

J. Jackalwere Warren

Jackalwere Warren is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. A band of jackalweres has discovered the lost tomb of an ancient ruler and recovered a powerful artifact that commands the loyalty of lycanthropes. The characters are tasked with entering the tomb-turned-lair to destroy the jackalweres, their leader, and the creatures they call to their aid.

Background

In an era shrouded by the sands of time, the revered Pharaoh Sekhtor presided over a sprawling desert realm. Sekhtor held a profound connection with jackals—creatures he and his people believed to be divine emissaries chosen by the gods themselves.

The *amulet of the jackal's embrace*, as it came to be known, was forged during the height of Sekhtor's reign. Crafted by the greatest artisans of the kingdom under the guidance of its high priestess, the amulet is the culmination of a celestial event that occurred only once every thousand years. The amulet was gifted to Sekhtor as a testament to his divine right to rulership. With the power of the amulet, Sekhtor was said to be able to command the unwavering loyalty of the jackals, and to share in their divinity. Upon his eventual death, the pharaoh was entombed with this amulet, as none other were seen fit to wear it.

Over the centuries, Sekhtor's once-majestic tomb succumbed to the relentless desert winds, its location fading into the realm of legend. Recently, however, a cunning band of jackalweres chanced upon the forgotten

tomb, claiming it as their lair. Their leader, the enigmatic and charismatic Rak'Shen, unearthed the fabled amulet and claimed it for himself. He soon discovered that not only could he speak to jackals, but he could bend other jackalweres to his will. Recognizing his path to power, Rak'Shen used the magic of the amulet to unite several disparate jackalwere packs of the desert under his ironclad rule, a unification he titled the Sandfang Dynasty.

With the tomb now transformed into a guarded lair, the jackalweres revere Rak'Shen as a divine descendant of Sekhtor and see themselves as his chosen heirs and guardians. Empowered by the mystical amulet, Rak'Shen harbors grand ambitions of expanding his influence across the desert, forging a formidable army to establish a new kingdom where the Sandfang Dynasty reigns supreme. As word of the resurgent tomb and its fearsome denizens spread, the surrounding desert settlements grow increasingly uneasy, beseeching brave souls to delve into the sand-swallowed crypt and cleanse it of its unholy presence.

General Features

Originally built to honor Sekhtor and his retinue and deter any intruders, the tomb in which Rak'Shen and his followers lair consists of a series of labyrinthine chambers connected by long corridors carved out of the surrounding stone and sand of a small cliffside. Most of these chambers have been repurposed into living quarters of various sorts, but some remain trapped and unexplored. The tomb's general features are as described below, unless otherwise stated.

Ceilings, Walls, and Floors. The tomb is constructed mostly of massive chunks of hewn granite. Ceilings vary in height from 10 to 15 feet, with some chambers featuring

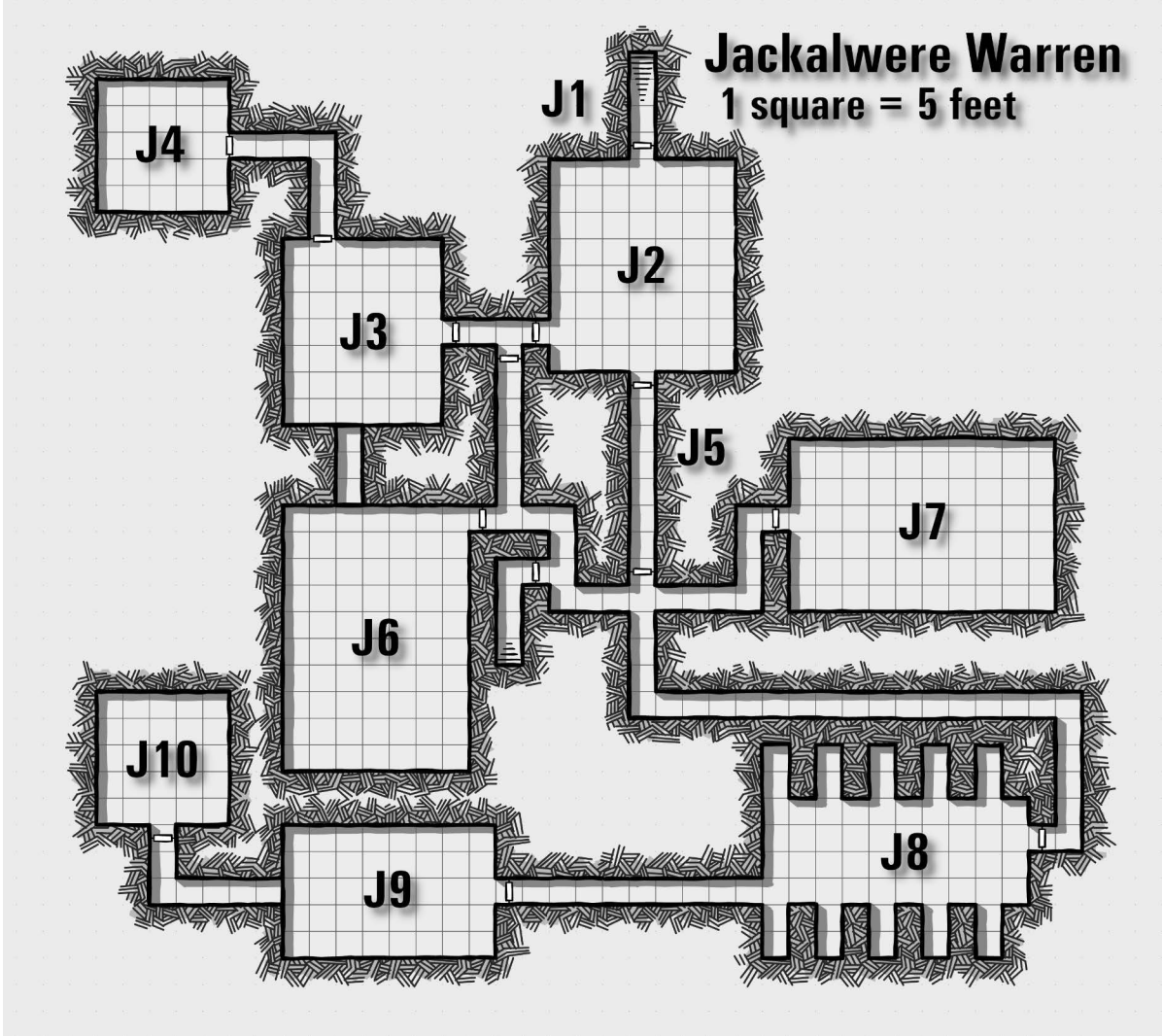
intricate frescoes depicting Pharaoh Sekhtor's life and his connection with jackals. The floors are covered in sand, and though uneven, they are not considered difficult terrain.

Doors. Doors within the tomb are made of heavy stone and are adorned with intricate carvings of jackals and ancient symbols of protection. They have AC 18 and 30 hit points. They are unlocked and open inward toward the chambers they connect.

Light. Torches mounted on the walls provide a flickering, dim light throughout the tomb.

Secret Doors. Secret doors were built throughout the tomb to both confuse intruders as well as to provide alternative passage for tomb keepers. The doors are fashioned in the same surrounding stone of the walls and require a successful DC 15 Wisdom (Perception) check to notice.

In addition to the tomb's primary entrance (area 1), there is a second, secret entrance partially concealed along the cliffside that has not been discovered by the jackalweres. A character who searches the area for at least 1 hour and makes a successful DC 15 Wisdom (Perception) check notices the doorway, almost entirely buried by a sand dune. The doorway leads to a series of connecting corridors within the tomb to the east of area 6.



Keyed Locations

The following locations are keyed to the map of the Sekhtor's tomb on page 3.

J01 – Tomb Doors

When the party arrives at the tomb's entrance, read the following text aloud:

Before you is a pair of doors set into the weathered face of a small cliffside. Imposing and ornate, they are constructed from heavy, aged bronze and are adorned with intricate carvings depicting scenes of a lost kingdom. The passage of time has left its mark, and the once-gleaming metal now bears the greenish patina of oxidation.

Originally locked, they have been breached by the jackalweres and open inward toward a staircase that descends into a short hallway, terminating in a closed door.

J02 – Entrance Hall

Towering statues of jackal-headed warriors line the walls of this entrance hall. The room has been desecrated by crude symbols painted on the walls, scraps of animal bones, and dusty rags. The floor is adorned with ornate, faded mosaics, marred by scratches and wear. It also bears deep grooves, within which sharpened stakes have been planted in such a manner as to form a narrow choke point in the center of the room. Doors exit in all directions.

The jackalweres have repurposed the entrance hall into a guard chamber, digging up the floor and installing spikes to better defend themselves against potential assault. The spikes span wall-to-wall across the room and create a 5-foot-wide choke point at its

center. Scaling the spike wall requires a successful DC 15 Strength (Athletics) check.

Encounter: Jackalwere Guards. Rak'Shen has posted guards in this entrance to defend against any intruders. The guards attack immediately and fight recklessly, attempting to retreat later than they should to warn the rest of the lair of the party's presence. The nature of the guards depends on the level of the adventure, as shown in the Jackalwere Guards Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

JACKALWERE GUARDS ENCOUNTER

Adventure Level	Encounter
1st	2 jackalweres* with resistance to nonmagical non-silvered attacks
3rd	3 jackalweres*
5th	2 jackalwere alphas*
8th	2 jackalwere alphas*

J03 – Offering Room

The air in this chamber is heavy with the scent of dried herbs and musty parchment. Stacks of crates, barrels, and burlap sacks have been haphazardly piled in the room, their contents spilling out in places to reveal preserved food, stolen treasures, and mundane supplies. In the center of the room, an ornate stone altar is partially covered by a makeshift wooden table laden with various tools and materials. Faded murals on the walls depict scenes of ancient priests making offerings to the gods.

This room, previously used for ritualistic offerings, has been converted to storage by the jackalweres. An investigation of the containers reveals a collection of rations,

tools, and adventuring gear such as rope, torches, and bedrolls.

Treasure: Stolen Items. There is an assortment of valuable treasure in addition to the mundane items stored here, including 200 gp, three gemstones worth 50 gp each, and a decorative, ivory-handled silver dagger worth 100 gp.

Secret Door. A secret door in the south wall connects this room to area 6.

J04 – Preparation Chamber

The party can hear tortured screams and the lashing of a whip as they travel the corridor toward this chamber. When they enter, read the following text aloud:

Once a chamber for the wrapping and embalming of the dead, this room has taken on a much darker purpose. The walls are lined with ancient, crumbling canopic jars and ceremonial tools, while the center of the room now holds a grim array of torture implements: a bloodstained table, a rack adorned with sharp hooks, and an array of whips and knives, all casting eerie shadows under the flickering torchlight. The floor is stained with dried blood, and the musty air is heavy with the scent of vomit and suffering. A few old mummy wrappings hang from the ceiling, a remnant of the chamber's original purpose.

Members of the Sandfang Dynasty inflict pain purely for their own sadistic pleasure as often as they do in attempts to extract information from their captives. In the end, they take no prisoners. Nearly all who enter this room unwillingly do not leave it alive. Currently, a jackalware named Khasir is being whipped in this room on accusations of conspiracy against the dynasty.

Encounter: Sandfang Torturers.

Members of the Sandfang are torturing a suspected conspirator named Khasir in this room. The torturers are quick to turn their attention to the party once they are interrupted. The nature of the torturers depends on the level of the adventure, as shown in the Sandfang Torturers Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

SANDFANG TORTURERS ENCOUNTER

Adventure Level	Encounter
1st	2 jackalweres* with resistance to nonmagical non-silvered attacks
3rd	3 jackalweres*
5th	2 jackalwere alphas*
8th	2 jackalwere alphas*

Khasir the Defiant. Khasir was once a member of a separate jackalwere clan united under Rak'Shen's rule. For reasons unknown, even to him, he has proven resistant to the effects of the amulet. While other jackalweres are spellbound by its power, Khasir remains resistant to its effects. He has been plotting with an external faction of jackalweres to overthrow Rak'Shen and establish a more just and equitable society for his kin.

However, he was overheard speaking negatively of Rak'Shen, leading to his capture and torture. Khasir is willing to help the party in exchange for his freedom. Though speaking truthfully causes jackalweres physical pain, Khasir freely offers the following information to the party through gritted teeth and heavy breathing in exchange for his freedom:

- He is being tortured for conspiracy to act against Rak'Shen, leader of the Sandfang Dynasty of jackalweres.
- Rak'Shen wears an amulet that manipulates the mind of other jackalweres, binding them to his service through some sort of enchantment magic.
- Khasir is resistant to this magic for reasons unknown.
- According to an old prophecy, the amulet's power can be neutralized if submerged in the waters of a sacred oasis deeper within the desert. (This is a lie.)
- Khasir is familiar with the lair and aware of its traps and secret corridors, even ones unknown to other Dynasty members. He can guide the party throughout their exploration and assist them in killing Rak'Shen.

Khasir ultimately seeks to take the amulet for himself and install himself as supreme leader in Rak'Shen's place. He plans to assist the party throughout the lair, hoping to steal the amulet from them in the moments after Rak'Shen's fall and flee to safety. If the party agrees to navigate the lair with Khasir, he helpfully points out all of its secret doors and traps, with the exception of the vault room, which he is unaware of.

Khasir's statistics depend upon the level of the adventure, as shown in the Khasir Statistics table. Creatures marked with an asterisk are new creatures featured in the appendix. Khasir also has the following bonus action option: **Cunning Action**. Khasir takes the Dash, Disengage, or Hide action.

KHASIR STATISTICS

Adventure Level	Stat Block
1st	Khasir is a jackalwere .*
3rd	Khasir is a jackalwere * with 33 hit points.
5th	Khasir is a jackalwere alpha .*
8th	Khasir is a jackalwere alpha * with 58 hit points.

J05 – Trapped Corridor

This corridor is trapped, and what appears to be a door at its south end is only an imitation intended to deceive potential intruders. The Sandfang lost one of their own learning this lesson, and now they keep away from this corridor but leave it unobstructed so as to potentially mislead any trespassers. A character who enters this corridor and makes a successful DC 15 Wisdom (Perception) check before proceeding notices a faint brown stain on the floor near the entrance, evidence of the corridor's previous victim.

Trap: Swinging Blades. Various pressure plates in the floor along this corridor activate several swinging blades that are connected to a complex pulley system and emerge from subtle openings in the walls, partially concealed by bas-reliefs. If a pressure plate is activated, each creature in the corridor must make a successful Dexterity saving throw, taking slashing damage on a failed save, or half as much damage on a successful one.

SWINGING BLADES TRAP

Adventure Level	Save DC	Slashing Damage	Perception DC	Disarm DC
1st	10	3 (1d6)	15	12
3rd	12	5 (1d10)	16	14
5th	13	7 (2d6)	17	15
8th	15	11 (2d10)	18	17

A successful Wisdom (Perception) check reveals the pressure plates, which can then be carefully avoided. A successful Dexterity check using proficiency with thieves' tools disables the trap, but failing this check by 5 or more activates it. The various DCs and the damage of the blades depends on the level of the adventure, as shown in the Swinging Blades Trap table.

J06 – War Room

This once-majestic chamber has clearly been defaced by jackalwere influence. Its once pristine stone floors are now dirtied with sand tracked in from outside, and murals painted on the walls have been obscured by tattered banners and bones hung like garland just below the ceiling. A large altar marked with gold inlays and intricate carvings has been repurposed as a meeting table in the center of the room and is surrounded by an assortment of mismatched chairs and stools.

Originally intended as a ceremonial hall for rituals and burial rites, the jackalweres have repurposed this space into a war room. Laid across the table is a large piece of vellum, upon which a crude map has been scrawled. A character who examines this map can discern that it depicts the surrounding region

and seems to suggest past jackalwere assault points and future areas of interest.

Secret Door. A secret door in the north wall of this room connects it to area 3.

J07 – Gallery

This long, vaulted chamber is adorned with frescoes and bas-reliefs depicting scenes of a ruler's life and conquest. The jackalweres, however, have transformed the space into a leisure room. Ratty cushions, makeshift seating, and a few improvised gathering tables are scattered throughout the area, creating a stark contrast to the artistry that surrounds them.

This room displays intricate burial art of the tomb's occupants and heavily features Pharaoh Sekhtor. A character who spends time examining the art can infer details of the pharaoh's life, including the forging of the *amulet of jackal's embrace*, which is depicted in significant detail. Small piles of coins and gems are stacked atop some of the tables in this room, evidence of gambling activity.

Encounter: Jackalwere Pets. A few jackalweres occupy this chamber attempting to teach some of their pets some new tricks. The jackalweres attack if they detect intruders, and they are aided by their pets in combat. The nature of the jackalweres and their pets depends on the level of the adventure, as shown in the Jackalware Pets Encounter table.

Creatures marked with an asterisk are new creatures featured in the appendix.

JACKALWERE PETS ENCOUNTER

Adventure Level	Encounter
1st	2 jackalweres* with resistance to nonmagical non-silvered attacks and 1 wolf
3rd	2 jackalweres* and 2 wolves
5th	3 jackalweres* and 2 worgs
8th	1 jackalwere alphas* , 1 jackalwere* , and 2 giant scorpions

J08 – Sleeping Quarters

Crypts in the north and south walls of this chamber have been repurposed into individual dens for higher-ranking jackalweres, with pieces of fabric bolted to the wall above various alcoves to create semi-private spaces. The common area is occupied by roughly hewn wooden tables and benches. Scattered about the floor are a mix of gnawed bones, stone rubble, and crude weapons.

The servants and advisors to Pharaoh Sekhtor were buried in this chamber. Now, it serves as personal quarters for the Sandfang Dynasty. Many of the crypts have been broken open by jackalweres in search of loot, their rubble spilling out onto the floor. The alcoves hold the personal belongings of the jackweres and makeshift bedding. If the party investigates the alcoves, they might find a series of crude wall paintings left by one of the jackalweres that chronicle their experiences with Rak'Shen and his amulet.

Encounter: Resting Jackalweres.

Resting jackalweres occupy some of the dens in this chamber. If they have not already been

alerted to the presence of intruders, the party may be able to sneak through this room undetected with a successful DC 15 group Dexterity (Stealth) check. If the jackalweres notice the party, they are quick to attack. The nature of the jackalweres depends on the level of the adventure, as shown in the Resting Jackalweres Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

RESTING JACKALWERES ENCOUNTER

Adventure Level	Encounter
1st	3 jackalweres* with resistance to nonmagical non-silvered attacks
3rd	4 jackalweres*
5th	2 jackalwere alphas* and 1 jackalwere*
8th	3 jackalwere alphas* and 2 jackalweres*

J09 – Sekhtor's Crypt

At the far end of this chamber, a stone throne rests upon a raised dais, adorned with gold leaf and embedded with precious gems. In the center of the room, a stone table bears a mummified corpse surrounded by cutting implements, its wrappings tattered and torn. The air is heavy with musk and decay. The inscriptions and carvings on the walls reach a level of grandeur unmatched throughout the tomb, suggesting this room as the resting place of its most distinguished occupant.

Sekhtor was entombed in this chamber within a sarcophagus fitted to rest on the very same throne he sat upon in life, which was transported to the tomb for his burial. Rak'Shen removed Sekhtor's corpse from the

throne and took the seat for himself, often using it to hold court. He believes that gradually eating pieces of Sekhtor's corpse will grant him whatever powers the pharaoh wielded in life, and with the power of the amulet recovered from the corpse, he has manipulated the rest of the Sandfang Dynasty into believing that he is a divine descendant of the ancient ruler.

Characters who investigate the inscriptions throughout this room and make a successful DC 13 Intelligence (History) can interpret the history of Sekhtor and the amulet. A character who examines the mummified corpse on the table can quickly discern that it belongs to Sekhtor, and a successful DC 10 Wisdom (Medicine) check confirms that portions of flesh have been gradually removed.

Encounter: Rak'Shen. Rak'Shen is likely to be found in this room, holding a meeting with a small number of jackalweres he considers his senior advisors. Rak'Shen will attack swiftly, and is unlikely to entertain conversation beyond threats. The nature of Rak'Shen and his advisors depends on the level of the adventure, as shown in the Rak'Shen Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

RAK'SHEN ENCOUNTER

Adventure Level	Encounter
1st	Rak'Shen (jackalwere* with 33 hit points) and 2 jackalweres* with resistance to nonmagical non-silvered attacks
3rd	Rak'Shen (jackalwere alpha*) and 2 jackalweres*
5th	Rak'Shen (jackalwere pack leader*) and 2 jackalweres*
8th	Rak'Shen (jackalwere pack leader*) and 2 jackalwere alphas*

Secret Door. A secret door in the west wall behind the throne connects this room to area 10.

Treasure: Rak'Shen's Belongings. On Rak'Shen's person is the *amulet of jackal's embrace* (see the appendix) as well as a coin purse containing 25 pp.

J10 – Vault

The door to this room is locked, and can be opened with a DC 15 Dexterity check using thieves' tools or forced open with a DC 20 Strength check. When the party enters, read the following text aloud:

The riches and artifacts of a bygone era fill this chamber. Ornate chests adorned with gold and jewels are scattered throughout the room, their contents spilling out onto the floor. Among the treasure trove, various statues of ancient deities, bejeweled scepters, and ceremonial weapons glint softly in the light. Along the walls, shelves hold exquisitely crafted vases, urns, and other relics of a forgotten society. A thick layer of dust and cobwebs suggest that this room has remained undisturbed for centuries.

BURIAL HOARD

Adventure Level	Treasure
1st	4d6 × 10 gp and one random uncommon magic item
3rd	10d6 × 10 gp and two random uncommon magic items
5th	2d6 × 100 gp, one random rare magic item, and one random uncommon magic item
8th	4d6 × 100 gp and two random rare magic items

Treasure: Burial Hoard. So enraptured with the burial throne of Sekhtor, the jackalweres never discovered the secret door behind it that led to this chamber. The contents of this room depend on the level of the adventure, as shown in the Burial Hoard table.

Aftermath

If the party destroys Rak'Shen, the Sandfang Dynasty is no more and the surrounding region is made safer by the elimination of the band. If, however, the party did not recover the amulet, another jackalwere force under a new leader is sure to eventually establish itself.

Depending on whether or not the party rescued Khasir and how subsequent events played out, they may have to chase him down after he steals the amulet from them and flees. Alternatively, they may remain in possession of the amulet and now must decide what to do with it. Though Khasir lies about a cleansing oasis, perhaps the truth is not so different. At the GM's discretion, another adventure may be required to ensure that the amulet can no longer pose any threat.

Amulet of Jackal's Embrace

Wondrous item, rare (requires attunement)

This amulet is made of intricately carved obsidian in the shape of a snarling jackal's head, which has gleaming red gemstones for eyes. While wearing the amulet, you can use an action to attempt to charm a jackal or jackalwere you can see within 60 feet of you. The target must succeed on a DC 15 Wisdom saving throw or become charmed by you for 24 hours.

The charmed creature is friendly to you for the duration and will follow your commands to the best of its ability. If you issue a command that is harmful to it, or if you or your companions do anything harmful to it, it can repeat the saving throw, ending the effect on itself on a success. When the effect ends, the creature doesn't realize it was charmed by you and doesn't feel hostile toward you, and it has advantage on saving throws against this effect for the next 24 hours.

Jackalwere

*Medium Humanoid (Human, Shapechanger),
Typically Neutral Evil*

Armor Class 12

Hit Points 22 (4d8 + 4)

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

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

Skills Perception +3, Stealth +4

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

Senses passive Perception 13

Languages Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Special Traits

Shapechanger. The jackalwere can use its action to polymorph into a jackal-humanoid hybrid or into a jackal, 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 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 roll 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.

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

Sleep Gaze. The jackalwere glares at one creature it can see within 30 feet of it. The target must succeed on a DC 10 Wisdom saving throw or magically fall unconscious for 10 minutes. This effect ends if the target takes damage or someone uses an action to shake or slap the target awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this jackalwere's Sleep Gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by this effect.

Jackalwere Alpha

*Medium Humanoid (Human, Shapechanger),
Typically Neutral Evil*

Armor Class 13

Hit Points 45 (7d8 + 14)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +4, Stealth +5

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

Senses passive Perception 14

Languages Common (can't speak in jackal form)

Challenge 3 (700 XP)

Proficiency Bonus +2

Special Traits

Shapechanger. The jackalwere can use its action to polymorph into a jackal-humanoid hybrid or into a jackal, 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 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 roll 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

Multiattack. The jackalwere makes two melee attacks.

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Longsword (Humanoid or Hybrid Form Only). *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.

Sleep Gaze. The jackalwere glares at one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or magically fall unconscious for 10 minutes. This effect ends if the target takes damage or someone uses an action to shake or slap the target awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this jackalwere's Sleep Gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by this effect.

Jackalwere Pack Leader

*Medium Humanoid (Human, Shapechanger),
Typically Neutral Evil*

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 30 ft. (50 ft. in jackal form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Dex +7

Skills Intimidation +5, Perception +6, Stealth +7

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

Senses passive Perception 16

Languages Common (can't speak in jackal form)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

Shapechanger. The jackalwere can use its action to polymorph into a jackal-humanoid hybrid or into a jackal, 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 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.

Magic Resistance. The jackalwere has advantage on saving throws against spells and other magical effects.

Pack Tactics. The jackalwere has advantage on an attack roll 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

Multiattack. The jackalwere can use its Pack Assault or Sleep Gaze. It then makes two melee attacks.

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Greatsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Pack Assault (Recharge 5–6). The jackalwere orders a coordinated strike on one creature it can see within 30 feet of it. Each of the jackalwere's allies can immediately use its reaction to move up to 30 feet toward the target and make a melee weapon attack against it.

Sleep Gaze. The jackalwere glares at one creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or magically fall unconscious for 10 minutes. This effect ends if the target takes damage or someone uses an action to shake or slap the target awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this jackalwere's Sleep Gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by this effect.