

### MEET ME IN PHANDALIN

Gundren Rockseeker has asked the group to escort a wagon of provisions from Neverwinter to **Barthen's Provisions** in Phandalin. He will pay the group 10 gp each if they successfully deliver it. Gundren and his friend Sildar Highwinter have gone ahead and will meet you there.



### GOBLIN AMBUSH

It appears that Gunden and Sildar were ambushed by goblins en-route to Phandalin. They might have been taken back to their hideout.



### OLD OWL TROUBLE

Daran has heard rumors from prospectors that someone is digging in a ruin known as **Old Owl Well**. People in the area report being chased out by undead. It's believed the fallen watchtower dates back to the Netheril Empire, and dangerous magic may be there.



### HALIA'S JOB OFFER

The Redbrand Ruffians loiter in the **Sleeping Giant** tap room and have a base under **Tresendar Manor**. They are a problem for everyone in the town. She will pay you 100 gp to eliminate their leader, Glasstaff.



### REIDOTH THE DRUID

Qelline is a friend of a local druid named **Reidoth**. He is an expert in the land, and could help locate destinations. He is located near the ruins of **Thundertree**, on the edge of the Neverwinter Wood.



### THE BANSHEE'S BARGAIN

Garaele's superiors have asked her to persuade a banshee named **Agatha** to answer a question. She needs someone to act as an intermediary and give Agatha a silver comb in hopes she will answer one prophetic question about a spellbook. She will give the group three *potions of healing*.



### ORC TROUBLE

Townmaster Harbin Wester needs someone to investigate reports of a band of orcs amassing near **Wyvern Tor**. He will pay them 100 gp to take care of the problem.



### FINDING CRAGMAW CASTLE

Sildar Hallwinter will pay 500 gp to any group which can locate **Cragmaw Castle** and drive the goblins and their leader out of the land. He suggests searching for goblin raiding parties, but there may be other ways to find it.



### FINDING IARNO

Sildar Highwinter is looking for a missing member of the Lord's Alliance, **Iarno Albeck**. He was near **Tresendar Manor** when he disappeared. Sildar wants you to find him, or what's left of him.



### MIRNA'S HEIRLOOM

Mirna has nothing to offer the group for her freedom, but she tells you her family left an emerald necklace in their herb & alchemy shop in **Thundertree** when they fled from there 30 years ago. If they can find it, they can keep it.



### WAVE ECHO CAVE

Gundren is happy to once again be free, but wonders about the fate of his two brothers: **Nundro** and **Tharden**. He can lead you to the old mine known as the **Wave Echo Cave**. He offers them 25 gp each and 10% share of the mine's wealth once its operating.



### DRAGON CULTISTS

The Cult of the Dragon is here to make an alliance with the green dragon in **Thunder-tree**. They spoke something of the "rise of the Dragon Queen" and that the world will fall under the **Tyranny of Dragons** when she does. Whatever he meant, it seems like there is nothing you can do about it yet.



### KOST'S BARGAIN

The Red Wizard Hamun Kost is currently exploring Old Owl Well. He has agreed to help the group with information if they can either get the **Banshee Agatha** to answer HIS question, or to drive out the orcs from **Wyvern Tor**. He seems to be sincere, but he IS a Red Wizard of Thay...



### THE BLACK SPIDER

Ianro Albeck was Glasstaff, leader of the Redbrand Ruffians. However, he seems to be working for a mysterious benefactor named the **Black Spider**. His plans do not seem wholesome, and he must be stopped.

