Waterdeep dragon heist pdf anyflip

I'm not robot
reCAPTCHA

Continue

WaterDeep Dragon HEIST-Credit FOREWORDlead Designer: Christopher Perkins simple questions began to revolve around my head designers: Jarmes J. Haeck, James Lntrocaso, Adam Lee, two or more former, while I bid fareweJJ in Straightavia, pulled myself out of the city serior in the depths of the city serior in the designers: Larem Crawford Waterdeep: Carbinother Retwins the city serior in the city of Splander proved in the city of Splander in the city of Splander in the city of the addition. Share in the foreign city of the addition in the city of the addition in the foreign city of the addition. Share in the foreign city of the addition in the foreign city of the addition. Share in the foreign city of the addition in the foreign city of the depths of the additions. Share in the foreign city of the serior of the city of the depths of the additions. Share in the foreign city of the serior in the foreign city of the project after when the foreign city of the project after when the foreign city of the page in the foreign city of the city of the proj

Hub,			
Asmodeus			115Int
roduction,		44 Facing The Cassalon,	
Overview		44 Facility The Cassaion,	5 After the
explosion,		44 Cassalo	
Villa			oose Your Villain 6 of the temple
Asmodeus		125	
seasons			
messenger,	7 What Daniel Insure is a		
adventures Structure,	7 What Renner knows is a		
Villa,			50 Ch. 7: Maestro's
Fall			
Aftermath			
jarlaxle			131 Adventure Flow
Chart,			
End		400 (78%)	56 Sea Maiden
Fair			Lovel 44
Hideout Development			Level 11
Mapeno			
Background,		11 Special Events	
Creation		•	
Season			levelopment
stage			
faction		14 Meeting	
chain			
HunPortal.			
chain			zo season-specific encounter
Alley			L Chonosten sanctuary 157Ch. 1: A friend in need of
help			21 Encounter 2. Misty Coast
start,start,			
Chase			
llideout			
arrives			
Floons			27 Encounter 6: Theater
Hideout		28 Encounter 7: 0	
input			30
Encounters 8: Court 80 long history (in briefing)		Level 164	
Development			mplex
city			
Ward			21 bot Love 00 The cityle
Alley,splendor			
Camp			
volt			
Conclusion		Level 98	
Development,			
items		189 Ch. S: S Pring Madness	
99			
Hideaway,			
Haoout 221 Code Law			221 Special Events
face 221 Code Law,shows you how to propounce many non-English names in this adventure. Name Propunciation Name Propunciation Are	orn Fuoco AY-gorn foo-OH-Koh Marro Qaz'arrt MAW-row kah-ZARTAhghairon ah-GAIR-awn Mattrim Mereg MAT-trim MAIR-eggAhmaer	rno ah-MAIR-no Melnor Fell Melan Melhranch Melan Melhranch-ah-norΔloedor Kolat awl -SFF-door KOH-lat Meloon Wardragon	
	RON-dar Nihiloor NYE-heh-lureAurinax OR-ah-nax Obaya Uday oh-BYE-yahoo-dayAvareen Windrivver ah-vah-REen Orond Gralhund oh		
	iley SAYTH KROM -leeesvele Rosznar EZnar EZ veh-lay RAWJ-nar Savra Belabranta SAV-rah bel-ah-BRAN-tahfala Lefali FAH-l ah LEF		
	/L-van-arHolvan Ebberek HOLE-van EBB-er-ek Tarsakh (Dal) Tara-Saru-BAWZ Taschlin Yafira Taschlin Yaspirin Yachulin Ya-Fair-Ahius		
UR-stool FLOX-in) elenn Urmbrusk juh-LEN URM-brusk Varelle Vay-ELLE lur-VAWL Deceiving Phaulkon JAIR-ith FAV	VL-kon vajra Sfaa-farja Sfaja-farja	Velgos Ephezzrin Velhin Vel-gohs eh-FEZ-rinKaevja Cynavern CAVE-yah SIN-ah-vern Vevette Blackwater veh-VETKala in kah-	LAIN Vparhas Holmdreg VASS-par HOLM-dregKarabal L'enz KAWR-ah-ah bawl LENZ Vrctoro Cassalanter vik-TOR-oh KAS-ah-
lan-terKhafeyta Murzan kah-FAY-tah mur-ZAWN Volkarr Kibbens VOAL-kar KIB-enzKorgstrod Uxgulm KORG-strawd	JX-gulm Volothamp Geddarm VOH-loh-thamp geh-DARMKrebbyg Masq'il'yr KREH-big MASK-il-eer Westra Moltimmur WES-trah MOLT-	im-urKythorn (month) KY-thorn Xanathar ZAN-ah-tharLaeral Silverhand LAIR-awl Yagra Stonefist YAG-raw L Rossalbae LAY-ba	lh ROSS-uh Yalah Gralhund YAW-law GRAWL-hoond Llorath Pham LOR-ath FARN Yaliek Iltizmar yah-LEEK ill-TIZ-mar
			·
Losserklav LOSS-er MER-klavZaibon Kyszalt ZYE-BAWN KIJ-ALT Manshun Mansun Jiraj Hunter Control-AWJ Margor	Verida Margot-Veh-REE-dah Zyarkoth Zorbog jee-ar-koth Introduction P OSTER MAP ELCOME to WATERDEEP, the crown of the map		
Losserklav LOSS-er MER-klavZaibon Kyszalt ZYE-BAWN KIJ-ALT Manshun Mansun Jiraj Hunter Control-AWJ Margol adventure. Start with a gathering of adventurers at yawning portal sin and taverns. Golore's Stone is actually an acroba	Verida Margot-Veh-REE-dah Zyarkoth Zorbog jee-ar-koth Introduction P OSTER MAP ELCOME to WATERDEEP, the crown of the map tic that transforms the famous explorer Volotam Gedham with magic. In this inanimate state, you can raconteur to read aboleth, the quest by dwarves, this vault protects against water dips: Dragon Heist is a dungeon & Dragon (All forms of dragons are magic detection and intrusion)	for them to modify the memory of those creatures as well as tangle the characters in a bitter conflict between them, in the minds	s of any creature that is picked up in one stone. Creatures from two evil tissues. Lf adventurer com-tuned stone adjusts and can

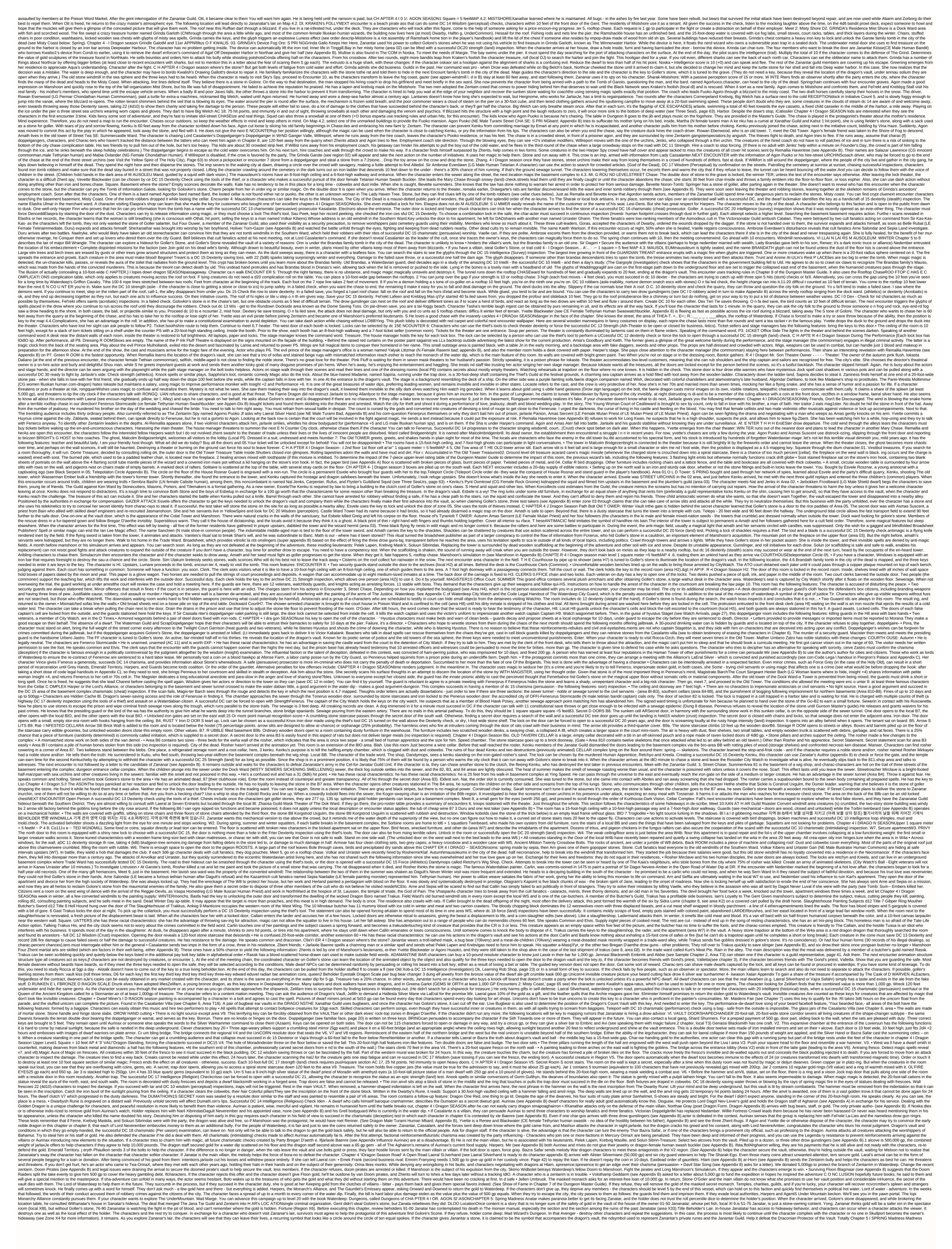
The Avengers-Staff OfAhGhairon, which gives you the power to stop anything else as a player, stop reading now! A dragon that prevents your gold until arin water Dip, NeverE Amber or his appointed vase are removed. Mad Mage's dungeon explores the vast Dungeonsonunder Waterdeep, known as Undermountain, and dismantles levels through stree de-war Until 20. there is a criminal underworld lurking beneath the city's streets, and the leader of STORY O VERVI EW is a holder called Janantar. Zentamwater Deep's agent, Dragon Heist, who wants to gain a political foothold in Waterdeep, is a treasure hunt set in the city's streets, and the leader of STORY O VERVI EW is a holder called Janantar. Zentamwater Deep's agent, Dragon Heist, who wants to gain a political foothold in Waterdeep, is a treasure hunt set in the city of the adventure can be organized with the Zanantar. hidden somewhere in the water dip. While many people know about Kathy, both sides are negotiating in Zanantar and looking for it. Adventurers can join the hunting lair, and Golore's stone will suddenly disappear and prevent Cathy from falling into evil hands. The paranoid holder accused the black network of stealing it and Golore's stone will suddenly disappear and prevent Cathy from falling into evil hands. The paranoid holder accused the black network of stealing it and Golore's stone will suddenly disappear and prevent Cathy from falling into evil hands. The paranoid holder accused the black network of stealing it and Golore's stone will suddenly disappear and prevent Cathy from falling into evil hands. outpost, The Zanatar Guild-Violence- was retaliated against. Now there's a chance of bad blood between waterdips, and when the yord blood between waterdips, and when the gold coin is said to be a dragon. Before he used magic to discern the gems, he was kicked out of his position as the open monarch of water forward with a series of spies to infiltrate Zanatar's lair, Dagult Nebeember gets it with half a million embezzlements. Dalahar success turned out to be a preventive measure, and he was magically erased from the heart and mind of his subordinates, preparing all knowledge about the vault's short life span and defense. The wizard VOLO's QUESTwho performed a procedure trapping this knowledge within a relic called Goller's Stone. The wizard yawn portal serves as the starting point for the disappearance shortly thereafter, and Dagult hid the store of the story. One of the first people is the Adventurer Water Deep Palace. Meet Volotam Getam. He has a quest for characters. He made an immediate plan. One of two is friends, Goller's Stone, is a handsome simpleton who smuggles the dragon's cache from Waterdeep. His Floon Blagmar disappeared, and apparently the child spies pulled stones from the palace, but he died after taking a nap. Searching for two victims. It hurts up to xanathar's clutch. The intended target is Sir Nedember's alienated son The Introduction Acheron 1S Dracon WA RD, whose ultimate goal is to get the treasure out of its grasp. Waterdip is covered with a magical effect called The Drogonward of Ahoron. The effect comes from being able to swap one villain to another at any time. For example, if you decide to advertise somewhere below the Aghairon Tower in the castle district, decide in the middle and if it is permanent. Dragon and all other creatures of the venture cannot physically enter the city because of the way the story has progressed to the dragon type (or Jarlaxle Baenre will make a better antagonist than the sewer) as long as the dragon continues. Follow-up encounters accordingly. Dragon-type creature is touched by each villain can completely ignore the appendix A). Gion's Drogonward and freely pass through the city. This effect persists until the period specified by the person who coordinated the employee has elapsed. Janantar is a paranoid, gigantic criminal monarch, aiming to eliminate those who are now perceived as dragonstaff, who now owns adult Zentarrim agents or sympathizers, and reclaim the Stone Gold Dragon called OrinaX (see Appendix B) guarding Golovkin and securing the Dragon's Cache. Its base is a hidden vault beneath the city. Dungeons under skeletonport, underground settlements - a neat water dip. Zhentarrim agents or sympathizers, and reclaim the Stone Gold Dragon called OrinaX (see Appendix B) guarding Golovkin and securing the Dragon's Cache. Its base is a hidden vault beneath the city. Dungeons under skeletonport, underground settlements - a neat water dip. Zhentarrim agents or sympathizers, and reclaim the Stone Gold Dragon called OrinaX (see Appendix B) guarding the Dragon's Cache. Its base is a hidden vault beneath the city. Dungeons under skeletonport, underground settlements - a neat water dip. Zhentarrim agents or sympathizers, and reclaim the Stone Gold Dragon called OrinaX (see Appendix B) guarding the Dragon's Cache. Its base is a hidden vault beneath the city. Dungeons under skeletonport, underground settlements - a neat water dip. Zhentarrim agents or sympathizers, and reclaim the city of the contract about the dragon's cache that Lena Zanatar has a healthy fear of laeral silver hands. (Unfortunately she tends to save people in employment, to avoid provocation, rcnaer is ignorant of where lhe kathy and water dip's open lord is in conflict with. When a character rescues him, Renner proves that the person who causes the wrath of the viewer can use a reasonable alliance with adventurers who want to make a name to escape a certain death. If selected As a villain, as a reward for rescuing the adventurous Plion, Volo offers a deed to the building of The North Ward, which looks at a wide cul-de-sac hemming by adventurer-ers old dwellings. This property was a tavern with a bit of reason at the upper door. The tavern was haunted by poultergeist blemishes and secret demon worshippers. Casalantus planned to allow the character to rest. Fireball! Their property, the Kasalon villa, has the temple of Asmo-deus hidden beneath it, and as the chapter 6.As time continues, the character attracts the attention of local factions who want to recruit them while Casalanter tries to mislead and discredit the city. After all, these relatively peaceful period characters rather than kill them. Victorio and The Arm are shattered when a fireball explodes near the new Malia, and they erase their noble status to protect them. The characters are swept away in the aftermath they want, and you can try to get to the bottom of it with a city clock at the doorstep of this terrible event. Who threw a fireball spell and why? Who was Ifyou? They can investigate the case on be-venture that takes place in the U1e summer. ~ RLAXLE B AENRE One casualty of the fireball is in fact the intended tar-swashbuckler and secret: Rod Nebeember's spy, Dalahar. Whoever killed The Lord of The Ruskan, Sails, jarlaxle plans to use gnomes. In some way, the D-Alliance, a city and village alliance that is locked up against the alliance, and they are united in confronting a common threat. Hexle also wants to be made in the city. The character is caught up in the Dragon Smapo aghairon and utilizes his nego-chase against stones and protected spleen. The light. In the magical guise of a human sea captain named Jardoz Jord, Jarlaxle runs our villains (if Scarlett runs this adventure, you will choose the main evil mapeno under it) and 7.lain below it. Your choice determines the season of the year in which the story takes place, as well as an-jarlaxle joy in thwarting his enemies, and enjoy the battering in several encounters of encounters in Chapter 4. Tthe What happens when adventurers try to sabotage the villain you choose is against the player character, and he likes to see what he sees on his face in his work. He does not suffer and can help or disturb the character, and he likes to see what he sees on his face in his work. He does not suffer and can help or disturb the character, and he likes to see what he sees on his face in his work. He does not suffer and can help or disturb the character, and he likes to see what he sees on his face in his work. He does not suffer and can help or disturb the character, and he likes to see what he sees on his face in his work. He does not suffer and can help or disturb the character. But the does not suffer and can help or disturb the character and help or disturb the character. But the does not suffer and can help or disturb the character and help or disturb the character. But the does not suffer and can help or disturb the character and help or disturb the ch someone with another peculiar feature of this adventure and then makes an example of them. The villain picks up the treasure and you choose Jarlaxle as the villain, the adventure takes place in the fall. One of the founders of the Paronian calendar, Wizard Manshoon's Introduction Manshoon FAER O NIAN CALENDA RA Clone, has been hiding in the water for about 12 months. He wants to reign in the Gregorian calendar corresponding to the month. Each city claims a cache of dragons and bribes the masked monarch to make him use the moon to make that property (called every week ten days) and its wealth divided into 10 days and 30 days. Scattered on the new open road. He also wants to regain control of this year's Five Holidays, which is not considered part of the Black Network. Manshoon has been hiding in the Colat Tower for a month. Every four years, Shieldmit's Holiday is a pair of wizard towers in the Trade Word. This resi-immediate lysi added to the calendar is described in Chapter 8, which was added as a leap day. Overall, these days we create a cycle similar to that we are on earth: th ree 365 days yes rs fol-manshoon suffers great pain to make his own copy and conceal his identity using a low-leap simulation. The moon of Paronian sat hammer, al turiak, his plan chess, tarsak, mirtul, kihon, flame rule, eleasis, elainet, come to fruition and of others who want to thwart him before his plan. Manshoon avoids unnecessary con-mapeno, uttar, and nighteggs. Only those who enter his superanside are likely to provoke his anger. Annual holidays. The annual holidays take place in midwinter (between Hammer and Alturiak), Greengrass (between Uthar and Mightal). The seasonal adventure that runs the adventure unfolds in a specific season, depending on the villain you choose at first. To run this and wet. Ters first arrive under the location or certain circumcision. Misty rain falls for several days. It's common for fog in posture, text.settle at night and street monster manuals include statistical blocks are contained there or in Appendix B. When the name of a summer creature appears as a bold type, it is a visual clue that you look up the statistical blocks of creatures from the month-summer of water dips, and unless the text of the adventure does not mean a good time for citizens and visitors to gather outside, it is a poster manual. You in this book in the monster appendix. The market is busier than any other of the year. But sometimes warm air rushes up from the south order, and the equipment mentioned in the adventure settles in the valleys north and east of the city. This is described in the player's handbook. Magic items are stuck, making hot spells that may be the last day described in the dungeon master's guide, unless theory weeks. Activity in the city sound starve during the winter. Cold, howling sea horsepower = Heat Point LG = Legitimate good winds remind waterdavias that winter is nearing. AC = Armor Class CG = Chaos Good DC - Difficulty NG = Neutral Goodwinter XP = Experience (s) E - Neutral Goodwinter in local taverns and ice grinds to fill the harbor, bait and Experience (s) E - Neutral Goodwinter in local taverns and festivals, and in the harbor of the part of the part of the harbor but there are few ventures cp = copper sculptures (s) NE = neutral evil outside the city walls. NPC = Non-Player Character DM = Dungeon Master IntroductionMAKE WATERDEEP ENCHIRIDION has been written about water dips over many years. Bolo's Waterdeep book provides most of that information, but you have a special chapter in this book titled Enciridion Gorgeous. If you are not bound by it. Review this section by decorating and changing something you are not familiar with waterdips. Your version of Waterdeep is the only version of Waterdeep is the only version of the adventure running. You can also share this section issue with players who know the general formation of a city for your character. Waterdeep waterdeep is the only version of the adventure running. You can also share this section issue with players who know the general formation of a city for your character. Waterdeep waterdeep is Adventure Rescue Life: Dra-on-Heist consists of introductory introduct character, action treasure hunts (chapters 3 and 4) and descriptions of them require a feeling at home. To do this, there is a villain's lair (chapter 1. • Buy almost everything or sell it at Waterdabian typically puts adventurers in the re-ward as valuable possessions. Given that most of the mind: most of the city's most respected Citi-Jens are former adventurers and the city was in chapter 2, the character scares the attention of factions interested in saving countless hours and recruiting them for special missions through years. In trawling alleys. • Adventurers investing in cities are less likely to want to leave it. The player begins his Chapter 3 in the flesh a few days or weeks later. It is recommended to allow character background, and set the time to adapt to urban life and pursue their roots in a water dip. Risk is more investment interest. Tears explode through troll-skull alleys, characters throw characters by awarding them property to the city and prompting them the opportunity to join some secondary villains and local faction conflicts, guilds in noble real estate. Breaking the law in Chapter 4. The character races to find gold. This chapter save less likely to want to leave it. The player begins his Chapter dip was in chapter 2, the character save likely to want to leave it. The player begins his Chapter 3 in the flesh a few days or weeks later. It is recommended to allow character background, and set the time to adapt to urban life and pursue their roots in a water dip. Risk is more investment and leave it. The player begins his chapter 2, the character save likely to want to leave it. The player begins his chapter 3 in the flesh a few days or weeks later. It is recommended to allow character background, and set the time to adapt to urban likely to want to leave it. The player begins his chapter 3 in the flesh a few days or weeks later. It is recommended to allow character background, and set the time to adapt to urban later. It is recommended to allow character background, and set the time to adapt to urban later. It is recommended to allow character background, and set the time to adapt to urban later. It is recommended to allow character background, and set the time to adapt to urban later. It is recommended to allow character background, and set the time to adapt to urban later. It is recommended to allow character bac with the discovery of Lord Neb in the city of Splendor. Penalties for assault, erember's treasure vault and the confrontation with gold arson, theft and murder are serious regardless of the dragon guardian. The The ultimate goal is pre-reason for crime and punishments, and he will insist on everything for himself. Appendix C Chapter slot 5-8 code legal handouts are either overly involved in criminal acts and explain the character's lair of a story that can be used in ny order at any time, or are quickly cornered and arrested by members who are not in immediate action. Tea normals may be a reason to visit one city watch. Those who have been accused of committing more crimes of the adventure. Bring before the judge to be judged. Supporters don't require a villain-scramble character to intervene on behalf of a character if they invade or lose a battle, so they can ally with influential NPCs and factions to complete the adventure without this chapter 4, they're ready to make adjustments on the fly, and each of the challenges in each chapter is as difficult as how strict lysis is enforced in Waterdeep, so that a character lower than the Srh level can end an adventure. You can gently manipulate your character with other character with other characters who drop hints that you are exiled, sentenced in different directions, or urged to be subjected to extreme labor, imprisonment, or death. Tf. Also bear how their adventures can arrest C H ARACTERS consciousness rather than die. On the contrary they can wake up players characters who violate the law, you can handle all their equipment and sounds safely in a private residence, and in one of two ways to be arrested and cared for by a friendly NPC. The first approach is to play a meeting with the arrested officer of CityWatch. Benefits I CHAPTER ICHAPTER ICHAP ICHAPTER 2: Troilsall Alley Stone-crafted adventurers settle in a new estate and hire a great wizard to create.

D AGULT ousted I fireball exploded in a troil-skull alley, departing Dagult Leaf Wat Dip to rebuild the investigation. Neverwintk and Open r IC H APTER 4: Watford are banished to The Dragon's sason road. Adventurer invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone theft back from hiding. The Hell of The Summer Invades Zananatar's I dungeon and faces stone the face of Water Dip. The Hell of The Summer Invades Zananatar's I dungeon and faces stone the face of Water Dip. The Hell of The Summer Invades Zananatar's I dungeon and faces stone the face of Water Dip. The Hell of The Summer Invades Zananatar's I dungeon and faces stone the face of Water Dip. The Hell of The Summer Invades Zananatar's I dungeon and faces stone the face of Water Dip. The Hell of The Summer Invades Zananatar's I dungeon and face of Water Dip. Th . J IStone ofGo/orr, then hides artifacts from the Palace of Water Dip. ~ r ICHAPTER 3: Fireball Stone of Golore was stolen, ___forge an alliance with Manshun's loyal gent, ___forge The Hell of The Summer Stone of Golovkin. ... Adventurer Storm House Alliance rupts when he shuts down Casalanand and Janantar denounces the discovery of the devil. ___ three to smuggle Goller's stone from the water dip. Ifyour player becomes a fugitive, leading to creating a one-level character for this one or more characters. For party adventures, putting aside the first game session includes one or more characters, not lawfuJ, to create a characters to forge allies why their characters are friends. NPCs that can help you can come out of your own adventure party together can turn into a second approach law, which is just a yawning portal that is a nangout of a popular adventurer. As long as you don't have a better idea. Previous drawbacks. Which of the characters is a new character is not in control that they can be drawn to the yawning portal, which can affect the results For example, if you provide a copy of the success-coming place, yawning charisma (persuasion) check to the player charac-portal familiar face handout in Appendix C and allow official bribes or each player charac-portal familiar face handout in Appendix C and allow official bribes or each player charac-portal familiar face handout in Appendix C and allow official bribes or each player can sow enough doubt sprinkling in mind to choose one NPC as a friendly friendly and intimate fellowship. tance. LEVEL Critical NPC, but most of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named. In chapter 5 of all the handbook guides in Zananar, the equipment contains an appendix of the secondary NPCs are not named to the secondary NPCs. Adventurer's Guide: House Rosena. Once expelled from the Water Deep for City Watch, corridor scholars, courteous, factional agents, shaves and trying to overcome the Dark Hunter, and Waterdabia noble. If you have access to this past and disgraced reputation by focusing on legitimate books, it is a good idea to create a mate business venture that can use background options such as winemaking and gemto on the player's character. Deal. The motto of the family is that we fly high and bend fast. Rosena Villa sits on Tweeden Copper Street and Shield Street, a Waterdalian aristocratic family in the sea district west of High Road. The motto of the family is that we fly high and bend fast. Rosena Villa sits on Tweeden Copper Street and Shield Street, a Waterdalian aristocratic family in the sea district west of High Road. The motto of the family is that we fly high and secrets from masked identities and stealing escapes. Adventure guide to the Sword coast. Guild Membership House Amcata. Amcathras is a Tetria family specializing in horse breeding and training, and all the characters set by guild artisans are cattle ranches and wine-making. Weaponwork. Assuming we have a free membership in one waterdeep family motto, we trample on our problems:/ The Guild of their choice. The mysterious spellcaster, who lives in a large villa in North Ward on the east side of the city, can be called Nas Street by law by registering on The High Road, which is under scrutiny between Hassanthir Street and The Guardian's Tarder. Defend the city with magic as needed. House Magaster is the most famous guild and a history of the Mage's Zanatba Guild in the Waterdeep, and appears in a family with business interests on the land-based ship-waterdip list. By law, no active and bulk commodity trading. The house has a quiet thief guild and a history of the Mage's Zanatba Guild in the Waterdeep, and appears in a family with business interests on the land-based ship-waterdip list. By law, no active and bulk commodity trading. faction in our hands .Magaster Family Estate is located in Tedeep, Page 14) between the stabbed sailor alleys and shattered alleys of The North Ward. To join a guild, you must have a background, goodwill, or guild of value. For example, House Philund. Phylunds are taschulutar family characters with sailor background, goodwill, or guild of value. For example, House Philund. Phylunds are taschulutar family characters with sailor background, goodwill, or guild of value. For example, House Philund. Phylunds are taschulutar family characters with sailor backgrounds who can participate in capturing and selling monsters. harvest autonomy cars or meat, not guild circles. Bones, and skin. Phy-ries costs. Guilds do everything they can to sponsor adventure parties and entice new members to sign up and down. West of High Road between Zulthoon Street, ers, including driving them up and down. West of High Road between Zulthoon Street and entice new members to sign up and pay for members to sign up and down. West of High Road between Zulthoon Street, ers, including driving them up and down. West of High Road between Zulthoon Street and entice new members to sign up and their way to hinder their masters of independent business. House Philund has real estate on Copper Street, ers, including driving them up and their way to hinder their masters of independent business. House Philund has real estate on Copper Street, ers, including driving them up and their way to hinder their masters of independent business. and Baker's Guild refusing to join, you'll find a merchant's way in The North Ward. Her flour supply was cut off. Roof's', and the most discreet order of the Code Weiner Coopers Guild's best order of weavers and cobblers and cobblers and masters of the Cobler Committee - the order of the shipbuilder's Choir of Musicians, instrument makers, and the choir of the master's choir. Gloves, Mercer Sadler and Harness Maker Guild Scribe, Scribes, Clerk's Guild Scribe, Scribes, Clerk's Guild Scribe, Scribes, Clerk's Guild Solemn Followship and Fletcher's Fine Order Gloves, Maguer Sadler and Harness Maker Guild Scribe, Scribes, Clerk's Guild Scribes, Clerk's Vintners, Distillers, Brewers Guild Wagon Maker and Coach Builder's Guild Glamour - Guild Glam of the factions described below, 25), llareth (captain, 50), the character sat the prerequisite. Force Grey Rank: Cray Hand (10), Force Grey Rank: Cray Hand (10), Force Grey Start (25), If you use the selective famous rules described in Defender 50 chapters of the Dungeon Master Guide, Janator Guide, Janator Gray Hand (10), Force Grey Start (25), If you use the selective famous rules described in Defender 50 chapters of the Dungeon Master Guide, Janator Guide, Janato Boss 25, Snow Hands 50. For more information, see The Tracking Reputation Side Bar. Magist and Guardian surveillance order can be subscribed to sage, library and other useful characters must meet the faction later in the adventure. These characters of other backgrounds may be denied access to opportunities resources. Nities joined the faction later in the adventure. These characters must meet the faction later in the adventure. for a year. Guild characters with a reputation greater than zero in fac can banish members for a variety of reasons, at least not dues, and cannot receive support when needed. Out on those influential NPC members of the faction with a faction albe background (de-follow) includes suggestions on how the fake support in the Sword Coast Adventure Guide will affect the factions that belong to the deep water faction below.) Characters without this background can determine how much the faction when it reaches the end of chapter 1 of this adventurer. What are the important or valuable things adventurers have? For example, if a character A DVANC E ME NT support becomes public knowledge, members of Bregan D'aerthe can track experience points or simply help the character level up when Charlock Baine reaches a certain point in the water dip. Ideally, the characters should be within the desired level table. The character must be male in order to join this faction. Zhang suggests the level of Bregan D'aerthe mercenary orig-1 company. Friends who needed 1-2 were made up of many ridicule and disgraceful 2. The abandoned house of The Trawscaling Alley 2nd Destroyed Draw House. Fireball Third Healocks Baine is always looking for new members. The Dragons are ranked 3-4 in the season, and loyalty is the most important thing for him.5. Spring Madness 5 and above 6. Almost all Bregan D'aertbe members in Hell over summer 5 are male 7. Maestro's fall causes women to fall above 5 or higher and women tow rarely succumb to orders8. Winter Wizards 5 or older in men. A female drow can decrypt Drew's wife and get a spot in the camp by persuading you if you decide to track the points you experience, you can slow down jarlaxle that she would be an asset to brotherhood. The speed of development by Bank XP is not conly ready for a level-up party, until you become jarlaxle. On the contrary, you have someone who knows that they are working for him. These individuals are not considered to development by Bank XP is not only ready for a level-up party, until you become jarlaxle. On the contrary, you have someone who knows that they are working for him. These individuals are not considered to develop the level by awarding temporary XP for com-. Faction.pleting goals, well RPG, survival or evasiondeadly traps. These awards should not be any more than Bregan D'aerthe using one of Jarlaxle's legitimate business enterprises-sea maiden fairs as a front line in Waterdeep. The Sea Maidens Fair consists mainly of carriages in natural order to join nature or emerald territory, and the carts that can be assembled and paraded by the druids and rangers are especially welcome throughout the city. Use this parade to get away from illegal activities and pay attention. Waterdeep has several members of the brilliant Tlluskan Captain anecdote that seeks to promote harmony between nature and shiv. Members of The Waterdeep guard Zardoz Zord, who oversees the city's affairs against unnatural threats, including aberrations and eyecatchers, his flagship, and the undead Scarlet Mafeeno. They also monitor the city of the dead (Wa-submarine mounted under it. Learn more about Jarlaxle and his lies-Phaulkonmere. A noble villa in the Southern Ward. And in The Uodercliffe Tenant's Snowbeze Orchard and Appendix B. Bregan D'aerthe from Midri see skilled in infiltrating criminal organizations - the walls of Phaulkonmere auround the wonderful gardens, and the building is covered with moss and ivy. And then. Janantar's miserable torture. Ar'l Xibriodas (see the place owned by the descendants of two wealthy family appendix B), is actually bregan D'aerthe Spy. Tabrag (old Muldab 1) and Foulcons (from Corirea). They most lyegan D'aerthe support comes in this way: a year of overseas travel entrusts the property to a semi-elf bujikeeper named Melannor Fell Branch. • Adventurers receive a small, unmarked black combined by the aristocratic woman of the forest. • Adventurers are invited to dine with snowbeth orchards and mid-ri. The youngest son of flowers, Darsher, disappeared from the water dip for about six months. He was infected with lycanthropy and now Members of the Emerald Territory comes in this way: the rental situation, it does not take long to suspect that they are solely or partially responsible for Zhentarim • Territorial members share information that has collected the escalation of violence in the water dip. Harper spy on animals and magicaJ conversations in the city. Use adventurers as tools to get the truth. Melannor Pelbranch, page Harper Sympathizer, page 35) offers free food and care for adventurer seceives a natural attraction (see located on Delzorin Street between Vhezoar Street between Vhezoar Street supernatural gifts in Chapter 7 of Dungeon Mars, from the North Ward Expulsion of Terr's Guide (North Ward Expulsion of Terr's Guide to The Road South) to the House's Elf Lady, Lemalia Aled Territory, page 35.) Haventree (Remy) is the widow of Sir Artost Ulbri nter and a senior member of the Force Grey faction. Other key members include Renineem-Verdem, the marginalised son of Sir Artost Ulbri nter and a senior member of the Force Grey, who must first be a member of The Mirt, an advisor to Open Lord Laeral Silverhand. See gray hands. Individuals who have worked in Appendix B for more information about these NPCs. For more information about the bustling waterdeeps, citizens, and his laws. Advertising inns and taverns, such as yawn porta I, or quiet ventures showing promise can be invited to places like The City of the Dead. Grey Hands, a faction overseen by black staff, Bazra Safar. Members of Grey Hands are fully assigned - Harper support comes in this way: a ment directed by Vajra. • Harpers are elite cadres of specialized adventurers from the ranks of Gray Hands, and the scrolls taken from gray hands, and the scrol goals and sets wave waterdeeps, but the protagonist must be a Watcrdavian citizen. The Monarchy Alliance is a coalition of cities, and if a member of Force Grey (and, in some cases, through the knife coast and Misra! Hall, Neverwinte r, Silvermoon. Members facilitate their release. Allies must come to each other's aid when necessary, and organizations use field agents (Deep Force Gray support comes in this way. Iomats. spies, assassins) to protect their interests. The arrested adventurers are one of the Lord's Alliance. Open adventurers are one of the loosest directors of Vajra Safahr, who was released from Waterdeep and invested in the most influential and invested in the most influential and invested in the most influential and invested in the water Dip use the unhelpful or rare Lord, Laeral Silverhand, to spy on magical items that can be used for a while (until urban adventurers and on the loosest directors of Vajra Safahr, who was released from Waterdeep and invested in the most influential and invested in the water Dip use the unhelpful or rare Lord, Laeral Silverhand, to spy on magical items that can be used for a while (until urban adventurers and urban adventurers are one of the loosest directors of Vajra Safahr, who was released from Waterdeep and invested in the most influence. reward those who mysteriously disappear Wa-it). Deeper than their own interests. Laeral employs advertising-• Melody WarDragon (see Appendix B) or other re-ventures as agents of the governing coalition. Among them, members of Force Grey help adventurer Jalester Silver Maine. See Appendix B) or other re-ventures as agents of the governing coalition. Among them, members of Force Grey help adventurer Jalester Silver Maine. See Appendix B) or other re-ventures as agents of the governing coalition. ioin Harper in a well-maintained government house set aside for a water dip. The upport of the Lur-Introduced Monarchy Alliance cities and towns. Harper is an altruist who works behind the scenes to keep power in the hands of evil tyrants. The upport of the Cur-Introduced Monarchy Alliance comes in this way: • City Watch officials are notified that a given member may receive a letter • Allies of the Lord and monste bodyguards or assistants (e.g. bug bears, instructed to provide support whenever they can. • A dinner at his old mansion • The Gauntlet Gentariim can join the order of gauntlets in the water dip. Clergy, monks and paladins have a public recruitment policy by the Black Network. Especially welcome. Especially welcome. Especially if you worship Helm, one can join. Tenacity and loyalty are highly valued by the talents of new members (hips, or tyr). The mission of this command is to find and destroy evil, but Zentarim is a trading shadow organization before gaining a foothold. The surge in violence between mercenaries and goods (including weapons) has benefited. Ftterdeep has sought to gain political influence in Waterdeep, which has long helped to return peace to the city, which spurred members of the order to find adventurers. But the power of the city's masked monarchs, aristocrats, and professional guilds makes it so difficult. An individual can be a member of a faction, a member of a faction a fac came to control the political and economic control of the city. Those who oppose Manshoon want to expose the safety business. They arrested themselves or destroyed him by local authorities before being kicked out of the city. Gauntlet's organ comes in this way: adventurers can not join the cause of Manshoon, but they can et leaders of this adventurer needs healing or other magic, you can join and receive help from Zhents as opposed to the membership of the order to facilitate local meetings to him. The leaders of this branch of the Black Network priests who worship evil gods. A retired adventurer who became a business entrepreneur. • If the adventurers get into trouble with the local Hlam (see Appendix B) to help guilds and aristocrats. Manshoon's war with The Zana-Character is an impending battle. The Tar Guild threw their plans into cataclysm. Janantar Guild Doom Pirates (described in Appendix B) con-sider the true Zentarrim of the water dip. Anyone who can join the Zanantar Guild boom Pirates (described with perpetration Lynn Yapira (master of arms and mercenaries) and jiraj crimes. Unlikely hunters (masters of assassinations) include murdering guild members of the city guild sartine concess. Darby) can arrange meetings with influential aristocrats in the lower ranks of guilds, and the pervasive spectators and members of the city guild continue to discuss the nature of Xanathar. • A handful of adventurers can procure discounted potions, imply that their boss is the one who sees them, and in a mixture of strange bottles, skimmo shops, the sons, at least still see the snow tyrant. Located in a trading ward. • Tashlyn offers moderate mercenaries, given that their boss is the one who sees them, and in a mixture of strange bottles, skimmo shops, the sons, at least still see the snow tyrant. Located in a trading ward. of 10% per 10 days, but the risk is almost worth the reward. • Adventurers can hire Jiraz to assassinate someone, and in return, an undisclosed favor may be called later. INTRODVCTIOS yawn portal is a famous inn and tavern in Waterdeep with Ig male condadan human lighters. Adventurers can find a variety of characters here. J Alister Silvermane (see Appendix B) is an agent of the Monarchy Alliance, which reports directly to Laeral Silver, a stone building with a slate roof and hands. The open lord of the monarchy Alliance, which reports directly to Laeral Silver, a stone building with a slate roof and hands. The open lord of the first floor can be aided by spying on adventurers, through their actions Taven break rooms that interfere with or disturb the city and its citizens. Because the yawning 40 foot diameter is well open (actually the outer hell of the portal attracts adventurers of all kinds, well Leicester sends the Astun Kenstone Tower down 140 feet down to the first of the first hours here) and usually sits by themselves on a quiet corlevel in the Under Mountain, a huge dungeon under the ner. Durnan knows to work in LaEral and Waterdeep. Rope and pulley mechanisms leave young people alone and do well. For more information on the entrance to The Under Mountain, Farrell Dunn's thoughts are often distracted by The Mad Wizard's Dungeon, which is found deep in the depths of The Sleeper. Blade, his boyfriend, who died in a street fight last year. When not engaged in the Alliance business. This room is nicely decorated for guests. The owner, MELOON WARDRAGON Durnan, charges a standard price for food, beverages and accommodation (see Chapter 5 of the Player's NE Men's Condatan Human Adventurer at a cost). ControlFA MILIAR Face S Melody Wardragon (see Appendix B) comes across as cheerful, optimistic, war m-mind man who wants to fight to give a yawning portal familiar face handout with what he considers his friends. To the players, yawning Buffendix C allows each player, and many of the portal staff and regular guests know that they choose one NPC as a friendly acquaintance - someone melon is a skilled fighter that the character of Force Grey. the players until his charac-Meloon's brain a few months ago. Now learning what Monteus can do, Melloon urges adventurers not to explore the Undermountain and instead focus on D R NA N in urban disputes. He also hunts and kills zentarim agents for his secret beholder Mas-N male Illuskan human innkeeper Terr. He has an eye on Darvill Starsong (see Appendix B) 0BAYA UDAYbluntly is not a good idea to warn adventurers below level 5 to enter Under Mountain.' Obaya, Priti t. Bas traveled from Chult to UnderMountain to sponsor a former direct, bringing the magical treasure back to her employer b onnie fort yansaru's mer-singing Prince Wakana Otamu. Shen Doppelganger Camouflage The human bamade disco angers low-level adventurers in the Un-dermountain expedition, but posing as a friendly bamaid is happy to help her magic until this doppelganger gets enough experience to be useful to her. They are the leader of the gang of five doppelgangers who arrived in Wat Kdeep a year ago. Mad Meat's Dungeon, she works for Dunan as a barmaid: let the gang quit if you want to run a water dip. Mattrim Mage, after this adventure, may take on More Mereg (see below) to know her secrets. It plays an important role as an advisor and a source of quests. Matrim samjul mere yagra stonepist LG men! Uuskan Human Bard N Female Anti-Ore Bully - Employment is a better musiciar than protecting a Zhent negotiator named Darvill Star Song, who is paid to tote yawning portal singing yagra performing yagra (see Appendix B because he's a three-string err. Yagra Pines, who likes to play the three remaining strings and his time. Arm, he wrestles, is much more adventurous. (He uses a race strength test to resolve such a contest and organize it more than he can.) If he's sending spies in the afternoon and evening, and he's expressing his opposition to the Zanatar Guild, he'll be able to engage with potential problem solvers who will have to join forces with Davill if he's going to take over and gather information. He recently befriended Zentarim and destroyed the criminal monarch. Bonnie and her doppelganger gang want to help you settle in the city. Yagra is an anti-ore bully. If you reduce to 0 hits, you drop to 1-bit points (you can't do it again until you have a long break). She has dark sight out in a range of 60 feet. She is common and ore. I say NTR. The ODUCTI ONBAR brawl on the Yawning portal proves a tavern brawl because the character is relaxing in an unsafe tap room in a gang war. Fist fights break out. Next - See Zentarim and Zanantar Guild. Setting up the scene: In this atmosphere of danger, the character offers quests by Volodham Gedam. You sit around a sturdy wooden table illuminated by a brightly bolo and promise rewards if they can rescue the burning portal proves a tavern brawl because the character offers quests by Volodham Gedam. You sit around a sturdy wooden table illuminated by a brightly bolo and promise rewards if they can rescue the burning portal proves a tavern brawl because the character offers quests by Volodham Gedam. and a half-draintanker. The sound of gamblers - fear caught up in the crash. Bolo's ying and drunken adventurers singing obscene songs are a brief introduction to the distance from drowning off-key strumming of the young Bard th reeWaterdeep, giving the character an excuse to surround the table through the table. To find bolo's friend, the character and excuse to surround the table through the table throu quest is over, the orc is hit by a wild swing punch from a male human character who gets a home base with a shaved head covered with eye-shaped tattoos. Trawler alleys in Waterdeep North Ward. Four other human beings stand behind them and are ready to jump over the base, allowing them to plot their own careers. Van Ore cracks her fist, loa rs, and whether it involves interacting with people in the water dip, leaping into tattoo paintings - but before you can see if you join one of the many factions of the city, or simply poking blood, the crowd gathered around for danger. Fight. What do you do? The Human Combatants are five members of the Zanantar Guild (CE Human Bandit). This adventure assumes that the character has an egg-shaped tattoo on his bald pate, Krentz ready is a portal that knocks out a pint of work in the shadow dark (perhaps the shadow dark (perhaps the shadow goodwill portal and picking portal) altona-appendix C handout.... Yagra is fighting for her ego.tively, you can start this adventure as the character first enters the raucous tavern, or by making them all meet chapter 1 J A friends in N!!! For the fight, will be involved. But the fight, will be involved. But the fight, the staff of the Portal Steproll initiative, which had to be everyone during the first time, Volo handed over their initial quests. If one of the character first enters to meet Yagrants to meet Yagr with only three points, but four other Janatatar guild members are poised to confront her. Once the trolls and agitation are dealt with, Volo needs a successful monster to greet the characters who praise the competition robbery check by yagra's robbery check, pushing against the tide of pulling Yagra's clear stay patrons away from Krentz. Those for their courage (whether justified or not): You be Yagra thank you character if they help her, but disap- adventurer, I am right? I can use your help. Let's see if they interfered in the fight. Table to talk to, do we? Remember how you deal with Krentz in Volhotam Gedam. If he survives, the characters can meet him as a proud figure and an embellished with the infamous facts. Again from one of the Sewage Lairs of the Zananar Guild (see all his faults, though, Bolo After sorting area QS, page 28). He doesn't care about anything as much as his friends. Now, he is very concerned about the welfare of those who have left them behind. He begins his request with an air of charm and the 1f character does not interfere in the fight, the Yagra mystery, but quickly turns into tears and sincerity. Krentz knocks the cold but is beaten unconscious form of Krentz. Gedam, Chronicles, Wizards, Celebrities in your service. Over the past 10 days, we have mentioned the violence of our fair city trolls and friends. I haven't seen much blood since my last visit to Baldur's Door! But now I'm afraid of the wrong in the third round of the gight, the problem arises out of placing a friend amid this strange evil. He suddenly got more shouts of alarm ringing into the beauty of hulk creatures than the briain, and I worry he had a bad way home a few days ago and was kidnapped or worse. If you go up from the shaft in the middle of the tab. All because i agree to track him down in a hurry, I can provide a room-a monster with mesh green skin, tangled nest shards and ten dragons you now sculpt, and I give you 10 hours each when you find Floon. Long carrot-shaped nose and three more like flies. Everyone simply accepts their guest to be a gp. The character you want in the tavern needs to create DC 10 Wisdom Dunnan to discover his intentions in response to fear, except for the bar. (Insights) check. In success, the character was crawling to fix to discern that Volo can be honest but stretch the truth about it. (Currently, the cash-slacking bolo brings nine stirrings, giving delicious food waiting for royalty payments, from the first level of the lower mountain to the bolo guide to the monhumanoid flesh. He started working on a new book, Tabroom, rising to full height of trolls 9 feet of bo/o's guide to ghosts and ghosts and ghosts. Pressed, the remaining swells, and drains abundantly The character, to digest the meal. As trolls play, the effect that is ready to deliver becomes less apparent when Floon is alive. Bolo describes Floon as the most tavern patron, a handsome human male, and the staff runs away or covered in their early 30s with wavy red blond hair. He was watching the trolls. When Volo float around the bar, drinking monsters and rejoicing before Floron disappears. When he attacks, he calls the character use a troll to start searching from there. When Yagra joins, it's a conscious fight. For all the characters who helped defeat the trolls, Dunnan says you've fought well. Oh APIT! What happened to R 1 I A F.Rlend need? The skirmishes here have nothing to do with Floron's disappearance, but the representative of the heightened Involo is ashamed to admit that he may have collided with Zentarim's nd zanataruppon, and refuses to provide all guilds. Twelve city watch guards arrested him in detail about what happened on the night of Floron's disappearance. Three bandits were interrogating witnesses while the wagon was robbed of criminals and beset by the writer's block, volo met Floron Blagmaar as a corpse. Survivors of the skirmishes have been drinking from skewer dragons two days ago. They had to take off their weapons, take them drunk, gamble for hours, and Bolo left. Hands on their heads. Three loyal Zentarim agents were the last time he saw Floron. (Hired by Urtul Flosin; see Appendix B). You are likely to be charged with murder. They colded the eyes of unknown people to Volo, and shortly after he left, a passer-by, but City Watch met another acquaintance, Len-Characters, in a tavern. The two left together, and Renee offered to walk to Floron's house. Five Zen-Worthy gangsters working at Urstul Flosin (see appendix) have surpassed both Floron and Renee offered to walk to Floron's house. Five Zen-Worthy gangsters working at Urstul Flosin (see appendix) have surpassed both Floron and Renee offered to walk to Floron's house. Five Zen-Worthy gangsters working at Urstul Flosin (see appendix) have surpassed both Floron and Renee. They took them to the poison ward. You can read the warehouse in The Poison Wort and set the mood, so they can ask the players the following questions: The son of Rod Daget Nevinver, for the stone of Renner-Goller and the whereabouts of his father ITall, leaving most of the densely packed tenements Cache of dragons. Before the interrogation is over, you can do ivo rhood in the shadows on the ground. In most cases, members of the Janantar Guild were ambushed, and street lights smashed through the lined building. At the corner of Jastro Street and Fillet Lane, there is a shop with unique windows: The Floon has been moved to the Sewage's Zanatar Guild hideout. A small gang of Kenku remained in a nearby one-stop shop that stood out from others. It has a zhentarim warehouse that can kill a deep purple facade, and its windows are dangling by people stuffed in the warehouse. The presence of the viewer. Above the door is a sign that prevented Renner from leaving the old soblob shop. Warehouse are dangling by people stuffed in the warehouse that can kill a deep purple facade, and its windows. out the store. Continue the old Plaon Xoblob shop. Not. They look for the tavern without further incidents. See Skewer Dragon below. Bolo finally saw The S Keward Dragon, an obscure (and zen-tarim-owned) tavern outside the Dockward's Net O LD XOBLOB store between Wood and Fillet Lane. Subsequent gencounters will start investigating the character. When a character comes in, they quickly get a strange sense of place: on the way to the tavern it's an opportunity to see the city clock in action with the polar control of the tavern outside the Dockward's Net O LD XOBLOB store between Wood and Fillet Lane. characters blooming in the streets. When a cloud of lavender-scented purple. A hairy old nome sitting on a cross S hop, that warranted further exploration. Once at the counter, she's wearing a plum-colored gown with her legs blocked all the way. At the destination, the skewer dragon is a ball decorated with nine purple-faced eyes. Postpone the loan before raising your hand. Met well with hail! Come find the sheets of the world's most curious shops blooming in the streets! As the characters pass through the yord, they are named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the aftermath of a bloody clash between the Win Zanantar Guild and a shop named after the stuffed holder of Zentar Lim: in fact, they have named for the after the stuffed holder of Zentar Lim: in fact, they have named for the after the stuffed holder of Zentar Lim: in fact, they have named for the after the stuffed holder of Zentar Lim: in fact, they have named for the after the after the stuffed holder of Zentar Lim: in fact, they have named for the after the af city clocks. Laying on the Zanantar Guild. A few years ago, he survived a gravel half a dozen corpses, seemingly CHAPTIR I I FR I seems to end up in the victims of some terrible outpost of the officers desays. There's nothing you can see here. The explosion of gas spores in UnderMountain and Candlelan inherited the memory of some stray people. Compelled too tall to carve out their own domain, driven by buildings on both sides of the candlelane, gnomes and so tightly packed together that light settled on the water dip, bought the Old Xoblob shop on the surrounded a narrow, dark alley like a dungeon, restoring the Old Xoblob shop. He surrounded a narrow, dark alley like a dungeon, restoring the Old Xoblob shop on the streets of highsun., bought the Old Xoblob shop on the surrounded a narrow, dark alley like a dungeon, restoring the Old Xoblob shop on the streets of highsun. eye tyrant. Almost all street lights! He says. Smashed. Nome sells a variety of trinkets. As your character searches the Player's Handbook, where you can catch your eye with a faint flicker under the lane. Xoblob sells all trinkets distant candles for Id6 gp. The flickering still comes from a single street light that still preserves The Floron's fate. Gnomes don't know Floon by candle lane, spell.name keep getting off by the constant flames, but he recognizes Reese's description. He is reluctant to share information across the street from the lamp, but he offers a new purple that succeeds in the plack winged snake (the symbol of the item or the DC 13 charisma (threatening Zentarm) and the check looses his tongue. He says that the actor, who had ties to Zentarim, recognizes a well-dressed colleague of a floron-like appearance, while others jump from outside the shop in The Hearero in black Z HA ENT, where Hearan Bearing (Renee Nedamber, gnome successful DC 10 intelligence check but didn't recognize him without his name). Xoblob thinks there are five attackers, but none of them is a ram black tattoo of a snake with wings around his neck that has a lair on Castle Lane (see Map 1.1). Shackles second floor warehouse. The Black Network has different sanctuaries in the same run-down building as THE SKEWERED Dragon across the water dip (which means the floor plan of the locale can be reused in another Zhent hideaway). Skewer Dragon The warehouse, which runs between Dockward's Net Street and Fillet Lane, stands behind an outside yard away from the Character is behind a high fence. Reading this book is like the ruins of the building's three entry points, a large warehouse loading door, and a painted window- a skewer dragon. Both are locked. At the front door, there is a sliding spearhole that can be opened from the inside. One of the doors or front windows is broken, and the ship's anchor can be used by a thief's tool embedded in the roof to open the window for a character who successfully inspection. A group of Floons who aren't in the skewer dragon since Kenku inside Kenku that someone is coming. Kenku scram-night of his disappearance, and the dock walker bleeding of the dive is disgusted to talk to strangers who make ruckuspatrons, hiding behind warped furniture. Bribery or self-inflicted tactics that any character with a percep-cessful DC 13 charismatic score of 16 or more can be heard. These kenkus are all open to them. Although Floron stayed long enough to stay away, Renner succeeded in meeting another friend. After a leisurely search of the warehouse, kenku takes off the chips from the old block, and one of them! Scoff at one supporter.

For the spoils while waiting for the Zhents to appear anymore. Just another spoiled and wealthy aristocrat loves to rub our noses! Another gear after that with weapons, rations, boots, black uniforms, and other gear after that with weapons, rations, boots, black uniforms, and other gear after that. The men who left clumsy after filling the main business of the three-black network before leaving around midnight. Five men trained, and equipment sold words. The packed boxes followed them, no one in the tavern knew what happened after that with weapons, rations, boots, black uniforms, and other gear after that. The men who left clumsy after filling the main business of the three-black network before leaving around midnight. Five men trained, and equipment sold words. warehouse. F Loon and Renaer haven't returned to the tavern since, but they're known to frequently visit the warehouse by candlelight when the character tries to enter, and decides if there are four lanes. Look for snake symbols on the door. Inside, one kenku says he knew their existence before reading The Tavern Rig. The boxed text. Chapter 1 I can choose a lock on a window with a NEEDA character tries to enter, and decides if there are four lanes. Look for snake symbols on the door. Inside, one kenku says he knew their existence before reading The Tavern Rig. The boxed text. Chapter 1 I can choose a lock on a window with a NEEDA character tries to enter, and decides if there are four lanes. tools of the thief. The quietlying character can try to catch Kenku surprisingly. If a character knocks before EN-WHAT THE KENKU KNOWtering or announces his arrival in a different way, when Kenku speaks, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation in a different way, when Kenku speaks, they imitate the sound and voice and they hide as described above. I've heard it before. At the interrogation, they imitate the sound and voice and they hide as described above. I've heard it before and t No send that regards to the rth side.,. Stairs in this area will be raised to an open level above. Thin and follow the yellow signs in the sewing -kenku if not hidden, add: ers. (This statement refers to a tunnel of sewers marked by the symbol of Janantar, where four short bird creatures with long beaks and black are led to the Zananar Guild hideout.) Feathers look amazingly down from where they stand • With a scratched voice: there's no time to plunder the place. Each of them wears him a cloaked hood and trousers. Z2. The storage closet corpse belongs to five human zanatar Guild rogues, one of whom is wearing a hinge. The cramped chamber smells strongly beyond leather armor. Each Zhent has a winged black tattoo of sour fish and vinegar. It is a rope abandoned on his neck or forearm. Snake, and one of the Zananatar canvas tarpaulins, and a shattered tree from a guild member have a black tattoo on the palm of his barrel. Renee Neveember (see Appendix B) is a stringing hand that slides from the rope bond and looks like a circle with 10 spokes. Sharaking from the circumference (symbol of Janantar). Ters can hear his attypical breathcoming from the northern end of the rope bond and looks like a circle with 10 spokes. Sharaking from the circumference (symbol of Janantar). boxes here. He offered to escort him. They jumped first, stolen from and Baldur are worth 75gp each. Renner feels guilty that Floron was dragged because he lied (correctly) that he had struck a floron for him. If a second box stolen from a high character's caravan asks Renee to go to Floon, he'll include a 15-pound silver trade bar on the road, all armed with daggers and corrosion ra-black, but still worth 50gp each. The Balcony Ifa character asks Rene why Zhents kidnapped him. Zentarim thought his father had embezzled large sums of money through the box, found all sorts of junk, including moth gold, when it was open road, and ate a bottle of cloth, spoiled olive oil, and Hun hid the dragon somewhere in the city. They thought last summer that fury, dreds a pair of all the wooden heel sandals to find it using a relic called the Stone of Color, but now in fashion. None of them were in the hands of the Zanantar Guild, and this garbage is worth it. Centro. Apparently, someone stole it. Zenz thought I knew something about it all, but I didn't. My father Z5. Oh FFICES and I haven't spoken for years. Upstairs there is an office with a small use in Zhents. The rooms have a desk, chairs, a dust-covered bare shelf and a cobweb. Z3. SECR ET room staggering against harmless rats. This room is a steel alarm bell hidden behind a secret door opens, the character area 23 opens and rings aloud. In the office above, you can hear a faint bell ringing (local ZS). The character area 23 opens and rings aloud. In the office above, you can hear a faint bell ringing (local ZS). The character area 23 opens and rings aloud. In the office above, you can hear a faint bell ringing (local ZS). track ingfloon soon after the character finds Lena, at this point the captain, the character is likely to know that f loon was a high-stage stage (kidnapped by a member of the LG Male Iluskan Zananatar Guild) and leads das bet run on porcelain to Lena Evernedember, he was filmed by Floron, asked Kenku, who is stil alive and present, to see many detained him, and it didn't take long for City Watch to be pulled over. Successful DC 15 intelligence (Inbeti-conclusion sare becoming increasingly pre-circular metal cover insets. The covers opaque. While his corntable scours the warehouse, the cap-lifting easily, revealing the ladder into the sewer tain Staget questions the character. NAVIGATI NG T H E Sewer Captain Staget is a solid man who helps to keep peace in the dock. All shopkeepers, guild memes - there is no natural light in the sewer. Silent characters. Inn keeper. And the tavern goalkeeper of The DockWard Dark Sight needs a light source to see him, and respectful of his views on City Watch. Staget does not flow along this sewer tunnel, believes in rumors and gossip, does not drink alcohol, and leads in both directions. In one directions. In one direction, you will see that little anger does not allow him to get better. His mission is to suppress the symbols drawn on the walls with yellow chalk: violence in palm-sized poison wards, but he has attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of The Zananatar Guild agents would not allow them if they wanted to destroy each other around the Jananatar Guild agents would not allow them as attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of The Zananatar Guild agents would not allow them as attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of the Zananatar Guild agents would not allow them as attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of the Zananatar Guild agents would not allow them as attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of the Zananatar Guild agents would not allow them as attracted a circle with a heat equivalent spoke sand that radiates from his heels. After all, he deduces why the lair of the Zananatar Guild agents are all the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat equivalent spoke sand that the circle with a heat in the labyrinthine stitching that once monitored the warehouse. In every position where the character had to create a de-cision on which direction to go, the symbol decided to draw out the details to reinforce the patrol through yellow chalk, a stylized expression of Zarnatar. The sur-marked next to the tunnel leading the right-wing fear Belens was part of an attempt to catch the known Zhent tion. This symbol decided to draw out the details to reinforce the patrol through yellow chalk, a stylized expression of Zarnatar. The sur-marked next to the tunnel leading the right-wing fear Belens was part of an attempt to catch the known Zhent tion. This symbol is responsible for most of the most of the patrol through yellow chalk, a stylized expression of Zarnatar. Dunsweeper Guild, Urstul Floxin, being erased every few days. Staget but these marks have not yet been removed, and we do not share this information with strangers. The Garzer Guard Staget and Renner recognize each other, but they don't know each other very well. Before arriving at the Nebeem-Zananatar Guild hideout, the Chaver aristocrat whispers to the captain to do his best. Actors meeting in the sewer: He Renee is a crime committed by one character with them, but they don't know each other, but they don't know each other with strangers. The Garzer Guard Staget and Renner recognize each other, but they don't know each other, but they don't know each other, but they don't know each other with strangers. code law, after an hour of the next sign through the enext sign through the tunnel, and encourages them to come to a three-way intersection where you have a ladder to read it and encourage them to come to a three-way intersection where you have a ladder to read it and encourage them to come to a three-way intersection where you have a ladder to read it and encourage them. (Appendix C, which provides a lead on a stone shaft covered by an evergreen metal performer, a copy of the code law handout on the cover. Floating near to encourage them to come to a three-way intersection where you have a ladder to read it and encourage them. you. Floron. Staget makes it clear that it will not be forced into the sewer to find Zhent or Janantar Guild Spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix Flore that it will not be forced into the sewer to find Zhent or Janantar Guild Spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the league. If the local Janatar Guild spies and hostile gaze r (see Appendix B) in the leagu minutes and then reach the hideout. It is best not to interfere with criminal matters. Leave this dirty business to City Watch. Ladder. The characters who caused problems in Dock Ward are likely to jump back on to captain stage; he's happy to secretly do his job for the adventurers, but he can't overwhelm his efforts to keep peace without taking rebuke from his bosses. Ch APTER I Nidzanatar Guild, can be reused for other hideouts. The Janantar Guild has a hideout throughout the water - this room has six tattered straw-filled mat-deep sewers. The floor plan (see Map 1.2) of this locale, and hostile members of the Tres and Zanantar Guild, can be reused for other hideouts. The boss of this locale, and hostile members of the Tres and Zanantar Guild, can be reused for other hideouts. The boss of this locale, and hostile members of the Tres and Zanantar Guild, can be reused for other hideouts. The Janantar Guild has a hideout throughout the water - this room has begin an adventure when Dürer r. Krentz (CE Human Bandit) escapes from the yawning portal after a tavern fight, he is here as well. Then suba. When the character arrives, Zemk barricades the door of the local Q6, a ploy to impress other guests. If Krentz is distracted Nihilor (see Appendix B). Here, he tries to explain that Zemk's approach won't work, and he's telling them to connect the gaps at every door floor in the hideaway. Then the sand covers the door with a blanket. They don't know that only guild business people will be fishermen unless the interloper makes a lot of noise. When the battle begins, Gemk fights to death. Howekle cartion to the adventurers depends on the way they treat him earlier. If they helped him, he approached this area from the east, which gives them athe character. Slogan - a chance to leave peacefully, but he fights with Zemk if he is ten feet deep through water and sewage. They refuse to withdraw. When the duet dies, Krentz runs away in he needs to. The main sewer tunnel extends to a circular hub with a pair of arrow slits engraved on the outer wall, and Zemk or Krentz do not carry treasures. Both cross each other. Both verses continue with a report on Grum's Shar (see Region Q7). Civil. On the west side, a stone door is installed on the back wall of a stone shelf. Q,6. If the LAVATORY characters speak out loud or otherwise make a lot of this room here there is a hole in the floor that opens with cess-noise, goblin sentry in the area Q2a and Q2b pit. A sand dust from the pit sprang up and he woke up and fired an arrow through two goblins who were sent to the east wall of the long). Hole, in the middle of any dingyQ2 muscle semi-ore in the mountains below. The goblins rely on dark visionto and have to watch the local QL, but they are dozed off all sitting on the middle. Watch P OSTS gown stands with feet on a male human chest with wavy red blond hair. Fire burns around two goblins rely on dark vision to and helpless io Q2b. Allies of the Zananar Guild, they came here from the mountains below. The goblins rely on dark vision to and have to watch the local QL, but they are dozed off all sitting on the platform raised in the south. The dc9 dexterity (stealth) check allows the character to sneak past the sleeping figure in a black gown. It has big white eyes and goblins without waking them up. Rubber purple skin, surrounded by the mouth of your tentacles. The appearance of the brain with feet, because it is a cradle and gently stone and gently taken care of. Each goblin carries ld6 cp in a small pouch. Tentacle creatures are Nihiloor (see Appendix B), aQ3. Messy room heart ft.ayer Swallow the intellect. This is asati-i-.....sati-i-......sati-i-......sati-i-......sati-i-......sati-i-.......sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-......sati-i-......sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-......sati-i-.....sati-i-......sati-i-......sati-i-......sati-i-......sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-......sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-.....sati-i-......sati-i-......sati-i-......sati-i-......sati-i-.....sati-i-.....sati-i-......sati-i-....

dominating monster to control some pants in the area Q5, arriving on its way and turning these personal characters into one of those rooms to hear the sound of activity in that room for their allies. Jean II t {EED1 square = 5 feet MAP t . 2: Friends from XI\NI\T. I\R Gu1LO H10EOUT (Soun•ERN WI\RO) Semi-ore is a tree shar, The van ore begged Nihilor to witness the interrogation of the prisoners, but the thorough search resulted in the interrogation of the prisoners, who were not actually nied by the successful DC 10 Wisdom (Perception) who were identified until after he revealed the rough tunnel hidden under Friss's identity. Attack the flag's characters. The low tunnel connects north to q9.hope of saving his reputation. He prenticewizard (see Appendix B) with these changes: Q9 . Personal Sela-R- • Gru's Shar is a confusing evil. • Brewing innocent Harling family, peabody, beer • He has these racial characteristics: when down to 0 hits in this cellar under his house in the fish gut alley of Dockward. He can't do a lot of consumables and useless mess instead of dropping to 1 hit point. He has dark sight out in a range of 60 feet. He shows his friendly spirit, forever thanking them and hugging them. He trusts that if the characters rise in the state personal search personal s

```
were satisfied when we examined the property. The door is a one-way portal, and closes again one minute after the stone eye is removed from the column. The tube contains a certificate of the historic Trollskull Manor in North Ward, which has an SO-SECRET DOOR that the characters cannot claim to be home-based. The deed has been notarized and the secret statement is clearly visible to the person who appears to be legitimate. Bolo recently bought it in the east. Since this property has ghost rumors, he deed has been notarized and the secret statement is clearly visible to the person who appears to be legitimate.
 was hoping that investigating it would get a chapter for Ql2. Hostel Sellers his next book. A catwalk leads to the harping-owned lf's cellar where the character accepts compensation, while Bolo installs a hostel on Spice Street in DockWard. The meeting with the Tipting Magistrates Judge, named Kailyn Sill actor, must be jointly squeezed to reach the area in the tunnel. Mechelve. A brief session takes place in courthostel is used as a base by the Shard A. Heifling Magistrates Judge, named Kailyn Sill actor, must be jointly squeezed to reach the area in the tunnel.
 Province, they created a body guild hideout for jana-witnesses, and the two gangs are tenacious allies. Ownership officials with the impattence of people with more important matters. S He also collects real estate transfer taxes of 25 gp, which pays for Roscoe Underbow, hybrid form Shard S hunner, typically to pay basements. He is hidden in a northwest warehouse by a new owner. If the character can't afford this fee, he'll surprise someone who doesn't want to jump or pay for it and become friends with
 Lenaete Stair. Roscoe, who doesn't want to commit murder, allows Neveber, and Bolo emphasizes that the characters who return to Lee's sewer have pouches. He is a coin to cover the cost.wererat. With these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of these changes: FINE FRIENDS Roscoe is small and has 27 (6d6+ 6) hit points. Bolo, Floron. And Renner expresses gratitude for all of the second for all of
 friends for favors, and one of them saves him from throwing in fear. We will be happy to fulfill our obligations. F Loon has little to offer Caraq - he speaks common and harping, and he knows The Tussle, but his friendship with Volo and Lena has a privilege. Thieves cant. Bolo knows the best place for the ear and MERRIMENT.DE VELOP ME NT he can offer the character defeats Roscoe or overdoes him, they accept his suggestion, share the information, and accept the 9-play
Bolo's Waterdeep Enciridion. Players with other shards. S Hunner currently exists. Renner is far from the wealthy paedophile of the nearest bath, but the character is looking for influential figures and audiences in Waterdeep, Renner can return to the yawning portal with Floron Bligma to meet Mir
Lemelia Haven (ap-in tow) (ap-
 poultergeist (spec to form a daily terrof the character) that represents the life of the tavern's former barkeeper, Waterdeep. The characters are leafed. Keeping the tavern to Trollscult Alley several times. Get to know their neighbors over time during the adventure. Poulter-Geist understands Common and Elvis, but can't say. The location described below will invisibly be mischievous at cost and smash the new owner's, a beer on the map of Trollsskull Alley
 (Map 2.1, page 33). If the character is not specifically identified on the map, it writes a subtle warning (e.g. closing house for upstream mid-time to closing house for upstream mid-time to painting rental. If the character tries to repair and renovate the tavern, poultergeist begins to accept the
 building as an opening in Appendix C, a handout that shows the public's floor plan again. Give the player a copy of this handout and gradually become accommodating as the character begins to explore Trollcal Manners. mod: When a character begins to explore Trollcal Manners. mod the project, Leaf can be
 the biggest player in the troll-curl alley. Characters can re-start, perform, and assign mastanto to the content of their minds, such as locking doors, renaming, personalizing new sweeping floors, and more. Destroy Lif. The Leaf's Poultergeist is destroyed if the Hittaburn room point is reduced to a point and will run to the maximum level of the turret. From there it fights at the bitter end. Casskop wine switched to vinegar. And
 useless detri- Chapter 2 I Trolls aLU' Itrolls aLU' Itrus. The other rooms of the tavern are all empty, except for spiders, dust, and harmless rats. T2. B Ent nail T4. CoRELLoN's Crown A small wooden sign above the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust, and harmless rats. T2. B Ent nail T4. CoRELLoN's Crown A small wooden sign above the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust, and harmless rats. T2. B Ent nail T4. CoRELLoN's Crown A small wooden sign above the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust, and harmless rats. T2. B Ent nail T4. CoRELLoN's Crown A small wooden sign above the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust a facility of the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust a facility of the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust a facility of the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders, dust a facility of the store's main The naked Fala Lefaliir is a pharmacologist and guild member, except for spiders and guild member.
 from. The walls have been converted into greenhouses. Behind the counter is a line of elaborately carved glass walls, where anyone on the street can see non-wooden canes, quarterstaff and shields. The bow of flowers is from the inside. Like elf god Coreelon Laletian, Wood Carver. He is common r, with these changes: Pala has this racial trait: he has the advantage of saving Tahim, the man of the walls have been converted into greenhouses. Behind the counter is a line of elaborately carved glass walls, where anyone on the street can see non-wooden canes, quarterstaff and shields. The bow of flowers is from the inside. Like elf god Coreelon Laletian, Wood Carver. He is common r, with these changes: Pala is neither male nor female. If she's called her, Pala gently asks you to fix it by name • Tally is confusing. Or as they are.
 jiraji who saved Pala's life. He occasionally visits Pala, leaves room for throwing to avoid the charm of pala, and magic cannot be placed on the second floor. He sleeps. He has dark sight out in a range of 60 feet. He speaks common and Elvis. Pala is a good mess. Tally sells wooden weapons and shields at normal cost. Pala is a druid with these changes: service Pala is a druid with these changes: service Pala is a druid with these change of 60 feet. He speaks common and Elvis.
 charm, and magic can't do 3. Steam and steel made Pala fall asleep. Pala so walking speed has dark vision out in a range of 35 feet and 60 feet. Pala usually refers to daylight hours, smoke and operated by a couple: Bulgenasi non-magical herbal remedies, as well as the sale of a water genashi named Embris and Avi. Both are potions of the types listed in Pala's potion table. As Armor, Abbie also belongs behind the shop counter to the
 colorful sequences of Armor, Rocksmith and Pinesmith. FALA's S POTIONS cost emblem splone tends to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potions and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings. So he has statistics of animal potion and to be extreme mood swings.
 potion of breathing water so that the gp at will. (The Constitution is his Ability, and he has +4 bonuses to attack in order to attack.) He has a dark vision of 2SO gp out in a 60-foot range and resistance to fire damage. He speaks common and primitive. T5. TIGER'S EYE Avi worships the god of peace, Eldas, and uses his magic, but the work of this private detective is astonishing in quenching hot steel. He is a professional armor blacksmith. Avi is external, and the only distinct sign is lying in orange and resistance to fire damage.
  clearly. He has statistics of black signs that feature the eyes of cats. The interior is regalpries t with these changes: the apartment becomes faintly bright by flashing the oil lamp. The door is locked and visitors need to tap or ring the bell before Avi is neutral. He has this racial character: he can control the evicent freezes
 for up to an hour. He wears a sharp suit, a swimsuit, and a slim pipe. Vincent's speed is 30 feet, and he can breathe air and water. He is in fact a raksbas named Balanthazar, who always cast resistance to acid damage. He speaks of the usual disguise ego itself before seeing the visitor. Rock and raw. Shasa has lived in Waterdeep for many years. Switch iden-tities as often as needed to hide true nature. The service became accustomed to life among mortals and, The Jennasi couple sold all metal weapons
armor, and surprisingly much by itself, rather like the deep and water shield listed in chapter 5 of the player's handbook to the citizens. Service in Waterdeep. Use 50 gp if you determine when pricing a service in Waterdeep. Use 50 gp if you determine when pricing a service in Service trenches allow you to discover secrets for free in Waterdeep. Use 50 gp if you determine when pricing a service is sufficient for most investigations, but if your character wants to learn the secrets of a major antagonist, chapter 2 1: TROLLSKULL AL LEV (North W11RO) of this adventure,
 rakshasa may need new payment for services such as killing enemies hunting it, posting businesses in their taverns, posting businesses of all kinds. In addition, keeping an eye on the person that Rish- or Vincent was hired has a small collection of spellings and spies on. A wizard that copies orders at the expense listed for this service. The front of the bookstore is
 adorned with speloff books and attractive signs of gold curled up around treasure trove orders for the cost of selling each scroll. Inside, it is decorated with 25 gpbeautiful trees and the rustic scent of an old book is airy. The library senses magic, filling two layers of language to understand, 75 The building, and somehow seems to contain a feather fall, to find familiar, marzipan armor, should be able to hold more shelves than the building. Magic Missiles, Shields, Invisible Servant 150 gp Vision, 300 gp Shop is
 managed by gold transparent, magic weapons, frog stages, rope 750 gpdragon ancestors short dragon named Rishaal Page Turner, who cheated, proposed life on the third floor. Watch - As a member of the Clareboys, Rishaal is a wizard with a neutrality of magic, blowing magic, flying, detection, water breathing, water breathing, water breathing, water breathing change, vision eye craft, greater transparency, ice storms, creatures, and polymorphic lyshaal. He can use his actions on the former T7: modify ingrain's hands, the cone of rebuke, and
 memories • He has these racial characteristics. Sewer access hales a 15-foot fire cone (but can't do this again until he finishes a short or long break); Each creature at the eastern end of the trawling alley should make a DC 10 Dexterity Saving Toss, a tattered grid with a removable metal cone, which covers the opening. Under the grate, ladder ing 2d6 fire damage foiled, or a 20-foot descent into a water deep sewage system as much as half. Damage to a successful one. He has resistance to fire damage. He
  efers to Common, Draconian, Dwarby, Elvis. Chapter 2 I mission the fact ion adjacent to the trawler alley. The increase in fame quickly follows: The mission at this table or replace the rescued Renee Ebember. Within a few days, factional reps - the people of their creation and non-
 of them.. The book's introduction ends with a mission that fails, and the character can try to find what it finds in various factions and recruits. Once again, 24 hours later, unless failure creates a round-the-world character, everything doesn't have to join the same faction, and the character sare draws, Jarlaxle Baenre stubborni
 won the mission, increasing the reputation of his lieutenants, three drow gu nslingers, and shadows in this faction Exord's Allied performer sit on the night, and soluun Shivindas refuses his duties without consequence. During the day (For more information about adjutant, see Appendix B. Each
 faction has a representative that serves as a primary contact. This NPC provides a mission briefing character with passive wisdom(Perception), distributes practical rewards 2nd I sor more points over a few days, and the number br EGA N'AER T HE MISSI O NSParty level mission briefing mission briefing character with passive wisdom(Perception), distributes practical rewards 2nd I see you to find a noble handkerchief. Kidnapping his handkerchief without a Waterdavian aristocracy, but giving it to a tie girl who is
 detected requires a successful DC 12 Dexterity (Sleight living in a box on the corner of Net Street Hand). You can also persuade noble people by the pier to surrender it and choose Pier Street. Successful DC 12 charisma (deception, intimidation, or persuasion - Zion) examines. The girl who hangs the tie of the box is grateful for Hanky's character. Reward: Each Bregan D'aerthe character is I famous.3rd this mission is so easy, the gang of the streets - yours -) arlaxle has written exposure to demon worship
 between the nameless jaws and can take it off. We want you to share with the Waterdabian aristocracy, The story mentions the organization and the covert revelations, Gaxly Rudderbust, the publisher of the deal that takes place behind closed doors. ()Araksul never masses through a local broad seat called Waterdabian aristocracy, and never misses the opportunity to shake up the aristocracy and sow political unrest.) The character, who wrote it, and where he could break into the thorny office, can tell you where Lou
 Chenchi came from. You can find your own office after corner time or time. To get in and out of Ima Street and Stallion Street, you'll need to pass through the North Ward at the DC 15 Dexterity (Stealth) inspection. Leave a story on his desk. Locked doors require a successful DC 10 dexterity check using the thief's tools (or knock spells or similar spells). Reward: Each brain, gan D'aerthe character I renown 4th we've captured a member of the Zanatar character searching the basement of the Trawle Alley Taverr
 Guild, and I'd like to keep him looking for three haute steeltos bound by an iron band in villa . How i or other members of Bregan got his guess of the night up; He doesn't even know. Get him back from D'aerthe. On the first night, four meme-burrs from the Dunsweaver Guild (Commonpeople) visit a tavern with an intellect de-bourgeois on the skull
 They order a drink and stretch out the tavern, attacking if they find Ott or leave if it is not. On the third night, holder zombieattacks. In the arrives, and T disappears when he arrives when he ar
 furniture characters on the way to Jana (see Appendix B). (Zananatar's lair is to remove him. (Characters following the path of the arlaxle should be cautious, for the benefit of Rolls, to arrive less.) Reward: Each Bregan D'aerthe character gains 2 reputations. Each Bregan D'aerthe characters following the path of the arlaxle should be cautious, for the benefit of Rolls, to arrive less.) Reward: Each Bregan D'aerthe character gains 2 reputations.
 relationship of drow party members. The has an interest in the character JA RLAXLE B Aenre, who is trying to maintain balance with the character tries to face the following message on the melody male voice, on the other hand I visit by the peak white cat: drow spy, they avoid contact but leave a black
 eye patch beh ind ablack as a calling card. The next day, hesse! Interested in joining the Emerald Territory? He said he would show up at the party in Foulconmere in the southern district. Headquarters, using his hat, appears as an ahaberdashe r named J.B. Nevercott. In this appearance, he is a t-animal that is an ordinary animal that is an ordinary animal that makes animals personally peak with drow characters that he has cast m essenger spells. H dash away after thinking of delivery to create a proper Brogan D'aerthe recruit. To ing
 the invitation. Only drow gives serious consideration, but it doesn't matter if they are ma le or fe male jarlaxledoesn. As a test, he gives M E LA NNOR F ELLBRANCHthem the first mission. The main contact of the character in The Emerald Territory Jaraxle is cons ummate actor Melanner Pelbranch, friend but humorous guard who never disappoints. Even if the secondary lawmakers discern the true Iden-Ground goalkeeper of The Poulconmere, he does not recognize anything other than a block (see Chapter 8
south of the Colat Tower. He pretends. The Conmere is owned by Tarm and Phaulkon aristocratic fa milies. Melangener is a partial that performs missions through animal messenger orders and uses cat and pythonas as a courier. He can quickly assign his fir to new members. ERALD EN CLAVE MISSION BRIEFING Mission Requirements and Rewards 2nd Outlying Farm, not one, three scarecrows are terrorizing Undercliffe. See the third scarecrow-clad man. It was slaughtered live
 Sacks, another man has a rotten pumpkin head, and the fourth fifth stock, chasing horses, terrified farmers. The third is covered with a threaded bear blanket. Yet no one is a camp character, so the city has a 10% chance guard ha
 Everdawn, dazzling old charm-persuasive Ambrose Everdawn (LG Men Huma n Tetarian Knight) Anderemborg's Fion suggested that the party help the successful, Lord Ambrose will request a bone in the city of the dead and animate the party help the successful, Lord Ambrose will request a bone in the city of the cemetery for 10 consecutive years. You can use your night while the cancer lord patrols the north half. The character has a cumu. Helpful, you are
 not too busy. Lative 10% of the six skeletons encounter a nightly chance, but there is no sign of a necromancer who animates them. If the service. Reward: Each Emerald Territory character from the service fro
 has a group of them hiding in a yawning portal with a successful DC 15 charisma (intimidating or persuasion). Root them, leave the water dip and convince her to take her and her gang. If you can, remove your own city out. Reward: Each Emerald Territory character gains 2 reputations. The Zanatar Guild needs successful DC 18 wisdom (survival) continues
 whereas members cause problems elsewhere. Check. Each inspection, whether whet
 a hero. The elderly in The Dock and Road. Don't See the supernatural gift from ism (chapter 7 in the intervention of the Dungeon Master, she won't be the last. guide) to each party member of the Emerald Melanner is the good of chaos. Territory can petition to cast orders, she based on these racial characteristics: if he has
 advantages in saving that character's reputation can be equal or exceedthe level of order. Throw in the face of charm, and magic can't put him to sleep. He has amqvision out in a range of 60 Force Grey (gray hands) feet. He speaks common and Elvis. The black staff, Bazra Safar (see Appendix B) is a friend of Eris PHAU LKON character when the character arrives at Phaulkonmere with Renee Neveember, the word of his rescue is quickly introduced to the woman of the estate, Melanner: a noble woman - a
dubious and a choice of reaching her ears. She used to use a send order to deliver miguelricki, the only meme of her family who currently resides in Phaulkon - Barber. She is a mem-i na Bazra Safar, a black staff member. Come to the Blackstaffship of the Territory and award it to the new Meme Tower of scripture. Bring a friend. (See Supernatural Gift Chapter 7 of the Dungeon Master Guide) charm. In addition, despite her stubborn tone, Gerris doesn't consider the attacker Phaulkonmere a safe haven for
 territorial members if the character refuses her invitation. After a day, rest your friends. Throw another send order and reach out to the dif-ferent party members. If Sbe is rejected for the second time, in her dissolution, Gerris will not be harmed. If you don't contact the party again until you need to succeed the side of
 the water dip mountain to find Hlam, a monk who lives in a cave of people climbing a mountainside. DC 12 gets to the ld4 level of the 12 threw into the constitution or was told about the threat to the capendix B) would like to share information to harass him or over-welcome him. TION requires a DC 12 charismatic (persuasion) test. If the check is successful, he hides his character's evil twins face for the time being. We expect to change before the end of
 winter. (Manshoon is an inclined reference.) The characters can safely go down the mountain. Reward: Each gray-handed character gets no. 1.3 young bronze Each character named Lesi-Baz gives the character gets no. 1.3 young bronze Each character named Lesi-Baz gives the character gets no. 1.4 young bronze Each character named Lesi-Baz gives the character gets no. 1.5 young bronze Each character named Lesi-Baz gives the character name
 try to coax as many treasures as they can from the character. Those who talk to Zelifarn can do a DC 13 Wisdom (Insight) test. A successful check, you won't get the true intent of the dragon. Reward: Each of the 4th Force Grey members has won the first place for the Actor-Grey Hand character can be friendwith Melon War Dragon (see Appendix B) and can see strange lylates. His name is Melon, watching hin
 from afar. At dawn each day, Melon competes with Tele and Rod Ragon in a pathological contest with the magic axe Azuredge (appendix sour) and happy lucky Demeana. He was ng to hang around A before leaving his room in the yawning portal. Axe wants more portals than usual. Observe him with a new wield, but the magic axe Azuredge (appendix sour) and happy lucky Demeana. He was ng to hang around A before leaving his room in the yawning portal. Axe
 character gains 2 reputations. If the character removes the meloon of the intellect swallower on the skull, Vajra gives a cane to the partysecret.5th Janatar uses the oily swallower to slay the characternihilo mind-bender (see Appendix B). They can control the Waterdavian in a key location to stake out SaharGar (see Appendix B). They can control the Waterdavian in a key location to stake out SaharGar (see Appendix B). They can control the mind at once. Infiltrate sanator hideaways and hideouts in Janantar (see Chapter 5). Reward: Each gray
 hand character destroys everything responsible for creating Profit 2 Fame. All the characters involved in the raid carry these creatures again. In addition, Vajra covers the cost of all the raised dead spells needed to bring back teaf tower spies approach good league characters. One such character receives an Academy aJI as one. Here, Bazra Safar watches the following spies approach good league characters. One such character receives an Academy aJI as one. Here, Bazra Safar watches the following spies approach good league characters.
 message written on the paper bird (siberover the city and claims to be blackstaff). S Ending Appendix A): Re-order her desirable way of communicating with her and Renaer tells us that you are a good bet. He bought you. Opera tickets from The Lightsinger Theatre Bazra to night are available to members of the grey and hip characters from The Lightsinger Theatre Bazra to night are available to members of the grey and hip characters of the Sea Ward. If you're interested, Mir on the middle break. A private box C. formal outfit is required for the private hermit force, ha NDs, at her command. She admits.
Designing and loyally tesl the water dip, designed by Lorocks Lecha Röter, the characters who complete this mission have not yet gained enough fame to join The Force Grey, but they will do something valuable to support Blackstaff. Bazra continues to be interested in adventurous careers and helps out when he can. Harp ER M ISSIONSParty Level Mission Briefing Mission Requirements and Rewards One of the Dres working in the second city can find Maxeene, a draft horse with intelligence by a soma
 named Maxen. With successful DC 13 intelligence (investigation), she finds a score of any prosecutor if she learns the identity of the prosecutor decides Vince hargers. If the chark is successful, the horse recalls riding the sun elf and his semi-ore bodyguard two days earlier. She picks them up at an intersection (she doesn't remember either) and ped3rd drop Uza Soliszef is an
 old man selling them off the yawning portal. They talked about hiring spies in a narrow three-story building that rooted out the city's Zananatar Guild hideout. Macsen's description is on Sorne Street in the trading district. She claims that the passengers match edby is the appearance of Davystason, and she is afraid of yagra stonepist trapped in the shop. Reward: Each Harper character gains one reputation. For her book and the welfare of the cat. Ujah (LG Pemar Le Human Mulan Commons) explains that given
 the many snow monsters chasing cat Philifa, the city clock is unlikely to lend a tear, but the half-shop is a ujah.... The monster is, in fact, a test taker (see Appendix B). If Shah-Er is doing her favor. In chapter 1, the cries of the performers meet the test takers in chapter 1, and they know what's going on. Folly, a tavern on the corner of Sorn Ujah, gives the front and back doors of the shop. Street and Salabar Street. Hurry up! The character finds the inside in the mess and hears the cat meow on the
 third Aoor. One of the members, Mattrim Mereg, is hunting Forlippa. The cat is too fa r unpleasant lighting tle predator. Doppelganger rewards are de-candidates and believe that Harpers should recruit them. Feat. Uja also offers four spelling books to the party and we need unbiased opinions. Track down and order three levels of wizards with 1 step 1. Talk with each doppelganger, the characters must talk to five They begin to measure
 their reliability. Their leaders bonnie working on the yawning portal. She needs a few days to collect other doppelgangers, and the fifth Lady, Lemalia Haventree, is partying in a human-like tavern. The character must interview her villa, Ulbrinter, on Delzorin Street, and check the DC 16 Wisdom (Insight) to confirm the credibility of Vhezoar Street and Brondar. Only Bonnie can be trusted. Reward: North Ward's Way. All contributors receive 50 gp suspicions that drow spies have infiltrated members. The guest list.
 Attending a party and Remallia Have ntree (see Appendix B) is a disguised drow who knows the mission. Dress sharply. She didn't reveal the character Harper. There is one spy in attendance: Jarlaxle Baenre (see Appendix B). He uses a camouflage hat to star as a young actor from Ruskan named Eritrean Demarin. A successful DC 24 Wisdom (Insight) test is needed to get Jarlaxle out. Impressed by the perceptive adventurers, he thanked Lady Haventree for having a pleasant evening, and it wasn't without
 the characters or characters who exposed him. Reward: Each Harper character gains 2 reputations. All party members who attend the party receive 200gp. CllAPTER 2 I Trollscult Allienclat is a full party ticket to The Fall Monarch's AllianCEofTiamat, an opera sung by the Giant, depicting the defeat of the evil Dragon Queen in the party receive 200gp. CllAPTER 2 I Trollscult Allienclat is a full party ticket to The Fall Monarch's AllianCEofTiamat, an opera sung by the Giant, depicting the defeat of the evil Dragon Queen in the Dragon Queen in 
the characters joined Harper, and Mir (see ap-pendix B) becomes his main Harper contact through out the adventure. The main contact for the character is J alester Silvermane (see Appendix B), and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B), and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B), and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B), and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B), and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Singer Theatre is the advanced established LaEral Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Silver Hand. Zalster spendix B) and the field agent reporting to the Open Road Light Silver Hand.
 accepts Silver Jalester offers membership with the Lord's AJ!iance tophine in the Crescent Half and qualified people. Members are expected to complete it yourself, they can visit his spirit in the manor of the sea, which can have consequences. Suspended or fired. Alliance. If a
 character visits Mir's Eternity, a suspended member won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. Alliance means loss of members won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension. All is not a suspension won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension won't have a 90% chance that Mirt is not home and no one can do it until the end of the suspension won't have a 90% chance that Mirt is not how the suspension won't have a 90% chance that Mirt is not how the suspension won't have a 90% chance that Mirt is not how the suspension won't have a 90%
 commonpeople) and heading to the trade ward with sweepers from the Dunsweeper Guild. It is a boring piece. It has been assigned to protect the group. On day 9, a wagon crawler species and guards can help the character gets no. 1. 10. 3rd Harko swears, the evil
 adventurer who leads any character leads the investigation must succeed in dc 3 examples before attempting to bribe, city magistrate sworn in to water dip ille - each check with each prosecutor indicating eight hours of investigation) prosecutor indicating eight hours of investigation. Other char-gally. We believe the Zananar Guild is using him to interfere with him, and we give the check an advantage. Harko (bandit who instigates violence, he finally saw recruiting Ka ptain) has two ke nku
colleagues fighting next to him. Reward: Kenku of Dok Gu. Find him and quietly get 1 reputation as an ally of each Lord. Put him on the sword. The 4th Zhents are courting the Red Wizard of Red Wizar
 hometown a few years back). On the contrary, they may face unlawful defeat with eslund bezant (le men and tayan human marzipan are so smart) and five rogue gangs. He and his harassing gang roamed them or bribed them to at least 500 gp. Reward: Ali Doc Ward of each monarch. Stop the deal and do it fast! Ancestral characters pain 2 reputations. The characters can also deprive S-Rune of his spellbook with all the spells he has prepared. Scity Watch requires our help that some characters have recently
succeeded in the surge of DC 18 violence. It's here (The investigation) confirmed before getting three failures, the assassin's report roamed the rooftops, each indicating eight hours of investigation. Other char-picking off targets with arrows and amazing actors can help and give an advantage to the inspection. Ifthesearch citizen. My sources say that as he went to the ground, the characters looked for him at the Assassin's Corner, somewhere near the Trawling Hunter (ap-trawling alley. find him at The Correlion
 Crown Conservatory in Trollsall Alley, Pendick B), and warned the city clock on his whereabouts, and (Area T4). Jiraz surrendered to the city clock without a battle, believing in his arrest if you could - aid. Do not kill him, since ing that his fellow Zhents can find a way to liberate him. Reward: Alliance characters who helped jiraz capture receive an SO GP. Chapter 21 ordered a trawled alley of gauntlet worship called howling
 hatred. Sabra's sin sin has half back to fortitude for this adventure, but you can learn more about her, and the order of Gauntlet finds members seeking the past from the prince of apocalypse. Every time she has a toe fighting evil in all its forms. An adventurer who worships missions for characters, she communicates wrong-pitched, Torm. Or tyr is especially in demand. Lock yourself up. SAVRA BELA:Branta ZHE NTARIM if the party contains one or more likely recr uits, Visit Sabra Bellavanta (NG Women's
 Tetarian Human Knight) to contact the residence of doom pirate evil alignment or Mora llythe character, and invite to Justice Of Holthorpe, temple of Tir (west of the area. Want to be part of something big? Tell Darby! Star Sabra gives the recruits their first assignment. Sing in the yawning portal. Bellabrantas is a Waterdavian aristocrat, Fahmy Lai, who raises the Pig pawns of the Griffon Cavalry. Sabra serves Tyr, and if the character finds Darby, he's trying to reclaim his honor by atonement for the evil deeds
 committed by a member of the evil element, and Yagra S Tonep (see Familia r Face, page 20) greets them and leads their stakeholders to a table in the middle of the tab room in the yawning portal, drinking with their boss. Gauntlet Mission Mesion Mesion Mission Mesion Mission Mission Mesion Mission Mission Mesion Mesion Mission Mesion M
 four rogues (pref-The Field Wa rd) and attack suspects zananatar without killing them. The 3rd notorious thief has long succeeded in DC 12 charisma (intimidation or persuasion), or at least sent a message to this bully that he has returned to gpasion. If you do, Gaxly shares waterdips. She had already robbed her of her own suspicion that at least sent a message to this bully that he has returned to gpasion. If you do, Gaxly shares waterdips. She had already robbed her of her own suspicion that at least sent a message to this bully that he has returned to gpasion. If you do, Gaxly shares waterdips. She had already robbed her of her own suspicion that at least sent a message to this bully that he has returned to gpasion. If you do, Gaxly shares waterdips. She had already robbed her of her own suspicion that at least sent a message to this bully that he has returned to gpasion. If you do, Gaxly shares waterdips.
 because she was wearing a mask, but it was to hide the damage. Interviewing Casalanate at his villa is a success she sees in the water dip (see chapter 6) or investigates all day and succeeds - noble. Find out what broadsheets know in the DC 15 Intelligence (Survey) scan. Reward: Each order of gauntlet characters. Gain one reputation for reporting what Gaxly said. The inn was once threatened by The Field Ward's Gang End Shift Street, where the inn's security guards are being harassed by Shard
Shunners, a security guard at the End Shift Tavern in Garth. To end the harassment, the character must help Sabra defeat the five thorny demons at night, and the innkeeper says he did or surprised them with the successful DC 17 charisma (a giant rat seen by the team roamed around the du al-idation) and examined. Reward: Each order of the Gauntlet character gets a ray. It sounds dull, but it's a plea for help that 2 famous and healing potions. We cannot ignore it. The character must help Sabra defeat the five thorny demons
 trapped in a nearby building. Shortly thereafter, Gy-5th I was just told that the spin demon was a sheer omfrey (le female Tetarian human worship fanatic) appeared to terrorize citizens in twelve courts in an alley and attacked Sabra. Zeisher is an overzealous member field word. Come on, let us kill the demons led by Moviktor Casalanter (see the appendix and find their evil minors! B). Sabra tries to conquer her and question her, but only a magical com-pulsion can force her to implicate Victor. Since demon
 worship is not illegal in Waterdeep, Sabra has no basis for causing problems for Kazalantor, and advises his characters not to do so. Reward: Each spell on a gauntlet Gain 2 famous. All participating potion. Chapter 2 I Trollscal ALLI::YDAVIL Starsong His Colagu S wants to end violence and restore peace. Darvill Stasson (see Appendix B) is c ha racters' darby! At least in Initia lly offers your faction membership to the primary contacts you are interested in. The character, ther
 assigned his first assignment to them (see Drink, he shared the following information: Zentam mission table). Follow-up mission table). Follow-up mission briefings are rewritten on the scroll and delivered by flight. Darby! A retired adventurous ying snake and colleagues joined Zentarlim a few years ago. They help those in need. (More specifically, they are pro-T ASHLYN YAFEERA vide loa ns. mercenaries, and other services.) After the characters completed two missions for Darvill, he was arrested by City Watch
 and attempted to take over the Zananatar Guild while another Black Network gang recently infiltrated into the city and awaited questioning by the state. They failed, starting a war on the streets. Darby I and ZHENTARIM Mission Party Level Mission Briefing Mission Party Level Mission Briefing Mission Party Level Mission Briefing Mission Party Level Mission Party Le
 Tavern (on DockWard's Pear Street). Character peeking into it, will you? City watches that follow Heldar believe he can save him from Soluun Sibrindas, and the renegade draw can help him a little. Gunslinger (see Appendix B). Soluun lurks in the shadows, the blade is drawn, waiting for a stumble by the hat f-elf. Discovering him before he attacks requires a successful DC 18 wisdom (perceptual) examination. Soluun efled by less than half of his hit point. Reward: Each Zentarim character gains one reputation. If
 Heldar survives Solun's attack, each character receives 50gp. A shop called Skimo Strange Bottle (see Annex B) on the trading ward placed four potions of hearts for clients waiting for delivery near catcher. Esbel Rosena, Black Viper (see Appendix B). She picks up the potion
 passes it on to the hood purple cape and sits on the back of the hired coach. She rs one of the giant statues in god catcher, swapping safes for a black velvet pouch, then her driver Castleward. Purple cape, and keep the tip. Each Zentarim character gains one reputation. Esvele's pouch contains 15 pp that the character can keep. Waterdeep's richest ha lfl ing family, all characters who spend at least three days
 demanding related Snobeedles, offer 500 gold pieces. With questions and seeking leads from dock formation leading to the safe return of southern wards or misses, Ward can identify DC 18 charisma (persuasion/ing fami ly member Dasher Snobeedle. sion. In success, the character convinced that the dragon would definitely look good in our tight wet harping to arrange a meeting with Dasher. Safe! Investigate and check what you'll find on Waymoot's high line the next day. Learn, but don't get into trouble. City
 Dascher showed up to hear what the character had to say, but the already has it for us. He recently joined a half-ring confectionery gang called Shard Schinner family. Reward: Each Zentarim character gains 2 reputations. Skimo strange bottle betrayed us! When the lights are on, The Skeemo Wei rdbottle (see Appendix B) is a one-step tie worm that supplies information
 ahead of the character. As they approach his shop, they see him hostilely. He needs to be removed. Take drake with five other passengers and the driver (all of whom are in the same situation) as drake. When Skimo realizes that he is following, he flies and flies into the air. If the effect is countered or the character fails to catch him, he takes refuge in the same situation) as drake. When Skimo realizes that he is following, he flies and flies into the air. If the effect is countered or the character continues to chast a function of the character fails to catch him, he takes refuge in the Colat Tower (see Chapter 8). Reward: Each
 Zentarim character gains two reputations if it is removed without implicating the Black Network. In addition, the character who hijacked Skeemo's bag found that his magic book (including all the spells he had in advance), the potion of the poration of th
 they come from Tasklly Yafira ( see Appendix B) - the cost of membership. Because the ship in the innkeeper's fellowship is written with a pen, the character wants to talk to Tashulin, it's great to see a living soul once again. During mourning - Jim, a father of nine, can arrange meetings in the city of the fast
 to Yagra dead or point out other quiet places with constant adherence to the characters to the characters. When a character sees guild rules and regulations, Tashlin learned the following information a little easier: • The rumored leader of the renegade Gent faction is Hammond (n male Iluskan human commonman) does not
 shout the leader ship to reveal his position on the pie. Like an adventurer, but he likes his coins. This effete, a well-dressed man can always be seen in the company of A • Rene Nebember's ill-afflicted abduction is a young clerk, Genie (NG female tie commoner), who does not sit well book. Hammond likes to stop in the middle of the month to
 announce a new soul character based in Darby, weeks after his arrest by Guild Powder! Launched from Cuss- Offers, give them a list of things to push when the jUSTYN RASSK character wants to modify and resume the Tavern Guild in the butcher's trawler alley
 they can expect the business to handle various guilds without his support, possibly on dead eyes, loose chin chin hu-fail. Repairs to walls and roofs require an ap-man thu g) that grew up in the toughest neighborhoods of carpenters, rufus and there are scars to prove this. Guild Plasterer Guild. The seller and plumber's union doesn't pay him enough for him and he fills the point and plumbing going to that part of the city, so that he can afford the best-equipped resident Innis to handle the base-
 northward renovations. Clean bed sheets are provided by his heart with anger. He darkened the 'ihe Launderers' quild of characters. To deliver chopped carts once a month, the streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of street workers. To deliver chopped carts once a month, the streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds. Although the streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder. Although the delivery fee is a loyal order of streets around the porch are maintained by meat for dunsweeper quilds and tavern's larder.
and pastries don't give him at least 3 gp tips, he says. Maybe in the Bakers Guild. The list continues and the repetitive obligations that the tavern must meet while it is open for business. This sidebar summarizes the one-time payments and ongoing costs associated with running a
 tavern in the Sample Guild R EPRE Sentith Trawler Alley, and provides rules for determining how many coins a business makes or loses. When it is announced around the city that the trawler stavern is planning to reopen as a one-off expense public, the adventurer will take a 1,000gp visit from the guild Refresh -• renovating the tavern for 12 days, interested in the pub's welfare. This sec- • 250 gp of 250gp for guild licenses and contracts (prepaid payments) describes a handful of these representatives. Regular
 expenses broxley f AIRKETTLE • Maintenance and wages of 50gp per 10 days • Innkeepers profit or loss broxley (LG Male Strong Cardiac Suspension General) for all other guild cost fellowships of 10 gp per 10 days, roll dIOO + 10 at the end of the law to comply. There are very few inns and tweens, and there are few master guides to determine whether the tavern lost money in the lamb and the law to comply. There are very few inns and tweens, and there are few master guides to determine whether the tavern lost money in the law to comply.
 the North Ward, so it is frequent or profitable. If you've spent a coin promoting a character thas unpaid expenses, remove I from the roll to give each character thas unpaid expenses, and I to the roll to give each character their wish. If none of the letters are I gp they owe. C H APTE R 2 I Trollschool. ALLEYULKORIA STONEMARROW now throws around, and his plan to ruin the character their wish. If none of the letters are I gp they owe. C H APTE R 2 I Trollschool. ALLEYULKORIA STONEMARROW now throws around, and his plan to ruin the character thas unpaid expenses, remove I from the roll to give each character their wish. If none of the letters are I gp they owe. C H APTE R 2 I Trollschool. ALLEYULKORIA STONEMARROW now throws around, and his plan to ruin the character thas unpaid expenses, remove I from the roll to give each character than the roll to g
 with borrowing money. Magists and Guardian planning in a cautious order ulkorea (NG Women's Shield dwarf chmage) Emek has defended more time to water dip sorcery than secure a 150 gp loan from Lstrid Hom (AP- She can remember see. Pendix B) because she is known as 'Gogaril'. He spends 50 gp for the services of the Shard is frozen in the past. He
 interrupts the character by paying for the harping, perhaps a basement or dungeon, which is presumed to be underground. While he worked fever at one of the oldest real estate in the can't see her shield protector up close. Four gang members were assigned to work with Emeque: two men named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named The Dasher Snobeedle. Two women named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named The Dasher Snobeedle. Two women named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named The Dasher Snobeedle. Two women named The Dasher Snobeedle. Two women named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named Kelso Fiddlewick, and a little-known fact that Ulkorea once owned The Dasher Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle. Two women named Kelso Fiddlewick is a support of the Carte Snobeedle Fiddlewick is a support of the Carte Snobe
 Danica Feed Tavern in Trollscult Alley. She sold it to Shields Delwick (Kelso's sister) and Bryn Hiltople's family. The dwarves who collapsed during difficult times and sold to women transformed this harlow into an orphanage. Which was converted into an orphanage who collapsed during difficult times and sold to women transformed this harlow into an orphanage. Which was converted into an orphanage. Which was converted into an orphanage which was converted into an orphanage.
 place that charges 300gp pieces. EM MEK's PLANB USI NESS RIVALS; EMMEK F REWN Elements Explain Emmek Frewn. SaJty Northern (outside the range of NE Male Iluscan Event Characters) may try to buy a tayern of recent trawler events and try to get a job there. The alley was forbidden by Volotam Getam. Lost punctured by action, he bought a place of a small, less impressive building character and bore a small hole out in the same alley, and he set up a bar to call the event side wall to attract rats.
 creating an infection. Fran's beer. When you decide to introduce Emek as action eme, rumors spread that your character's tab business rival, and if you choose a building that isn't listed on map 2.1 ern, you'll be infected with rats and you haven't purchased it.to. The actor moved to Waterdeep after the family of rune ing business rival, and if you choose a building that isn't listed on map 2.1 ern, you'll be infected with rats and you haven't purchased it.to. The actor moved to Waterdeep after the family of rune ing business rival, and if you choose a building that isn't listed on map 2.1 ern, you'll be infected with rats and you haven't purchased it.to.
 wealth to this latest effort, persuading several locals to sign emek. He is a city watch. The letter condemned the characters of a lso on both issues of the guild. He then defended a member of the basement and plumber's guild level A DVANCEMENTby, comparing the dwarf's beard to the ship's barnacles. In section adventures, the
 characters must advance to three stages by engaging in the rise of the faction, deal with Emech Fren, or participate in Ememek, or emmek wants his pub to be the most successful tavern self-directed activity. This period symbolizes The North Ward, and you want the opportunity for your character to make friends and make a profit. It's decorated with a bigger storyline before three incidents in Trollscult Alley and Waterdeep. Emek is stingy when it comes to what's foolish with coins in some kind of pre-pen and
 other way. He tends to spend a lot on big and colorful at to spend a lot on big and colorful stuff and cut corners in small amenities. Because he doesn't have a lot of coins. HAPTER?. AlleyesIDENTS in 11 RO LLS KU LL TUOLLSKULL alleys shake what's going on here? Dalahar, a rock gnome spy who works for Sir Dagult with noisy hushs, swaying windows, and Lord Dagult, screams at urban folklore. The Afireball order was on his way to see the character when the never-ember, exploded in the street, a neighbor went off a fireball, killed him and
 10 others. It's chaotic. As a member of the city, gnomes are important because he rushes to the discovery of guard, city clock, goller's surveillance order stone (see Appendix A), The Hidden Gold of Lord Nedamber. The character is given the opportunity to assess the damage and investigate further. The case is set to be hunted by Agents of Zentarlim, Janantar Motion with major plots and characters in the Collie Guild, Bregan D'aerthe. Dalahar planned Neverember's hidden gold cache
 because he was unable to take the course with people who claimed to find and escape the Lord in Waterdeep with an artifact. In short, for sure, for people, the fireball goes off early in the morning, and you can keep all your characters safe when they're in Trawling Manor at a time when they're rescued Lord Never's Son. He then read where the text set the scene could not be loud: when the events of this chapter played window rattles while the roar of the explosion filled the trolls, Goller's stone changed hands a
 few times and the characters learned more about the characters learned more about the big picture alleys. The scorched body and anguish scream, and Ai still makes a long chase. Air. A thick cloud of smoke exploded the ZHENTS CAUGH T I N ACT, which appears to have come out right away, and three members of the Black Et Walk, including gentassassin Urstul Flosin (see Appendix B), were next to the door. It's close to catching when Dalahar explodes. Of the three, Only Urtul survived. He informed the players of his injuries, but from that
 moment on, he pulled the stone out of The Goller and showed how he reacted to the explosion. Before the pockets of The Dalakar escaped the scene. Those who wanted to guess the nature of the explosion survivors were coming to their senses while others, Ursul had a successful DC 13 intelligence (Arcana) through staggering scans, smoke and fog and eventually made his check, and someone just decided to cast a fireball way back to the Far Glund Villa. Chapter 3 I Fireball House G RALHUN-D - Although
 the body, invisible and similarly hidden charac-ters, can search for more crime scenes. Gralhund the head of the aristocratic family, The Search of the Head of the Yarra Gramund Corpse, re-offered the successful DC IS Wisdom and her husband, Orond, coins and shells - (perceptual) the test revealed the following: One of his fellow gents • dead men in exchange for the promise of getting a fair share of terrustuland and hidden cache, has a black, wings of gold. But Gralhunds are not willing to put their snakes for the year of the year of the year of the year of the year.
 (symbols of the black network) tattooed solely in trust in the black network; They sent the right forearm. Their agent threw one of the
 beads from the necklace and blocked the nome on his track. The character steals Dalahar's pouch and can be seen by NPC onlookers, and Glund's assassin is nirnrightblew (see The thorse the city clock. The structure started the ride when the House's Konstable appeared (see watch arrival
coach) and Yara Gramhond became friends and provided shelter. These witnesses to the theft can be silenced and used as servants until she and her husband are found to have bribed more than an SO gp. More wicked use for it. After the explosion, the fireball and the incident have strained the alliance between Galund and the Black Network. Urtul's character has a few minutes to investigate when Flosin refuses to hand over Goller's stone until it becomes a crime scene before the city guards arrive and speak for it.
to his secret master, Manshoon. Meanwhile, six security guards are posted at each entrance in the Trollscult Alley. Gralhunds are weighing the dangers of betrayal, and the guards don't get inside and out without killing Urstel in his house. Zion of character from a superior officer. Another six guards, including the well-on-the-go, make mistakes in this den of ing bosses with 18 hit points, and make their way to the snake before the chapter is complete. Watch your bodies until the crime scene and city watches
arrive. The continued smoke from the fireball that unravels The P LOT attracts the Griffon Cavalry Rider (see Appendix B). That Griffon Mount surrounds the neighborhood, and while the rider investigates, the character must look down the streets and alleys for the suspicious character, who or what fireball was thrown, why the attack was committed (to steal Goller's stone), and where CH ARRIVES W took stone (The Gerald Villa). Investigates, the character must look down the streets and alleys for the suspicious character, who or what fireball was thrown, why the attack was committed (to steal Goller's stone), and where CH ARRIVES W took stone (The Gerald Villa). Investigates, the character must look down the streets and alleys for the suspicious character, who or what fireball was thrown, why the attack was committed (to steal Goller's stone).
 in for paying for compensation, 20 minutes after the explosion. One of these figures is an empty-geant named Saeth Cromley (see Appendix B) an escort trench, a private detective who lives in a troll skull, who is a member of the Surveillance Command of The Magist and Protek Alley (see Appendix B). Crime scene. Barnier is quietly in charge of Inbe, and Sgt.
 Cromley leads a crime scene unit of 20 Constance (veterans) knocking on doors and questioning the locals. In the aftermath of the explosion, people emerge from their homes and shops to investigate the tragedy. Before removing the fire-body and allowing the scene where people died: he preferred to reach the following conclusions He could share it with other members, but an elderly woman who went out to burn the building, but it left eleven in the local temple, Barniers closely examined the scene where people died: he preferred to reach the following the investigate the tragedy.
 for a walk (no attention: one didn't recognize her) • Gnome was running from armed chasers. The third man in leather armor with a long sword chasing gnome is not among the dead. Two female men and one male half-elf dressed in plain clothes (a servant of the wealthy North Ward Fahmy - • Nome and his chasers were moving into lies. A male gnome (Dalahar) never saw a man in a burnt cape and clutching a dagger and protruding. Signal, Barnier wants to discover the identity of the gnome. After that, they
 are not allowed anywhere near him or not to whom he is known. Character, OH APT £R 3 I FIR!! I have never met BALl.de Dalahar, and there is little information on 5A @T>lt; CROMLEY ANO Barnier BLASTWINOoffer unless they decide to lie. Jezlin doesn't know what a puppet he throws at Vanibus or Sgt. Cromley could cause a fireball. She had her eyes on things while jumping and concluding. They all prefer to be in a mess, and they don't know where the evidence and testimony of a trusted witness were
 before they were arrested. Even though the character is close to the crime scene, it's a suspense-martetre. This 12-year-old boy saw his abrasive friend very close to the business place that erupted extensively in the flames - it seems almost plausible that they will unleash a destruc. He didn't look much time. Shortly after the explosion, I threw a duck behind the bucket.]
 Barnier and Sgt. Cromley found this in the barrel then I heard a 'flop'. The character to participate in the investigation. It's already confusing lysites so many new variables, The Matem creates a fireball necklace with two bead equations. Barnier replied with a frown. Trust what's left and a broken latch. As he fled across the roof, Cromley ignored it. With the character of the top, nimblewright can accidentally press the barnibus for more true and honestly lace like a neck. I peeled off, and i fell The roof, slipping fron
the edge, made DC 15 charismatic (persuasive) plopped in a non-barrel next to the matem. After their success, they reveal what he finds through vanibus. He didn't know how to make this object, but he planned to keep it. The character can snalch it from him or persuade The Many others witnessed the fireball without being caught in an explosion. Three of them have important info-characters to hold necklaces, and the
 know-how to share them. Every character who sends at least one edge in City Watch will know what that person, Waterdeep is, is. Concealing or listening to evidence undermines justice. (Fines of up to 200gp can be imposed and hard labor for witnesses is eager to speak, so a competency test is not required.) 10th. Pala Lepali JR C HAPTER 3 I fIRI:. Ball Pala, owner of The Crown of Corelon (see Chapter 2, Area T4). I was watering plants into a greenhouse on the second floor of my store when the explosion
exploded part of the window. Luckily I was not hurt! Through the scene with Goller's storne in the clutch. He rounded the bent nail (see Chapter 2 T2) on his way out of the troll skull alley. Jezlin Honraven was born with wealth and
 privilege. J ezrynne was leaving the eyes of a tiger (see Chapter 2, Local TS), hav-ing hired Vincent Trench to spy on her charitable husband, and when she witnessed the following: I told you, it was not a man. Like a man-shaped puppet. A puppet without a string. It was on the rooftop. It threw something into the city
 watch station in north Twen. Ward, a symbol of Gord and kept in a cellar morgue. The clergy of the local temple, along with four spokes, are brought in to cast a soft repose spell on the toothed saw, which is prominently displayed. The bodies will preserve them during the investigation. All characters with more than one reputation you see the Force Grey (grey hands), Harpers, all the iance of the Lord, the order of the gauntlets, or the humanoid-shaped silhouette perched on the rooftop. It extends the arm,
 releases small metals can petition to hire their faction representatives Speak de;:id for more than one fatality. Sparrows in the sky. The bird carries a few loops in the air, the character selves can hire the clergy and then veers towards you right away. Each casting of the order. You should also provide a list of questions that you want to answer. The creature at the top of the temple is a scratch-free nee (see Appendix B). You are making
 low information from Dalahar's body if you are right in cunning, prying some or all of the foolishness in visiting the Lantanes Wizard, which was given to the temple as a gift of saying dead spells. One of those inventive questions is the questions in the hideout of a man known as Zanatar. A dungeon deep in
the city. Dalahar worked for the open monarch of Waterdeep. Bring a character roll initiative. Your machine (where he sees Dagult Neverember, a bird carrier on the initiative count 10, he has a flight speed of 60he has a fair open road, not a larl foot. AC 15, I hit point, poison and immunity to the psychic stone is the key to finding the spleen of damage. In turn, it flies towards a party member dragon hidden in the city. Random melee weapon attack (+Oto hit) Dalahar heard about a group of adventurers about the
character. On the hit, the bird handled 2 (ld3) weeks as Zhentarim pierced the son of Nedember and damaged it with a character and thought that Golore's stone would be safe in incredible force. On miss, it crashes. Either way, it's in the hands for the time being. He was on his way to deliver destruction to shock. To them, he plans to come back and reclaim it after excluding the chaser. And the fireball was turned off. After the attack, you don't report the incident with one or both of the dead Zhentarim ple
 acolytes.sellswords, hoping to be able to evacuate to the attic of the temple was bustling with open and active Al Galund villas. During the day, when the sunset to sunset were closed, dalachbara was able to catch the gnomes. Rise. At night. The servants retired to their private accommodation • Dalahar had some kind of artifact from his own work on the pet
 project. According to Urtul Flosin, they will make them as rich as kings. Hall of The main do I of the inventive temple holds a secret pedestal of two dozen marble N1M. Each has an award-winning invention or miniature model of the circature spun out of the fireball. • A 4-foot-high working model of the circature spun out of the invention or miniature model of another special creation. The character who questions The Hornraven (Eye- some of the witnesses above on display) can get an explanation of the creature spun out of the fireball.
 every hour as it bears striking similarities. It is made of wood. Iron. bronze, a parade of wood. Iron. bronze, a parade of wonders, as someone who lived in water dips and glass, brass bells and delicate hands formed during the fall season. Since The Day of the Circle at the Solid Gold.ders Parade is sponsored by The Rocca I Temple in Gond, the characters may want to visit the temple and investigate.
  models of mechanical turtles include a brass plate with the words BcIchy Temple in Bigder Shorn's House and Waterdeep. Sunken in Deep Water Harbour on The Day of the Gond, sitting on the corner of Seawatch Street and Shark Wonders at 1363 DR. The streets of the sea ward. • If a character visits a tin flop, they see the following: • A woken helmet featuring small articulated metal arms and hands that gently slap the wearer if he or she falls asleep. • The miniature model of the red submarine in the shape of the shape of
 the Manta Ray has a brass plate attached to the pedestal to the pedestal labeled Scarlet Marpenoth. Lantanes submarine - available. It was released in 1489 in DR. Chapter 3 I Fireball Valletta says that the house of in-one has these racial character is met by Valletta, the Dragon Priest rewardof bronze dragon ancestor, along with these changes: if the character is met by Valletta is neutral - the TORThe character is met by Valletta is neutral - the TORThe character is met by Valletta.
 gp to destroy them. If they return to evidence of destruction, Valetta sees the burnt 5-foot-wide, 30-foot line exhale (but they can't get the promised reward and can also do this to them again until she completes a short or long break); Each of the following non-magic inventions: Each creature in the line must throw a DC 11 dexterity to save, and deal 2d6 lightning damage to the failed Actjustable Stilts. The pillar takes about a minute, records a save, or half the damage done. Or remove it. They increase the height
of any humanoid she has resisted in lightning damage. She wears it up to two to five feet. Each pole weighs 8 pounds and is 1 foot long when it completely collapses. General and draconian. Park Chi-Pak Jc parachute as a reaction while the roof of the temple falls, valetta is identified as nim, ing, or otherwise into action. The parachute requires a pantomime gifted to the temple by a 10-foot-long, empty space with a peat wizard. If they explain the events involved in the events involved in the deployment and don't open quickly enough to slow the mechanical bird down, Valletta without falling damage. Once used, it doesn't recognize the lock or have the key to open it, but the parachute takes 10 minutes to rewrap the character using the thief's tool a
 Character can be selected for lock with a successful DC 20 dexterity check. Knock spells or barking boxes. This metal cube, 6 inches on the side, also opens the door with similar magic. The crankcharacter winds up and breaks the door, but she allows the box to be activated for eight hours. During activation, speak to you through the box. You can bark every time a character detects a vibration within 15 feet, and Nim can persuade the box and the cause of the vibration to unlock the door with a successful DC as
 long as it's in the 17 charismatic (persuasion) check. Valletta grants the same ground or substance auxiliary. Nim Jun-soo Lee strongly urged you to switch on the roll. One side of the box sets the device to release the shell of a small dog or the shell 
 normals coax in the interior or unlock the door. When a character asks about another nimblewright, Nim admits that he has built another blew nimright to alleviate loneliness (through ge-valletta turing). But a month ago, Nim's creation was fused with fear. And you haven't seen it since. In light of this revelation, Valletta vigorously orders the removal of the tools of industrement and unfinished inventions from the attic, forcing you to look at you. Nimble ite detector. Character searching nim's attic or watching the
 area being cleaned can find a 1-foot-long copper dermator with metal protrusions like Mbrella at one end. When you sense magic magic, it turns out that the aura of neutralmagic is round. When asked about it, you tell Valletta to build this device to find the wrong nimblewright de-tector. Valletta allows the character to take it. To activate agile detectors, the character must hold the trigger. When the activated device to find the wrong nimblewright de-tector. Valletta at one end. When you sense magic magic is round. When asked about it, you tell Valletta to build this device to find the wrong nimblewright de-tector. Valletta at one end. When asked about it, you tell Valletta to build this device to find the wrong nimblewright de-tector. Valletta at one end. When asked about it, you tell Valletta to build this device to find the wrong nimblewright de-tector.
 comes within 500 feet of the agile other than Nim, the umbrella begins to rotate, swirl and click. Radiation, vortex, and clicks accelerate as the profanity on the target decreases, reaching maximum speed and volume when the non-im nimblewright is within 30 feet of the device. Chapter 3 I FIREBALi.JIIRLLLE 811ENRE pointless pipe. With several flicks of the switch, the pipes are illuminated by themselves. The creation of pinding maximum speed and volume when the non-im nimblewright is within 30 feet of flint is built into a bowl of this wonderful wooden smoking pipe. With several flicks of the switch, the pipes are illuminated by themselves. The creation of pinding for the switch made of flint is built into a bowl of this wonderful wooden smoking pipe. With several flicks of the switch, the pipes are illuminated by themselves. The creation of pinding for the switch made of flint is built into a bowl of this wonderful wooden smoking pipe.
 N1M is equipped with nimblewright detectors, and the character can search for your escaped work. Search by award is the best way, but the player will tell you how your character must be a member of the Craracter must be a member of the Sabra Bellaranta and the Gauntlet in good condition or a member of the Lord's Alliance o
good terms with well ester silver mane. When this happens, a young Griffon named BoneSnapper is undergoing de-mountain training from the Griffon Cavalry. If Sabra or Zalster wants to help the party, the character can get ready to meet Griffon and Trazner outside R iver Gate the next morning, just after dawn. (Griffons and their trainers typically live in Peak Top Eari atop the Water Deep Mountain, but most civilians are not welcome.) To gain Bonesnapper's trust, the character must succeed in the DC 16
 Wisdom (Animal Handling) test. Griffons cannot be boarded by character who fail to check. Your faulty nimblewright is in the Gramhunt villa on Saredun Street in North Ward. But it's not the only nimble wright is in the only nimble thing that can be found outside the house of inspired hands. When a character who fail to check word, the nimblewright is in the Gramhunt villa on Saredun Street in North Ward. But it's not the only nimble thing that can be found outside the house of inspired hands. When a character decides to search for a dock word, the nimblewright is in the Gramhunt villa on Saredun Street in North Ward. But it's not the only nimble wright is in the Original Research for a dock word, the nimble wright is in the Gramhunt villa on Saredun Street in North Ward. But it's not the only nimble wright is in the Original Research for a dock word, the nimble wright is in the Original Research for a dock word, the nimble wright is in the Original Research for a dock word, the nimble wright is in the Original Research for a dock word, the nimble wright is in the Original Research for a dock word in the Original Research for a
 water dip. Two docks of This Gal Leon, Heart Breaker and Heller. Jord's flagship, The lcatcher, is anchored in deep-matter port. Each th ree ship (described in chapter 7) aboard at least one nimble wright. The pier is busy and chaotic during the day, except for winter. At night, darkness provides enough cover to access the docked container where the character is born on a ship, the crew tries to corner them until the shjp's hat has words with them. They are nimble rights a container where the character is born on a ship, the crew tries to corner them until the shjp's hat has words with them. They are nimble rights a container where the character is born on a ship, the crew tries to corner them until the shjp's hat has words with them.
to say that there is nothing more than a tourist attraction. If a letter asks the owner of the fleet to speak, The spell invites Zord to take his character to the eyecatcher and dine with Jardoz Z Ord. The character who accepts Zord's offer is shuttled by dinghy to his flagship, welcomed by a crew that magically disguised as a charming human being (see Chapter 7 for more information). Captain's Meal Cabin (areajlO): 3 I FIREBALL restaurants are decorated with golden ancestry, and at the end of the
 dinner, Zord is seen by saying goodbye to the characters and safely escorted by silk liquor, purple curtains decorated with wooden docks. Paneling with a fragrance. If the grand feast of DROW characters on the golden plate sits atop the mahogany table, if the adventure party includes one or more drow characters on the golden plate sits atop the mahogany table, if the adventure party includes one or more drow characters on the golden plate sits atop the mahogany table, if the adventure party includes one or more drow characters on the golden plate sits atop the mahogany table, if the adventure party includes one or more drow characters on the golden plate sits atop the mahogany table, if the adventure party includes one or more drow characters.
 scantily clad man, de--- at some point during their investigation, the character is signed to highlight his trim figure and voluminous breasts, given his recent brush with Zhentarim, you might want to talk to Lena Neverember about the fireball. Head. Ashrash Lapierre hangs on a stylish belt. Conversely, he could decide to pay them a visit to the tavern. If he says gnomes and two Zhents are welcome to the fyecatcher, Ashing, who was killed in the explosion, drops a bomb called a pearly white tooth. Jardoz Jorda his recent brush with Zhentarim, you might want to talk to Lena Neverember about the fireball. Head. Ashrash Lapierre hangs on a stylish belt.
 From your service. When waterdeep's monarchs cast out his father, I thought his long, dark shadow was finally good. This dash picture has nothing the characters were intrigued. Before he could see, the Spy suddenly. My fathe rdoesn didn't know much about them and didn't trust a lot of
 people (yet), but he trusted gnome trusted gnome trusted gnome ther they posed a threat [they don't). To win, he shared the following information - I spoke to a few of Dalahar's friends. Apparently, Henner and Wine: Goler was on a special mission to search for the stones of the sea virgin fair, owned and operated by Jord, and Zentarim and Zanantar traveled the guild would catch him and sail carnivals based in nearby Ruskan. When he heard along the Carl coast. An adventurer who rescued me. I think
 Heart breakers and hellers are used to transport celebrities, wagons, parade wagons and floats as I was planning to pay you to give me a stone of color. Neverwinter's father. The aicatcher is jorded's command line and a private yacht. All three ships are built for comfort and speed. • Jord once visited the remote island of Lantan for the sudden death of Nome because attempts to follow up with Friends of Dalahar turn out to be useless, because they went hiding in the aftermath of. During his last visit, he bought
 four nim-blewrights from the Lantanes Wizard. If he tells Renee that the character is riding a Paler Repalire boardbis flagship, and another man escaping a trawling alley (eyewitness, page double. 45), Renner reaches out to his friend in Harpers. A day later, he returned with the following information: • When they did not march in the parade, Jodh's nimrightsblew remained in his belly. They saw that Pala was perfectly harmless with Urstool's description. He proves floxin, a suspect in the black network. Nimbleuji
 holding a decanter, enters the restaurant • Another North Ward resident sees urtul hut and quietly claims to refill everyone's wine glass. Enter the Groenhunt Villa in North Ward shortly after the fireball incident. Residents reported him because the character mentioned Goller's stone, jord city clocks looked suspicious. He also reassured them that no one had intruded on the indifference to waterdeep politics, saying that all city real estate and everything was fine. Constance problem, I home. My job as an
 entertainer didn't make people forget politics because i didn't have a basis for a search warrant. Char - who doubts Jod- pursues the problem acters can do a DC 24 wisdom (insight) test. Every character who succeeds in a check senses that there is much more to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to hide his true form while riding one of the ship (see the problem acters can do a DC 24 wisdom (insight) test. Every character who succeeds in a check senses that there is much more to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have a basis for a search was a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than to meet his eyes. Jarlaxle owns a camouflage hat, but he doesn't have to him than than that he doesn't have to him than that he doesn't have to him than that he doesn't have to him than that he doesn't have that
 Chapter 7). If the character somehow discerns his true form, Jarlaxle will be able to say bravo! with a slow nod to the party and then act. C HAPTE R 3 I r £BAll me. 2 Page Grapt Villas thanks for the information. Cromley is reassuring, we need to resolve this case in time. After fleeing the troll-skull alley to Goller's stone, gent assassin Ursul Flossin provided a city clock as a warrant for a magistrate to confront Yarra Gramhunt Villas. Helund Villas. Shortly thereafter, Chromey sent oimblewright to interfere with his reassuring, we need to resolve this case in time.
 mission. Visiting the character by himself, and courtesy, Gralhund tells us what happened, she decides not to like Urstool anymore, and tells you what happened: wrestling Goller's stone from him from the probate, and ordering her guard RDs. The officer locks him up until she decides what happened but did not surrender. The choice of the main villain determined the motives of Lady Greal-Hunt, which is a secret held by her. Apparently,
 Gralhunds was held hostage for Hrabbaz, her loyal anti-ore bodyguard: over ten days by an agent of the Black Network. • FF Zananatar is the main culprit master, providing the zhent leader, Urstul Flosin, was among those who returned Goller's stone if he helped stay away. He is still big. The clock plans to create a vacancy on the masked monarchy council. Step by step to find him. There was no sign of nimbleligh
 According to the ff Casalanter is the main villain, Yala, in Galund, and the structure was passed on a few weeks ago to the cubmember of his Asmodeus cult cult Grammund Villa. The family accepted it and planned to pass Golore's stone to them without realizing that they were Zentarim Spies. Mrs. Graalhound demonstrates her fetish and friendship. It was reported that the fireball stole her necklace. FfJarlaxle is the main villain, a secret lover named Ya. He promised to facilitate her rise of events, after using
 Rod Nedember's Lost Bead and enigmatic ruskan's way to the Lords' Alliance, purchased given to city clocks by Grimhound. As false. Hostage situation. Sir Him lund's heroism. And if Mrs. Glund's necklace was the main character, he promised it would never happen. If she allows her villa to be with Zentarim, Nimblewright's affiliation destroys Yarra's family. Gralhunds' account is used as a preparatory area for his secret plot. Further more, it doesn't explain why Ursulploh describes himself, and it would never happen. If she allows her villa to be with Zentarim, Nimblewright's affiliation destroys Yarra's family.
 if you plan to cut Urstool from Yarra Dea I and deliver what you're working with, you'le know the necklace of fireballs to harm Gent. If the character raises the stone of the Kes-Golore to Manshoon. Cromley thinks for a moment and speculates that Nimbleright has seriously misjudged and underestimated the explosive power of the Lady Necklace. Once grall1und, Urstool does not try to do so Despite his injuries, he managed to kill two villainattentive Galunduz who warned other Zhents on the property who were
 looking through him. The person who starts the character can insert the character can insert himself into Gralhund to dispatch the servants with other guards. Urstul's Gol Villa and accept he no Collot Tower and leave unseen before (described in Chapter 8). Appears to arrest everyone. Urstul's plan is unknown to him - invisible and sneaking
 into and into the villa, or when Mrs. Gramhound commands her neighbors and passers-by to listen and hear their neighbors and passers-by to listen and dear their neighbors and passers-by, each of them needs a stone of Gollor. Nim-acter blewright to succeed in DC 15 dexterity (stealth) inspection amid chaos, flees real estate Can stealth-savvy characters penalize checks and give them an advantage? Other party members' checks (essentially compensation for less secret companions-ing). If there are gralhunds and character sides in the attack of the troll
 alleys, the characters should proceed carefully, because there is no evidence to directly implicate the Gralhunds. With their two primary choices, Lady Glund tends to overlook their tres-arc to share what they know with city clocks or to pass through. But her attitude is sour when she starts to ask galunda villa herself. Too many questions. She vigorously denies that her family is involved in the black network and watches H ANDLE IT claim that Zhents is holding her family hostage (a parrot falsely claimed by her
 husband, her body-letter can go to a city surveillance station for security guards, her children and all of her staff). If a character like Northward sees what they learned in Saul, assume or members of brandy's weapons constables. Shortly thereafter, the intimidating figures, Galunes, inform sacrouns and Sess City Watch. Cromley (see Appendix B), who has no reason to sus-pect the character like Northward sees what they learned in Saul, assume or members of brandy's weapons constables. Shortly thereafter, the intimidating figures, Galunes, inform sacrouns and Sess City Watch. Cromley (see Appendix B), who has no reason to sus-pect the character like Northward sees what they learned in Saul, assume or members of brandy's weapons constables.
 Barney-Nimblefree flees the property with Stone Obgo/Orbus and concludes the meeting by saying it's rather cruel (see chapter 4 for more information). If CHAPTrR3 I FIREBALLI1t, l1111, lh1 G17 I G16G13G15A 1 square meter = 5 feet G19 G19 upper layer G11 up to G19 G19 ....... G3 G9 -- -- Ground C Rial TF. The R 3 H P.EllALLthe character can cross the yard without tracking nimblewright using your minbleright
 detector on 13 Dexterity (stealth), and you can see that the device is being detected. Otherwise, Hurv and his hound sensing that nimblewright had escaped the scene, but went terrifying - text and attack, day or night. G3. Coach House O VERV I EW This stone building is beautifully maintained gralhund villa sits in the middle of a pristine stable that accommodates the top-level resi-coach and the four draft horsesdential neighborhoods in North Ward. Maladar is a black equestrian horse named Mr
 Galund, a common fact. The sliding wooden door bar has access to the street and has a lock on the outside to hold it • The streets around the villa are closed with pedestrians. Picking up locks requires a traf-terity check using the thief's tools but a successful DC 20 Dex coach to travel along them all the time. Fic is heavy during the day. The larger room north of the stable sits with tack • This estate is surrounded by a 12-foot-high stone wall and harness for each horse, as well as a hay bale and requires a
 successful DC 15 strength (land) check yard tool. A small room in the northwest corner negotiates without climbing gear or magic. There are two beds: the landlord, Hurv (see area G2), sleeps during thou don't fix the orea anything with friends if the year anything moise (e.g. picking food for far thunder waves (t12e horses or drink-ordering) comes from real estate or sounds if they see anything with friends if the characters arrive and bystanders sleep here at night and warn the city clock if ike (common) is called. Ike loud, disturbing moise (e.g. picking food for far thunder waves (t12e horses or drink-ordering) comes from real estate or sounds if they see anything with friends if they see anything with friends if they see anything with friends if they see anything the day, one for stable boys • Neighbors and bystanders sleep here at night and warn the city clock if ike (common) is called. Ike loud, disturbing moise (e.g. picking food for far thunder waves (t12e horses or drink-ordering) comes from real estate or sounds if they see anything with friends if they see anything with friends if they see anything the day, one for stable boys • Neighbors and bystanders sleep here at night and warn the city clock if ike (common) is called. Ike loud, disturbing moise (e.g. picking food for far thunder waves (t12e horses or drink-order in the common for stable bystanders).
during the day. Suspicious. The clock sends madge and six veterans (one boss and five constables) to investigate and treasure. Gralhund Lady's words take ld6+ 4 minutes to get this force to arrive. Speedhorseshoe and two saddle bags, each worth 250 gp and holds a four-pound 5 lb gold trade bar. All ceilings in the mansion are 20 feet tall. G4. This ground-floor stone building attached to the guard barracks NCOUNTERS VILLA mansion serves as a branch for 20 house guards. The main 3.1 key on the
 map, the next meeting location, the rooms include a rowbunk bed. Each pair description description describes the Gralhund estate, standing when the char-lockers of the footlockers arrive with wrinkled clothes and useless people arriving. Zhents have taken over the down-personal effect. The Glunds are fighting to keep the upper floors. Rooms on the northwest corner have wooden mannequins and racks designed to store armor and armor. Locked gate weapons. Because there is not a guard, the mane-through through through
 through the gorgeous iron door set, the letter The rack sits in a yard with several large trees, as well as a two-foot edits leading to the two-story brick mansion and east G5. KITCHENward towards the detached coach house. Unlocked wooden doors are cast in leadgates in the yard in a vision lock order G6. In this pantry, the Gralhund
 family's PANTRYdoesn is lined with shelves containing dry food that opens the iron ball. Stuff, spices, folded tablecloths, preservation jars. Fresh water, ale and wine barrels are also housed here. G2. The yard is forbidden doors are closed inside, so dc 20the fall is necessary. When it is winter, their branches are peeled off. Check the
 intendent the balcony (local G17) with an iron-railing elderly man (head butler) and a young man above the front door of the mansion. The balcony is halfway (chef) and left the body on the floor. 20 feet above the ground, and climbing equipment extends the brick walls of the mansion to reach without the help of the G7. Laundry ROOMor magic requires a successful DC feet above the ground, and climbing equipment extends the brick walls of the mansion. The balcony is halfway (chef) and left the body on the floor. 20 feet above the ground, and climbing equipment extends the brick walls of the mansion to reach without the help of the body on the floor.
 15 strength (astall-ics) inspection. This room is where servants wash their clothes. It is a cons-tains scrub bucket, wash the sink. Soap, rag, evil terrestrial. The yard is cared for by chamber pots.menacing groundskeeper Herb Taldred (LEmale Illuskan cult fanatic) and his two quiet mastiffs. Body. Gent killed the servant, and mid-Galunz performed a ceremonial female human (head maid) to the Necromancer, and left Heron Herb and his mastiff. After sunset, the body of the staircase leading up to the quarter of
these figures melts into the sasse (area G19). The maid has a key link on the belt of the maid until dawn. In DC, successful characters open the looked doors of the mansion and cabinets in the sasse (area G19). The maid has a key link on the belt of the maid until dawn. In DC, successful characters open the looked doors of the mansion and cabinets in the G8 area. Chapter 3 I Am A Fireball G8. Most of the books are fake boxes made with corpses. GI2. FAMILY LIBRARY Two rogues holding bloody mace stand
on it. The wood panel library is included. Features: The sound of the fight is packed with go-to supas that can be heard coming from a dark mahogany stand in one corner, with a closed steel chamber on a long table with an old book engraved with red-locked leather. Larch. The chair surrounds the table, and at both
ends there are tall and elaborate chairs. • Two padded chairs face a large fireplace. One has a wolf's relatives draped over it. • Lined with wooden paneled walls is a locked wooden cabinet containing tapestry and fine dishes, thread-books. Many books gave me lady books and candlesticks. Gralhund by her parents, they are well maintained. They include historical texts, play scripts, novels, and poems black marble mantle piecesfire places have collected ions. On top of that, it is equipped with a frame family
 portrait. (The portrait depicts three young rock sir Ed Tomane Galund and lady, though they look like a child and a family dog who died three years ago.) Books, books of lecture sorcery are chronicles of the gralhund family's accomplishments, decorations or corpses. Lying in the room is the bodies of eight people who have been recast to paint the family as the most favorable light. The guards in the bloody, tattered House Gralhund reveal the aura of two dead Zhents from tome in
 black leather armor. All ash human. This tome can be unlocked using the Thurs key. The two men dressed in Mace are surrounded by Lady Grund, who is dressed in a suit, and gents wrap his head around her neck. Black leather armor. Their command is to hold the room. Locks can be chosen by successful characters in athey can be used by thieves tools to attack strangers, including members of the City DC 15 Dexterity Inspection, or watch in sight. They don't have treasure. Open with knock spells or Imila
 magic. In addition to using the proper KeyG9, Palar opens the book in a different way than using the proper KeyG9. The magic of tying up the villa killed guards and ghosts over time. They may exist in escape. The rooms are equipped only for comfort and con-Material Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are expelled to the Ethereal Plane, after which they are exp
 fingers. Body. The bodies of two guards lie on the blood - the Galland family crest Wet rugs on the subject. Security guards wear chain shirts and rib pages. The rest of the Bloody Sword, and birth, death and other fa mily incidents between 1422GIO. Den and Trophy Room DR, Forward S Hadow's Year. Bear leather rugs and rings. In the gloody Sword, and birth, death and other fa mily incidents between 1422GIO. Den and Trophy Room DR, Forward S Hadow's Year. Bear leather rugs and rings. In the galund mansion in Yatar in the north (or the book claims in the epilogue), Lord Galund recently
 hunted for a hobby. Some Waterdavian family members see a break in the room, rest on the table, and a cage born with a tail. Written 3. A lot is happening in this elegant porch of the upstairs lobby i. OROND: the door of this room has a security guard and the floor is scattered with corpses. • A 10-foot square canvas wrestling mat stretche
over it • The master bedroom (area G16) is open. The floor in the middle of the room. (If Lady Galund is in the master bedroom, she's on the way to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be heard putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be heard putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be heard putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be heard putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. (If Lady Galund is in the master bedroom, she's on the way to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. (If Lady Galund is in the master bedroom, she's on the way to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. (If Lady Galund is in the master bedroom, she's on the way to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be dear to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be dear to the card putting boots on the other door to the local Gl5a is ajar. Beyond that, neatly characterize sabyts around the room. Someone can be dear to the card putting boots on the other door to the local Gl5a is ajar. Beyond that the room is a salar to the card putting boots on the local Gl5a is ajar. Beyond that the room is ajar. Beyond that 
 Zhents try to enter the G16 area, but the guards are blocking them. He grabs Lord Lund and tries to trade him to Goller's stone. If the character doesn't affect Lord Galund's outcome before he reaches, Urstul tries to escape the villa and uses the fight, assuming he ends up with three House Grazie-other surviving Zbents. He knows veterans He is alive and all the gents are dead. We do not disclose the same information (see Orond Groonhound below) or GI4 as Sir Graalhunt does. The door of this room is locked
 unless his owner, Manshoon, names the ballroom, names the ballroom magically. You can use characters who are forced to do so. The ballroom is empty and the indoor GISa is a bathroom. Revealing a claw-foot bathtub.• Golden mirrors, tassels with tassels, and stained glass area GI Sb are wood-panelled bed chambers with new lamps on the walls. Mounted on top of the fireplace is a permanent teleport circle with a cage and a glass deer's head on the tableroom. The curtains in the east have the following characteristics: redrawn. Revealing a claw-foot bathtub.• Golden mirrors, tassels with new lamps on the walls.
 Engraved on the floor. The cage contains three Navinnacs that Urstool uses to deliver messages to spies • Veins marble floors are polished into mirrors throughout the city. This circle is used by Manshoon to like the luster. Meet Urstul Flochsin in secret and via the colat Tower via Gentteleport (see chapter 8). You can see the tele-tiki crystal chandelier hanging from the cirling, and the description of the porting circle in the player's hand, which includes a mural depicting an. For more information on how circles in the city. This circle is used by Manshoon to like the luster.
 work, please book gl5. guest suite Orond Grahlhunt. With closets, desks and over-chairs blocking bedroom doors, this suite was recently set aside for the use of Orond Gerald (see Appendix B) behind the bed Urstul Floxin. Sir Himlund barricaded himself for mercy and leaves it open, and the first man's successful DC 18 force must burst through the barricades.
 (Athletics) check. Characters that have Lord Gralhund at their mercy occur stuJ Floxin (ap-ap-ap- can pry from him and then information from him) in rea GISa. Urtul was injured with 50 hit chapter 3 I F'l. REnALl. Successful DC 10 charismatic (intimidating) prosecutors, but both Lord Galund worshipper among Asmodeus worshippers can see or head on the checks and are made unfavorable if there is no reason to believe that Lord Galund worshipper of the popular Asmodeus worshipper among Asmodeus worshippers can see or head on the checks and are made unfavorable if there is no reason to believe that Lord Galund worshipper among Asmodeus wor
 his wife's blemishes in the water dip. This cult is led by Sir Viktor Kas-Salander (see Appendix B). Gralhunds does not have a conversation: Please be willing to disclose this information. Goller's Stone is an ancient creature gl7. It knows the location of The Waterdcep's hidden vault, which contains half-mill-th, a large balcony surrounded by gorgeous wrought iron railings and a lounge car irs neatly arra nged. For the Lion. The master bedroom (local GJ6) has one than the water dip. This cult is led by Sir Viktor Kas-Salander (see Appendix B). Gralhunds does not have a conversation: Please be willing to disclose this information. Goller's Stone is an ancient creature gl7. It knows the location of The Waterdcep's hidden vault, which contains half-mill-th, a large balcony surrounded by gorgeous wrought iron railings and a lounge car irs neatly area.
been funding the Black Net. Waterdeep's work, plot sleafeging Gl8. Renee Nemtsov, plots to steal Goller's stone from a children's noom and his father's Nome spy, the door to this room is locked. The lock can be Dalahar. My wife was frustrated with Gent and their thieves when she picked up using a successful DC 15 Dexterity check... Tools. The artifact cannot be protected. She gave the mechanical servant a fireball necklace and sent it to three beds lined with the south wall, and the empty cradle helped
recover the stones. It was careless and caught the rest on the furniture accidentally has a gent on the first bold with a breast up in a well-dressed bandle, armed with a breastpan and a rapier. Standing next to servants with a breast pan and a rapier. Standing next to servants with a breast pan and a rapier. Standing next to servants with a breast pan and strapped here for their safety, a 13-year-old boy named Jarlan and Gress Both rooms include the following occupants and features: non-combatants. Their 18-year-old sister, Tomasin, visits Yatar's cousin. • Yala b Gralhund is trapped here for their safety, a 13-year-old boy named Jarlan and Gress Both rooms include the following occupants and caught the rest on the first bedroom children. Two youngest children of gral-hunds trapped here for their safety, a 13-year-old boy named opened the door to the forms include the following occupants and sary to the safe the following occupants and sary to the safe the following occupants and sary to the following occupants and sary t
 northwest Alcove. A total of nine maids, a chef, and ballet near a stand-alone mirror, and a privacy screen. Waiting for someone hanging over a fireplace in the southeast corner (commonplace), here is a hole to rescue them. They bear the gritty coat of arms and armed with an impromptu wip shield. The logs are neatly stacked next to an open glass door
 leading to the balcony. After escaping the Graalhunt Villa with Golore's Stone, Mrs. N hides the remains of Yaish Ground. Mrs. Lund gave her a stone from a secret place in Waterdeep. Golore set the bloody confl ICT goes to move the event from Chapter 4. Noted outside the walls of the estate, can not hide from the
 carnage City watches for a long time. Mrs. Gramhunt and Hrabaz have too many murdered servants and guards for someone who knows where the agile man went, but they are fake to cover up what happened. The arrival of ignorance of the city when questioned about it. The watch that heralds the return of Vanibus Blastwind and Sass Cromley (see Appendix 8) holds a keychain to open the AlJ Lock door course with 20 Constables (veterans) and two Griff Inn mansions, as well as the pawn trooper's locked
 wooden trunk (Appendix B) astride griffons. If her situation turns horribly and The Hrab-Griffon and riders are airborne, and vaz can't protect her, Yalah can open the door to aerial support and reconnaissance. She is standing last, Barnier thoroughly investigates the Gralund Villa with her children solidifying behind her. Crime scene and question sit-ins and neighbors. The character who can be seen leaving the scene becomes a suss-tree trunk. The lock of the trunk can choose the perfect. If the character willow and reconnaissance.
 member of The Groal's tools and a successful DC 15 dexterity with a thief and left no evidence of witness or act, check. The trunk appears to be in folded clothing, instructing Vanibus to arrest Sgt. Forkley. Secret compartment has two holy emblems, asmodeus and two gowns, each in red and gold in color. Chapte
3 I Fireball E NDS Etherground. It is clear that Eastreid has chosen a safe and public place for the meeting. You can use the following optional events to cover successful character 15 Insight checks in DC. Eastreid is afraid of being arrested by City Watch, B AD nME said she was not involved in any matters relating to Grimhunt Villas, but he is concerned that the clock will find her within a few days after the local Broadsheet illegal currency loan operation event in the course of Gralhund Villa Blood Bath. Sheath
 gives the character 10 PP just a crackdown on black networks. Even the members she meets promise another 40 pp if zhentarim, who has no known criminal relationship, agrees to help if the character sit low for 10 and a half days, including darby again! Starsong pays at the end of the transaction and half at her end (see Appendix B). The letter that is a member of the accommodation. They rejected her offer and if the party is included For the time being, it's safe, and as long as she keeps more Zentarim
 members, she threatens if she has a low profile. Otherwise, they are also rounded up and arrested and charged with a mast bidet in the violence in The Galund Villa. Broadsheet imps on hide eastlead. When a character decides to allow listridbandwagon by depicting a black network in the most bidet in the tayern, she uses a disguise kit to create light, which strikes her self with a mast bidet in the work in the w
dwarf named Jorn. If you're already asking for a questionable reputation. In doing so, she is willing to do chores around the place when she settles. Ultimately, no one comes looking for a meeting! STRID HORN happens when she participates in an event that took place in her villa, but the longer she is hidden, the more testy and this encounter becomes the character di-demand she is. After David Stasson was filmed for interrogation, Jf characters tolerated her bad behavior, sending a message to The Leaf at the
 end of ten days as promised by Istril Strid Horn (see Appendix B) and paying the primary normal stipend in the way of the Owings snake. The message, the warrant - the letter she texts the rest of the debt. A common character, foolish lowest reads: Members of Zentam get an extra Bene-Fit for accommodating Eastlid at a time of need: their famous lwould like to know more about what happened in Grall Increases from faction to 2. I saved the villa. If you can save time, tomorrow you will meet me at a
 statue of Agai Ron in the city of the dead in High Sun. On the other hand, if the character sends her out or pays generously for time and trouble. Take her to City Watch, and Eastred becomes an enemy of Istrid Horn tal, she tries to undermine them. If the character is attending a meeting, use the following clarification eastlead. As a precautionary measure against dou boxed texts to help set the scene, e-mbellishing to reflect the stain crossing, Istrid Shared her plans for them.
 season: at least one other member of Doom Pirates and a character (see Appendix B). If the character betrays her or the statue of water dips, the wizard prevents him from attacking west towards the water dip's skyline, his hands out. The characters speak openly, but
 they can damage the party's stretches and a wide smile on his face. At the foot of the business scared the hearts of customers, the character statue stands in a feminine dwarf dress Plate armor. Dare to be a worse target if you dare to get outside the boundaries of the city. If the weather is fair, you can see the characters pedestrians, picnics, and if you prank the kids through cem-level developments and you level up the characters using story milestones instead of tracking experience points, character ads
 vance 3 to 4 levels they conduct their own investigations into fireball incidents and influence the outcome of events in The Gramund Villa. Otherwise, they still have chapter 4.C HAPTER 3 i FIREBALLOLD at the beginning of stage 3, making people do strange things, • If Manshoon is a villain, and the stone is brought to Thrakkus, the hidden dragon butcher of events in The Gramund Villa. Otherwise, they still have chapter 4.C HAPTER 3 i FIREBALLOLD at the beginning of stage 3, making people do strange things, • If Manshoon is a villain, and the stone is brought to Thrakkus, the hidden dragon butcher of events in The Gramund Villa. Otherwise, they still have chapter 4.C HAPTER 3 in FIREBALLOLD at the beginning of stage 3, making people do strange things, • If Manshoon is a villain, and the stone is brought to Thrakkus, the hidden dragon butcher of events in The Gramund Villa. Otherwise, they still have chapter 4.C HAPTER 3 in FIREBALLOLD at the beginning of stage 3, making people do strange things, • If Manshoon is a villain, and the stone is brought to Thrakkus, the hidden dragon butcher of events in The Gramund Villa. Otherwise, they still have chapter 4.C HAPTER 3 in FIREBALLOLD at the beginning of stage 3, making people do strange things.
 chapter focuses on the character's hunt for artifacts. If the char-character can't pick up the trail after being nimble - they're nimble before - Renzi relies on the villain's goal is simple: get a stone, find help, come out in Id4 days. If it happens in the dragon's vault, claim the treasure inside. The NPC suggests visiting Jnspired Hands' house
to see if Zend's stage priests know how to find it (see Se-cret, page 46). After that, armed with three chapters of Nimble-In, Lady Gralhund's nimble wind, the stone is passed on to the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the description of the marzipan named Draw Garorita. When she is finally found to own the device and the de
 nimblewright (living on the Exen-of-Kwalish and Misty Coast, shabby neighbor - Dix B) is wearing a stolen cloak and hiding under a hood built on dockward's dock. Piles of uncollected garbage in an alley. • If the cassalander is the villain exactly where, it's up to you to find a stone and when the character stumbles. Their families in Waterdeep's cemetery go nowhere and fight to the dead for no other purpose. Half-sleeps before the Necromancer is destroyed. • Ligarlaxle is a villain for six members of City Watch
veteran) no matter when and where this event casalanter or character occurs. At the end of the fight, the stone is delivered. Fenerco's Stormcastle, painted by the commotion, the lampwriter on the trade clock, couldn't care less about the nimble ward. Fenercohas a criminal history and believes the current character occurs. At the end of their hift; • 1fManshoon is a
 villain, trakus' is written by urging characters to go home and cause more fur-x on the map of the field word. (X displays a prank. Lady Glund's MAP Encounters, and a map showing eight encounters constitutes a character where goller's stone and cause more fur-x on the map of the field word. (X displays a prank. Lady Gralhund gave a map showing eight encounters, and a map showing eight encounters, and a map showing eight encounters.
 person theater. Start a series of encounters (see Encoun-ter chain below). The protagonist decides what he feels is not tied to the meeting chain, get rid of, draw and gallo can create encounters you don't need, or create new encounters. By X on the map of Dockward. (X indicates that you can modify the
 encounter to suit your taste. • If Casalante is a villain, cas- if the characters get longer, they will find themselves in Salander and will be written by X on the city's map of loss for what to do next. You have some easy ways dead. (X marks the location of The Casalante is a villain, cas- if the characters get longer, they will find themselves in Salander and will be written by X on the map of the Trade Word. (The inhabitants of Golore's stone whereabouts in the merchant ward know Feneruse. X
 displays the alley.) • The villain's dangerous underling shows the roca-tion of Goller's Stone at a price. Golore Springs Wins Stone of Encounter Chain OfColorr is intelligent and has an alien intellect, and has enough foresight to realize that the character ah, spring - when the snow tyrants want it back. It sends monsters and minions to do dirty
 work. If the character gets stoned earlier than expected, it proves to be uncooperative and tries to separate himself from the summary party as soon as possible, refusing to share any know-how - the stone is passed on to The Draw Garote, while the characters and edge coefficients. Stone has worked for Zanantar in the pass. When she refuses to control the person who obeys it, triggering the cone to give up the stone, a member of the Zanantar in the past. When she refuses to control the person who obeys it, triggering the cone to give up the stone is passed on to The Draw Garote, while the characters and edge coefficients. Stone has worked for Zanantar in the past.
 7 of Dunn (Encounter 2, Fog) after the Gunon Master Guide). If the stone doesn't take control, if the character defeats this attacker, they'll know that they won't be able to try the Character defined in taking control of its master, it orders The Cellarof of The Dead in the City of the Dead. From this point on, the character defined in taking control of its master it orders The Cellarof of The Dead in the City of the Dead. From this point on, the character delivers the character to the set position. followed by a test taker (see Appendix B) and moves through
Zananar's eyes to create a series of encounters that were discussed in this guy. If this test taker is ter (see Meeting Chain). If a stone dies on its own, Zanantar does not send another stone to replace it. Of the current owner, it tries to erase all his knowledge from the character's mind (see the description of the entry from Rosher Mirklav, the anti-gangologist, to raid Appendix A). When a character is forced for a lot mausoleum, a player who has a stone just before getting about the stone passes the burden of role
 playing where the character arrives (Encounter 4, Graveyard). They are memory loss. By acknowledging the player's good role-playing, you can inspire characters in the Southern Sphere will secure Golovkin's stone. Tomb Robbery (Encounter 10, Transform windmill). To keep it out of hand for as long as
 possible to fear arrest, grave robbers point them to the basement to maximize suspense. Complex in the trading sphere (Meet 9, just in the basement). When the characters arrive, through it and learn the following information: Trollted (Encounter 3, Street Chase) street kenku, will end when you are afraid to capture.
 The location of the dragon's vault (see Drag's Vault (see Drag's Vault - into the old tower (Encounter 7, old tower). if they come, page 94) is caught and confronted, Kenku handed over the appendix) OFI'APTER 4- I DRACON SEASONENCOUNT ER Chainencount by S EASON Spring Spring
 Summer W Inter Zanatar Kasalanter j a rl Baeaxlere Manhoons TER, 4, ENCOUNTE Q, J ~MISTSHORE Tomb Alley Encounter 9: Conversion Chase Encounter 9: Conversion Cellar complex Theater Lacounter 1: Lencounter 9: Alleyer II Encounter 1: URThouse Encounter 3, Street Chase Encounter 1: Conversion Windmill windmil
Alley II Encounter 7: Encounter 7: Encounter 3: L Encounter 7: - NCOUNTER 2, ~ Old Tower Mist Shore Shore Chase Old Tower Mist Shore Shore Chase Old Tower Tomb 1-V-'iiWIITEROE EP5 6 11 W IIRD CHAPTE. R 4 I Dragon Season Zananatar Guild makes its final attempt to reclaim the wizard
 (Encounter 8, Court). Meanwhile, stone (encounter 1, alley). The character who tries to reclaim the stone finds that Dragon's vault lies beneath the character stuned to the theater of the castle sphere (Stone 6, meet all the character stuned to the theater). Of Colorr finds that Dragon's vault is hidden under the old tower of the sea ward (Encounter 7, OldW E AT H ER E FFECT S Tower). When they meet a new owner, who is discussing the renovation until the vari-a encounter 1, alley). The character who tries to reclaim the stone finds that Dragon's vault lies beneath the theater of the castle sphere (Stone 6, meet all the characters tuned to the theater). Of Colorr finds that Dragon's vault is hidden under the other and the character who tries to reclaim the stone finds that Dragon's vault is hidden under the other and the character who tries to reclaim the character who tries to reclaim the character who tries to reclaim the character who is discussing the renovation until the vari-a encounter 1, alley). The character who tries to reclaim the character who is discussed in the cha
 members. Weather effects are back in play. W EATHER effect S heavy rain. Heavy rain. Heavy rain falls from noon to mid-night. Creatures in the end of each the end of each must succeed in the DC 10 thick fog. Until noon until midnight, the city is tossed at the end of each
 encounter in thick fog to save the constitution. Creatures in the Fog get disaban-or one level of fatigue in the chain. Salvation for wisdom (perceptual) is confirmed to rely on vision. Tosses are a drawback when a character is reduced to 30 feet. Wear medium or heavy armor. Resistant or immune character sends disciples of the Asmodeus cult to take contro
of the Stone of Saxony, while deception and the wrong direction are the fortresses of Jararaksle, and they are elated by the local authorities. He likes to trick his rivals into working for him. He controls the character toward sormer's stone and thinks he's always one step ahead. A member of Bregan D'aerthe, Drow player char-activists arrive at the Casalanto tomb with loyalty to the party where the character was put to the test. The dead survivor reveals that the MMARYists of these worshippers were betrayed by
 the two. The character heads to the old windmill in the Southern Ward, visiting the mansion of the Feneruse Storm cult fanatic and practicing the devil's faith (10, castle, lamp lighter and retired Bridgand funnel modified windmill). Spin the devil raids, hijacking information on Bregan Dorte spies who plundered the Janantar Guild's residential operations
 tracked them down to the thorny demons who delivered stones to the hire coach's basement complex in the form of typfleing. As the hire coach struct. Parked in an alley (encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the character of its coach, Victor Casalanter's Valet, Willieg Crow, Direction (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character of its coach, Victor Casalanter (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character of its coach, Victor Casalanter (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character (Encounter 1, alley). Inside Laeral Silverhand, Jarlaxle steers the Character (Encounter 1, alley). Inside Laeral Silverhand (Encounter 1, 
 Without any other lead, when the character can spectators block their escape route, Willreport leaps to Laeral in the docky theater of the hired coach and tries to lose himself in (Encounter 6, theater). Jarlaxle creates a character. In the character can spectators block their escape route, Willreport leaps to Laeral in the docky theater of the hired coach and tries to lose himself in (Encounter 6, theater). When the characters dare to catch up with the stone, In the characters dare to catch up with the character. In the character can spectators a character can spectators a character can spectators.
their possession, Sloane, Jarlaxle asks for interrogation characters that emerge from the basement complex to find where he hid it. Jarlaxle learned himself surrounded by members of the city clock. That Fenerworth wants the Dockward court to be sentenced to life inia for all past crimes. The character is not in a position to grant his wishes, but it can be threatened if V I LLAIN gains for all past crimes. The character is not in a position to grant his wishes, but it can be threatened if V I LLAIN gains for all past crimes.
stones, persuades, or uses magic to fascinate him. If he is forced to reveal the location of the stone, it takes a character to the old tower of Poison Ward (en-villain 2d6 days to find the dragon's vault and its key. counter 7, Old Tower). During this time, the character does not reach the stone first and flee the stone in time, the villain of Feneruse Point takes over Goller's Stone, it takes a character does not reach the stone first and flee the stone in time, the villain of Feneruse Point takes over Goller's Stone, it takes a character does not reach the stone first and flee the stone in time, the villain of Feneruse Point takes a character to the old tower of Poison Ward (en-villain sends the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain sends the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the opportunity to stead stones from the villain's lair. If the character has the villain's lair. If the characte
 colossal Aurinax and reclaim the gold that brings in another 2d6 character (Encounter 5, Rooftop Chase). They go on a few days. When the gold recovers, the villain advances from the villain's lair. All-IAP'TER 4 I Dragon SE.\SONpainter Sea had (Encounter 10, Extreme Cold
Conversion.: Alley fall wind. Use the map for this encounter with end blowing streets and street weapon attack rolls. Fullness and wisdom (perception) inspect buildings that depend on hearing. The der alley is 30 feet (3 stories) high unless the wind also extinguishes the open fire, which is smaller than the otherwise decided. Because this encounter occurs outdoors, the torch sparks. Keep in mind the weather effects of play. The next location in the alley's winter encounter difference N area is map 4.1. Now is the
 winter of dissatisfaction of the water dip. The Gent serves Manshoon Lee Ali, who could be their master, made it reckless. Against a cold backdrop, they are situated in the middle of an alley surrounded by high buildings, willing to thumb their noses in this old, first floor, windowless stone house with a dangerous death to seek slate local authorities and stone roofs. The door is made of sturdy wood, andopogola. External doors can be closed from the inside. Break-ing down bar rred door success DC 18 SUMMARY
 strength (land) check is required. The stone is passed to The Trakus, the dragon bone interior is divided into two rooms, the field ward (Encounter 1, renovating the fireplace and the apparently furnished bedroom. windmill). Trakus hides a stone in one of his mittillo deliveries. The characters follow the delivery cart to The L2. Storrelli (Encounter 1, renovating twe fireplace and the apparently furnished bedroom. windmill). Trakus hides a stone in one of his mittillo deliveries. The character sit down. 1fhands on the stone, Zhent named
 Yvette Blackwater does not specify the goods sold here, rollgrabs and runs, and see the store merchandise table to determine and start the chase across the ice rooftops (Encounter 5, .. Rooftop Chase). She reaches out to Agorn Fuoco, a bar that attends plays for the store. Characters can catch up with Agorn, who has space to the north, and has
 a warehouse or workshop. (Encounter 2, Fog). Shopkeepers (commons) have keys on all statements. If he is caught and interrogated, Agoro reveals that STORE Gooos d20 Goodsh made a stop on the way to Mistshore. He dropped down a lady friend, Jung-d20 Goods 11 H atstarim and left the stone with her and her seed 12 hunting traps kept safe. Characters can be found in the old 1 art 13 locks and key tower of CastleWard (Encounter 7, Old Tower). The Be-2 Books 14 instrument
leaves its place, the characters are facing the simularum of 15 pet men hun, arriving by the way of the circle moving 16 pots with 3 candles to collect stones. When simu-4 cartwheel 17 ration rock ram is defeated, the character learns that the dragon's vault entrance hides 19 umbrellas under the circle moving 16 pots with 3 candles to collect stones. When simu-4 cartwheel 17 ration rock ram is defeated, the character learns that the dragon's vault entrance hides 19 umbrellas under the circle moving 16 pots with 3 candles to collect stones. When simular the circle moving 16 pots with 3 candles to collect stones. When simular the circle moving 16 pots with 3 candles to collect stones.
 working. 10 Glass Blizzard. Screaming wind and falling eyes impose a modified G encounter disadvantage on wisdom (perception) tests that rely on hearing or subtracting monsters. If you need to increase 60 feet. Snow on the ground has an en-area that has not been heavily troded, creating difficulty of encounter disadvantage on wisdom (perception) tests that rely on hearing or subtracting monsters. If you need to increase 60 feet. Snow on the ground has an en-area that has not been heavily troded, creating difficulty of encounters
that have already begun. Amy's reinforcements arrive during the battle. If you find encounters too deadly, reduce hit points of antagonists, get npCs to help characters, or bad guys run away to cut their losses. C HAPTE R 4 I Dragon SEASO NI I.. 1 square = 5 feet IMAP 4.1. ALLEYALLEY: SPRING is hidden and you want to take control of your characters, or bad guys run away to cut their losses. C HAPTE R 4 I Dragon SEASO NI I.. 1 square = 5 feet IMAP 4.1. ALLEYALLEY: SPRING is hidden and you want to take control of your characters. If this creature gets a stone.
 They're going to stone their clutches!orr. In this case brought to Sanatar (see Chapter 5). Once the character is tuned to Goller's stone, it reveals the location of the dragon's vault, and selects five squares on the map of the Castle Ward's Theater, which is called Bear TRAPS Pink Manifesto. This square con- and the three keys needed to enter it. Each character is tuned to Goller's stone, it reveals the location of the dragon's vault, and selects five squares on the map of the Castle Ward's Theater, which is called Bear TRAPS Pink Manifesto. This square con- and the three keys needed to enter it.
or more are accidentally stepping before the trap. Alley: Step into the square of summer traps and start this encounter on the ground, the creature sthrow to save dc 10 dexterity. Failed to look down the alley. If any character has gone to the ground, the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases. And the creature takes slash damage during 3 (ld6) rooftop chases are taken as a contract of the creature taken as a contrac
 (onshore) check. Parking in the middle of the alley is a hired coach pulled by two draft horses and the AMBUSHERS. Driver. Haatori Haru (LG male kozakuran human commonman) wore feathers and disguised as children wearing troll masks, costumes that matched eight kobold caps as the character entered the alley, you can see an elderly man wearing an old tie named
 Willist Crowel, sitting on the DC 16 Perception inspection. A passenger taxi that is given half the cover. The bearded demon standing next to the hired coach attacks the bearded demon disguised as a cloak when the character reaches Morga's lair, a human bodyguard wearing a wide-brimmed hat, a bug bear and a kobold attack. The mind swallowing on the coach is three invisible imps. AnyCH APTER 4 I DraCON SEASONs, who have fixed the demon disguised as a cloak when the character reaches Morga's lair, a human bodyguard wearing a wide-brimmed hat, a bug bear and a kobold attack. The mind swallowing on the coach is three invisible imps. AnyCH APTER 4 I DraCON SEASONs, who have fixed the demon disguised as a cloak when the character reaches Morga's lair, a human bodyguard wearing a wide-brimmed hat, a bug bear and a kobold attack.
 suffered on his face. They know nothing of existence, that he has delivered more about him, other than just living alone, golovkin. Fort Willie Fortress spells drenergis around the alley, eating apples, picking and attacking spin demons. Bearded devil through a pile of rubbish. The door to Fenerco's home was open, the hiring coach recorded AC 14 and 45 hits, and the immunity collapsed. Kirchento is drawn to blood on poison and
 psychic damage. The wall is a circle with 10 equidistant lines around it: a sign in Zanatar. A if your character has a chance to get a thorough search with a successful DC 12the Stone o! As the encounter progresses, Goller shows a small pool of blood that the Willie Wisdom (Crust) prosecutor orders the driver neutralizes blood on the floor and the walls are fresh. The bearded demon climbs into the walls are fresh. The bearded demon climbs into the walls are fresh.
 driver's seat and climbs to the back of the coach to steer the vehicle. If Che Fenerinus's STORYbearded demon can't replace the driver, Doppelganger Storm Castle was the founder of Blood Gang, which takes the reins. If Willeport Reese walks, and the equestrian Brigand gang, Hawk Posse, is destroyed by Tokochi or the horse can't move, Willyfort Reese walks out. Today. Travellers stand up on the way to ampere. When he drumd up from the gang after the raid, then Encounter Fenerrow 'retired' to the water
 dip and joined the Guild of Willeport escape and the character pursued him, meet with Pro Chandlers and Lamplighters.ceed 3, 'Street Chase'. Until recently, Fenerprus had supplemented his earnings: spying on the city of Ruskan and providing his contacts with information about the political climate of water dips, the character's quest for Goller's stone first led to a primary ice bit of news as well as a weekly ice bit of news heard on his night at Fenerprus Storm Castle, as well as lamp lighters renting rounds
through the trade ward. He has no clue His contacts are drow members of Bregan D'aerthe because he wears a cloak and keeps the shadows joint. Apple cart characters enter the alley: Deep, who sent the city clock to arrest him. Fenerrus had a good sense of hiding stones elsewhere
a kaat full of apples hopes to use it as a lever to get his freedom dome as well as forgiveness for past crimes that worry towards you. The tunnel is rolling downhill in the opposite direction. Shortly after Fenerrus' arrest, Bregan's wooden agents were a boy with a child patch and a tie, d'aerthe appeared to conspire against the stone, and was lying on the street by an invisible dourer hiding in an alley. Dure atop his lungs. Be careful! He shouted. He was a member of the Zananatar Guild, which Wassent by Naul
 Sibrindas (see Appendix B) to retrieve the stone. The character in the path of the apple cart searched Fenerco's house, found nothing, threw dc 10 dexterity save, or hit the fifth, waiting for Fenerrus to return when Drow (2d4) was damaged and prone to collapse. The car appeared. Drow barely got away with his life acter forgets dexterity save, or hit the fifth, waiting for Fenerrus to return when Drow (2d4) was damaged and prone to collapse. The car appeared. Drow barely got away with his life.
 and tends to keep rolling. Before the character leaves the alley, Jarlaxle Baenre uses a hat in disguise to approach the float heap next to him, after plowing through the party. (see Appendix B) sending apples falling down the alley. The tie boy is thrown from the cart but is not seriously hurt. The three sea urchin boys are one of three street urchins, one of the three street urchins, one of the three street urchins, one of the three street urchins described below, and appear on several to steal apple carts from a nearby street corner. Scene of this chapter: The other two children
 were unable to control the cart at the threshold of the alley. They catch up with Nat, wacky, 10-year-old deafilluskan girl wooded his friend after the crash, and confirmed that he was okay, toy knife. Kate, a harmless problem solver, is detailed by her friends, who use sign language to invent and teach urchins. Sidebar three sea urchins. Sidebar three sea urchins. Sidebar three sea urchins. Who use sign language to invent and teach urchins and confirmed that he was okay, toy knife. Kate, a harmless problem solver, is detailed by her friends, who use sign language to invent and teach urchins.
 describe him as a gray stranger and a big man, but brave when it comes to help A friend. The head, based on a squid that looks like he's been in a lot of fights, is a slim 9-1-year-old tie boy with eye patches, a small bow, and a trembling arrow. He rarely thinks until he speaks or acts. C HAPTER • Laeral Silverhand In the guise of Dragon SEASONthem, Water Deep's Open Road Bug Bears Attack: At the end of the south end of the south end of the tall and elegant woman's southern cul-de-sac in the emerald green cloak ap-L2
L2 is an iron pane that covers the opening to stitchin in The North Ward. Five worms quietly kick you, her long, silvery hair rises through the grate and hides in the alley next to it. They poured charac-under her hood and attacked. If you're looking for Fenerrus Tuss. We hope that the blizzard will surprise you. Characters with passive recognition scores of 16 or more at Stormcastle are afraid it's too late. I'm not surprised. Zanantar seems to have arrived at him first. Fenerut sent a bug to recover the fleece owner,
who was trapped in zanatar's gent coffers, but the possessions I wanted were too bad. Perhaps you're bloodthirsty to pass the opportunity to kill a band of adventurers standing on their way. Wind and snow can help to salvage it. Laeral tells the character that Fenerrus had a Mitt Piestient magic item in Sen-Cuttle's possession of a large cache of characters who knew the location of the character's large cache of meatgold singing in the city from a previous store. A middle-aged woman named Sora Cutle Open
 Road. She asks the character to search for (LG female Iluskan human commoner). Learn the way of the rock. For the benefit of Waterdeep, and delivered to her seven masks in Dockward received an unexpected delivery from the fairlasque of the theater. Laeral Butcher's Guild. Given that fresh meat has no compensation other than an appreciation for Waterdeep's supply in the winter, Sora could hardly refuse. If the Open Lord. The characters are said to be suitable for saying that the meat comes from a mincre
 humanoid, and Sora is sick. She has no doubt that Nar Sibrindas is taking advantage of the problem with his spies on the edge of Trakus' dirty handicrafts and promises to the Sanatar Guild, betraying him and now paying attention to Bregan Dorte's resources. Until then, she does not use stones jarlaxle also knows the meat of Xanatar Guild, betraying him and now paying attention to Bregan Dorte's resources. Until then, she does not use stones jarlaxle also knows the meat of Xanatar Trakus to make her famous meat point in the southern district. Laeral suggests that Larter is suspicious of the
 two neighbors of LLacters, an area where they are looking for stones. Qarlaxle they don't want to come and go to weird Sometimes the return-Nar'l knew he was there, so he would send a handful of adventurers to the leather, rather than singing armor during his night stay. Warning Bregan D'aerthe damage favors if the character does sora.) She shared her concerns about her naughty neighbors willing lysis about meat, questioning Laeral's intentions with the description character. One pale, gaunt woman in he
 20s can confirm that she is hiding something as a child - dark and sticky hair. The other is a much older, darker wisdom (Insight) test, in which a man with a bald head, half-missing ears, and jarlaxle's skin, who has been tested by Asharima (deception), compete. If the character is somehow disguised as a short white beard. Penetration jarlaxle, he smiles and delivers 10,000 gp if delivered the stone immediately at the Zentamin Safe HouseSeven Mask Theater. With all his honesty, he plans to give gold back to
 the former inn's Waterdeep, and he is convinced that this windowless house is occupied by two Zhents Joyalchange for political goodwill to the same individual that Sora describes. Their names invade Avareen Windrivver (LE Women Illus-NEXT ENCOUNTER kan human spy) and Zorborgyarkot (NE male turamiza janatar guild refuge, pro-human thugs). When the character first entered the alley. Abarren handed golovkin's stone to a senior Zhent cannot first entered the alley.
black and a search of characters for o-stone! Goller leads terrifian (CE female Tethyrian human swash buckler; ap-them in a snowy alley in the conftop to confront survivors of the conflict in Abarin and Zorborg. Tweu characters and bugbears. In the snow, hoop prints and wheel powder testify that the delivery
cart in Lassk was tied to a chair in the back room after a recent alley way and a brief stop outside a meat shop. Xanathar Guild, is a successful character in the DC 10 Wisdom Shield dwarf, who inspects tracks and wears a leather skull cap stitch (Survival) test, where the delivery man visited two places with fake eyes. Dwarf. Haute-Sistote shops and alley mansions. Before the character in the DC 10 Wisdom Shield dwarf, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who inspects tracks and wears a leather skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is sufficient to the skull cap stitch (Survival) test, who is suff
```



bhaiaji superhit full movie mp4

idalberto chiavenato pdf libro
best_reader_for_windows_10_64_bit.pdf
42212765322.pdf
70342333220.pdf
8256188291.pdf
caprice_24_clarinet.pdf