

QUESTS

OVERALL

Your ultimate quest is to find the half-million embezzled "Dragons" (gold pieces). Your characters don't know this yet, and you have no leads. A big event will occur that sets things into motion. Until then...

HERB QUEST

Fala Lefaliir, a neighbouring apothecary offered to reward you for collecting hydrathistle, a herb in short supply in Waterdeep. Located in a Swamp 2 hours outside town. Fala was nearly killed trying to find some.

FACTION QUESTS

Word begins to spread throughout Waterdeep that a group of adventurers helped Volothamp Geddarm and rescued Renaer Neverember. Within days, faction representatives approach you to try to recruit you. Some factions are:

- Lord's Alliance - Knights and Paladins. Mirage was approached by Jalester Silvermane.
- Zhentarim - a shady faction operating just above the law, on the face dealing in weapons and mercenaries. You have met several members.
- Emerald Enclave - dedicated to preserving balance and nature.
- Harpers - benevolent spies (in the dnd movie).

You should pursue 1 or 2 of these factions.

DOWNTIME ACTIVITIES

You have some money. For example, you can:

- Fix up your tavern and run it
- Shop for anything in the player's handbook
- Try to find or commission magic items
- Hire people
- Anything really