and simple but hearty food, including Bea's famous Buckwheat pancakes smothered in their own farm fresh maple syrup to fill your belly, but their home is yours.

This grants you a modest lifestyle for the duration of your stay, at no cost to you. If you choose to live a more lavish lifestyle, this award will reduce your cost by 1 gp a day.