

LIVING LEGEND

CONVERGENCE MANIFESTO EPISODE 4



BY WILL BROLLEY &
MARK NAVARRE-JONES

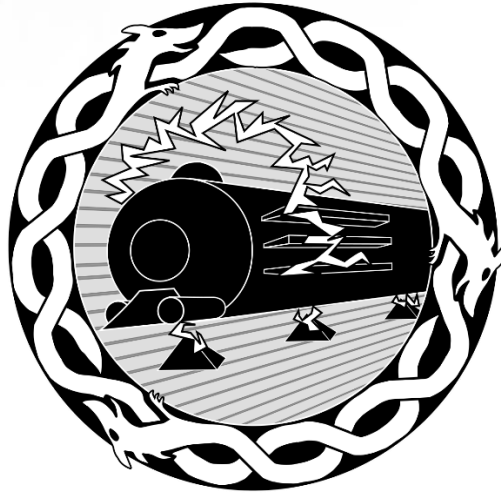
AN ACROSS EBERRON ADVENTURE
FOR THE WORLD'S GREATEST ROLEPLAYING GAME



LIVING LEGEND

The epic tales of the ancient Dhakaani Empire are more than just stories.

Episode 4 of *Convergence Manifesto*



An ACROSS EBERRON Adventure

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INTRODUCTION

Welcome to *Living Legend*, episode 4 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to *AE01-03: Rime or Reason*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. The adventure plays best in conjunction with the *Wayfinder's Guide to Eberron* (WGtE) by Keith Baker, also [available on the Dungeon Masters Guild](#).

Living Legend is designed for five 3rd-level heroes to explore the diversity and themes of the Eberron Campaign Setting. Players will have a chance to explore the newly established capital of the goblin nation of Darguun—Rhukaan Draal—and head into the Seawall Mountains to find a story that's older than humanity's presence on Khorvaire.

SUMMARY

The player characters, members of the Clifftop Adventurers' Guild, have been tasked with acquiring an artifact, the Chains of Mur'taal, by their guild handler, Lhara. This artifact is the latest in a series that Provost Nigel Faurious has commissioned the Clifftop guild to retrieve for him.

The adventure starts when the characters arrive in Rhukaan Draal via Orien caravan. They're given a chance to explore a small portion of the city before they head to a local bar to meet their contact provided by Lhara.

Accompanied by a local guide, they make their way to the Seawall Mountains, where they'll have to follow clues and their intuition to find the Valley of the Hero, which conceals the artifact that they've been hired to obtain.

In order to earn the artifact, characters must first pass three tests laid before them by the Story: The Test of Courage, the Challenge of Wisdom, and the Trial of Honor.

Once they finish the tests and collect the artifact, the party heads back towards Rhukaan Draal. But there are Marguul forces in the area, and they don't intend to let the heroes escape with a priceless piece of their folklore...

RUNNING THE ADVENTURE

Living Legend is a relatively linear adventure intended for 3rd-level characters. If your players are unfamiliar with either the Eberron setting or the DUNGEONS & DRAGONS game, you may wish to use pregenerated characters. We recommend a set tailor-made for Eberron, [available on the DMs Guild here](#).

The adventure is designed to take approximately 3 to 4 hours of game time.

If you find yourself with even more time to spare, you may also wish to run one or both Bonus Scenes. These optional encounters introduce an additional element of Eberron lore (Bonus Scene 1), and a combat encounter (Bonus Scene 2). Each is expected to take approximately half an hour of game time.

While running the adventure, look out for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebars like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.

A GOBLIN LANGUAGE PRIMER

This adventure uses several words in the goblin language of Eberron to highlight the unique culture and history of the goblinoid people in the setting. These words are *italicized* to distinguish them from the surrounding text, unless they are proper nouns.

The below table is a useful glossary to familiarize yourself with before reading further.

TABLE: GOBLIN WORDS

Goblin Word	Common Translation
<i>atcha</i>	personal honor and glory
<i>chaat'oor</i>	defiler, foreigner, non-goblinoid (derogatory)
<i>dar</i>	the People (all goblinoids)
Darguun	Land of the People
Dhakaan	The ancient empire of goblinoids that fell long before human settlers arrived in Khorvaire
<i>duur'kala</i>	"dirge singer" (a bard of the Kech Volaar)
<i>ghaal'dar</i>	hobgoblin (literally, "mighty person")
Kech Volaar	"Keepers of the Word" (a Dhakaani clan of lore keepers)
<i>lhesh</i>	warlord
<i>muut</i>	executing one's duty correctly
<i>Raat shi anaa</i>	"The Story continues..." (a traditional opening to goblin folktales)
<i>Raat shan</i>	"The Story stops but never ends..." (a traditional ending to goblin folktales)
<i>gath'kal dor</i>	
<i>saa</i>	greetings, hello

THE ROLE OF THE *DAR* IN EBERRON

Unlike most standard fantasy settings, many of the more monstrous races are integrated into society in Eberron. The goblinoid species of goblin, hobgoblin and bugbear are no exception. In Eberron, the three goblinoid races are collectively referred to as the *dar*, or The People, in their native tongue.

In Eberron, the nation of Cyre hired mercenaries of various races to help supplement their forces during the Last War. Thirty-three years ago, Lhesh Haruuc, a cunning warlord of one of the largest hobgoblin bands, united the other prominent leaders in betraying their Cyran employers, carving out southwestern Cyre for themselves. The fledgling nation was named Darguun, literally 'Land of the People.'

Darguun was one of the signatories of the Treaty of Thronehold, and is now a recognized nation, standing equal with the likes of Breland and the Mror Holds. The dragonmarked houses do not have a strong presence in this new nation of *dar*, though Orien, Cannith, and most notably Deneith are making progress at gaining influence.

CAST OF CHARACTERS

Living Legend follows the player characters as they set off to recover the Chains of Mur'taal, the legendary weapon of an ancient Dhakaani hero. Below are a few personalities they may encounter in this adventure.

MAJOR CHARACTERS

Tantuul (Tan-TOULE). The characters' contact in Rhukaan Draal, Tantuul is a Marguul guide hired to lead them to the general location of the vale. A hobgoblin from Rhukaan Draal, he served in the Last War and is proud that his people have claimed themselves a homeland in this new world.

Personality: I am brash and often overconfident in my own abilities.

Ideal: Honor. I have given my word, and my fee has been paid, so I will serve to the best of my ability.

Bond: I would give my life for Darguun to ensure that there is a place for me and my children.

Flaw: I often don't see how my pride for my people comes across as dismissive of other people.

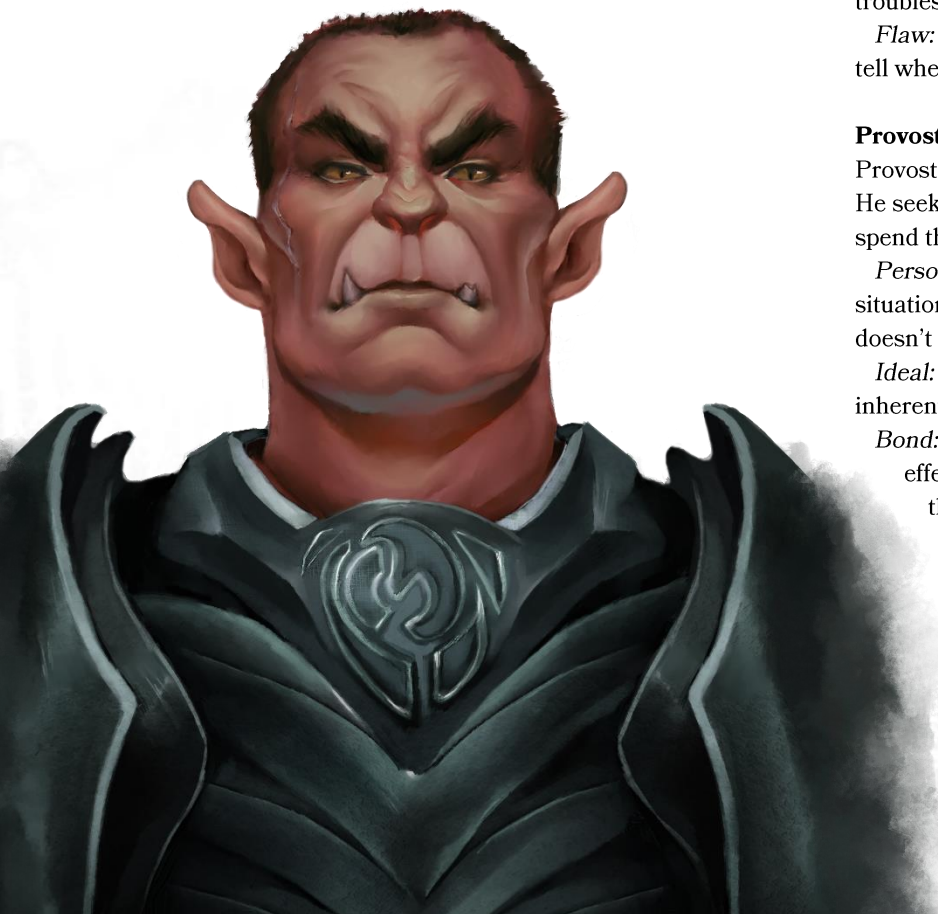
Mur'taal (moor-TAHL). An ancient Dhakaani hero from the time of the Xoriat Invasion. While the hobgoblin died long ago, his story kept his shade hanging onto existence.

Personality: Once humble, being caught in my own story has made me bitter.

Ideal: *Atcha* is the basis on which civilization stands.

Bond: My word is my bond. I will never lie.

Flaw: I refuse to believe that other people cannot live by the same principles that made the Dhakaani Empire great.



MINOR CHARACTERS

Naanraht (Nawn-RAHT). A hobgoblin and *duur'kala* of the Kech Volaar, she leads the expeditionary team from Volaar Draal who are also seeking the Chains of Mur'taal in Bonus Scene 2: Dhakaani Debacle.

Personality: I can turn on the charm when I need to, but I prefer to get things done quickly and efficiently.

Ideal: Duty. I am researching ruins in the field. I will accept help from knowledgeable heroes.

Bond: Seeking knowledge, especially about Old Dhakaan, is my life's work.

Flaw: I do not trust humans, elves or khoravar.

ACROSS EBERRON CHARACTERS

The following characters appear as framing devices, though they do not directly push the narrative of the adventure. They are likely to reoccur later in the Across Eberron series, so if you intend to continue the path you may wish to spend time developing their characters early.

Guild Handler Lhara (Lahr-ah). Lhara is a shifter with white hair streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of authority within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Clifftop Adventurers' Guild. The Guild is my home and its members are my family.

Bond: I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done.

Flaw: I am very sarcastic, and it can be difficult for people to tell when I am being serious.

Provost Nigel Faurious (Pro-vost Nigh-jel Far-ē-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work.

Ideal: No Limits. Nothing should fetter the infinite possibility inherent in all existence.

Bond: My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve.

Flaw: Unlocking an ancient mystery is worth every coin of my family fortune.

SCENE 1: RHUKAAN DRAAL

"We can write our own narratives by harnessing the power of the Fey..."

—fragment of Provost Nigel Faurious's Convergence Manifesto

The player characters are members of the Clifftop Adventurer's Guild, and they have embarked on a mission for Lhara, their Guild Handler. Their task is to recover the artifact known as the *Chains of Mur'taal* for their client, Provost Nigel Faurious, by any means necessary.

This chapter begins in the dusty bowl of Rhukaan Draal, the capital of the nation of Darguun. Formed in the last twenty years of the Last War, a charismatic leader named Lhesh Haruuc gathered together tens of thousands of goblinoid mercenaries that Cyre had hired. Determined to create a land for his people, Haruuc led them to renege on their deal and claim southwestern Cyre as their own, renaming it Darguun, the Land of the People. The city, sitting on the Ghaal river, is built out of rough stone. Dominating the city's skyline is the Khaar Mbar'ost—the Red House—a sturdy tower built entirely out of crimson-tinged stone. This is the seat of Lhesh Haruuc's power, from which he rules over the proud goblinoid nation.

The adventure begins as the characters step off of the House Orien caravan and into the city proper. Read or paraphrase the following:

You step off of the House Orien caravan after a long, dusty trip. The dry, arid heat is a welcome relief from the more humid air in the caravan, packed with people and goods. You're let off at the edge of the Khaari Batuvk—the Bloody Market—which is the preeminent marketplace in the city.

The Orien driver places his hand on the shoulder of one of the characters and tells them that the tavern they're looking for, the *Staggered Tribex*, is just down the street. However, the party is hailed by a hobgoblin as they get off.

A grizzled hobgoblin with sharp orange eyes and coal black hair tied back in a topknot hails you. "Are you the group from Sharn? Cliffsedge? Cliffside? No! Clifftop! I am Tantuul, and I was hired by Lhara to give you a hand around here. Come along, I'll show you the way to the tavern. First round is on me!" He pushes his way past a hobgoblin couple and hops over a slow-moving goblin as he takes you all towards a shady looking structure not too far away. A bugbear tough nods at the party as they enter the darkened building.

Tantuul takes the group to the nearby tavern, the *Staggered Tribex*, where he lets them introduce themselves to him if they haven't done so already.

"So here's what your guild handler told me. You are looking for the *Chains of Mur'taal*. Our stories tell us that he, Mur'taal that is, was a mighty warrior of old, a *ghaal'dar* of great *muut* and *atcha*. Now, your client, Provost uh... Furious? Nefarious? No! Faurious! He believes that the *Chains* are imbued with the essence of Thelanis, the Faerie Court. And now it falls to you to find Mur'taal's remains and retrieve the artifact. As agreed, I will lead you to the Vale—or, as Lhara called it, the Valley of the Hero. From there, you must find your way to the *Chains* on your own. Any questions?"

What Does Tantuul Know? He's a generally good-natured hobgoblin who never fought for Cyre, so he feels no regret about the betrayal. His life hero is Lhesh Haruuc, and so, like him, he worships the Sovereign Host (Dol Dorn in particular).

- **Travel.** "We're going to need to leave the city to find the location of the *Chains of Mur'taal*." Tantuul knows that the Vale is out of the city, towards the source of the Ghaal river in the mountains. He's got a map and his own nature-savvy to get them there. Food and water on the journey won't be an issue, as he can hunt and forage to sustain a party the characters' size.
- **Beliefs.** "The Old Ways, *atcha* and *muut*, are still believed among many of the *dar* in Darguun." *Atcha* is a rough translation of honor. Its closest translation in Common is 'personal honor', the standard to which you hold yourself. *Muut* is similar to 'doing your duty properly.' If your commanding officer requires that you clear out a stronghold, you clear it out to their specifications. Just the enemy combatants? Good. Women and children? Unpleasant, but an order is an order.
- **Mur'taal.** "He's the hero of an old legend around these parts." Tantuul is familiar with the legend of Mur'taal, but he claims that it's a story best told under an open sky. Rest assured that he'll answer their questions then.
- **Thelanis.** "It's the Plane of Stories, a place of fairy tales." Thelanis is a plane where real world logic bows to The Narrative. Powerful lords and ladies of the fey spend their existence living out their Stories here, and mortals often serve as mere players in their greater tales.

SCENE 2: THE BLOODY MARKET

Tantuul leads you through the Bloody Market on your way out of the city. Vendors call out raucously, trying to catch your attention, and the smell of dust and unwashed bodies fills the air. Temporary stalls dominate the wide square, though there are a ring of permanent shops around the outskirts. As you enter the market, you see an old, abandoned storefront, upon which you can faintly make out pictures of humanoids in chains.

If the characters can read Goblin, they can make out the word 'Slaves' in faded script.

BROWSING THE MARKET

The characters are destined to encounter a group of slavers in the market, but you can choose to narrate one or both of the following vignettes to give the characters a taste of life in the goblin capital.

An old goblin man is sitting on top of a crate, empty sack open in front of him. A handful of coins are visible, mostly copper crowns, a few silver sovereigns, with a single golden galifar peeking out. "Glory be to the Mockery, patron of our mighty warriors! May he ensure that our blows land against the twisty *chaat'oor*, or that he may flay our

skin himself! Honor the Shadow, who gave us the ability to peer through the black of night so as to dominate our lands! Pay tribute to the Keeper, so that he takes the humans and elves in the dead of night, and leaves us untouched and ready to reclaim our birthright!"

If the characters stay and listen, the goblin continues to rave like a madman.

Once they move on, you can skip to the encounter with the slavers, or read the below:

Heads turn as a pair of arguing hobgoblins in the market loudly dispute the price of a loaf of bread. The customer is claiming that he's being overcharged, while the vendor is defending his prices. Hands fly to their weapons before a small goblin intervenes. Clad in a dark wolf pelt and mounted astride a sleek black panther, he begins to try and negotiate between the two. After a brief but heated argument, the two calm down, and he walks with them out of the market, continuing to help them work through their differences.

If any of the characters can speak Goblin, they can tell the mediator goblin was gently admonishing the two hobgoblins to consider their *muut* to each other and their people.



SAVAGE SLAVERS

After the characters are done with any of the previous marketplace encounters, read or paraphrase the following:

A human woman dressed in simple clothes, a despairing look on her face, is dragged across your path. She's flanked by a trio of bugbears, proudly standing tall with spiralling horns mounted on the back of their armor. Tantuul frowns and says, "Be careful. Those are Marguul *dar*. Savage, slaver clans that operate on the fringes of society." He spits on the ground as you pass them. "You don't want to deal with them." You watch as the woman is roughly escorted down a nearby alleyway. "Lhesh Haruuc has demanded his warlords follow his example and free their slaves. Unfortunately, his grip on power isn't as strong as it could be, and many clans still hold slaves."

If the players take note of the slavers in the Bloody Market, they may choose to follow them or attempt to notify the authorities.

If the players look for someone to notify, they can see a hobgoblin guard nearby that is trying to sort out the concerns of a merchant and a suspected thief. If there are no goblinoids in the party, he assumes the outsiders have simply misunderstood what they saw, and leaves them to fend for themselves. A DC 15 Charisma (Persuasion) check will convince him to grudgingly investigate, and he will trudge away in search of backup while the party pursues the slavers.

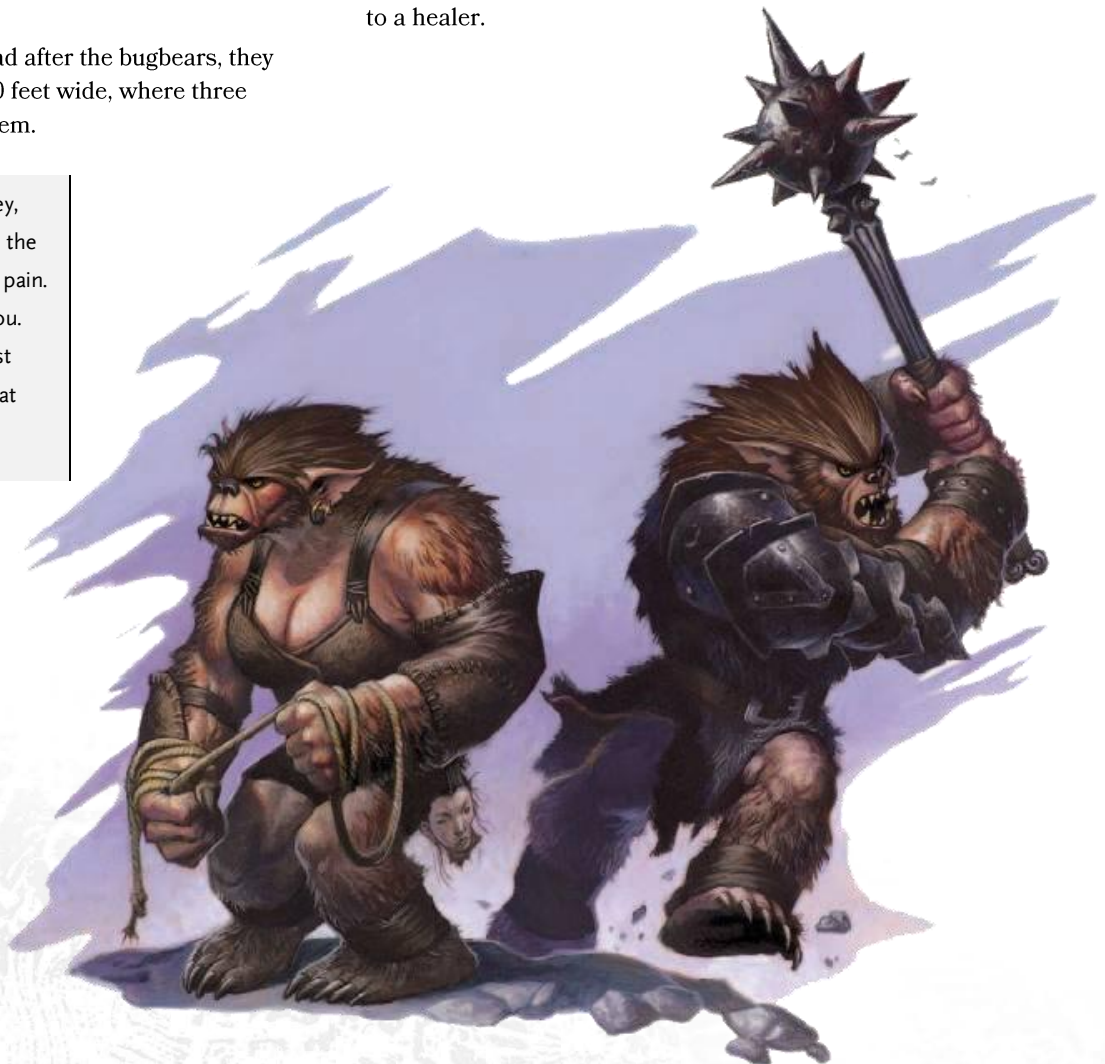
Either way, once the characters head after the bugbears, they enter an abandoned alleyway, only 10 feet wide, where three **bugbears** (see Appendix) confront them.

Following the quartet down a littered alley, you see the lead bugbear pull roughly on the human woman, causing her to cry out in pain. He backhands her, then finally notices you. "What do you want, *chaat'oor*? We're just taking Mim here for a little stroll, isn't that right?"

These Marguul bugbears have clearly taken Mim, the woman, as a slave—though Lhesh Haruuc has recently set the example by freeing his own slaves, there is little love lost between him and the Marguul tribes, for whom the slave industry still thrives. The bugbears will deflect up to two probing questions about their intentions with the woman before they lash out and attack.

If the party successfully rescues Mim, Tantuul suggests bringing her to the Deneith compound on the far side of the square as the party leaves Rhukaan Draal. If the hobgoblin guard was convinced to help, he and his reinforcements will arrive and half-heartedly thank the adventurers, promising to clean up the bugbear mess. If the characters ask Mim about her story, she relates that she was a Brelish soldier, captured nearly a decade ago in a border skirmish. She is exceedingly grateful for the party's heroics, though admittedly anxious about reintegrating with a world she thought lost to her many years ago.

If the characters fail to rescue the woman and have to flee for their lives, their rough descriptions will be given as an additional bonus to the Marguul ambush in Bonus Scene 2 as something to find on the body of the lead bugbear. If the hobgoblin guard was convinced to help, he and his reinforcements arrive on the scene in time to help stabilize any characters who are not yet dead and take wounded characters to a healer.



SCENE 3: WALKING INTO LEGEND

After the characters have resolved any lingering business in the city, they set out towards the Seawall Mountains.

Read or paraphrase the following:

Leaving the walls of Rhukaan Draal behind, you set out towards the southern half of the Seawall Mountains. The land around you is tinged red, and the taste of dust flies through the air in the light breeze. The earth around you is tilled as you leave the city, with the occasional goblinoid farmer working the mid-summer fields. Tantuul says that your map will lead you to the headwaters of the Ghaal River, the river running alongside you now, which supplies water to the city.

It takes the party two days to travel the roads to the Seawall Mountains, following the banks of the Ghaal. On the way, Tantuul tells the party the Tale of Mur'taal, the origin of their current mission.

"Now, listen up. The Vale, according to local rumor, is a Thelanian manifest zone. Not somewhere you'd usually want to visit, but a hero's remains are there, so... here you are. Before you head in, there's a story about the Vale that you should probably hear..."

At this point, you should read your players The Tale of Mur'taal (see sidebar to right). After recounting the legend, Tantuul suggests that the more of the party that knows Goblin, the better. He gifts them a torc that he calls the *Darguul Negotiator* (see sidebar below). This item will allow any one character to speak and understand Goblin while wearing the torc.

DARGUUL NEGOTIATOR

Wondrous item, uncommon

This bronze and adamantine torc clasps firmly around the neck of a single humanoid. When worn, it grants the wearer the ability to speak and understand the Goblin language.

THE TALE OF MUR'TAAL

Raat shi anaa, "The Story continues..." with Mur'taal, a hobgoblin warlord of great skill and pride. One day, an ancient crone told him of a legendary vale in which laid a trial that only the greatest of heroes could overcome. Seeking to prove himself worthy of his ancestor's weapon, he took off to complete the trials, but never returned.

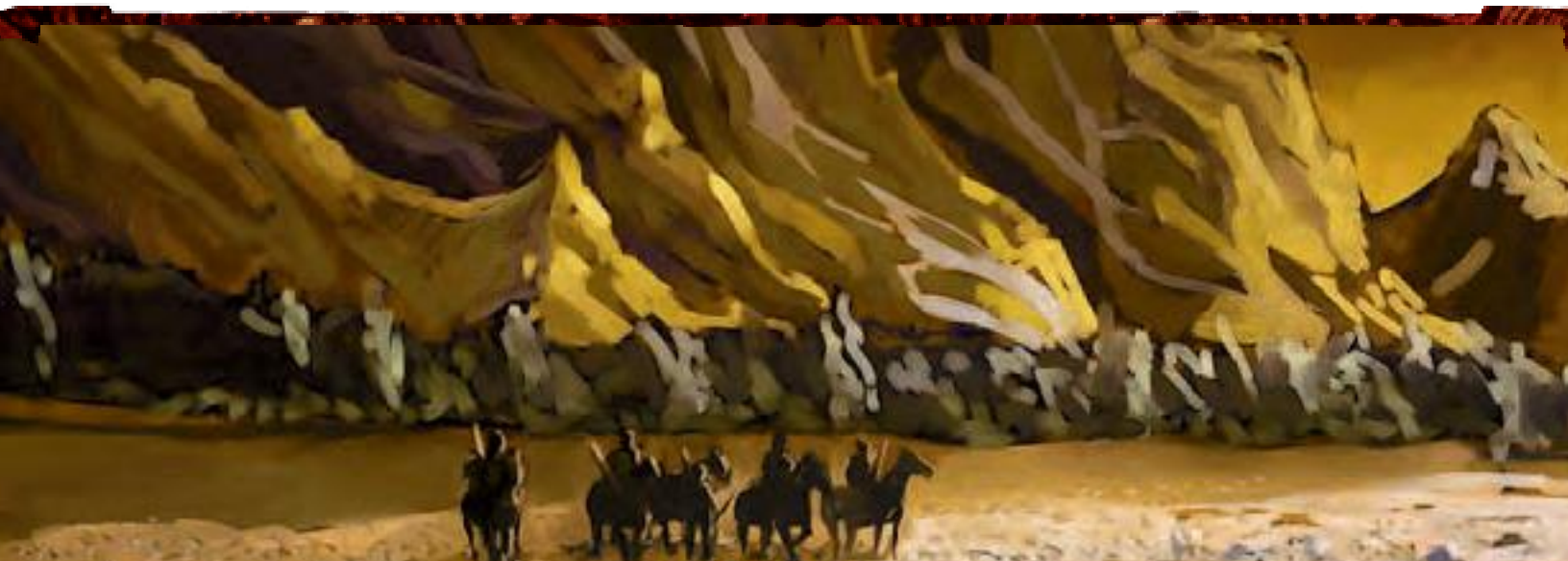
For many years afterward, stories were told of the great Mur'taal, of his skill with the chain and keen tactical insight, of his peerless *atcha* and unsurpassed devotion to *muut*. Then many more years passed, and eventually, as all stories do, the tale of Mur'taal faded into common legend.

Then, much later, it came to be that the Dhakaani Empire found itself engaged in a fierce battle with their ancient enemies, the Tairnadal. The Dhakaani needed a champion to confront the peerless warrior leading the elven war host. A young *duur'kala*, Miishka, took it upon herself to follow the legends of Mur'taal, traveling to the vale to retrieve the lost hero of the *dar*.

Along the way, she faced three great trials – the Test of Courage, the Challenge of Wisdom and the Trial of Honor to see if she was worthy of entering the vale to retrieve Mur'taal. Driven by her *muut*, her duty to reclaim him as the champion of the Empire, Miishka passed all of the challenges set before her and found Mur'taal trapped in his own Trial of Honor, unable to see the solution. As Miishka questioned him with the wisdom of the *duur'kala*, Mur'taal realised that only his pride and *atcha*, his dangerous desire for personal glory, was holding him back. Instead, he needed to follow his *muut*, his duty to his people. In understanding this, Mur'taal completed his final trial and was freed from his entrapment.

The two heroes returned to battle, and Mur'taal, newly humbled by his experiences in the Vale, easily defeated the horselord of the Tairnadal forces by playing on the elf's own arrogance and need for personal glory.

Thus, the field was won by the Dhakaani. *Raat shan gath'kal dor*, "The Story stops, but never ends..."



Once at the entrance to the vale, Tantuul sets up a small camp and begins work building a firepit, reassuring the party that he'll be there when they get out with the *Chains*. The characters bravely head into the valley, ready to face the mysteries beyond.

The Vale is in a deep valley, mist and faint sunlight cloaking the floor. What little light filters down makes strange and evocative shapes in the low-lying vapor. The smell of flowers and freshly turned earth fill the air, and it is eerily quiet. You feel as if you have truly stepped into a fairy tale, and every step leads you closer, or farther, from the ending you seek.

NAVIGATING THE VALE

From the entrance of the Vale, it will take two successful **DC 13 Charisma (Survival) checks** to find the entrance of the caverns that Mur'taal once traversed in search of the three trials. The Survival checks are rolled using Charisma instead of Wisdom to represent the often-nonsensical nature of fairy tales—to successfully navigate, they must feel the Story woven throughout the land, navigate by narrative instinct, not natural knowledge.

If you are planning on running Bonus Scene 2, do so after the party's first successful Charisma check.

The party must repeat the Charisma (Survival) check until they succeed twice. Depending on how many they fail, they may run into hazards in the table below. If you know the characters' backstories well, you may wish to personalize the narration of the threats they encounter to their individual losses and fears.

TABLE: FAILED NAVIGATION HAZARDS

Failures	Hazard
1	Nothing unusual happens
2	The characters begin to see figures taking shape in the mists. When looked at directly, they are formless, but out of the corner of one's eye, they appear to be ghostly images of those distant or lost forever. Until the party finishes a long or short rest, whenever a character makes an ability check, they must roll a d4 and subtract the number rolled from the ability check.
3+	The party becomes certain that the ghostly figures are moving towards them, herding the characters towards a specific destination. They catch glimpses of old childhood terrors, cackling faces without a sound, loved ones reaching out their hands in warning or anguish, and misty beasts with glowing eyes. Each character feels as if they are being hunted, and takes 7 (2d4 + 2) points of psychic damage.

THELANIS, THE FAERIE COURT

Thelanis is one of Eberron's thirteen outer planes, and is a place where stories hold sway. Within the various regions of the plane, powerful fey lords and ladies live out their stories in their realms with the lesser fey, occasionally snatching unwary mortals as bit players in their dramas. Natural laws that mortals take for granted do not necessarily apply in Thelanis, as story logic will always take precedence over common sense. If the Story dictates that they arrive precisely at the stroke of midnight, midnight will not come until they arrive. When Thelanis is coterminous with Eberron, the fey grow more populous and it is far easier to accidentally find yourself stepping into a fairy tale.

More information about Thelanis can be found in the *Eberron Campaign Setting* (page 99) and *Eberron Campaign Guide* (page 262).



BONUS SCENE 1: THE DHAKAANI DEBACLE

If you have time for a tense social encounter, you may include this bonus scene after the party succeeds on their first check to navigate the Vale.

To start the encounter, read or paraphrase the following:

You hear a harsh female voice calling out in the tongue of the *dar*. “*Saa, chaat’oor.*” You turn and see a lightly-armored female hobgoblin about 40 feet away. She’s wearing dark leathers with a crimson cloak, sheathed rapier at her side. Three armored hobgoblins stand guard behind her, longbows upon their backs, shields held ready and hands nervously on the swords at their hips.

Naanraht is a *duur’kala*, or “dirgesinger,” from Volaar Draal, a Dhakaani clanhold of the Kech Volar. She’s seeking the same thing that the heroes are—the legendary *Chains of Mur’taal*. She and her two escorts refuse to speak in Common, as they don’t want to sully their tongues with “that filthy *chaat’oor* language.”

This is intended as a social encounter, but a tense one. If negotiations fail, combat may break out, and the characters will have to fight Naanraht and her escorts.

The character’s primary negotiator must succeed on a **DC 15 Charisma (Persuasion or Intimidation) check** to gain the respect of the Dhakaani *dar*. The character gains advantage on the check if they show proper respect and deference to the *duur’kala*, or succeed on a **DC 15 Intelligence (History) check** to recall information about the Empire of Dhakaan, impressing the dirgesinger. Success means that Naanraht will stay and talk them for a short time, answering and asking questions before peacefully seeking her own way into the caverns. Failure means that she leaves, believing them not to be worth her time.

The primary negotiator suffers disadvantage on the check if they do not speak Goblin (as Naanraht understands Common, just refuses to speak it) or if Naanraht senses they look down upon the *dar* as a people.

If the negotiator fails the Charisma check by 5 or more, or directly insults the group of hobgoblins, **Naanraht** and her three **hobgoblin** escorts swiftly move to attack (see Appendix).

Naanraht has some useful information—if they successfully avoid a fight, she’ll freely share the information provided below. If they probe more than twice about the location of Volaar Draal, she will get offended and leave, answering no more questions.

Naanraht. While imperious and arrogant, she is also quite sheltered in her view of the greater world. She’s curious and more than willing to talk to the characters, should they speak to her in Goblin and not obviously offend her. She knows information about the legend of the Vale that few others do, including that there are both good and bad endings to the legend of Mur’taal.

- **What was Dhakaan?** “The Dhakaani Empire was the greatest nation to rise from this land before we were brought low by an unnatural force.” Naanraht firmly believes that the Empire never would have fallen if not for the Xoriat Invasion. She fiercely resents that the empire was shattered, and will freely tell anyone who mentions it. Dhakaan endured for thousands of years, fighting off halflings and the Dragonborn Empire to the east and did not fall...until the daelkyr.
- **Volaar Draal.** “My homeland has kept secret the knowledge and wisdom of the Empire. We are trying to determine if it is time to re-emerge.” When the empire fell, some clans decided to hide themselves deep underground, preserving their secrets learned through the millennia of ruling the continent. Volaar Draal, literally “City of the Word,” preserved many of the stories and knowledge from before the Fall. Naanraht is part of the vanguard of those sent back into the wider world to test and observe the surface-dwellers.
- **The Trials.** “I have studied the stories that my ancestors preserved during the Invasion. I know his tale like few others.” Naanraht is more than familiar with this tale—talking to her reveals that Mur’taal was known throughout the entire breadth of the Empire for his *atcha*, his personal honor, which was famously inviolate. She suspects that his *Chains* have been infused with that same spirit, and advises treating him with respect and honor, should they encounter his spirit.
- **The Good Ending.** “According to the records of my people, Mur’taal learned the true meaning of *muut* during his time in the Vale.” Let your players know that acting in accordance with the Narrative is always a good idea when dealing with Thelanis.
- **The Bad Ending.** “Thelanis is the plane of stories. You do not want to be the ones who disrupt a Story.” Thelanis plays on its own Narrative—hint to the players that they should go with the flow of the Story, rather than acting rashly and unexpectedly.

SCENE 4: THE TEST OF COURAGE

Once the party successfully navigates through the Vale to the caverns, read or paraphrase the following:

As you make your way through the valley, entrancingly beautiful despite the whispering of the shadows, you finally see what you seek, the entrance to a cavern. Above it are words, carved in archaic Goblin. As you try to make them out, the letters shift to a more familiar language. Each of you reads, in your own tongue,

Courage

Action. Caution. Boldness.

Once the characters proceed into the cavern, they begin to suspect that the first trial lies before them:

As you enter, making your way around large boulders and stalagmites, you find yourself in a large chamber. The ground ends, a cliff plummeting far below you, the depths shrouded in magical darkness your eyes cannot penetrate. The top of the cavern is lit by a bright mystical light from an unseen source.

A natural bridge leads across the abyss below to a platform in the middle of the cavern. The bridge, however, is clearly unsafe. The first half is covered with vicious spikes that raise and lower intermittently. For a few feet after the spikes, there is a brief haven of safety, then several huge and dangerous axes swoop back and forth across the remainder of the bridge.

The platform is 130 feet away. The natural bridge connecting the entrance of the cavern with the platform is 10 foot wide.

The first sixty feet of the bridge has spikes rising from the floor that intermittently raise and lower into the bridge. The area after these first sixty feet looks safe, but after ten feet of safety, a number of dangerous axes swing down from above, although inspection shows that they are connected to nothing, propelled by an otherworldly force.

The spikes and axes are creations of Thelanis itself and a part of the story. They cannot be destroyed or dispelled.

A character may make a **DC 13 Wisdom (Perception) or Intelligence (Investigation) check** to judge the speed of the spikes. The first sixty feet can be crossed safely if characters are able to move across in one turn, such as by dashing.

If the characters are not able to cover this distance within one turn or choose not to, they must succeed on a **DC 15 Dexterity saving throw** or take 1d8 piercing damage as the spikes strike them.

The next ten feet are a safety area to judge the speed of the of axes. The characters may make another **DC 13 Wisdom (Perception) or Intelligence (Investigation) check** to judge their swing speed. Upon a success, they learn that the second sixty feet require that characters move at no more than 30 feet per round. If characters take the Dodge action, they will not take any damage. If they do not take the Dodge action, or choose to dash farther than 30 feet per round, they must make a **DC 15 Dexterity saving throw** for every 30 feet of movement, or take 1d4 slashing damage.

If a character tries to see what is below the magical darkness on this side, they cannot find a bottom to the cavern. The magical darkness dispels any magical light that overlaps its area and continues beyond the range of any ability that can see through it. The characters cannot find a bottom to the darkness, and if they attempt to jump in or fall off the bridge, they are magically teleported to the entrance of the cavern and take 1d4 psychic damage (no save).

On arriving to the center platform of the cavern, the characters see the following.

Standing on the center platform, you now see natural light trickling in from the far side of the cavern. This is clearly the exit you seek. However, you see no sign of how to reach your destination. Again, impenetrable magical darkness stretches below you, shrouding the area below the platform all the way to the exit. Though you cannot see its source, you hear the trickle of running water beneath and before you, towards the exit.

The platform is a perfect circle, twenty feet in diameter. It is 130 feet to the exit. Below the darkness on the exit side is a large hidden pool of water. The pool is connected to a stream that leads to the exit. While the pool is quite deep, it is unexpectedly easy to swim in, allowing a character even in heavy armor to remain afloat. Once they reach the stream, characters find it is only waist high, so they can walk through the water without concern. Following the stream in the darkness will lead you to the exit of the trial.

If a character slides down the pillar or walks off the ledge on the half of the platform closest to the exit, they land in the pool, taking no damage, and are not teleported to the entrance. Once they are in the pool, they are carried by the waters into the stream. Should they jump off or climb down the platform closer to the bridge, they take 1d4 psychic damage and return to the entrance, just as if they had fallen.



SCENE 5: THE CHALLENGE OF WISDOM

The Challenge of Wisdom contains two parts. If either is failed, a level of exhaustion is imposed on the characters. If both are failed, two levels are imposed.

At both decision points, a Charisma (Survival) check lets a character know the way the Story likely expects the characters will follow.

Read or paraphrase the following:

After wading through the water and exiting the cavern from the Trial of Courage, you quickly find yourself on a path amidst a field of thick grass. Up ahead, the path splits in two, and at the fork, you see a sign. Once again, it initially appears in archaic Goblin, then quickly shifts into familiar words.

Wisdom

Perseverance. Reliance.

In one direction the path diverges into a dark forest, and in the other direction, the field overflows with beautiful flowers.

You peer into the forest, and though the path itself is well-worn, smooth and clear, the way is shadowy and dark. Immense trees reach out their gnarled branches towards the ground, and the path quickly twists out of sight, disappearing into the dense woods.

On the other hand, the path through the field is smooth, straight, and clear, without an obstacle in sight. Around it, a rainbow of beautiful flowers blanket the landscape.

A **DC 13 Charisma (Survival) check** suggests to the characters that the Story wishes them to follow the forest path, intending to teach that pleasant and easy option is not always the wise option. A **DC 13 Intelligence (Nature) check** informs a character that the trees in the forest do not look dangerous, and in fact are about to bear fruit, whereas the flowers in the field are past their prime and will soon fade.

No matter which path the characters pick, once they have set off on it, they cannot go back and choose the other option. If they go back and try, they will find the other path has vanished. On either path, the characters continue for what seems to be hours on end.

If they have chosen the forest, read or paraphrase:

As you move along the path through the forest you find your stomach growing empty and your energy flagging. As you struggle onward, the trees around you begin to bear fruit. You find yourself refreshed, and the impending exhaustion is lifted by the bounty and life around you.

If the characters choose to go through the field, read or paraphrase:

As you move along the path through the field, the flowers begin to rot and decay around you, eventually turning to nothing, the once beautiful field now barren and empty. As they fade, so does your spirit, leaving you drained and low on energy, barely struggling through the once-beautiful landscape.

If they went through the field, each character gains a level of exhaustion.

In either case, the adventurers next see a couple of goblins waiting by the side of the road.

After traveling an unknowable time, perhaps hours or days, the landscape again changes to a field of long grasses, blowing in a gentle breeze. In the distance, you notice a pair of goblins sitting beside the path, engaged in conversation.

A **DC 7 Wisdom (Insight) check** will reveal the goblins do not seem hostile. Should the adventurers attempt to sneak past the goblins, they find the two are deep in conversation and can be easily avoided. Half the party must succeed on a **DC 9 Dexterity (Stealth) check** to pass by unnoticed.

If the adventurers attack, the two goblins roll initiative and seek to flee. The first moment a goblin takes any amount of damage, it disappears into thin air, along with all of its gear.

If the adventurers choose to draw nearer to the goblins without stealth, or if they fail to sneak past, they are eventually noticed. Read or paraphrase:

The goblins see you and wave to you, smiling. One of them approaches you with a respectful nod. Although it speaks in a strange old version of Goblin, you find yourself able to understand the words.

"Hello. We are traveling together down this path, but we fear what may lie ahead. You would do your duty to us well if you allowed us to accompany you."

A **DC 13 Charisma (Survival) check** lets a character know that they should accept this request. If asked what their names are, or any other personal details, the goblins humbly suggest that those details are unimportant.

If the adventurers accept the goblins as their companions, read the following:

The goblins gratefully thank you. As the trail goes on, they gladly share interesting and strange stories of their work. One works as a crafter, the other as a scout. The goblins offer you food and drink from their own supply. Although the path is long, the goblins keep you entertained, making you almost forget the time spent on the trail, and feeling as though it was but mere moments.

If the players reject the request, read the following:

The goblin responds with disappointment, "We are sorry to hear this. We shall take our leave."

With this, the goblins walk away into the grasses. They seem to fade quickly, vanishing into the distance.

As you continue on, you find the trail to be boring, lonesome, and it seems to take countless hours. Your mind wanders back to the goblins for a moment, wondering if they are as tired as you.

If they rejected the goblins, each character gains a level of exhaustion.

If the players attacked or ignored the goblins by sneaking past them:

As you continue on, you find the trail to be boring, lonesome, and it seems to take hours.

If they attacked or ignored the goblins, each character gains a level of exhaustion.

SCENE 6: THE TRIAL OF HONOR

The adventurers continue on their path through the grassy field, then come upon a large door standing alone in the middle of nowhere.

The path ends in a tall adamantine door, nearly ten feet tall, standing proudly in the middle of the field. As you peer on the other side of the door, you see it is just that--a door, standing alone, with grass stretching in every direction as far as the eye can see. Upon the door, you see a scene etched out in lustrous purple metal - a *ghaal'dar*, a hobgoblin, whirling a spiked chain all about, laying into twisted monstrosities and scimitar-wielding elves as they converge on his position.

A single word is emblazoned above the scene, first appearing in archaic Goblin, then quickly shifting into a familiar tongue.

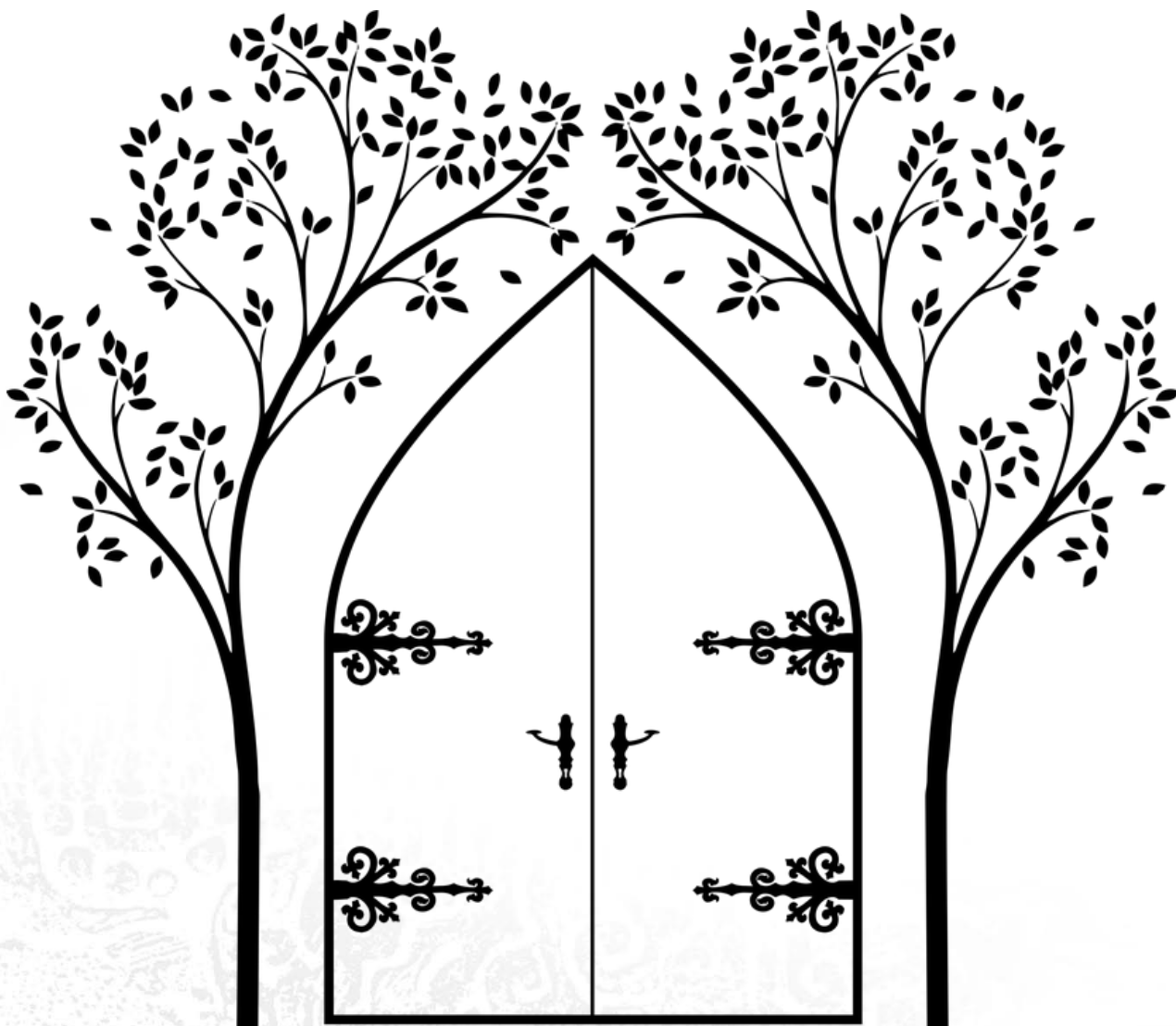
Honor

The door is anchored firmly to the ground and cannot be moved. If a character casts *detect magic*, the door appears mundane.

However, once the party chooses to open the door, they find it unlocked, and can see a large chamber inside, that of Mur'taal himself. If the party agreed to the goblins joining them during the Challenge of Wisdom, the goblins thank them for the escort but do not enter the chamber where Mur'taal is, preferring to remain outside.

As you open the doors, instead of seeing the expected field of grass on the other side, you find a long, narrow hall before you, a single throne at the far end. A semi-translucent figure is standing in front of it, spinning deadly circles with a whirring spiked chain as he moves across the hall. The noise of the doors dragging open alerts him to your presence, and with a final flourish, he coils the chain around his arm and armored chest. As he approaches halfway down the hall, you hear a spectral voice echo in your mind.

"*Saa'atcha*, warriors. I am what remains of Mur'taal."



Mur'taal. Mur'taal is a large, imposing hobgoblin in dark plate mail. His Story has faded from common knowledge, which has greatly weakened him and caused him to grow semi-incorporeal.

Merely a shade of the mighty warrior he once was, the repeated tellings of Mur'taal's legend have led to part of his essence being trapped in Thelanis instead of passing on through Dolurrrh, the Realm of the Dead. The **Shade of Mur'taal** (see Appendix) tries to speak to the characters before a fight engages, though if they attack him with no warning he will fight to the death. If a character entered the chamber with 0 levels of exhaustion, they have advantage on Charisma checks when interacting with him.

Mur'taal lives *atcha* and will not attack before the adventurers have had a chance to speak.

- **History.** “I cannot remember much of my past—it has faded with time.” If the characters try to interrogate him about what the Dhakaani Empire was actually like, you should feel free to make up stories about grand battles with the dragonborn empire, border skirmishes with Valenar, or dispatching halfling tribes. If pressed for more details, his memory gets unreliable and he cannot remember anything.
- **The Chains.** “These Chains are the last link to my past. If you want them, you will have to prove yourselves worthy.” The characters cannot convince him to give up the chains for free. He will offer to take the party on in a formalized spar, until he is reduced to one quarter of his maximum hit points (30 or fewer hit points). They can convince him to end the battle sooner (when he reaches 50 or fewer hit points) with a successful **DC 18 Charisma (Persuasion) check**. If the speaker is goblinoid themselves, the DC of the check is lowered to 15.

Once the characters are done speaking with Mur'taal, the fight begins, whether as an honorable duel, or as an unprovoked attack by the party. If the party attacks Mur'taal without warning, he is surprised and does not act on the first round of combat, but when the battle ends, the *Chains* are rusted when they pick it up. It is dishonorable to attack a foe while he's still speaking to you, forcing the terms of engagement instead of mutually agreeing upon them.

Mur'taal will attempt to yield when either half of the adventurers are unconscious, or when he is at 30 or fewer hit points remaining.

Mur'taal takes a step back and bows. “*Paatcha*, strangers. Well fought. You know something of *atcha* after all, it seems.”

If the characters honorably accept his yielding with no hesitation, he will salute them and vanish, leaving the pristine weapon. Read or paraphrase the following:

He twirls the *Chains* in a grand display of prowess before coiling it around his forearm, bowing again, then laying the *Chains* on the ground at your feet. Once divested of his weapons, the honorable *ghaal'dar* fades into thin air.

If the characters do not stop fighting and press on until the end, he'll fight to the 'death,' or until the adventurers are all unconscious. If the latter happens, every character not already stable becomes stable 1 round after the last character reaches 0 hit points. The characters wake sometime later to find a pitted and rusted chain on the ground, with no sign of the legendary hero.

No matter whether the *Chains of Mur'taal* are pristine or rusted, the artifact is obtained and the mission is a success. If a character casts *detect magic* to inspect the *Chains*, they find them radiating powerful transmutation magic. Even if rusted, the magic pervades the artifact, as if the rust itself is imbued with the energies of Thelanis.

If you intend to run further adventures in the *Convergence Manifesto* adventure path, make note of the condition the *Chains* are obtained in—this may affect later events in the arc.

After the fight, read or paraphrase the following:

You see a flicker in the ambient lighting, and the hall suddenly extends far beyond the throne. At the end of the much longer hall stand a set of adamantine double doors, one door cracked open and bright light spilling out of it. As you touch them, a thrum of magic hums through the doors, and opening them reveals an exit to the vale, perhaps an hour's walk away from where Tantuul had set up camp.

Stepping through the door instantly transports the characters to the spot that they saw through the door, but it is only a one-way portal—once they step through, the door vanishes, leaving no way of returning.

BONUS SCENE 2: MARGUUL AMBUSH!

If the slave master survived the scene in the Bloody Market and you wish to run Bonus Scene 2, the party encounters an unexpected challenge after exiting the valley.

As the party returns to their camp, approaching from a mountain pass, they notice their guide, Tantuul, appears to be resting by a tree but has prepared a fire and meal for them.

You return, battered and weary, to see your faithful local guide resting by a tree. He has prepared a small fire and set a pot of food over it, the delicious scent wafting to your noses.

Tantuul is in fact bound and gagged, unable to signal to the team of the impending ambush. However, as they draw closer, any character with **passive Perception 16** notices that Tantuul is bound with ropes. A character with **passive Insight 15** realizes that Tantuul seems unusually still, and is not acting like he usually would.

If any character succeeds on these passive checks, read the below:

Your keen eyes, however, notice that something is very wrong. Tantuul is in fact trussed up, gagged and unconscious.

If the players rush in, they will not notice the ambushers—one **bugbear** and six **goblins**—hiding in the bushes around the campsite. A successful **DC 16 Wisdom (Perception) check** will reveal the hidden *dar* in the bushes, negating their surprise. Alternatively, if they try to sneak around to the back of the camp and ambush the Marguul, half the characters must succeed on a **DC 10 Dexterity (Stealth) check** for the group to pass unnoticed.

The adventurers' assailants were hired by the slave master they fought in the Bloody Market. If they search the body of the bugbear, the party will find a description of their characters, including extremely rough sketches of their faces, as well as a bounty set on their heads by the Marguul in the amount of 10 gold pieces each.



SCENE 7: THE JOURNEY HOME

After the player characters have obtained the *Chains of Mur'taal* and safely made it back to Rhukaan Draal, Tantuul escorts them back to the Orien trade hub outside of the Bloody Market. Once there, they find a welcome surprise.

A pale shifter is sitting on a nearby barrel, lightly chatting with an Orien employee. Upon seeing you, she gives the Orien woman a coy wink then saunters over to meet you. Sharp fangs are revealed by her grin.

"So it looks like you've got our little provost's *Chains*. I'm glad that my trek out here wasn't for nothing. I knew you'd come through."

Lhara beckons you to hop onto an empty Orien cart near the back of the caravan—it looks like she reserved an entire cart just for the Guild.

"Now. Take them out. Let me see what we came all this way to collect."

The conversation that follows depends on the outcome of the party's encounter with Mur'taal.

If the characters were honorable and the *Chains* are thus pristine, read or paraphrase the following:

You pass her the *Chains of Mur'taal*, and Lhara's eyes light up as she collects the beautifully-crafted weapon, alternating links of lustrous purple byeshk and dark gunmetal adamantine running through her hands.

"This... this is beyond what I imagined." She looks up and grins at them, pride evident in her voice. "I'm almost tempted to keep these for myself. But alas, Guild reputation wouldn't allow that, now would it?" With an almost regretful sigh, she coils up the *Chains* and places them in a bag of her own.

If the characters failed to act honorably, leaving the *Chains* rusted and pitted, read or paraphrase the following:

You remove the *Chains of Mur'taal*, the corroded bits catching on your bag as they're revealed. The anticipatory look on her face drops at the sight of them, slightly rusted and pitted.

"These? Did you find them rusting in the bottom of a well or something? Well, let's hope that these work for the Provost. Still, I expected something.... *more*, you know?" She shrugs and coils the *Chains* before stowing them securely in a bag of her own.

REWARD

Lhara was expecting the characters to run into some trouble, but not nearly as much as they encountered. She'll reward them with 400 gold before thanking them for their service to the Guild. If the characters impressed her with the sight of the pristine *Chains of Mur'taal*, she'll proudly let them know it. She emphasizes that *this* is exactly why she invited them to join the Guild, and will throw in an additional bonus of 1,000 gold pieces.

THE END?

The Provost still needs eight more foci to realize his manifesto. Assuming that the players wish to continue this story and work closely with Guild Handler Lhara, they can look forward to a further 9 adventures in the *Across Eberron: Convergence Manifesto* series, continuing with *AE01-05: Perfect Timing*.



APPENDIX: CREATURE STATISTICS

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	8 (–1)	8 (–1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+10)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150 ft./600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BUGBEAR

Medium humanoid (goblinoid), neutral evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

NAANRAHT

Medium humanoid (goblinoid), lawful neutral

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 2 (450 XP)

Martial Advantage. Once per turn, Naanraht can deal an extra 7 (2d6) damage to a creature she hits with a weapon attack if that creature is within 5 feet of an ally of hers that isn't incapacitated.

Spellcasting. Naanraht is a 4th level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *mending*, *vicious mockery*

1st level (4 slots): *bane*, *faerie fire*, *healing word*, *heroism*, *thunderwave*

2nd level (3 slots): *shatter*, *suggestion*

Taunt (2/day). Naanraht can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear her, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Naanraht's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SHADE OF MUR'TAAL

Medium fey (goblinoid), lawful neutral

Armor Class 18 (plate)

Hit Points 113 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Con +6, Wis +5

Skills Athletics +6, Perception +5

Senses darkvision 90 ft., passive Perception 15

Languages Common, Goblin

Challenge 5 (1,800 XP)

Plot Armor. Mur'taal has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, and stunned, and magic can't put him to sleep.

Actions

Multiattack. Mur'taal can make two spiked chain attacks against different targets.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Legendary Actions

Mur'taal can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mur'taal regains his spent legendary actions at the start of his turn.

Attack. Mur'taal makes a single melee attack against an opponent within reach.

Reposition. Mur'taal may move up to half of his speed without provoking opportunity attacks.