

Jackals

BRONZE AGE FANTASY ROLEPLAYING

BIRTH OF A JACKAL

An adventure for Unblooded Jackals, set during the dry season along the northern War Road

OVERVIEW

Not all Jackals chose the War Road. Some found that mantle forced upon them by their circumstances. Sometimes, innocent people catch chaos' eye. Though they fight free from its influence, it leaves them changed, othered by their community, and they turn to other outcasts like themselves. That is the core of this adventure, where the Jackals witness the birth of one of their own.

In the town of Bet-el, several days' journey from Ameena Noani, Zora was gifted a token found by one of her sons while diving. This token was an ancient Hulathi seal, binding away a forgotten foe of the Children of Silver. Now that the token is missing, its corrupting influence reaches out into the world. Zora finds herself, through no fault of her own, bearing the Evil Eye, a potent power which curses those the wielder is envious of. As crops fail, cattle die, and accidents befall those of Bet-el, Zora's fortunes grow. As the community starts to suspect mouathenic influence, Zora reaches out to her sister, Hanna, a hasheer in the Scriptorium of Ameena Noani. Hanna hires the Jackals, against the Scriptorium's will, to find out what is happening in Bet-el, and to save her sister if it is possible.

IMPORTANT NPCS

Hanna, Hasheer in Ameena Noani: Hanna is a young woman in the simple robes of a hasheer. She bears the bronze-shod staff and scarlet cord of her office. She is the sister of Zora and hires the Jackals to go see what is going on in Bet-el and with her sister.

Zora, Weaver in Bet-el: Zora is Hanna's older sister. She moved to Bet-el after marrying Abir and is mother to five children: Hannalo, Zabol, Aldeshi, Abishai, and Hanna. When her youngest gave her a necklace several months ago, it gave birth to her envious desires, granting her the powers of the Evil Eye and calling the takan to the area. Zora has written to her sister, Hanna, several times asking for aid and advice.

ACT I: THE PLAZA OF THE THREE BULLS

The adventure begins in Ameena Noani, exploring the Plaza of the Three Bulls, when they are approached by a hasheer.

Read or paraphrase the follow:

As you wander through the agora of Ameena Noani, the noise is riotous. The fountains of the Three Bulls roars softly beneath the sounds of people hawking wares, shouting news, arguing, and calling for Jackals. The marketplace is filled with merchants, beggars, shoppers, and guards who ceaselessly watch over the agora for pickpockets, criminals, and violence. You find yourself wandering the market on this dry day. The pleas of a young woman with a scarlet cord around her left shoulder, the mark of a hasheer, come to your ears from the fountain. The woman stands on the edge of the fountain, beside the bronze bull, and calls out to passers-by... 'Jackals? Are you Jackals?'

Should the Jackals not identify themselves or approach the woman, she will catch the eye of one of them (seeing a hasheer or other Luathi first), pointedly asking them if they are Jackals. If the Jackals approach or respond, she will introduce herself as Hanna, a hasheer of the Scriptorium, and offer to buy the Jackals a meal if they will hear her out.

Leading the Jackals to a market stall, Hanna orders wine, roasted goat, and a wicker basket filled with dates, figs, and a small bowl of honey.

"I appreciate you stopping to speak with me, I have been out here all morning. I had thought that attracting the attention of Jackals would be easier – after all we are on the War Road. Although I did mention to my teachers that if Jackals walk the War Road, then wherever you walk is the War Road."

Suddenly aware that she is rambling, Hanna flushes and continues.

"But to the heart of the matter. I have need of Jackals. Well, not me, but my sister Zora. She sends letters to me from the small town of Bet-el. The Scriptorium forbids me to interfere, and the Sari of the city has a dim view of your kind, but I have nowhere else to turn, and I refuse to do nothing." She sets her shoulders, working herself up to some decision. "The Sari refuses to send any help! Why? What? Oh yes. My sister says there is something dark claiming the town. Accidents plague the town. People getting hurt or falling ill. Storerooms burning down. Cattle being found dead, with no wounds, or birthing deformed calves. I worry for my sister and her family. I fear for them. I have... I have 600 shekels of silver which I have saved, and I would offer them to you. If you will go, see if Zora is safe, and find out what is plaguing the town.

Hanna can share the following information:

- Several wealthier members of Bet-el died, or so says Zora's last letter.
- Zora lives there with her husband Abir and their children: Hannalo, Zabul, Aldeshi, Abishai, and Hanna.
- Hanna received the last letter only three days ago.
- Several more people in Bet-el were injured in strange accidents.
- Zora is concerned, because she has had some unexpected windfalls, and some in the town have begun to grumble about her possessing the evil eye.
- Bet-el is under the protection of Ameena Noani, but Hanna has been told that Sari Phamea (or the sar of the city if you are playing post *The Fall of the Children of Bronze*) cannot spare anyone to investigate the town at this time.
- Hanna would love for the Jackals to bring back Zora and her family if they cannot solve the issues of Bet-el.
- If this is before *The Fall of the Children of Bronze*, Hanna will share her concern that Ameena Noani looks south with avarice in their hearts and feels that war is coming.

Jackals may make a Lore check to see what they know about Bet-el. A successful check reveals the following:

- Bet-el is a coastal town about 5 days east of Ameena Noani.
- Its name means 'house of God'
- It is known for its grains, which are sent west to Ameena Noani.
- It is relatively safe, but takan are known to wander the wilds to the east of the town.

THE EVIL EYE

Many cultures in the ancient world believed in the power of the evil eye. As they understood it, the eye projected sight into the world. And when the viewer is consumed with envy, they projected that out into the world, causing accidents and worse. Spitting as people pass or presenting the "*mano cornuta*" (the horns) or the "*digitus imfamis*" (middle finger) were apotropaic ways to ward someone from the evil eye. The core of this belief is the idea that wealth or happiness is a zero-sum game. If someone is experiencing bounty, it is 'using up' the bounty of the community. Only by taking the good luck from someone, will it re-enter the communal pool to be redistributed. Those in the ancient world took this type of curse very seriously and being accused of being a "fascinator" was enough to bring trouble, violence, or even death for the accused. It's no surprise, then, that Hanna is so worried about her sister and their family.

Other stalls in the market:

Ameena Noani is one of the largest cities in the Zaharets, so any goods are most likely available here with a successful Trade check. However, two of the stalls stand out to the Jackals.

Hen-he-net's Wagon: The Jackals witness a Trauj woman preventing several Luathi from ruffing up a small Ger woman. The Ger woman is Hen-he-net, a Ger trader known all along the War Road (see page 183 in *Jackals*). If the Jackals wish to aid Hen-he-net,, use 1 Wolf (page 209 of *Jackals*) per Jackal. The wolves will not fight to the death, but instead flee as soon as two of their number are incapacitated. Hen-he-net will thank the Jackals, offering them a deal on her goods:

- Silver torcs worked with swans – 75ss each.
- A scroll with an image of an ancient Ger owl – 150ss. This scroll grants any Ger ritualist 2 DP they may use for rites.
- A pair of Melkon leaf-bladed swords – 300ss each. These swords are well-balanced and exquisitely cast, granting +5% Melee Combat and +5% to Influence.

Hen-he-net can share the following information:

- Yes, war is coming. She sees all the signs.
- The Trauj is her bodyguard – Dassin of the Ashan Mudi clan.
- She has been to Bet-el. It is a simple town, but its grain is used in the brewing of the Ameena Noani beer.
- The evil eye is nothing to get involved with. It is a sign of darkness, and she wards herself with the sign of the horns.

Enerak the Cenaian: Enerak is a Cenaian, one of the nomadic tribes of the northern steppes beyond the Vori Wastes. Enerak possesses the dusty reddish skin of his people, his face is tattooed with two lions on either cheek. Enerak speaks broken Howls, enough to get by but difficult to understand. He sells only one thing from his wagon: *deli bal* – or mad honey. It is a unique delicacy among his people, used for festivals, divination, and to aid in healing. He sells the *deli bal* for 80 ss for a small amphora with 1d4 doses. Ingesting the honey gives the benefit of Acalana Resin, but the Jackal must also make a difficult Endurance roll. On a failure, they hallucinate for 1d6 hours. On a fumble, they gain 1d4+1 Corruption and experience an intense vision of the future, provided by a Rathic who possesses them for the duration of their hallucinations. Loremasters should feel free to foreshadow as much as they want or be as cruel as they like, for messing with hallucinogenic honey is a great way to get the attention of something very dark.

When the Jackals head toward Bet-el, proceed to act 2.

ACT 2: BET-EL

The five day journey to Bet-el takes place along the coastal plains and should be resolved using the travel rules found on page 73 of *Jackals*. The journey requires 3 travel checks using the modifiers for the coast on page 74.

If an encounter arises, instead of using the encounter table, use the provided encounter below.

Read or paraphrase the following:

As you travel across the coastal plains, cliffs begin to ascend from the beach, leaving a drop off to the sea to the south. Two days in, you see smoke up ahead. Drawing nearer, you see scorched grasses extending from a ruined camp for several hundred cubits. The flames are out, but the earth still smolders within a blackened ring of charred earth. Within this circle lay a half-dozen bodies, not burnt, but savaged by claws or blades. Howls ring out ring out from the earth, as a group of norakan leap up from unseen tunnels in the sandy ground, followed by larger shapes.

This encounter consists of 2 norakan per Jackal and 1 Mavakan per 3 Jackals. After the fight, the Jackals can attempt to trace the tunnels back to a sea-side cave which was the taken's warren. Within the cave, the Jackals can recover:

- A fine Luathi spear, granting +2 damage
- A set of Ger linen armor, granting +5% Influence and +1 PRO from Mettle damage from failed travel checks.
- 200 ss worth of jewelry.

When the Jackals finally get to Bet-el, read or paraphrase the following:

The walls of Bet-el slowly rise in the distance. The small town has a proper wall, not just the outer walls of the homes of the town linked by palisades. To the south lies the wine-dark sea of Futhetia. Out in the bay, you can just make out what seems to be pillars and statues beneath the waves.

Beyond the walls, you can see the homes of Bet-el, most built in the standard Luathi style. Some are recent, but others look as if they have stood for many decades. The fields around the town are filled with barley and to the north, massive herds dot the horizon. As with most towns on the War Road, you are greeted by the elders in the gate house, who quickly direct you toward Zora's house. Several of them, Nimaru and Shahat, give you disgruntled huffs at the mention of Zora.

The elders – Nimaru and Shahat – can relate the following information:

- Zora's husband is a fisher, and she is known for her weaving.
- The trouble in Bet-el started with her neighbors.
- While all love Zora, some are starting to believe she practices the evil eye.
- Nimaru is trying to keep the peace, but Shahat tells everyone who listens that Zora will be the death of Bet-el.

A Culture: Own or Other will reveal that Zora's neighbors are giving her home a wide berth. They make the apotropaic signs to ward them against evil.

When the Jackals arrive at Zora's house, she will answer the door as soon as they make themselves known. Zora bears a striking resemblance to Hanna, although is clearly the elder of the two sisters.

Zora's countenance falls, it is clear that the jackals are not whom she was expecting. Zora takes on a panicked look and keeps glancing back inside. She attempts to get rid of the Jackals, although distractedly, going as far as telling them that everything is fine, and she is sorry Hanna bothered them (if they bring up Hanna sending them). A successful Influence check causes Zora's façade to crack and she sags against the frame.

"I don't think anything will be ok again... my children... they are missing." All the fight seems to drain from her, and she goes pale as she stumbles back into the house.

Zora's Home

Zora's home is a typical Luathi four-room home. A second story is accessible from inside the home, while the cellar is accessible from outside.

What a Jackal's senses reveal:

Sights – outside, a small cellar door, blocked by rocks. Deep scratch marks in the clay of the building. Bloodstains on the window frame. Inside, stepping back from the door, the Jackals can see that the home is a wreck. The tables are overturned, grain scattered across the floor, and there is a strange bloody print on the ladder leading to the second story. A large robe tied into a sack and soaked with blood.

Smells – outside, the smell of the sea. Inside, dank smells, wet fur, and blood.

Sounds – outside, the sound of the sea crashing against the cliffs. Inside, the muted sounds of the surf.

Main Floor

A successful Perception check allows the Jackal to notice a small, black coin in the dirt floor under the overturn table. It is marked with a leafless tree on one side and the other is marked with cuneiform markings. A successful Lore check reveals this to be a Moudah coin, and that it is made out of metal known as *mouahalan*, or black bronze. The coin is cool, never warming to the Jackals' touch.

The sack smells of salt and metal, but also something faintly cloying underneath. The dampness is sticky and inside the sack are more of the coins, several half-eaten fish, and most disturbingly, a pair of hands.

The floor has several tracks and drag marks through the dirt of the floor, but there is a clear patch which seems to have been swept smooth.

Second Floor

The second story, where the bedrooms are, is also a mess. A successful Survival check reveals that several large creatures came through hereand – after a struggle – removed several people from their beds. There are drops of blood everywhere, and several small pools gather near the beds to tell the tale of the violence wrought here. Carved into the clay of the wall is a strange symbol, about the size of that patch of smoothness downstairs. The symbol looks like a leafless tree branch.

Cellar

Searching around the cellar reveals several strange indentations in the hard packed earth. A difficult Survival check reveals Mavakan tracks.

If the Jackals remove the rocks, they can enter the cellar. A damp and fetid smell erupts from the newly opened door. Whatever was stored down here has clearly rotted away. It is pitch black down below. The light of a torch reveals rotting wineskins, sack split open by rotten grain, and mouldy fruits sit in bronze bowls tinged green with verdigris. The strange thing is that all these items look to be decades old – not what one would expect in the cellar of a family.

A successful Perception check reveals a small patch of overturned dirt, which looks recent. Digging in that spot reveals a lapis lazuli figurine in the shape of a strange bird's foot or a tree branch, the one that Hallano brought to Zora all those months ago. A successful Ancient Lore check reveals this to be a token representing the Iron Bound Tree of the east, a symbol of Mouadah.

Talking with Zora

Zora is clearly shaken by the abduction of her family and the terror of the last several months. But if engaged, Zora can relate the following information:

- She came home from the market to find the house like this.
- Abir and the children are missing.
- The sack was found just over the threshold.
- She thinks this is her fault. She is aware of the town's rumors and has even started to believe them herself. Maybe she does have the evil eye.
- She does not know where the coin came from.
- It all started about eight months ago, when her son Hallano brought her back a small charm found while cliff diving.
 - › It was a small lapis lazuli figure. It seemed to be a bird's foot or a tree branch.
 - › She buried it in the cellar about four days ago.
 - › Zora has the figure still and can share it with the Jackals.
 - › Abir would fish and let the children dive. In fact, there is a path down the cliff on the other side of the wall from her house. You can access it by following the wall around to the cliffs.
- The accidents started not soon after that. It is only since she sent her last letter that she put some of what was happening together.
- The first instance of the accidents were:

- › Abed, one of the herd owners in town, brought Abir before the elders for restitution. Abir was watching the herds when two of the cows were mauled by lions. It was not a just case, but Abed purchased the votes to saddle Zora's family with a debt. Later that week, Abed was mauled by a lion and the debt was canceled.
 - › Zora got into an argument with one of the town elders, and the next day she fell ill and died.
- Last week the visions started. Visions of wealth and prosperity, of how life could be for Zora, if only she would let it.
 - › She says: *"Last night, in my dream, I saw the cliff split open from sea to sky, like an over ripe pomegranate. Maggots and filth poured out into the sea and bubbled up into the town. Then, last night, it was standing over me when I awoke in the middle of the night. A massive beast – a taken – stood there. I thought I was dead, but it dropped a slaughtered lamb at my feet. It prostrated itself before my feet. It was massive with a violent mouth, and I thought we were dead. Abir shifted and when I looked back, the beast was gone. I thought I was dreaming... I think the beast took my family."*

If the Jackals talk of searching for Zora's family, she will demand that she comes with them. Zora will grab two long knives from her home, which will work as short swords in a pinch. Use the hireling rules for Zora (see page 173 of *Jackals*), giving her +1 CP from the use of light weapons and +1 from wielding two weapons.

Finding the path which Zora speaks of is easy. When the Jackals descend the cliff face, proceed to Act 3.

ACT 3: BENEATH THE HOUSE OF GOD

The path behind Zora's house leads down to the beach far below, and to the entrance into the cliff caves. The tide is out, revealing the entrance, but the Jackals have about three hours before the tide starts coming back in.

Read or paraphrase the following:

The cliffs on which Bet-el stand tower above you. Time and tide have scored the rock face, leaving many false cave mouths in the cliffs. But you can clearly see a raft tethered by one of these mouths and see the dark yawning tunnel which delves deep into the cliff. The tide rushes against the cliffs, leaving behind foam and water to drain back into the sea. Getting to the cave mouth, even at this low tide, requires trudging through the surf, leaving you soaked as you enter the cliffs.

The mouth leads to a water-logged tunnel, slick with slime and small tidal pools. It extends back into the cliffs beneath Bet-el. Soon it opens up into a large rubble-strewn cavern. Several broken statues lie on the ground, depicting the same woman, a hooded figure in robes. The hoods cover and mask the woman's face. The statues are all bound with ropes, which were used to pull them free of their alcoves on either side of a massive portal and shatter them upon the floor. Amidst the rubble lie the bodies of a half-dozen Mavakan. The simian forms are still, yet bear no wounds, save for the fact that their eyes are missing.

The stones which filled the portal have been ripped free, the lead which bound them together lies in strips and pieces amongst the stones and bodies. The portal is filled with darkness, the light of your torches strangely muted beyond its boundary.

A successful difficult Lore check reveals the statues to be of Hulathi origin, someone from their legends known as 'the weeping woman'. The statues have been purposefully broken into smaller pieces, as if whoever pulled them down vented an ancient rage upon the forms. A successful Perception test allows the Jackal to see a pattern beneath the rubble and bodies, a star chart depicting the night sky above Bet-el as it would be on the summer solstice. There is writing in Hulathii on each of the pedestals and around the portal way. It is decipherable by any Jackal who notices it and speaks Luathii. It reads '*...bound beneath the earth.... severed from the light of the sun*'.

It is close to a passage from the Shalapher which says 'And you shall separate those who practice the rites of the dark from the community to preserve the community. And they shall be bound beneath the earth, so that my light shall never shine upon them or their faces.' Binding people beneath the earth is the traditional punishment for practicing the magics of the Twisted Path (see page 101 of *Jackals*).

When they approach the portal, have each Jackal make a Willpower check. Those who fail hear the voice of a loved one calling to them from beyond the portal, promising wisdom or power (see the answers to your Jackal's questions (50 of *Jackals*)). Those who succeed hear a male voice shouting: "Zora, is that you? Please hurry, the children. Sun above, the children are in danger!"

If not stopped, Zora charges through the portal after Abir's voice. To stop her from rushing in, requires a Jackal to make a difficult Athletics check. If they fail, Zora races into the darkness beyond the portal. In any event, all hear a maniacal, inhuman laugh.

Beyond the Portal

A successful Perception check at the portal allows a Jackal to hear, above the sound of the tides, guttural growls and snarls beyond.

What a Jackal's senses reveal:

Sights – a large well or cistern, with stairs set into the wall. Several of the large stone stairs, which are sunk into the wall of the cistern, are missing. The cistern descends about 12 yards, and there is an opening at the muddy bottom.

Smells – rancid scent of oily and unwashed fur.

Sounds – the tide, soft cries, and whimpers

Descending the stairs, the Jackals can see carvings in the wall of the cistern. They depict a skirmish between two groups of people. The first side consists of tall warriors, dressed in unfamiliar scale hauberks and boar-toothed helms, mixed with taller figures whose strange, angular faces and elongated skulls mark them as something inhuman. They wear armor and weapons so graceful that you cannot understand how they would be effective. These war with a group of four figures which are difficult to make out and comprehend. It is as if the artists carved multiple images on top of each other. Sometimes they seem serpentine, at other times they appear human, or still others they appear as figures made out of fire. In all cases they war with the first group with lightning which emanates from their eyes and their mouths.

A successful difficult Lore check identifies the warriors as Hulathi of Sardon. A critical success or a successful Ancient Lore check identifies the inhuman figures as Hann and the serpent/fiery figures as Skeshh and Rathic.

Studying these reliefs gives the Jackals +3% Ancient Lore.

The hole at the bottom of the cistern was sealed identically to the portal above, and similarly destroyed. The Jackals can hear a meaty smack from the other side, and a harsh "Quiet, Seklah!" When the Jackals reach the bottom of the stairs, read or paraphrase the following:

The guttural noise ceases suddenly, only for a voice to reach out from beyond the wall – the same voice which called to you earlier.

"You have brought the chosen one to us. Deliver her onto us, that we may make obeisance before her. Then we will feast on the meat and marrow of your flesh."

Beyond the portal is a massive chamber. The sounds of the tide and rushing waters never ceases but grows louder as the Jackals descend. This is due to the six large carvings of thunder clouds which surmount the chamber and the large spouts from which pour down streams of salt water into the pool below. A series of raised stones lead from the entrance to this chamber to a raised dais in the center of the pool. There the bottom half of a sarcophagus stands on the dais, empty save for several black and oily burial shrouds. In the light of a torch, something glitters darkly in the shrouds.

Abir and the children huddle against the sarcophagus, Abir's face is swollen from a severe beating. Standing between the Jackals and Zora's family are a group of taken. Several Mavakan, led by an oritakan.

This fight consists of:

- 1 Mavakan per Jackal
- 1 Oritakan – the oritakan bears a strange black metal sickle, which adds +3 damage to all of its attacks.

One strange factor is the water of the pool. No matter how much the Jackals or the taken bleed into it, the water remains pure and clear. The water does not reflect or reveal either party, as if they are too transient for the pure waters of the pool to take notice of. It is also bracingly cold, refreshingly so. The first time a Jackal steps into the pool, they recover 1d10 Valour if they are missing any. If the Jackals check the sarcophagus, they find 100 more of those strange coins and a straight-bladed black metal sword.

The mouahalan sword: the sword's inscription reads 'Ashakar Hen' or blood drinker in the old tongue of Mouadah (successful Lore check to understand this). It counts as a heavy one-handed weapon. The most disturbing part of the sword is that the cross piece is in the shape of a screaming mouth, so that the sword's blade is emerging from it. Even a cursory glance reveals the face is that of Zora's! Touching the blade forces the Jackal to make a hard (-50%) Willpower check. On a failure, the Jackal's face replaces Zora's. If the person wielding the blade is the same as the face on the blade, they gain the following ability:

- If they are wounded, they heal wounds with the damage they do. They heal 1 Wound for every 5 Wounds they inflict with the blade. The blood of their target is swallowed by their face on the blade. For every 10 damage they inflict, they gain 1 Corruption.

The mouahalan sickle-dagger: a ritual implement from Mouadah and Barak Barad, this sickle-dagger is designed to rip the throat from the victim and turn them into Devotion Points to power rites. It counts as a light weapon which deals +3 damage. Additionally, when wielded by a ritualist, the sickle-dagger turns any Wounds it inflicts into DP at a rate of 2 to 1. When wielding the sickle dagger, the wielder gains 1 Corruption + 1 per 3 Wounds they inflict in a single blow. This can lead to a very corrupt Jackal very quickly!

A successful Lore check lets the Jackals know there are two ways of dealing with these blades, if the Jackals do not wish to bear them. First, they could attempt to reseal the cistern, which would take a month of work and 1000ss worth of materials. Second, they could carry the blades back to Hanna, as the Hasheers have vaults where they bury these types of items.

Leaving the House of God

After defeating the takan, the Jackals and Zora can free the children and Abir. The children and husband are in shock. The children cling to Zora, while Abir stares off into the distance. A successful Healing check reveals he is in shock and should recover in a day or two. It is unclear who the hands in the sack belonged to, but Zora and Abir do not seem to care about that, save to get them out of the house while they try to put their home back in order.

After leaving the Jackals leave Bet-el, read or paraphrase the following:

Shaking the dust of Bet-el from your sandals, you head back toward Ameena Noani, to report back to Hanna and collect your silver. A day out from the town, you hear the sounds of someone calling to you. It is Zora. When she catches up, you can see she wears her knives at her side and carries a long spear.

"May I join you? I. I have no place in Bet-el. Abir blames me for what happened, and I do not blame him for that. I cannot bear to remember the way he looked at me, as he told me I had no place in his or the children's lives any more. So, I kissed them all goodbye and sacrificed a pair of doves at the temple of Alwain for their safety. Perhaps... perhaps I can find absolution on the road, and so, I wish to know if I may travel with you as a pack member?"

The War Road takes a toll on all who travel it. And while Zora is not to blame for the events which consumed Bet-el for the last season, perhaps, she can find a new place with you on the War Road.

AFTERMATH

Zora can join the Jackals as a hireling (see page 173 of *Jackals*) and can be a new Jackal if one dies or retires. But this is the reality of the War Road, sometimes it claims the innocent who find themselves separated from those they love through no fault of their own.

If the Jackals refuse to allow her to join, she will make her way toward Ameena Noani and convince Hanna to join her on the War Road. Zora will take umbrage with the Jackals, and eventually return with her own pack to confront the Jackals.

Advancements

- 1 for surviving
- 1 for rescuing Zora
- 1 for discovering the Hulathi hall
- 1 for ending the threat of the Rathic

Hooks

- Something else was summoned by the breaking of the seal. A powerful mouathenic arrives in Bet-el to continue the work the takan started!
- What or who was buried in the pool? When did they escape? And why do they now hunt the Jackals?
- Who is missing their hands, and how do they feel about Zora? A vengeful person now hunts her, and possibly the pack.