



THE RUINS OF  
TRESENDAR MANOR

### OVERLAND ADVENTURING

This first part of the episode features three encounters covering the journey from Waterdeep to Phandalin, all of which offer connections to the rest of the adventure. If you want your campaign to move at a quick pace, run only these encounters. In doing so, you don't have to worry about random encounters and setting up details of the journey such as who keeps watch when the characters camp.

If you prefer to emphasize the dangerous nature of the adventuring life for lower-level characters, random encounters can be used to create additional tension along the road. As characters gain levels and access to diverse powers, random wilderness encounters become less of a threat, so this is a great point in the campaign to use random encounters to challenge the party.

When using the Random Encounter table on the facing page, roll once for travel during the day and once while the characters are resting at night. Or if you see an encounter that tickles your fancy, just run it.

### FREE-MARKET LIZARDFOLK

As the party skirts the Mere of Dead Men on the High Road, they come across a lizardfolk being intimidated and harassed by an unscrupulous Zhentarim merchant and his bodyguards.

This part of the High Road runs parallel to the Mere of Dead Men, a swamp full of dangers, pestilence, and death. Alongside the road, a lizardfolk is pleading with a male human dressed in black leather. Behind the dark figure, two bugbears stand with their morningstars drawn, staring at the lizardfolk with menace in their eyes.

The human shouts loudly enough for you to hear. "Not acceptable! Friends, show this walking fish my displeasure."

The lizardfolk starts to argue, saying, "I am not a fish. I am—" But the bugbears interrupt with the hafts of their weapons, knocking the wind out of the lizardfolk and driving it to its knees. The poor creature catches sight of your party, looking at all of you with a pleading expression.

Rasquel, a Zhentarim-backed merchant (NE male human **bandit**), entered into a business agreement with this female **lizardfolk** named Thetsis, who is a leader of her tribe. The two **bugbears**, Jutt and Meff, act as Rasquel's muscle.

**Development.** If the characters attempt to involve themselves in the altercation, Rasquel rudely orders them to go do things that are possible only during one of the