

DUNGEONS & LAIRS #58: LAMIA TEMPLE

Lamia Temple is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on scaling the adventure for each level. The party is sent to a newly reinvigorated Temple of Healing to investigate a series of strange disappearances.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3, 5, 8, or 11, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party.

CREDITS

The following creators made this adventure possible:

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Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy

ADVENTURE HOOKS

The table on the following page offers some ideas if you don't have a reason for the characters to investigate the Lamia Temple. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

BACKGROUND

To the locals, the Temple of Healing is a myth, a cautionary tale they tell their children. The legend says that the temple appeared one day on the edge of the desert. At first, the locals thought it was a mirage, as it was the miracle for which they had prayed: their city was in the grips of a horrific plague that had already decimated their population.

Lamia Temple Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The academy is interested in studying the rebuilt Temple of Healing.
2	Ancient Being	A character's patron sends a vision of a large group of people imprisoned in the ruins, chained and filthy.
3	Aristocrat	The eldest son of a wealthy noble recently left his family home, giving up his inheritance and responsibilities to join the temple's acolytes.
4	Criminal Syndicate	People who owe the syndicate money entered the temple, seeking asylum.
5	Adventuring Guild	A young woman who claims to have "escaped" from the temple is making crazed demands for the temple to be destroyed.
6	Military Force	A squad of deceased troops was spotted near the temple. They seem to have died while sleeping, still wearing armor and carrying their kit.
7	Religious Order	Once devout patrons flock to this new temple. The local order wishes to investigate why this is so.
8	Sovereign	The local ruler has received disturbing reports of a bloody arena hidden within the new temple.



Any who entered the temple—or so the story says—were healed and returned to their families. The legend says no donation or prayers were required for this miracle healing.

The temple quickly became famous across the land, as healing that didn't require any donation was a true oasis for those without the gold to pay for more traditional healing.

However, as with all such things, people's greed undid the temple. The local ruler took control of the temple and began charging people to enter. Within a human lifetime, the temple was swallowed by the desert.

Recently, the temple ruins have once again lived up their mythical reputation and have become more occupied. Sickly people have once more entered the temple and left, claiming to be healed.

Little does anyone realize, however, the temple is no temple at all; it is the lair of a powerful and manipulative monster, a lamia, who has used her powers of illusion and trickery to corrupt the myth of the Temple of Healing for her own nefarious purposes.

THE TEMPLE OF HEALING

The lamia's jackalweres—filthy beasts, disguised in human form—infiltrated the local settlements and quickly learned the old tales of the temple. The manipulative lamia recognized the myths as an opportunity and quickly seized control of the ruins.

Working her magic, she created a powerful illusion over the temple, changing the ruined stone into the vibrant buildings that once stood there. Furthermore, the lamia crafted a magical crystal to maintain this illusion and to heighten her powers. While a strong-willed creature might be able to recognize the signs of this fantasy, only by destroying the stone can they remove the illusion altogether.

GENERAL FEATURES

Unless stated otherwise, the following features are common to the Temple of Healing.

Ambient Magic. So much magic permeates the temple that it makes magic detection impossible. If a character casts *detect magic* or uses a similar effect, they can only detect massive amounts of enchantment and illusion magic.

Jackalweres. The lamia's jackalwere guards are loyal to her, without the need for magical influence. To maintain the fantasy of a functioning temple, the lamia's jackalwere guards disguise themselves as humans and wear the robes of acolytes. Furthermore, they keep weapons nearby but do not carry them. The jackalweres will be suspicious of any humanoid not wearing temple robes.

The jackalweres are cowards at heart and will only attack the characters if they outnumber the characters. Otherwise, they will attempt to raise the alarm while leading the characters to an area they expect to find allies.

Lighting. At night, the temple is well lit with torches and candles that the lamia's servants light.

Magical Servitude. Unless otherwise noted, the creatures within the temple are magically charmed

using the lamia's *geas* spell. This spell forces them into servitude and denies them the freedom to speak about what has happened to them or anything about the temple, including seeing the temple as an illusion. Such a creature can be persuaded or intimidated into answering questions with a successful DC 13 Charisma check, using a relevant skill if applicable. If a creature is influenced into divulging information, it immediately takes 27 (5d10) psychic damage, enough to kill many of these creatures instantly.

Permanent Illusion. A permanent illusion covers the entire temple and the space immediately outside. This illusion makes the ruins look, sound, and smell like the temple of myth. The tactile characteristics of the terrain are unchanged, so creatures touching part of the illusion are likely to see through it. A creature carefully examining the illusion can attempt a DC 15 Intelligence (Investigation) check. On a success, the creature discerns the illusion for what it is and sees it as a vague image superimposed on the ruins. Many areas include a brief description of what it looks like without the illusion.

Temple Servants. The temple is now home to dozens of creatures, most of whom serve the lamia. Whenever the characters enter a new area within the temple, roll a d6 and consult the Temple Servant



Encounters table below, incorporating any additional creatures in the area's description. These servants wear identifiable temple robes. The human servants will not raise the alarm, assuming the characters are just other servants, but any other creatures will recognize the characters as a threat. Creatures marked with an asterisk are new creatures featured in the appendix.

Temple Servant Encounters

d6	Encounter
1–3	—
4–5	1d4 human commoners
6	1 patrolling jackalwere*

ENTERING THE TEMPLE

As the characters approach the temple, read or paraphrase the following:

A squat, whitewashed building stands before you. From your vantage point, the building is shaped like an irregular hexagon, with several smaller rooms jutting out from the sides that face you.

In the center of the nearest wall is an entrance that leads into a courtyard. As you approach, you notice that the entry contains a shallow pool of fresh water. On this side of the water are dozens of pairs of boots and shoes, while on the opposite side are neat rows of comfortable-looking slippers. A man stands under the portico.

The boots and slippers are genuine, and visitors to the temple are expected to remove their footwear, wash their feet, and don a pair of slippers so as not to track sand and filth into the temple.

The man is Jarrick (LG human male **commoner**), a temple servant. If the characters approach, he will ask them to wash their feet before entering. If asked, he will explain the reasoning behind this act; he will then describe how he came here to be healed and stayed to become an acolyte because he liked the simple life of devotion the temple offered. If the characters ask him any other questions, he will refer them to the high priest for answers. If they inquire as to the high priest's location, he will direct the characters to Braxit in **area 8**.

Development. If the characters choose to enter from another side, perhaps climbing the walls, they can do so, but the illusion concealing **area 16** is powerful, making it impossible for the characters to discover it.

1 – Tropical Gardens

The temple is next to an oasis, and the buildings surround a lush and vibrant garden of tropical

plants, many of them used for healing. Read or paraphrase the following:

The expansive courtyard is open to the sky, but the fresh running water and shade offered by the building and wildlife seem to keep it cool and the air fresh.

In the courtyard's center, a raised platform is surrounded by a large group of people shouting and cheering.

True Sight. If a character has seen through the illusion, they see that the plant life in this area is barely alive and that only shrubs and dead trees still exist. The gathered people are likewise an illusion.

2 – The Arena

Once used as a gymnasium, this area is now used for cruel bloodsports. Read or paraphrase the following:

The noisy gathering of people surrounds a sandy pit a couple of feet deep. Through the press of excited bodies, you can make out a human dressed in shining half plate armor fighting a monstrous creature. From the many wounds scoring the monster's hide, it would seem the warrior is nearing victory.

Encounter: Please Help Me! This scene is, once again, veiled in deception. The man, Boris (NG human male **guard**), was sent here to retrieve his patron's daughter, but before he made it any further into the temple, he was forced to fight in the arena. The monster is a willing servant of the lamia and will not reveal any information. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Please Help Me! Encounter

Adventure Level	Encounter
3rd	1 minotaur
5th	1 flesh golem
8th	1 hezrou
11th	1 hezrou with 195 hit points

The figures within the illusory crowd will disperse into areas 4 and 8 when the combat ends.

True Sight. The crowd, the man's armor, and the monster's wounds are an illusion; without help, the man will surely die.

3 – Herb Gardens

During its heyday, this section of the gardens was used to grow and harvest herbs used in healing and potion-making. The lamia still uses it to grow herbs but of a different variety.

LAMIA TEMPLE (GROUND FLOOR)

1 SQUARE = 5 FEET



Healing Herbs? If a character succeeds on a DC 15 Intelligence (Nature) check or has proficiency with the herbalism kit, they can determine that the herbs resemble those used in healing potions. This is an illusion, and the plants are poisonous. A creature that touches them—for example, when attempting to harvest them—must succeed on a Constitution saving throw or become poisoned. The nature of the poison depends on the level of the adventure, as shown in the table below.

Poison DC and Effect

Adventure Level	Save DC	Effect
3rd	12	10 (3d6) poison damage
5th	12	Blinded for 1 hour
8th	15	31 (9d6) poison damage
11th	15	Poisoned and incapacitated for 4d6 hours

Treasure. If a character can see through the illusion, they can attempt to harvest these poisonous plants with a DC 17 Wisdom (Survival) check. On a success, they create an injury poison with the corresponding effect noted above.

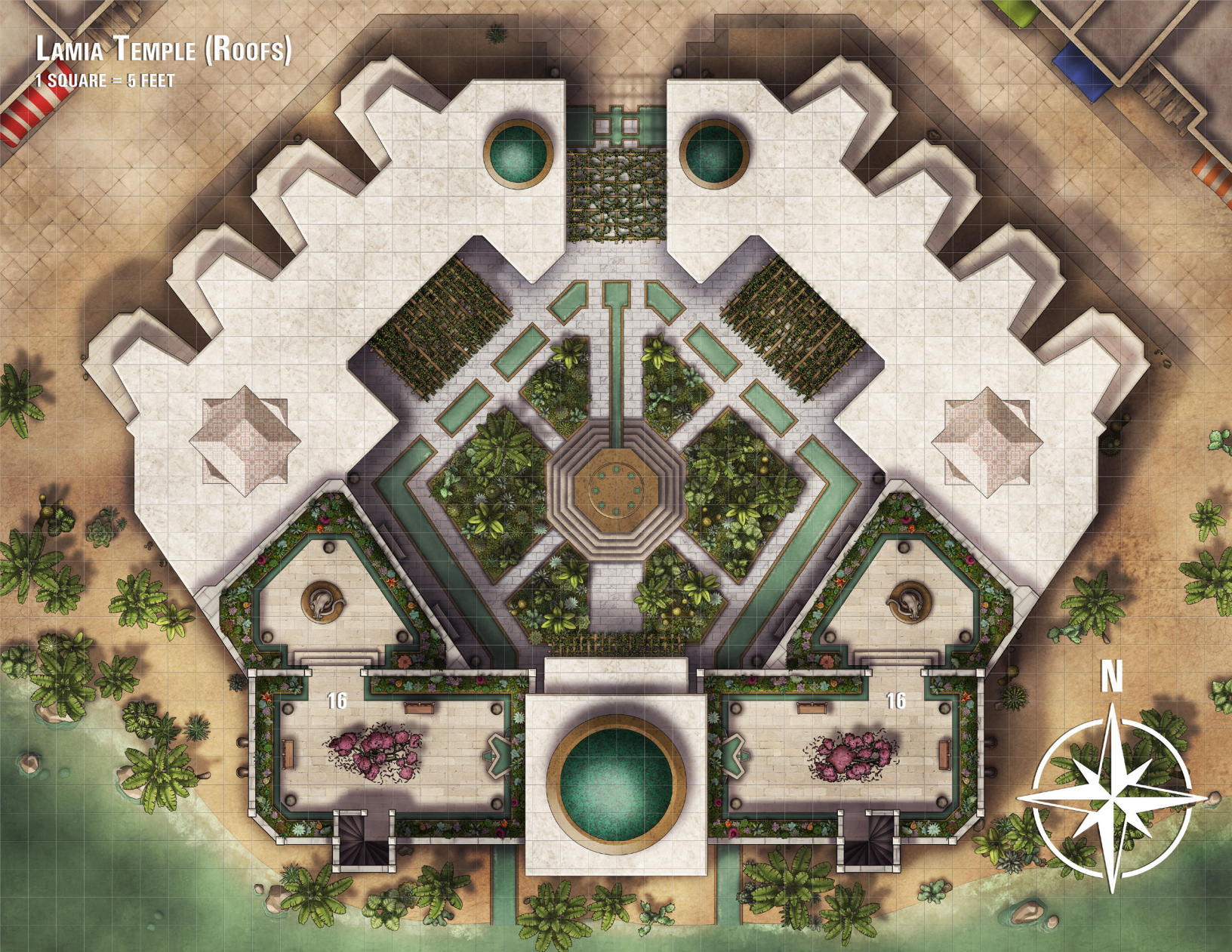
4 – Lounge

Visitors once used this smartly appointed and comfortable-looking lounge to relax and recuperate. The temple's residents use the southeastern door to avoid the sludge.

Hazard: Amber Sludge. An illusion shows this area to look as it once did, but the southwestern side of the room is covered in two inches of yellowish muck. If disturbed, the sludge ejects a cloud of spores that fills a 10-foot cube originating from the sludge. Any creature in the area must succeed on a Constitution saving throw or take poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes additional poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns,

LAMIA TEMPLE (ROOFS)

1 SQUARE = 5 FEET



ending the effect on itself on a success. The save DC and amounts of damage dealt are detailed below.

Poison DC and Damage

Adventure Level	Save DC	Hazard Damage	Additional Damage
3rd	12	11 (2d10)	5 (1d10)
5th	15	11 (2d10)	5 (1d10)
8th	15	22 (4d10)	11 (2d10)
11th	17	22 (4d10)	11 (2d10)

If a 5-foot cube of the sludge is subjected to sunlight or fire damage, it is instantly destroyed.

5 – Kitchen

This area is the kitchen and is one of the few areas that has been returned to its former glory. Two human **commoners** work here, preparing food for the various creatures of the temple. If a character takes

the time to investigate the prepared meals, they will quickly notice that many would be inedible to humans.

The lamia has placed monstrous guards here to keep the human servants under control. These monsters will attack any creature not wearing temple robes. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Monstrous Guards Encounter

Adventure Level	Encounter
3rd	2 cockatrice
5th	2 hippogriffs
8th	2 griffons
11th	2 basilisks

6 – Western Patient Ward

Once used for the rest and recovery of temple visitors, this area is now the barracks for the various temple servants. Read or paraphrase the following:

This room is pristine, with the harsh scent of cleaning fluid plain. Beds line two of the walls, covered in immaculately clean and tightly folded linens.

Two beds are occupied, one with a human man and another with a gnome woman.

These two people are Davrick (LG human male **commoner**) and Blossom (CG gnome female **commoner**), and both are resting. If the characters are noisy in this area or ask too many questions, Davrick will call for the jackalwere guards in the surrounding areas.

True Sight. A character able to see through the illusion will find this room to be filled not with beds but heaps of filthy straw. They will also find manacles hanging from the walls, used to punish servants.

7 – Private Rooms

Each of these rooms will appear to be a small, private accommodation, perhaps used by the priests who live here or for patients in need of solitude.

Encounter: Jackalweres. Each room holds jackalwere guards. Unless quickly subdued, any jackalwere will alert its fellows, who will join the combat at the start of the next round. The nature of the creatures is detailed in the table below. Creatures marked with an asterisk are new creatures featured in the appendix.

Jackalwere Encounter

Adventure Level	Encounter
3rd	1 jackalwere*
5th	2 jackalweres*
8th	3 jackalweres*
11th	2 jackalwere fanatics*

True Sight. A character able to see through the illusion will find each room a filthy mess of wrecked furniture.

8 – Reception

This area was initially used as a waiting room. A priest or acolyte would then lead visitors from here into one of the examination rooms. When the characters arrive, a handsome man dressed in the robes of a high priest sits at the desk performing mundane clerical tasks.

Encounter: Tricked! This man is Braxit. The lamia twisted his mind with her enchantments and made him her high priest. Unless the characters wear temple robes, Braxit will realize they are intruders. Outnumbered, Braxit will attempt to trick them into entering **area 12**, joining the combat only once the characters engage with the monster. The nature of the creature is detailed in the table below.

Braxit Encounter

Adventure Level	Encounter
3rd	1 doppelganger
5th	1 wereboar
8th	1 assassin
11th	1 deva

Development. If the characters manage to deceive Braxit initially, he will offer them one final test. Braxit will invite them to join him for a “soothing dip in the baths,” knowing that a creature already under the lamia’s power will be compelled to obey, and thus any creature that declines must be an intruder.

Treasure. Braxit wears a keychain around his neck. This key opens the lockbox in **area 9**.

9 – High Priest’s Office

The high priest once used this area. It is now used as quarters by the lamia’s most devoted follower, Braxit, found in **area 8**. As such, Braxit has had the room cleaned and the furniture repaired; thus, the illusion here conceals nothing.

Treasure. Before arriving at the temple, Braxit was already wealthy. As a high priest, one of Braxit’s responsibilities is to “receive the donations of any acolytes.” This treasure is in a large, metal lockbox. Without the key (carried by Braxit), picking the box’s lock requires a successful DC 15 Dexterity check using proficiency in thieves’ tools. The nature of the treasure depends on the level of the adventure, as shown in the table below.

Lockbox Treasure

Adventure Level	Treasure
3rd	A <i>potion of hill giant strength</i> , a <i>potion of healing</i> , and assorted coins with a combined value of 222 gp
5th	A <i>potion of fire giant strength</i> , a <i>potion of healing</i> , and assorted coins with a combined value of 622 gp
8th	A <i>potion of greater healing</i> , a +1 <i>greataxe</i> , a <i>ring of poison resistance</i> , and assorted coins with a combined value of 1,159 gp
11th	A <i>potion of greater healing</i> , a +2 <i>greataxe</i> , a <i>ring of poison resistance</i> , and assorted coins with a combined value of 1,659 gp

10 – Examination Rooms

These rooms were once used to examine patients and visitors to the temple. They have been repurposed into pens to hold monstrous creatures used in

the arena. Despite the illusion cast over the temple, the destruction wrought by these creatures cannot be concealed, and the contents of these rooms are little more than kindling. Each room contains monsters, as detailed in the table below.

Monster Pen Encounter

Adventure Level	Encounter
3rd	2 giant wolf spiders
5th	1 ankheg
8th	1 phase spider
11th	2 ankhegs

11 – Treatment Rooms

These rooms were once used to examine patients and visitors to the temple. They have been repurposed to serve as torture chambers. The illusion covers all signs of the vile acts that occur here, and to anyone unable to see through the illusion, these rooms appear to be meticulously clean and sterile treatment rooms, ready for the next patient.

12 – Eastern Patient Ward

Once used for the recovery of temple visitors who had undergone serious treatment, this area is now the lair of another of the lamia's sycophants, the self-proclaimed Spike the Grand.

Encounter: Spike the Grand. The monster here doesn't bother to check the clothing worn by the characters, knowing that it can eat anything that would be sent through the doorway. The nature of the creature is detailed in the table below.

Spike the Grand Encounter

Adventure Level	Encounter
3rd	1 mantichore
5th	1 vrook
8th	1 spirit naga
11th	1 horned devil

13 – Pool Lobby

Once a richly adorned lobby that led into the swimming baths, this area is now a deadly trap intended to keep intruders from reaching the lamia.

Trapped Room. This entire room is intended to capture intruders. A successful DC 15 Intelligence (Investigation) check reveals that the doors and walls have burn marks. Disarming the trap is impossible without the command word "Infirante," known only by Braxit and the lamia.

The trap is triggered when a creature attempts to open either the eastern or western doors. Once triggered, the trap closes and seals all three doors, and the dragon statue breathes fire into the room. The fire fills the room, and the statue continues exhaling

fire for 1 minute, or until stopped.

When a creature enters the affected area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take fire damage. The save DC and amount of damage dealt are detailed below.

Fire Statue DC and Damage

Adventure Level	Save DC	Hazard Damage
3rd	12	7 (2d6)
5th	15	7 (2d6)
8th	15	14 (4d6)
11th	17	14 (4d6)

The doors are steel and have AC 19, 30 hit points, and immunity to fire, psychic, and poison damage. They have no locks but can be forced open with a successful DC 20 Strength (Athletics) check.

There are two ways to disable the trap. First, the trap ends as soon as one of the three locked doors opens. If any door was already wedged open, the trap won't function. Second, the characters can destroy the dragon statue. The statue has AC 19, 50 hit points, and immunity to cold, fire, psychic, and poison damage.

14 – Bathing Pools

In its heyday, these baths were magically heated and used by visitors to relax and heal. Both areas are identical.

Charming Baths. Although it is no longer heated, the water still exists and has been cursed by the lamia with powerful magic. If a creature touches the water, that creature becomes cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

If a creature ingests the water, it must succeed on a DC 15 Wisdom saving throw or become charmed by the lamia, as if she had cast the *geas* spell on it. While charmed in this way, the creature will obey the commands of the lamia or Braxit unless the command is considered suicidal.

Staircases. A staircase spirals from both these areas to the rooftop gardens (area 16).

True Sight. Characters who see through the illusion find these rooms to be nothing more than pools of filthy, stagnant water.

15 – Saunas and Jacuzzi

Once used for relaxation, these areas were often in high demand by the temple's visitors.

Scrying Pool. The pool is full, painstakingly filled with fresh water by the temple servants daily. The lamia uses this water for *scrying*. If a creature touches the water, the lamia instantly becomes aware of its presence and can see and hear the creature, as if she had cast the spell.



True Sight. Characters able to see through the illusion find these rooms to be nothing more than pools of murky water. The saunas are empty, ruined spaces.

16 – Rooftop Gardens

Once upon a time, temple visitors would retire to the peace and tranquility of these gardens after a soak in the baths below. Now this area is the private sanctum of the lamia. Both gardens are identical, and the lamia will be present in whichever garden the characters enter first.

The illusion covering the temple conceals this area from below, making it almost impossible for a creature to notice its presence without first knowing it was there.

If a character enters the shade, read or paraphrase the following:

As you enter the shade of the tree, you see a small, pink crystal wedged into the bole of the tree. It pulses warmly, and the woman, still reclining, offers her hand to kiss.

Encounter: The Lamia. This woman is, of course, the lamia in humanoid form. By reaching this far, the characters will have proven themselves capable and powerful, two qualities the lamia is always keen to exploit. She offers the characters shade to get them closer, and if a character is foolish enough to kiss her hand, they are automatically affected by her

Intoxicating Touch. If this should happen, the lamia will cast *suggestion* on the character and invite them to take a dip in one of her bathing pools below.

Should her gambit fail, or the characters simply attack, the lamia will order her minions to reciprocate, preferring to use her magic to charm the characters. She will only join the melee if threatened. The lamia can be enhanced and supported by other minions depending on the level of the adventure, as detailed below. Creatures marked with an asterisk are new creatures featured in the appendix.

Lamia Encounter

Adventure Level	Enhancements and Minions
3rd	The lamia is joined by 4 cultists.
5th	The lamia has 156 hit points and wears a breastplate (AC 15). She is joined by 2 jackalweres.*
8th	The lamia has 156 hit points and wears a +1 breastplate (AC 16). She is joined by 1 weretiger and 2 jackalweres.*
11th	The lamia has 156 hit points, wears a +1 breastplate (AC 16), and is wielding a dagger of venom. She is joined by 1 shield guardian and 1 jackalwere fanatic.*

Enchantment Crystal. Wedged into the bole of the cherry blossom tree is a small pink diamond, the size and shape of a grape. The lamia enchanted the gem with a drop of her blood, and it is the illusion's focal point, covering the entire temple.

Additionally, while she is within 200 feet of the stone, the duration of any spell the lamia casts is increased tenfold (for example, 1 minute becomes 10 minutes, 1 hour becomes 10 hours, and so on).

Destroying the crystal ends both these effects. The crystal has AC 13, 1 hit point, and immunity to poison and psychic damage.

True Sight. Characters able to see through the illusion find a decrepit and forlorn-looking tree that can barely hold its weight.

Treasure: Lamia Lair. The lamia has been collecting servants and acolytes for weeks. Most of these creatures brought treasure, expecting they might have to pay for the healing services. The pink diamond is worth 300 gp, and along with any items the lamia is wearing or carrying, the characters can find treasure tucked under the cherry blossom tree. The nature of the treasure depends on the level of the adventure, as shown in the table below.

Lamia Lair Treasure

Adventure Level	Treasure
3rd	A <i>potion of greater healing</i> , a +1 mace, and assorted coins with a combined value of 307 gp
5th	A <i>potion of greater healing</i> , a <i>spell scroll</i> of <i>fireball</i> , a +1 mace, and assorted coins with a combined value of 507 gp
8th	A <i>potion of greater healing</i> , a <i>potion of gaseous form</i> , a <i>spell scroll</i> of <i>fireball</i> , a +1 mace, and assorted coins with a combined value of 807 gp
11th	A <i>potion of greater healing</i> , a <i>potion of gaseous form</i> , a <i>spell scroll</i> of <i>harm</i> , a +2 mace, and assorted coins with a combined value of 1,107 gp

AFTERMATH

If the characters destroy the lamia and the crystal, the magic enchanting the various creatures within the temple quickly fades. People captured by the lamia's intoxicating magic return to their old lives, and the party is rewarded as promised.

Grateful to the characters, the local people praise their efforts, but this is with an undertone of sorrow that the temple is still a thing of myth and has not returned.

If the characters choose not to destroy the crystal, the illusion remains and the local people, aware of this fantasy, decide to enjoy the sight of the restored temple. Meanwhile, those charmed by the lamia stay so for the duration of the spells and effects she placed upon them.

APPENDIX

Jackalwere

Medium Humanoid (Human, Shapechanger), 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

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

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 (Human 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 make 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 Fanatic

Medium Humanoid (Human, Shapechanger), Neutral Evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

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

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

Skills Deception +3, Perception +3, Religion +2

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 2 (450 XP) **Proficiency Bonus** +2

Shapechanger. The fanatic 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 fanatic has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lamian Devotion. The fanatic has advantage on saving throws against illusions, as well as to resist being charmed.

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

ACTIONS

Multiattack. The fanatic makes two attacks: one with its bite and one with its shortsword.

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

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

Spellcasting. The fanatic casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks):

At will: *light, sacred flame, thaumaturgy*

2/day each: *command, inflict wounds, shield of faith*

1/day each: *hold person, spiritual weapon*

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