



RED JACK'S RETREAT

A SHORT SCENARIO BEST SUITED TO FOUR 3RD LEVEL ADVENTURERS



ORIGINAL CONCEPT AND DEVELOPMENT
BY GILTÔNIO SANTOS

CONTENTS

BEFORE WE START	2
BACKGROUND	2
ADVENTURE HOOKS	2
LOCAL INFORMATION	3
RED JACK'S RETREAT	3
RED JACK AND SWIFT CLAW	4
FINISHING THE ADVENTURE	7
MAP	8

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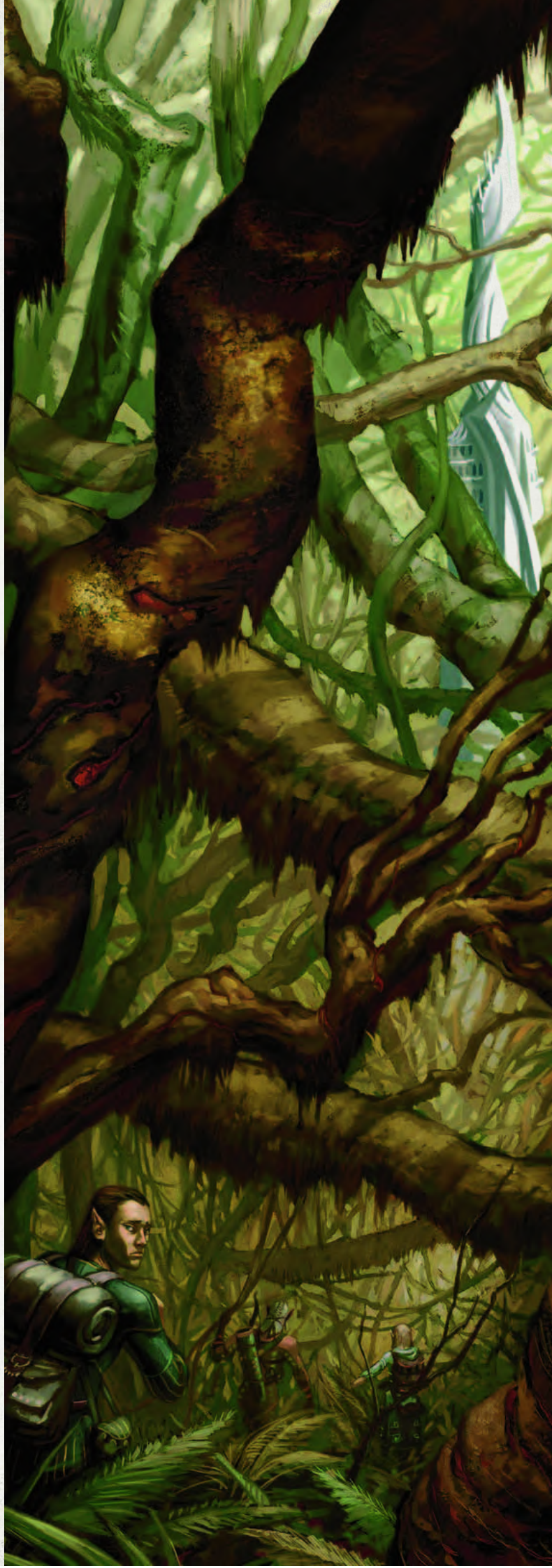
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BEFORE WE START

Red Jack's Retreat is a short scenario suited to four adventurers of 3rd level. At 4th level, a group of three characters should find no problem reaching the end, and even a 2nd level party, with enough caution, could defeat the main threat. Avoiding some of the encounters or bargaining your way out of them — especially in the case of the creature that inhabits Swift Claw's Den — can be a good way to stay alive.

Experience points should be enough to take a group of four characters who have just reached the 3rd level halfway to the 4th. There's some treasure to be found, but no permanent magic item. If your characters have no other way to deal magic damage with their weapons (such as a *magic weapon* spell known or prepared), you may want to make sure they don't miss the magic darts hidden in Red Jack's Bedroom (**section 6a**).

The fight against Red Jack and Swift Claw uses a simplified version of the new character options contained in our book *Unsung Heroes Volume 1: The Warrior*. It's a down and dirty melee combat challenge, but we advise you to read the stat blocks and understand the actions before running the encounter, as they tend to behave more like spellcasters than your typical brute. To make life easier, we've included a sidebar with some tips on how to make those villains worth your player's efforts.

BACKGROUND

Red Jack has always been a strange and genuinely misanthropic type. As a young recruit in Bryn Shander, he rarely saw any combat action that was worthy of this time or justified his payment, and that ended up making the then young soldier find a life goal in the pursuit of a warrior road. One day, believing that the comfort of urban life would no longer allow him to achieve the mastery level he looked forward to, Red Jack packed up his few possessions and left the city for an even more remote part of Icewind Dale, where he continued to live and train alone.

What has finally driven the man crazy? Loneliness? The cold weather? A supernatural power? It's hard to say. Red Jack became a formidable warrior indeed, but he has also fallen deeply into dangerous insanity that threatens anyone who crosses his path. Now a mature man, he enjoys no company other than the wild creatures that inhabit his territory, like the mountain wolves and Swift Claw, a bear that he took to live with him at his secret hideout, who awakened and acquired human intelligence under some very obscure circumstances.

Finally, to complete his journey to the darkest side of the human soul, Red Jack acquired an even more strange taste recently, starting to not only end the lives of those unfortunate enough to cross his path but also taking whole pieces back home, where he now complements his typical hunting with a diet of human flesh, which he also uses to feed Swift Claw and the wolves in the backyard.

The surrounding region has always been considered dangerous by the inhabitants of Icewind Dale, but the disappearances due to Red Jack's actions are starting to raise concern among local government, leading to a widespread suspicion that a new strand of evil now inhabits Kelvin's Cairn. This is the mood player characters will find when they get the opportunity to take the old trail that leads to Red Jack and his fellow beasts.

RUNNING RED JACK'S RETREAT ELSEWHERE IN THE MULTIVERSE

Red Jack's Retreat can be easily relocated to any region that contains a secluded perimeter, a place where he could stay hidden and practice his acts of villainy without disturbance until the party arrives. Among the various possibilities represented by the different worlds that make up the multiverse, we present some below:

Eberron. The themes of pulp action that are usually explored in Eberron adventures are almost an invitation to tell some darker stories, like the tale of Red Jack. Here, the veteran of the Last War may have gone mad with the horrors he witnessed. At his home in the Howling Peaks, he practices his martial skills and waits for opportunities to terrorize unwary travelers.

Ravenloft. Few settings would welcome Red Jack's story of horror and madness as well as the Domains of Dread. If you're running *Curse of Strahd*, the Balinok Mountains could hold Red Jack's Retreat. There, it would work as an excellent side trek, especially if your party decides to climb the mountain before being prepared to face the dangers of the Amber Temple.

Ravnica. While at first glance the City of Guilds would not look like the best place to run this scenario, even the crowded streets of the Tenth District could hide the darkness of Red Jack and his bestial allies. Precincts Three and Six could both hold within their respective borders the kind of place that Red Jack — here a renegade of the Gruul Clans — would find perfectly suitable for his cruel practices.

Theros. Making his home in the Katachthon Mountains, the renegade Akrosian known as Iraklis the Red is Red Jack's incarnation in this land of epic adventure. The heroes of Theros are certainly used to face opponents of mythic proportions, how would they react upon facing the darkness that hides within the human soul?

ADVENTURE HOOKS

There are at least two ways in which you could have the characters enter Red Jack's domains: either they enter there by accident, while traveling up the mountain, or they could arrive there on purpose, following the trail of some poor victim who disappeared after being last seen traveling in the region.

The first possibility is interesting because it fits as a side trek in any campaign. You'll see that this scenario is easy to place as part of an ongoing story, and you should have no trouble just taking the party off their course for a day or two, to have them face the threats described in these pages.

The second possibility may require a little more work. Some possible reasons why the group ventured to Red Jack's Retreat could be the following:

- A dwarf ranger who used to guard the region between Bryn Shander and Kelvin's Cairn has not been seen for a few weeks by his former companions. A local circle of mountain druids asks the adventurers to investigate the matter on their behalf, also communicating that he is not the first person to disappear in the mountain under strange circumstances.

- A friend of one of the characters, the bard Allan Orellyn, disappeared somewhere in his journey between Caer Konig and Bryn Shander, but not before leaving a desperate message: his personal seal and a plea for help carved in a lonely tree on the way. Allan's sister seeks out the characters counting on their help to find her missing brother.
- A local trader decides that he can no longer wait for the authorities to take any action against whatever is inhabiting the mountain and offers the group a 200 gp reward for a solution to the problem.

LOCAL INFORMATION

If the characters decide to do some research before venturing into the wilderness to investigate the disappearances, the following rumors and information can be obtained by talking to the locals or succeeding with the right skills:

- The mountain region seems to have been safer than it is of late. People continue to go hunting there, but the number of them that never return from this type of expedition has increased considerably in recent times. Characters can learn this with a DC 10 Charisma (Persuasion) check while talking to local people anywhere in the vicinity of the Ten Towns.
- A long time ago, a wealthy merchant from Bryn Shander built a big house at the other side of Kelvin's Cairn to shelter both himself and his two children, after hearing from a fortune teller that a war would wipe out the local population. The house, if it still exists, should be located in the same region where people are disappearing. A character would know about this tale if successful in a DC 15 Intelligence (History) check.
- A supernatural power of primal origins inhabits the mountain, maybe the unwearied spirit of Kelvin himself. Although it seems to stay quiet most of the time, its outbursts of chaotic energy have driven some fine men and dwarves to madness and changed the nature of forest creatures in some very strange ways. Characters could have this information with a successful DC 20 Intelligence (Arcana) check.

RED JACK'S RETREAT

A few months after moving to the mountains, Red Jack found and occupied an old abandoned house, the legacy of a rich merchant that had it built after learning from a fortune teller that a catastrophic war would annihilate a huge part of Bryn Shander's people, including his whole offspring.

Time passed, the war never happened, and not even the children of the merchant discovered the hideout. Red Jack himself only found it by chance, what seemed to be a good opportunity to isolate himself definitively on the mountain while keeping at least some comfort. Swift Claw occupied a small shed at the back of the property and, over the next few months, the warrior replaced his typical workout routines with the work of renovating the small state.

The rooms within the retreat receive sunlight during day hours and are lightened by torchlight during the night. If the characters decide to explore the retreat at night, Red Jack should be asleep, but Swift Claw, the ravens in the porch, and the wolves in the backyard are usually able to detect unwelcome visitors, as described below.

1. THE OLD TRAIL

It seems that at some point there was a road that led to the house you can see further on North, at the edge of the stream. The bush has long grown to occupy the entire space, and you can barely make out the trail below it.

This old trail is the work of the original owner of the retreat, but overgrown vegetation has made it hardly usable (it's considered difficult terrain). A **giant constrictor snake** is usually hidden around, waiting for an opportunity to feed on anyone who tries to approach the building. The snake and the mad warrior have been mostly on good terms, as both benefit from their peaceful coexistence.

Red Jack uses his knowledge of the region to walk through other paths, as he tries to prevent any visitors from learning about his presence here. He did some work to make the snake's life easier, by digging a 10-foot pit trap in the middle of the road; it's covered with vegetation and the bottom is filled with spikes.

Trap. A successful DC 12 Wisdom (Perception) check discerns that vegetation over the pit cover appears different from the rest. A successful DC 12 Intelligence (Investigation) check is necessary to confirm that the trapped section of the floor is actually the cover of a pit. Any creature that steps over the pit must succeed on a DC 12 Dexterity saving throw or fall through, taking 11 (2d10) piercing damage or half damage on a successful save.

2. ENTRANCE

Six stone steps separate the overgrown path from a wooden porch, which looks as if it has been recently renovated. Three crows swing in cages that hang from the roof. They keep looking in all directions, like a trio of silent watchers.

Red Jack keeps three caged **ravens** at the porch that gives access to the building's main entrance. The birds are trained to scream madly before any sign indicating the arrival of strangers as soon as they detect it (they have a passive Perception of 13).

3. MAIN HALL

This large room has a few straw-filled mattresses scattered on the floor, in addition to three javelins hanging on the West wall and a rather rough wooden sword leaning against the window of the North wall. When looked at as part of the next room, it seems to form a kind of primitive gym.

Both the main hall and the next room were emptied and turned into a training ground by **Red Jack**. Here he has worked with **Swift Claw** on the bear's fighting techniques turning his companion into an especially skilled combatant (as reflected in its improved stat block). If they are forced to fight in this space, they will try to use it as part of their combat plan.

Three javelins are hanging on the West wall. Red Jack will try to pick up and throw them at an opponent if that appears to be a good strategy. They are a kind of "trap" for strangers, though, as they seem easy to remove and throw as part of the same action. A character who tries to do so,

RED JACK

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather)
Hit Points 85 (10d8 + 40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	18(+4)	9(-1)	15(+2)	7(-2)

Saving Throws Str +6, Con +7
Skills Athletics +6, Animal Handling +4, Insight +4, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP)

Actions

One strike, Two Cuts. Red Jack executes one basic rush move and makes one melee weapon attack. Mark a rush point below.



Advanced Rush Move. Red Jack executes an advanced rush move. He must spend a number or rush points, as described in each advanced move.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Rush Moves

Basic Rush Moves.

Heroic Strike. +6 to hit, reach 5ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. If Red Jack rolls a 1 or 2 on a damage die, he can reroll the die and must use the new roll.

Thornful Steel. +6 to hit, reach 5ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and the target can't take reactions until the start of its next turn.

Advanced Moves.

Armor Smash (Cost 2). +6 to hit, reach 5ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. Red Jack has disadvantage on this attack, but the target takes half damage on a miss.

Knife of Defiance (Cost 1). +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must succeed on a DC 14 Wisdom saving throw or it takes 3d8 psychic damage at the end of its next turn unless it makes at least one melee attack against Red Jack before that.

SWIFT CLAW

Medium beast, chaotic neutral

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	14(+2)	10(+0)	12(+1)	7(-2)

Skills Perception +3
Senses passive Perception 13
Languages Sylvan
Challenge 1 (200 XP)

Keen Smell. Swift Claw has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Warrior Beast. Swift Claw executes a basic rush move and makes one bite attack. Mark a rush point below.



Advanced Rush Move. Swift Claw executes an advanced rush move. It must spend a number or rush points, as described in each advanced move.

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

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

Rush Moves

Basic Rush Moves.

Crippling blow. +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4 + 2) slashing damage and the speed of the target is reduced by half until the start of Swift Claw's next turn.

Field Distraction. *Basic Rush Move:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4 + 2) slashing damage and Swift Claw can use the Help action as a bonus action until the beginning of its next turn.

Advanced Rush Moves.

Armor Smash (Cost 2). +4 to hit, reach 5ft., one target. *Hit:* 10 (2d4 + 1d6 + 2) slashing damage. Swift Claw has disadvantage on this attack, but the target takes half damage on a miss.

Combat Quarry (Cost 1). As a bonus action, Swift Claw chooses a creature it can see within 30 feet. For the next 1 minute, it deals an extra 1d6 damage to the target whenever it hits it with a melee attack.

RED JACK AND SWIFT CLAW'S COMBAT TACTICS

Red Jack and Swift Claw are especially adept at fighting as a pair, complementing each other's skills and trying to punish opponents for taking actions that confront their battle plan. They will use the rush moves described in their respective stat blocks to optimize their ability to harm opponents, trying to give combat first to those who seem least prepared for battle.

Red Jack will attempt to accumulate rush points with *heroic strike*, switching to *thornful steel* if Swift Claw is injured to the point that it needs to abandon an opponent it is facing in melee. Having enough rush, he will try to use *knife of defiance* to keep enemy attacks on him, protecting the bear as much as possible. He will taunt his opponents with insinuations about his most recent eating habits, uttering phrases like "you are a worthy opponent, it will be an honor to devour your heart!" or "I will make you pay for this intrusion by offering your body as dinner to my wolves!"

Swift Claw will attempt to accumulate rush points with *field distraction*, using a possible bonus action to give Red Jack advantage on his attacks. Given the opportunity, the bear will execute *combat quarry* to increase its own damage output. Any character who knows the Sylvan tongue will immediately notice Swift Claw's spoken communication with Red Jack during their battle.

Both will use *armor smash* against enemies whose armor seems too tough to overcome with more subtle moves. Finally, the mad warrior will have no problem fighting to death; he is not crazy enough to fail to understand what the ultimate consequences of his actions will be.

Swift Claw, on the other hand, will try to bargain for its life, showing itself more as a loyal servant than as a corrupted creature (which is not actually a false statement about the bear's condition). If the characters decide to spare the bear, it can show them some sincerity by warning the party about the **ghost** that currently inhabits what used to be its own den. Depending on how you roleplay it, Swift Claw could even end up as a companion to the characters, following them in their adventures.

however, will find that an action is required to remove one of the javelins, making it impossible to remove and throw one of them as part of the same action. Red Jack, on the other hand, having designed himself the device that holds them to the wall, is able to remove and throw a javelin as part of the same action.

4. TRAINING ROOM

This may have been a comfortable living room in the past, but the only things that furnish it now are the same straw mattresses and training weapons seen on the other part of the training ground.

If caught off-guard, **Red Jack** and **Swift Claw** will be here, resting before starting a new training session. Their stat blocks and combat tactics are described on the next page. Neither of them is a stealthy type, but they may try to hide behind the southeastern wall of this room, in any case, trying to get a surprise attack on the characters.

Even if the characters manage to silence the ravens at the entrance, the duo may still detect their presence once they try to enter the house, but they have disadvantage (a -5 penalty) in their passive Perception to perceive someone trying to enter through the main door.

5. RED JACK'S BEDROOM

This simple room has a straw bed placed by the window, next to the North wall, and a wooden chest embedded in the East wall. A strong smell of sweat can be felt as soon as you enter the room, easily associated with a pile of old clothes lying in a corner next to the bed.

This room has a very simple design, with a bed of straw on the floor and an unlocked wooden chest that was already here before the warrior's arrival. Red Jack is a light sleeper and avoids any resting that doesn't appear compulsory as much as possible, preferring to keep training and refining his warrior skills. He uses the chest to keep the few possessions that came with him to his voluntary exile, including a set of magic darts.

Treasure. Within the wooden chest, characters will not find a lot of valuable stuff, but a small leather box at the bottom of the chest actually contains a very useful treasure: five *+1 darts*.

6. STORAGE ROOMS

The three rooms described below have a very similar setup. They've been originally built as bedrooms for residents and visitors that the merchant would like to welcome into his new home, but Red Jack has been using them to store equipment and provisions, as described below.

Investigating each room completely should take at least ten minutes for one character working alone, or half that time with more than one character working together.

6A. CURED LEATHER STOCK

A strong leather smell can be felt as soon as you enter this room. Two or three piles of cured leather are placed against the west wall, near the window. A low moan can be heard coming out of the darkest part of the room, behind one of the piles.

Red Jack likes to work with leather and keeps a few piles of cured leather in this room. The smell of leather is not unbearable or nauseating, but it is bad enough that most characters would not want to stay in the room any longer than what would be necessary for a quick check.

The moaning voice that can be heard by anyone entering the room belongs to Bordok Stoneflow, a lawful good dwarf ranger who was captured by Red Jack and would probably become food for the wolves described in **section 8** in a day or two.

Although he is unarmed and very injured (only 1 life when found by the players), Bordok is willing to accompany the group for the rest of their journey. He also knows about the fate of other victims of the warrior, but he finds it all too disturbing to talk about and share any information if the characters never ask him directly about it.

Treasure. Between the many pieces of cured leather, a successful DC 10 Intelligence (Investigation) check will allow the characters to find a spare studded leather armor and a half-finished piece of scale mail barding that Red Jack himself was preparing for Swift Claw. A trained armorsmith working with the right set of tools would be able to finish it spending only half the time and gold usually required to finish that armor set.

6B. HUNTING PROVISIONS

Pieces of meat of different colors, textures, and sizes are hung on hooks next to the window on the South wall. On a table in the western wall, a knife is attached to something that can only be the leg of a humanoid creature.

Red Jack stores his hunting provisions in this room, including pieces of human flesh from people that disappeared while wandering within his domain in the last three to four weeks.

If the characters do not yet understand what kind of terrible stuff Red Jack has been doing at his hideout, a successful DC 10 Wisdom (Medicine) check would allow them to identify some of the provisions stored here as pieces of human flesh.

As an optional challenge, you may ask any character that realizes the truth to make a DC 13 Charisma saving throw. A failure means that character has disadvantage in all attack rolls against Red Jack, Swift Claw, and the Wolves for one hour.

6C. ANYTHING ELSE

This room seems to store things of all kinds, from clothes of various sizes to multicolored crystals that may have some monetary value or not. You see some broken weapons as well, along with other objects that may have been useful in the past, depending on who owned them.

This is where Red Jack stores anything that he finds interesting about any of his victims, including an especially well-crafted lyre that the bard Allan Orelyn used to play while touring the Ten Towns.

Finding and bringing the lyre to the **ghost** in Swift Claw's Den will allow the creature to finally leave the mortal world for its final rest. Even though Red Jack and Swift Claw know about the ghost in the Den, they have no idea that taking the lyre back to poor Allan Orelyn will be enough to end its suffering.

Treasure. The lyre itself is a musical instrument of great quality and worth 150 gp with the right merchant if the party decides to keep it. A careful search of the room will also reveal two gold bracelets worth 25 gp each, a set of 6 gemstones within a case, each one worth 10 gp, and a silver collar adorned by a white pearl. While the collar itself is poorly crafted and worth nothing, the pearl should be worth at least 100 gp.

7. KITCHEN

This simple kitchen has almost no furnishing, but the two wooden tables appear to have been renovated recently. The east wall has a large door that probably leads to the backyard. Three large bowls are positioned above one of the tables, with portions of half-cooked meat in a pile next to one of them.

Besides an alternative entrance to the building, the kitchen does not seem to contain anything worth noticing, but a successful Wisdom (Perception) check will allow the characters to realize that Red Jack has been preparing the food in three different portions, which should indicate that he is feeding the wolves and the bear the same food that he eats himself.

If up to this point, the party has not yet understood what Red Jack is actually doing with the missing persons, you can refer back to **section 6b** and use the instructions contained therein to determine whether they finally understand what is happening, as well as to determine how they will react once they have that knowledge.

8. BACKYARD

This large, fenced-in backyard appears to be better manicured than the rest of the surrounding overgrown area. A wooden shed can be identified in the northwest part, and a strong smell of urine suggests that something wild inhabits here.

The kitchen's door opens onto a large backyard, inhabited by three **wolves** who are usually well-aware of their surroundings and attack anyone but Red Jack or Swift Claw on sight. Given the chance, the warrior will open the path between the hall and the backyard to have them joining him on the main fight.

Hazard. Being fed human flesh at least on a weekly basis has made these wolves especially violent while fighting humanoid creatures of any kind: When you roll a 20 on your attack roll with any of them, the target takes an extra 1d4 piercing damage.

9. SWIFT CLAW'S DEN

The entrance to this small shed is partially broken, allowing sunlight to enter and reveal what's inside. A translucent creature, whose human expression was disfigured by the pain of death, watches over the place, looking and searching in all directions.

This shed used to be Swift Claw's den until the day when Red Jack and the bear gave chase and killed the bard Allan Orelyn in a fit of wicked cruelty, taking his favorite lyre, the work of a highly-skilled craftsman, and throwing it in the middle of the pile of objects described in **section 6c**. Thanks to that situation, the **ghost** has been unable to make its passage to the other world.

Realizing that Red Jack is completely insane and evil, Allan's ghost decided to haunt the bear instead, but Swift Claw only speaks and understands the Sylvan language, and still hasn't figured out, after all, what the ghost expects

of it. In fact, taking the lyre to Allan will be enough to make it disappear toward the lands of the dead; the object is consumed by silver-colored flames as the ghost fades from view, heading to its final journey.

As the battle rages on, if any of the characters are carrying its lyre, Allan will attack that character with priority, muttering something like "It's mine! Give it back!" as part of any combat move.

Alternatively, the characters can simply defeat Allan in combat, which is not impossible, but also not as simple as just returning the lyre. This is perhaps the most dangerous encounter in this scenario, even more than the fight against Red Jack and Swift Claw. Therefore, do not be afraid to give players alternatives and show them that the ghost wants something else and is not looking for direct combat. In any case, the magic darts described in **section 5** should make this challenge easier to overcome by combat.



10. RIVERSIDE DUMP

A putrid smell rises from the pile of garbage located by the stream. Two huge yellow-colored worms rise from the piles as soon as they notice your approach. They seem willing to defend this territory with tentacles and fangs, if necessary.

Red Jack throws the remains of his game in this dump next to the stream that runs at the back of the property. Rotten meat, spoiled leather, and similar garbage have attracted a pair of **carrion crawlers**, and they have been feasting on the remains. They will attack anyone who tries to investigate the pile of rotten stuff.

Development. Both Red Jack and Swift Claw know about the creatures that live in the dump, which is why the mad warrior decided to allow the carrion to accumulate there. When fighting the group, if Red Jack feels that his defeat is imminent and gets an opportunity to escape to this part of his domain, he may try to flee in the direction of the Riverside Dump, maybe forcing his enemies into an unnecessary (and even deadly!) combat against these monsters.

FINISHING THE ADVENTURE

If the group defeats Red Jack, regardless of how they handle the rest of the challenges presented by his retreat, you should consider that they successfully ended the scenario. In this case, award the group at least 300 additional XP.

In addition to the experience points conferred by combat encounters, you can award the group at least 100 XP for overcoming the trap at The Old Trail, 100 XP for entering the retreat without alerting the caged ravens featured in **section 2** and 200 XP (in addition to what they would gain from defeating it as a combat encounter) if they overcome Allan Orelyn's ghost by returning its lyre.

While having Swift Claw as a companion can already be considered an interesting reward, you can award the group 100 XP (besides what they would gain by defeating the bear in a combat challenge) if they manage to recruit that new ally.

The total XP should amount to about 1.000 per character, which is enough to take a group that recently reached the 3rd level a bit past the halfway to the 4th level, as planned at the beginning.

Besides any reward the characters may have agreed upon in the beginning of this scenario, if they bring proof of putting an end to Red Jack's terror in the mountain to the authorities of Bryn Shander, they'll be awarded an additional 200 gp for the group.

Finally, if the characters meet Allan's sister after ending his suffering and tell the tale of his demise, she'll be thorn by the news of her brother's terrible fate, but will also try to compensate the characters for their troubles by awarding them two *potions of healing* that she should inherit from her brother but believes will be more useful in the hands of a competent adventuring party.



Red Jack's Retreat

1 square = 5 feet