

LIVE ANOTHER DAY

CONVERGENCE MANIFESTO EPISODE 2



BY DAVE KNIGHTON

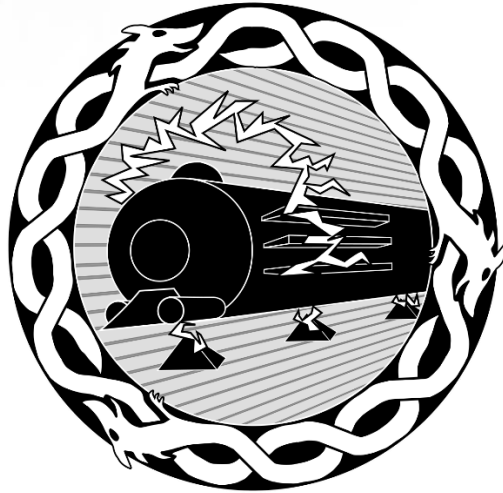
AN ACROSS EBERRON ADVENTURE
FOR THE WORLD'S GREATEST ROLEPLAYING GAME



LIVE ANOTHER DAY

Can you survive a day in the Shining Valley and defend its harpy inhabitants against the forces of Droaam?

Episode 2 of *Convergence Manifesto*



An ACROSS EBERRON Adventure

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INTRODUCTION

Welcome to *Live Another Day*, episode 2 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to *AE01-01: Fired and Forgotten*, [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](#).

Live Another Day is designed to be a two to four-hour adventure for Tier 1 characters, optimized for **five 2nd-level characters**. Suggestions are given to adjust encounters for average party levels ranging from 1 to 4.

Eberron adventures embrace all three pillars of D&D play—exploration, social interaction, and combat—and incorporate the elements of dark fantasy and swashbuckling action. Not all characters fit these tropes, and characters designed solely for combat might miss some of the fun and romance.

Players and Dungeon Masters should work together to create suitable parties that can embrace all that Eberron has to offer.

SUMMARY

Provost Nigel Faurious's continued planar research has uncovered a reference to a sapphire amulet and a map with general directions to the entrance of the Shining Valley deep within the Graywall Mountains. He believes that the valley is an Irian manifest zone, capable of charging the sapphire and granting unknown healing properties.

The Provost has already acquired the sapphire and contracted Lhara, a female shifter within the Clifftop Adventurers' Guild, to put forth a writ calling for adventurers to follow the map he uncovered and discover if the amulet's properties are authentic.

Unbeknownst to the Provost, a flight of harpies known as the Haunting Song is already living within the Shining Valley after escaping an attack on their lives by two other flights. The characters will have to convince these current inhabitants that they mean no harm. The harpies have already learned the healing properties of the valley and have been raising a new generation without any outside interference, but due to the party's recent expedition, an oncoming war party has been spotted and the harpies now demand they assist in defending their home.

RUNNING THE ADVENTURE

The duration of *Live Another Day* depends on how much of the adventure you utilize. At the very least, it should provide approximately 2 hours of entertainment. If you wish, you can provide a longer experience for your players by utilizing the bonus scenes.

Story Scenes Only. To complete the adventure's objectives, the characters play in Scene 1 through 3 in order.

Bonus Scenes. You can extend this adventure by one or two hours by utilizing the bonus scenes as they become available. The adventure's story is spread over three major scenes that take approximately 2 hours to play.

Scene 1: Answering the Call. The characters meet with Lhara, a high-ranking member of the Clifftop Adventurers' Guild. If the characters have not participated in the previous adventure, this is an opportunity for them to prove themselves to the guild. Lhara is looking for a party to seek out the Shining Valley, map it, and charge the amulet the Provost believes is key to harnessing the planar energies of Irian, the Eternal Day.

Scene 2: The Graywall. After accepting the mission, the party takes an airship to the Graywall Mountains, using *feather tokens* to jump to the ground below. The map shows the entrance to the valley is on the Droaam side of the peaks. The party will spend several days working down the mountain, surviving its harsh conditions, to find the secret entrance.

Scene 3: Enduring Light. Upon entering the hidden valley, the party is confronted by the Haunting Song, a flight of harpies that have fled to live in the Shining Valley after refusing to bend to the will of the Daughters of Sora Kell. The party will have to parley with these harpies in order to complete their mission. During their stay, a scout returns with information that a party of Droaam monsters is working their way through the caverns. The party must help defend the valley.

BONUS SCENES

The main objective of this adventure is to find the Shining Valley and charge the amulet. However, this adventure also includes two 1-hour bonus acts that the characters can pursue if they have additional time to do so.

Bonus Scene 1: Defend the Flank. This bonus scene happens during Scene 3. The characters learn that another group of monsters have found a tunnel leading to the other side of the valley. The party must rush to prevent them from gaining the advantage and surrounding the harpies.

Bonus Scene 2: Prevent the Retreat. This bonus scene happens immediately following Scene 3. The flight is well aware that if the attacking party has a chance to retreat, they will return in force. The party is tasked with preventing this from happening.

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.

SCENE 1: ANSWERING THE CALL

“The power of the *Eternal Day* itself will be sown and reaped!”
—fragment of Provost Nigel Faurious’s Convergence Manifesto

The party starts within the Drunken Dragon tavern after answering a writ from the Clifftop Adventurers’ Guild. The Drunken Dragon is located in Clifftop, a district within the Upper Dura ward of Sharn. The district is drab but offers a large array of services for adventurers. The tavern itself is brightly lit with *everbright lanterns* on each table and along the walls.

A wide variety of people can be found in the Drunken Dragon, though the party is likely to spend most of their time interacting with Guild Handler Lhara, who they’ve come to meet.

Each of you have your reasons for accepting the writ to meet within the Drunken Dragon. For some, you’ve already accepted the calling of the Clifftop Adventurers’ Guild. For others, you’re trying to prove yourselves to the guild leaders.

The food is mediocre, but the drink makes the wait worthwhile. As a second round of Lhazaar mead is brought to the table, a shifter woman approaches and takes a seat. Her hair is white, striped in black and blonde with unusually pale skin. Her right eye is blue, and the left is hidden under a black eyepatch. Some of you recognize her as your guild handler, and the rest recognize the markings she wears as those of authority within the Clifftop Adventurers’ Guild.

“Thank you for joining me here. For those of you who don’t know, my name is Lhara and the Clifftop Guild greatly appreciates your willingness to answer our call for assistance. If you’re not already inducted to the Clifftop Adventurers’ Guild, this will go a long way toward proving yourself.

Our client, Provost Nigel Faurious, has provided us with a map leading to a possible entrance to a rumored valley within the Graywall Mountains. If the Provost’s research is to be believed, the Shining Valley is a possible Irian manifest zone. Our client is in need of an exploratory party to investigate these rumors, and if true, map out the area and charge this amulet.”

Lhara pauses and shifts in her seat as her one-eyed gaze falls on each of you. She produces a wrapped bundle and places it on the table, pulling back the cloth to reveal a sapphire amulet, a parchment, two small glass bottles containing a red liquid, and several small metal tokens. She slides the contents toward you.

IRIAN: THE ETERNAL DAY

The plane of Irian is one of light and hope. It is a source of positive energy within Eberron.

Within the plane of Irian, a bright white sun hangs constantly in the sky. Rivers of liquid glass flow from the quartz mountains. White sand deserts and forests of crystals litter the landscape.

Manifest zones associated with this plain are known for their healing and renewal properties.

THE MISSION

The female shifter is Lhara, the party’s immediate supervisor and handler in the Clifftop Adventurers’ Guild. She is in charge of assigning the jobs that clients bring to the Guild. The mission she is giving the characters is the second one Provost Nigel Faurious has contracted the Clifftop Adventurers’ Guild to fulfill. Lhara has hand-picked the characters to form a party to seek out the Irian manifest zone within the Shining Valley and charge the *Sunrise Sapphire*.

What Does Lhara Know? Lhara is blunt and to the point with everyone she meets. Her answers are short and curt. She only knows what the Provost has told her. A successful DC 10 Wisdom (Insight) check reveals that she is telling the party the truth.

- The map leads to a general area within the Graywall Mountains, then provides instructions to pass through a network of tunnels. This is where the entrance to the Valley is believed to be located.
- The Provost believes that the manifest zone located within the valley is connected to Irian.
- The guild has secured an airship to take them as far as the Droaam border above the mountain range. The party will then have to jump ship, use the *feather tokens*, and hike the rest of the way down.
- The Provost believes the *Sunrise Sapphire* has the ability to harness the power of the manifest zone. He needs the amulet charged for 24 hours within the Shining Valley.
- The bottles in the bundle are *potions of healing*.
- Jumping onto the mountain range will be the fastest way to get the party to the Droaam side of the Graywall Mountains, but exactly what dangers await is unknown.
- The party is to meet Captain Darien d’Lyrandar, pilot of the airship dubbed the *Clear Blue Sky*, at the airship docking tower located in Sharn’s Dragon Towers district.
- The party will drop under the cover of night to reduce the chances of detection.
- As members, or potential members, of the Clifftop Guild, the characters can purchase any adventuring gear at a 5% discount from the Dragon’s Hoard, an equipment shop in the Clifftop district.
- The full extent of the mission’s danger is unknown, and as such the characters will earn 100 gp up front, plus another 100 gp upon successful return of the charged amulet.

TREASURE & REWARDS

Lhara offers 100 gp, the two *potions of healing*, a *feather token* for each party member, and a letter of acceptance into the Clifftop Guild for any characters not already members.

THE CLIFFTOP DISTRICT

The players may wish to spend time exploring Clifftop. The Clifftop district caters to adventurers, and anything from the *Player’s Handbook* is available for purchase from its numerous shops. The party can visit the Augury for divination or go to the Dragon’s Hoard to take Lhara up on her offer of a 5% discount on equipment.

SCENE 2: THE GRAYWALL

Once the characters have accepted the mission and made their way to the airship docking tower in Sharn, they find Captain Darien d'Lyrandar at the berth where his airship, the *Clear Blue Sky*, is docked.

Captain Darien is a dashing half-elf and scion of House Lyrandar, with the Mark of Storm stretching over his left hand and forearm. He is amiable and interested in any boastful tales the characters might wish to share during their flight. He'll even invite them into his captain's quarters for some expensive drinks if he takes a liking to them.

Before too long, however, they've reached their destination above the Graywall Mountains.

The trip is shorter than you had expected, and soon, Captain Darien informs you it's time. With the *feather token* your guild handler provided you in hand, you step out onto the deck of the *Clear Blue Sky* under the cover of night. Captain Darien leads you to the edge of the ship, and you stare down over the Graywall Mountains. It looks like a long way down.

"Jump and count to 10, then break the token," Captain Darien tells you. "The magic will do the rest," he finishes with a wink.

Under normal conditions, there would be no difficulty in activating a *feather token* with the right timing to land safely. However, as the characters fall, a thick bank of clouds obscures the light of the moons and they find themselves in near-total darkness. Each character must make a DC 10 Wisdom (Perception) or Intelligence check (player's choice) to correctly judge the distance and timing of when to use the *feather token*. Characters with darkvision make the Wisdom (Perception) check with advantage, and characters with the Keen Mind feat automatically succeed on the Intelligence check.

On a success, the character activates the *feather token* when they are within 600 feet of the ground, ensuring they will safely touch down before the duration of the single-use *feather fall* spell is up. On a failure, the character activates the *feather token* slightly too soon, resulting in full-speed freefall when the duration of the *feather fall* spell expires.

Even if a character fails the ability check, however, the early *feather fall* still slowed their descent while it was in effect, so they don't take falling damage for the full height of the fall from the deck of the airship to the ground. Instead, they roll 1d4 and freefall a number of feet equal to 10 times the result. Upon striking the ground, they take 1d6 bludgeoning damage for every 10 feet of freefall.

Once the players have touched ground, one way or another, they must begin the next leg of their journey toward the Shining Valley.



THE DESCENT

Once the party sets off down the mountainside, read the following:

The peaks of the mountains rise ominously behind you. The sky is dark and heavy storm clouds brew overhead, obscuring the Ring of Siberys and the moons. Looking west, you can see the dangerous terrain of the monster-filled land of Droaam. There are no clear paths down the mountainside. The sinking feeling of what you've just embarked upon begins to well up deep within you.

The Graywall Mountains are rugged, the footing uneasy, making the entire region difficult terrain. The clouds are foreboding and heavy with rain. The party has to travel for three days to get to the base of the mountains. Even during the day, the sun is hidden behind thick clouds, blanketing the mountains in dim light.

As the party travels, roll a d4 on **Table 1: Mountain Travel** for encounter suggestions during their journey. If time allows, you can run more than one encounter, or even all of them.

TABLE 1: MOUNTAIN TRAVEL

d4 Encounter

| | |
|---|------------------------|
| 1 | Cliff Face |
| 2 | Patrol |
| 3 | There's a Storm Coming |
| 4 | Rock Slide |

CLIFF FACE

The party is faced with a sheer cliff face, 60 feet high, and the only way to continue is down. The obvious option would be to use 60 feet of rope to rappel down the cliff. If the party doesn't have enough rope, or any at all, they can attempt to climb.

If the characters rappel down using a rope, they automatically succeed on the check to descend as far as the length of rope allows. If they climb without a rope, the characters must succeed on a DC 13 Strength (Athletics) check for every 30 feet they climb. On a failure, the character can attempt a DC 15 Dexterity saving throw to catch themselves from falling. If this fails as well, the character takes 1d6 bludgeoning damage for every 10 feet they fell.

THE GRAYWALL MOUNTAINS

The Graywall Mountains, located far to the west of Sharn, form a natural barrier between Breland and the monstrous nation of Droaam. The mountains are home to many flying beasts and those who hunt them. Ogres loyal to the Daughters of Sora Kell roam the mountain range, patrolling the border with Breland.

PATROL

The Daughters of Sora Kell have placed tribes of ogres in the Graywall Mountains to guard their border with Breland, with orders to kill on sight any easterners they find trespassing into Droaam. While traveling, any character with passive Perception 13 or higher notices footprints. If the party decides to follow the footprints, a successful DC 15 Wisdom (Survival) check by any character will bring the party upon an ogre and a half-ogre, catching them by surprise. On a failure, the two ogrekin catch the party by surprise instead and attack.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove the half-ogre.

APL 3: Add one half-ogre.

APL 4: Add two half-ogres.

THERE'S A STORM COMING

The clouds have been foreboding since the characters began their descent.

The wind begins to pick up as a few cold droplets begin to fall.

Without warning, the sky opens and a torrential rain comes down.

The party has two choices: continue through the rain, or take cover. If the party continues through the rain, have each member attempt a DC 13 Constitution saving throw. On a failure, the character takes one point of exhaustion. If the party instead chooses to look for cover, a successful DC 16 Wisdom (Survival) check will find a small opening in the rocks they can all fit into. The cold air and wind are still bitter despite the cover, so characters inside must still attempt the above saving throw. However, characters inside the cave can make their saving throw with advantage.

ROCK SLIDE

Working down the side of the mountain with no clear trail can be difficult. During the travel, the party finds themselves working down loose rocks. Have each party member make a DC 15 Dexterity saving throw. On a failure, the character slips, slides 10 feet, takes 1d4 bludgeoning damage, and lands prone. On a failure of 10 or more, the character's fall starts a chain reaction, causing large boulders from above to roll down the mountain in an avalanche.

If this happens, read or paraphrase the following:

The rocks slide under your feet and you land flat on your back. Small pebbles begin to hit you in the head, then larger rocks. The ground begins to rumble. Looking up behind you, large boulders begin to free themselves from the mountain, tumbling towards you.

Each player needs to make a DC 12 Dexterity saving throw to jump out of the way of the boulders. On a failure, the character takes 3d8 bludgeoning damage and is knocked prone.

THE ENTRANCE

After the party has spent three days traveling, they find themselves at the base of the mountain range. The party will now need to use the Provost's map to locate the secret entrance.

Even with the map, a successful DC 10 Wisdom (Survival) or Intelligence (Cartographer's or navigator's tools) check is required to orient oneself and follow it without getting lost. On a failure, the party takes one point of exhaustion while wandering along the base of the mountain.

DM NOTE

If time allows, and the party fails to locate the entrance on the above ability checks, they can encounter more ogres on patrol.

Once the party locates the entrance on the map, or after wandering and taking the point of exhaustion, the character with the highest passive Perception notices something unusual about the area. The entrance is hidden by a permanent *hallucinatory terrain* spell. Once this is realized, the party can easily feel their way through the illusion and into the tunnel beyond.

A DARK PASSAGE

As the party enters the tunnel, an alluring song drifts through the tunnel, echoing off the walls.

Passing through the illusionary cliff face, you find yourself staring down a dark tunnel. For half a second, you think you hear someone singing beautifully.

Characters with darkvision can see that the tunnel splits into several forks about 40 feet out. If no one in the party has darkvision, an external light source will be needed to navigate the tunnels. This maze of passageways can easily become difficult to navigate. The tunnels work their way through the mountains to the foothills on the Breland side of the Graywall.

Although the faint echoes of song can be heard just inside the tunnel, the Shining Valley—the party's destination—is three days' hard travel underneath the mountain range.

The passageways through the mountain are naturally occurring. The tunnels usually vary in size from 5-10 feet in diameter, sometimes opening into immense caverns. Aside from the occasional cropping of stalagmites, the terrain is easy enough to traverse.

NAVIGATING THE TUNNELS

Without light of some kind or darkvision, the tunnels will be nearly impossible to traverse and will require a successful DC 18 Wisdom (Survival) or Intelligence (Cartographer's or navigator's tools) check made with disadvantage for every day traveled, requiring three (3) successful checks to reach the

Shining Valley. If the party has light or any members with darkvision, the DC is reduced to 12.

On a failure the party stumbles into some hazard. Roll a d4 on **Table 2: Tunnel Hazards** to determine what kind of hazard they encounter. If multiple failures occur, reroll duplicated hazards.

TABLE 2: TUNNEL HAZARDS

| d4 | Encounter |
|----|-----------------|
| 1 | Hunting Grounds |
| 2 | Flash Flood |
| 3 | Slimy Doom |
| 4 | All Choked Up |

HUNTING GROUNDS

The party finds themselves in a large chamber stuffed with giant webbing. As best they can tell, the map says there is no way around this chamber, so they must cross it. In order to cross the chamber without alerting the spiders to which all these webs obviously belong, each character in the party must individually succeed on a DC 15 Wisdom (Perception) check to spot the exceedingly fine strands of webbing that extend throughout the chamber. On a failure, the character steps on the webbing while traversing the chamber, which instantly triggers the Web Sense ability of two **giant spiders**. They attack immediately.

Adjusting This Encounter

Here are suggestions for adjusting this encounter.

APL 1: Remove one giant spider.

APL 3: Add one giant spider.

APL 4: The number of giant spiders is equal to the number of characters in the adventuring party.

FLASH FLOOD

The characters accidentally trigger a partial cave-in that drains a natural spring above their heads into the tunnels they occupy. Read or paraphrase the following:

As you trudge endlessly through the tunnels, a careless bump against a stone pillar in the middle of a vast chamber elicits a loud CRACK! ...a noise far louder and more ominous than you expected, considering the slight bump that caused it.

The pillar naturally formed underneath a natural cistern as it filled over the years, becoming load-bearing as the weight of the water increased above it. Under such immense pressure, a slight tap was all it took for the pillar to weaken and crack.

The characters can make a DC 10 Intelligence (Nature) check to determine that the pillar is about to collapse and cause the ceiling to cave in. Succeeding on the check by 5 or more will also let the character know that a torrential cascade of water is about to surge down on their heads. There is enough time for any character who succeeded on this check to inform the rest of the party before the pillar breaks, should they choose to do so.

When the pillar breaks, read or paraphrase the following:

After a brief pause, the pillar suddenly groans and collapses. With an immense roar, a massive wall of water rushes into the chamber from above as the ceiling crumbles!

Each character must make a DC 15 Dexterity saving throw, taking 2d8 damage on a failed save. Characters who were made aware of the collapsing ceiling may make their save with advantage. On a success, a character may use their reaction to escape the collapsing chamber into the closest tunnel, taking no damage from the falling rocks. If a character who succeeded on the save wishes to grab an ally who failed their save on their way out, both characters take half damage each.

Unlike the falling rocks, however, the water surging down into the tunnels is impossible to avoid. It sweeps all characters down the same tunnel and batters them against the rocky walls, dealing an additional 2d8 bludgeoning damage. Characters may attempt a DC 15 Strength (Athletics) check to try and swim with the current, and on a success, they take half damage instead. The water also extinguishes any open flames or oil lanterns, potentially leaving the party in the dark.

Characters who are reduced to 0 hit points during this event are at risk of dying before anyone is able to reach them, as the surge of water lasts several terrifying moments. Unconscious characters must make 3 death saving throws before the water subsides and others can reach them to offer assistance.

SLIMY DOOM

The party enters a stretch of tunnel that is immaculately clean. Characters who succeed on a DC 12 Intelligence (Nature) check will realize this likely means an ooze lurks nearby. On a failure, the party is surprised in the first round of combat when an **ochre jelly** drips itself from the ceiling and attacks.

Adjusting This Encounter

Here are suggestions for adjusting this encounter.

APL 1: Replace the ochre jelly with two gray oozes.

APL 3: Increase the ochre jelly's hit point maximum to 70.

APL 4: Replace the ochre jelly with a black pudding.

ALL CHOKED UP

While following the map, a navigation mistake causes the party to stumble into a low chamber filled with poisonous gas. Fortunately, the gas is diffuse enough to not be deadly. Unfortunately, it is colorless and odorless, so it is impossible to detect before the party has already breathed it. All characters must make a DC 15 Constitution saving throw or become poisoned for 48 hours.

Poisoned

A poisoned creature has disadvantage on attack rolls and ability checks.

FIND YOUR WAY

After the first successful check to navigate the tunnels, or after the party deals with the first hazard they encountered, read or paraphrase the following:

The hours of travel under the Graywall Mountains stretch on until you find yourselves ready to break camp. Consulting your map, you figure it will take another two days of travel to reach your destination.

In the morning—at least, you assume it's the morning—you pack your things up and venture onward, following the map, toward that faintly-echoing song.

After succeeding on the second check, or overcoming the second hazard, read or paraphrase the following:

Hours later, on the second day since seeing the sun, you begin to notice tiny specks of crystal in the rocky walls around you. When it's time to break for camp, you lie back in your bedroll and see that these crystals twinkle with faint light, indicating you must be nearing the Shining Valley. They remind you of the stars in the night sky. It's somewhat comforting, drawing your mind away from the crushing weight of many millions of tons of rock suspended over your head.

When you wake, you think the haunting melody is a little clearer than it was during your travels yesterday, but you can't be sure.

At the end of the third day of travel, light begins to break through the darkness. Read or paraphrase the following:

Exhaustion begins to set in at the end of three days of travel. Although you can't see the sun, your body tells you night is approaching. As you round a corner, the glittering of the cave walls brightens noticeably. Slowly, the alluring song that has been just beyond your senses during your travel begins to take fuller shape. The sound is beautiful and draws you in.

Following the melody out of the tunnels, you find yourself in a lush, green valley. Despite knowing it should be night, you see the valley is lit with a soft glow. Hills with small caves dot the landscape. At the mouth of several of these cave openings, small winged creatures sit upright, singing in a chorus.

SCENE 3: ENDURING LIGHT

The party finally exits the tunnels beneath the mountain and finds themselves in the Shining Valley. The area is a large, lush green region, interspersed with large crystal formations that softly glow and illuminate the entire valley. Scattered around the Shining Valley are hills, each with one or two small caves that the harpies apparently use as homes.

Read or paraphrase the following:

The song coming from the creatures in the hills is possibly the most beautiful sound you have ever heard. It fills your ears and resonates deep within your spirit.

AN ALLURING MEETING

As each character exits the tunnels, they must make a DC 11 Wisdom saving throw. On a failure, the character succumbs to the closest harpy's Luring Song.

The following read-aloud boxes should not be read in order. Instead, read the one that corresponds best to the results of the party's Wisdom saves.

If **everyone succeeds** their save, read or paraphrase the following:

You freeze momentarily and the desire to follow the song nearly overcomes you. Digging deep within yourself, you are able to overcome the sensation that this melody is calling you personally. You look around and notice that the rest of the party has sensed the same thing. As you shake off the attempt to charm you, you notice that all the creatures are now looking at your party. The singing stops and they all take flight, straight towards you.

If at **least one character failed and at least one succeeded** their Wisdom saves, read or paraphrase the following:

You freeze momentarily and the desire to follow the song nearly overcomes you. Digging deep within yourself, you are able to overcome the sensation that this melody is calling you personally. You look around however and notice that not everyone in the party was able to overcome this strong yearning. All the creatures turn towards the party and take flight, straight towards you.

If **everyone fails** their save, read or paraphrase the following:

You freeze momentarily and the desire to follow the song overcomes you. You dig deep within yourself for the power to resist, but you are unable to overcome the sensation that this melody is calling you personally. You begin to move towards the creatures as they all turn towards the party, taking flight, and coming straight at you.

Several dozen harpies fly toward and encircle the party, keeping them charmed by their song until enough of their flight can surround the party with overwhelming numbers. It should be very obvious to the party that there will be no winning a fight if one breaks out, as the odds are obviously in the harpies' favor.

Once the party is completely surrounded, the harpies stop singing so that the leader of the flight of harpies can speak openly with the characters.

Read or paraphrase the following:

One creature, a harpy, flies and lands in front of you, two more landing right behind her. Standing about 4 feet tall, this winged humanoid walks towards you. Unlike the others, this one has ebony wings like that of a raven, matching her completely black eyes. She peers at each of you squarely in the face, then speaks.

"Who are you, and how did you find this place?"

The leader of the harpies is Mieno. She is very protective of her family and demands answers. She won't physically act against any character but is very aggressive in her words and mannerisms.

Allow the characters a chance to offer an explanation. A successful DC 10 Charisma (Persuasion) check is required to calm Mieno down enough for her to listen. Based on the party's responses, you can allow advantage on the roll.

If the party fails their attempt to calm Mieno, the flight circles the party and ties them up. If the party attempts to fight back, the combat is short as they are overpowered and knocked out, waking up bound with Mieno standing over them as they come to. At this point she is willing to listen to them.



What Does Mieno Know? Once the party has successfully proven to Mieno that they mean her no harm, her tone and mannerisms soften. Allow the characters to ask questions and respond appropriately based on their actions. The following are a few things she will relate.

- We've been here since the Daughters of Sora Kell took control of Droaam two decades ago. (see sidebar)
- The Haunting Song refused to follow the hags and were attacked by two other flights, the Carrion Callers and the Stormsingers. They combined their forces to wipe out Mieno's flight.
- The Valley has incredible healing properties. Any levels of exhaustion that the party may have had fade while they're talking.
- For as long as the flight has been here, no other creatures have found them.
- They have nothing but disdain for the Daughters and all the creatures of Droaam that have decided to blindly follow them.
- The party is welcome to stay for the time required to charge their bauble but must leave immediately after. She demands that they forget the way back.
- If the party asks to map the area as tasked by Lhara, Mieno does not allow it. If the party persists, a DC 18 Charisma (Persuasion) check is required to change her mind. On a success, she'll show them the area in the morning but will not allow them to physically map it. A DC 15 Intelligence (Cartographer's tools) check is required to remember the valley enough to map it, though a physical set of tools aren't required to make the check.
- Mieno takes the party to a naturally-formed crystal fountain, allowing them to place the *Sunrise Sapphire* inside it to charge it. This location offers the point in the manifest zone "closest" to Irian.

Mieno is kind to the characters once they have gained her trust. She welcomes them into the flight, introducing them to the other harpies and their young. She explains that they do not like to engage in any kind of combat but will do what's required to keep the flight alive.

THE DAUGHTERS OF SORA KELL

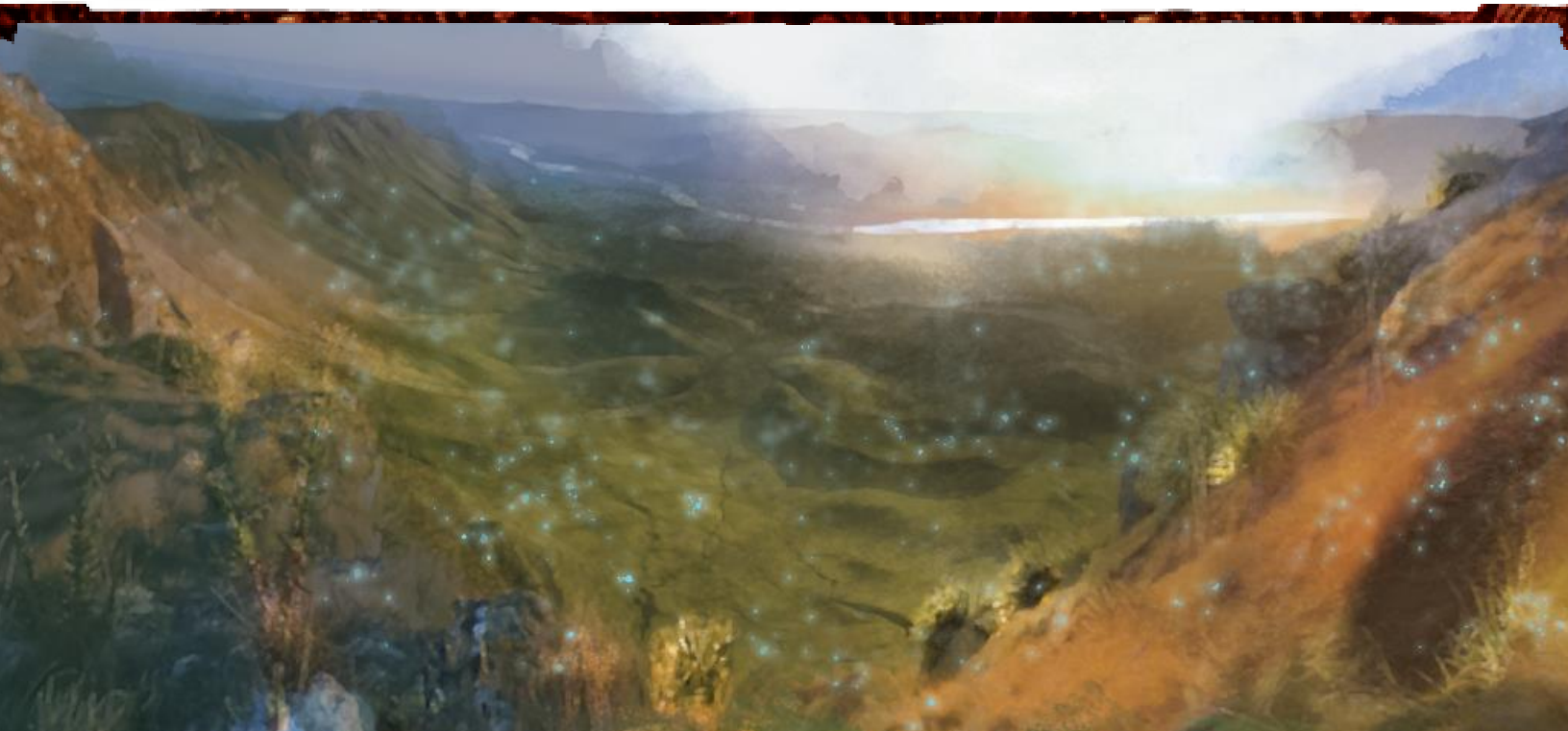
The Daughters of Sora Kell consist of three sister hags who have come together to form an extremely powerful coven for mutual benefit. The voice of the three is a green hag named Sora Katra. Sora Maenya, an annis hag, is the muscle of the group, leading Droaam's monstrous forces in battle. Sora Teraza, arguably the greatest seer living on Eberon, is a dusk hag whose visions have assisted the Daughters in taking control of the monstrous races within Droaam.

The coven has built an army, including many giants and trolls loyal to the sisters and ready to die for their queens, and established the Great Crag, the capital city of Droaam. From here the Daughters of Sora Kell actively work with loyal warlords, mercenaries, and fanatics to stabilize the region. The Daughters of Sora Kell even sought to have their nation of Droaam legitimately recognized by the Thronehold Accords but were denied. None can say if their political maneuverings are the end goal, or if creating a nation of monsters is just a means to some darker end.

THE SHINING VALLEY

When the characters arrived in the Shining Valley, it was already close to the day's end. Depending on time constraints, feel free to allow the party to explore the valley. Mieno will accompany them, as she has demanded they do not physically map it. While the party will deal with Mieno almost exclusively, feel free to create more harpies for the characters to interact with if time allows.

Before long, the Haunting Song takes up their traditional chorus to close the day. Mieno offers the party food and a place to sleep, assuring them that they can all sleep as the harpies have their own watch.



AN ABRUPT AWAKENING

If the party agrees to sleep, they are awakened late into the night. If they decide to keep watch themselves, a large disturbance is heard 4 hours into their rest. Regardless of their choice, the entire party gains the benefit of finishing a long rest due to the effects of the Irian manifest zone (see the *Healing Within the Shining Valley* sidebar).

Read or paraphrase the following:

A horn sounds, awakening all those asleep. Looking out of the cave, harpies are flying frantically, some towards the tunnel openings while others go further into the valley. Mieno appears at your cave opening and snarls.

“What is this?! We bring you into our home and you attack us? We defended ourselves from the Daughters of Sora Kell once and we will do it again.”

A wave of **gnolls** are invading the valley. A gnomish scout previously spotted the party entering the tunnels and reported it back to his pack lord, who has been tasked with hunting down the Haunting Song.

Give the party a moment to explain themselves, but before they can fully do so, interrupt them by reading the following:

Mieno’s attention is ripped from you by the sound of screaming harpies in the distance. She turns back towards you, “Fine! If this isn’t you, then prove yourselves and help us defend our home!”

She turns and waves you to follow. Running to keep up, you see the harpies locked in combat with dozens of large hyenalike humanoids.

“We stand our ground! We must protect the valley and our young!”

The party will have to defend themselves and the valley from three separate waves of enemies. Each encounter is designed to be easily adjusted for any time constraints the table may have. If there are no time constraints, feel free to increase each encounter up to the next APL level.

If you have even more time on your hands, there are two additional bonus scenes to make the invasion of the Shining Valley more dramatic and dangerous. Bonus Scene 1 may be inserted after either the first or second wave of the invasion, and Bonus Scene 2 occurs after the third wave.

The party has just a moment to take up positions before two **gnolls** charge in.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove one gnomish.

APL 3: Add one gnomish.

APL 4: Add one gnomish pack lord.

Once the party has killed off the last of the gnolls, you may choose to run Bonus Scene 1 or read the following:

As the last gnomish falls, a beautiful cheer rises from the harpies. It’s short-lived, however, as a second wave of attackers comes howling, scimitars drawn. Goblins! You take a breath and prepare for the next onslaught, then a wave of invigorating energy washes over you as the healing properties of this valley make themselves apparent.

HEALING WITHIN THE SHINING VALLEY

The healing abilities of the Shining Valley come from the manifest zone blanketing the area in the energies of Irian, the Eternal Day. While within the valley, healing is sped up to incredible rates. Resting for only 30 minutes grants the same benefits as finishing a long rest normally would, and taking a moment to catch one’s breath between encounters grants the same benefits as completing a short rest.

As the party continues to stand their ground, two **goblins** and one **goblin boss** engage them.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove the goblin boss.

APL 3: Add one goblin.

APL 4: Add two goblins.

Once the last goblin has been defeated, you may choose to run Bonus Scene 1 if you have not already, or read the following:

Scanning the area, you notice that the goblins are being pushed back and the harpies are winning the battle. In the distance, however, you see a small group of goblins heading for the fountain where the *Sunrise Sapphire* is charging. As you begin to run towards it to prevent its theft, you hear a young harpy cry out in fear. On the other side of the valley, a small pack of goblins has overrun those protecting the flight’s young.

The characters will have to make a choice to protect the amulet or save the young harpies. They can always opt to split the party and that is their prerogative. However, this option should force a moral question on the party, and you should encourage them to make any decision as a group.

If the party decides to save the young harpies, the *Sunrise Sapphire* can only be recovered by completely defeating the invading forces and making a thorough search in the aftermath.

Regardless of which choice they make, only one goblin is willing to stand its ground when they see the party charging. Once that goblin has been defeated, there’s no time to celebrate as a final wave of assailants storms the valley.

Two **half-ogres** move in to fight against the party.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove one half-ogre.

APL 3: Replace one half-ogre with an ogre.

APL 4: Add one ogre and one half-ogre.

OPTIONAL: DECISIVE BATTLE

If you have time for one last climactic battle with the field commander of the invasion, run Bonus Scene 2 after the ogrekin have been defeated. Otherwise, the Droaam forces retreat, not having expected such strong resistance from the Haunting Song—or its unexpected allies.

TREASURE & REWARDS

Walking through the carnage of the battlefield, the party is able to find 100 gp worth of coins and gems, as well as the *Sunrise Sapphire* if it was stolen from the fountain.

WRAPPING UP

After the battle with the Daughters of Sora Kell's invasion, Mieno is eternally grateful. She instructs the party to sleep; her flight will handle the cleanup of the carnage. Once the characters awaken, Mieno can show them the rest of the valley.

When the *Sunrise Sapphire* has charged and the characters are ready to leave, the Haunting Song accompanies them to a series of tunnels that lead out of the foothills into Breland. If the party saved the young harpies, Mieno presents them with a gift, a *periapt of wound closure*.

The party finds their own way back to Sharn (a long journey by foot, but using the House Orien-maintained trade roads of Breland, at least a safe one) and presents Lhara with the charged *Sunrise Sapphire*. If the party completed the full assignment, she gives them 100 gp. If they were not able to map the area through a successful Intelligence (Cartographer's tools) check, she only delivers 50 gp. "Half the job, half the pay."

Lhara thanks the characters for their work and assures them they will be called upon again by the Clifftop Adventurers' Guild.



BONUS SCENE 1: DEFEND THE FLANK

This bonus scene can take place immediately after either the encounter with gnolls or the combat with goblins in Scene 3.

As the last enemy in your immediate vicinity falls, you take a deep breath, anticipating the next threat. Behind you a panicked voice screams out, "On me, NOW!"

You turn to see Mieno flying full speed towards the party, and her look of urgency makes you realize something is wrong.

"Another pack of gnolls is believed to be making their way into the tunnels leading to the east of the valley. If they make their way through, they will surround us and easily pick us off!" she gasps.

"I need you to stop them and close off the tunnels from the inside. You can destroy the natural pillars to cause a cave-in. GO!"

RUN!!!

The party must stop the oncoming enemy and prevent them from sending more through. The party will have to figure out a way to collapse the tunnel. Mieno quickly points in the direction of the cave opening in the foothills on the east side of the valley and hands the party her last *potion of healing*.

Getting to the cave will take the party right through the battleground. Traversing the field will be dangerous, as it is littered with the dead bodies of goblins, gnolls, and harpies. The characters must attempt a DC 13 Dexterity (Acrobatics) check to avoid slipping on the carnage as they hustle to the cave.

As the characters run, a hail of arrows rains down all around them. Roll an attack roll with a +3 to hit against each character, rolling with advantage against any character that failed their previous Dexterity check to maintain their footing. On a hit, they take 3d6 damage as several arrows strike them before they can make it inside the cave.

BRING IT DOWN!

Once inside the cave, the arrows from outside are no longer a threat. However, the party is no longer in the valley and are not able to gain the healing benefits of the manifest zone.

Read the following:

As you run into the mouth of the tunnels, the light quickly fades. Echoing off the walls are the eerie howls and laughs of the gnolls.

Characters without darkvision will need a light source to find their way through the tunnels.

After several minutes of running, the noise grows louder and a light begins to come into focus.

You come to two naturally formed pillars within the middle of the tunnel, spaced about 10 feet apart. Around the corner further into the tunnel, a light begins to glow, brighter and brighter, as the sound of the laughing grows louder.

Three **gnolls** come around the bend of the tunnel and immediately engage the party, while more creatures can be heard following in the distance.

The two stone pillars each have an AC of 15 and 25 hit points each. Once a pillar drops to 0 hp, it breaks. Both pillars need to be broken to bring down the tunnel.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove one gnoll.

APL 3: Add one gnoll.

APL 4: Add one gnoll pack lord.

After the first stone is broken, read or paraphrase the following:

As the pillar crumbles from the attack, you hear a deep rumbling within the tunnel, and debris begins to break free from the roof.

Everyone in the tunnel has to make a DC 10 Dexterity saving throw or take 1d4 bludgeoning damage from the falling rocks.

DM NOTE

Keep the players on the edge by constantly reminding the players of the approaching danger. This scene is supposed to carry the tension of unbeatable odds facing the characters. Feel free to add details like arrows flying over the tops of the characters' heads when the last pillar is about to be brought down. Describe a few gnolls, chasing the party and nipping at their backs, or the feeling of a claw grazing their shirt just as the roof caves in behind them.

When the last pillar is brought to 0 hit points, read or paraphrase the following:

The stone column finally gives way to your attacks. The sound of cracking rock echoes off the walls as more pebbles begin to hit your shoulders. A dozen more gnolls round the corner, firing their bows wildly. You turn to run as the ceiling begins to cave in.

Have each character make a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage from the collapsing ceiling.

As you dodge large boulders, the yips and cries of the gnolls rushing towards you can barely be heard. Looking back, you can see each one being overtaken by a billowing cloud of debris. The light of the Valley comes into view as you push yourself nearly to exhaustion, attempting to outrun what may be your tomb. As you dash out of the hillside, a cloud of dirt explodes behind you. Looking up, you see the battle, still ongoing. Gathering yourself, rejuvenated quickly by the manifest zone, you charge back into the fray.

Returning to the Shining Valley, the players are now able to use the benefits of the Irian healing properties.



BONUS SCENE 2: PREVENT THE RETREAT

Once the party has defeated the last of the invaders in the Shining Valley, the battle seems over. However, the survivors of the invasion force are retreating, and the Daughters of Sora Kell will likely order a larger force to attack if anyone returns to tell the tale.

A SHORT-LIVED VICTORY

After the last of the ogrekin in sight is defeated, read or paraphrase the following:

The sound of cheering rises from the valley as the remaining forces begin to retreat. The harpies' joy is cut short, however, as Mieno charges the fleeing monsters.

"Stop them! Do not allow them to escape!"

She pauses mid-flight near your party. "You look tired. Rest for a moment, then follow us. The battle will be ours this day, but we need you at full strength."

With that, she follows her flight into the mouth of the cave.

A HARD CHOICE

At this point the party must make a decision. They can either immediately follow the harpies into the tunnels or spend a minimum of 30 minutes resting. This will grant the benefits of a long rest. However, doing so will require the party to rush to catch up to the flight. If the party opts to stay and rest, each player will gain one level of exhaustion due to hustling through the tunnels to reach the flight.

Once the party makes their choice and heads into the tunnels, read or paraphrase the following:

Charging into the dark you feel the warmth of the Valley dissipate. The darkness begins to take hold, save for lit torches scattered along the ground. As dim shadows dance on the walls, you hear the sounds of battle just ahead of you.

FACE THE ENEMY

This scene finds the party in one of the larger caverns with the invaders and harpies already in combat.

Have the party roll initiative and read or paraphrase the following:

Entering this large cavern, you see dozens of lit torches scattered around the room. The harpies have dropped these to provide some light. Goblins, half-ogres, and gnolls are battling the flight. At the far side of the room, you see one large gnoll facing off against Mieno.

The harpy appears to be losing.

Stalactites and small boulders fall from the ceiling, knocking Mieno

and the gnoll leader to the ground. Flying harpies are trying to bring down this area of the tunnels. Mieno struggles to stand to her feet and flies further down the tunnel, narrowly avoiding a fatal blow. The gnoll regains its footing and pursues Mieno.

The roughly-circular cavern is 60 feet across. Getting to Mieno will require battling a series of goblins that are fighting anything that moves towards their gnoll commander, Braavik Riverbash. As the party enters the cavern, one goblin engages the party, and then another one for every 10 feet the party moves.

DM NOTE

When running this section, the idea is to keep the encounters quick and easy. At the DM's discretion, allow for any attack that hits to reduce a goblin to 0 hit points, regardless of the goblin's current hit points or the actual damage dealt. The players should imagine their characters storming through the battlefield, with each goblin nothing more than a nuisance in their way as they fight towards Mieno to protect her.

When the party is midway through the cavern, larger boulders begin to fall. On every initiative count of 20 (losing ties) after that, each character must make a DC 10 Dexterity saving throw or take 1d4 bludgeoning damage.

Once the party crosses the cavern and heads down the tunnel on the far end, they are no longer at risk of taking damage from falling rocks. The party comes face-to-face with gnoll pack lord Braavik and one of his gnoll henchmen, standing over Mieno in a 15-foot wide, 10-foot tall section of tunnel.

Read or paraphrase the following:

This massive gnoll snarls, inches away from Mieno's face. She lies on the floor, unable to escape. As you approach, he turns and growls. "Words have been spoken, easterners, and the Pact has been paid. Droaam deals with Droaam. The Haunting Song will be destroyed... but you don't have to die with them."

Braavik is giving the characters a chance to peacefully stand down. He's heard battle reports of a strike force of easterners cutting a swath through his forces, offering much greater resistance than he had expected. He is also good to his word. If the characters accept his offer of neutrality, he will order his forces not to attack them as the invasion finishes wiping out the Haunting Song. He will then slay Mieno before their eyes.

If the characters do not accept his deal, Braavik raises his glaive and attacks them.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

APL 1: Remove one gnoll.

APL 3: Add one gnoll.

APL 4: Add two gnolls.

APPENDIX: CREATURE STATISTICS

GNOLL

Medium humanoid (gnoll), lawful evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 10 (+0) | 6 (-2) | 10 (+0) | 7 (-2) |

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll, Goblin
Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands in melee.

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

GNOLL PACK LORD

Medium humanoid (gnoll), lawful evil

Armor Class 15 (chain shirt)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 10 (+0) | 6 (-2) | 10 (+0) | 7 (-2) |

Senses darkvision 60 ft., passive Perception 10
Languages Common, Gnoll, Goblin
Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 8 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5 – 6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

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.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)

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

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 17 (+3) | 10 (+0) | 14 (+2) | 7 (-2) | 9 (-1) | 10 (+0) |

Senses darkvision 60 ft., passive Perception 9

Languages Giant, Goblin

Challenge 1 (200 XP)

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 19 (+4) | 8 (-1) | 16 (+3) | 5 (-3) | 7 (-2) | 7 (-2) |

Senses darkvision 60 ft., passive Perception 8

Languages Giant, Goblin

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

