

MEET ME IN PHANDALIN

Gunden 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. Gunden 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. Its believed the fallen watchtower dates back to the Netheril Empire, and dangerous magic may be there.



HALIA'S JOB OFFER

The Redcoat 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, Glassstaff.



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 BARGIN

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 his 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 tell you her family left an emerald necklace in their herb & alchemy shop in **Thundertree** when they fled from there 30 years ago. If it is still there, they can have it.



WAVE ECHO CAVE

Gunden is happy to once again be free, but wonders 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 BARGIN

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

