

Waterdeep's Noticeboards

By Christian Eichhorn

Waterdeep's Noticeboards - A collection of 42 quest seeds in and beneath Waterdeep and Skullport. Pit your players against criminal masterminds, monsters from the deep, or seemingly unsolvable mysteries. Waterdeep! Come for the adventure, stay for the outstanding payment.

Get Ready for Waterdeep!

Waterdeep is a bustling metropolis and adventure lurks behind every corner. To spare you some of the trouble that comes with fleshing out an entire city, I present 42 quest seeds that you can run as presented or alter to your heart's desire. The meat of the quest seeds are the notice boards that you are encouraged to print out and use to impress your players. The quests were made with a *Dragon Heist* or *Dungeon of the Mad Mage* campaign in mind. Most of the quests can be solved in the city proper, but some lead your players into Undermountain, Waterdeep's underbelly. A few quests might even prove to be unsolvable and only foreshadow a future event.

Some Technicalities

To run all the quests as intended, you will need copies of the following books: *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), *Mordenkainen's Tome of Foes* (MTOF), and *Volo's Guide to Monsters* (VGTM).

However, since the quests are highly flexible, you can use any monster or NPC that tickles your fancy. A word of advice: Before presenting a notice board to your players, prepare for every possibility. They might even want to know which note was posted beneath the one they picked. Print out a few additional notes without a proper board to catch them by surprise! Each quest should entertain your group for 2-4 hours, which is perfect when Chad or Stacy cancels 15 minutes before the session starts, and you can't progress with the main story - again.

Rewards & Payment

In most cases, the notices and descriptions don't mention a specific amount of money or items the characters receive as rewards. Since it's impossible to account for the characters' level, the quest's difficulty, and your campaign's economy, it's left to you to calculate a proper amount. Alternatively, you can roll on the *Dungeon Master's Guide's* Treasure Hoard tables (DMG 137).

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A Union Against Criminals!

Wherever you look criminal gangs and cutthroats ravage this city! Enough is enough we say. It is high time that the citizens of Waterdeep take matters into their own hands and deliver street justice. If you have encountered criminals, charlatans, or fraudsters come to us – the UAC. We take care of the evil doers and pay you for your support. But make no mistake, we verify every claim and punish persons who make false allegations. We are also looking for enforcers and agents. You can find us in the Dock Ward on the Old Temple Lot.

This scheme is in an attempt by Xanathar's Thieves' Guild to drive back the encroaching competition. Using the collected information, the Guild warns allies and takes out enemies. The person the characters encounter when they visit the Union is a proper paladin named Brovar, who Xanathar's Thieves' Guild duped into working for them. He checks all informants with a *zone of truth* spell. A person who reports a criminal receives 1 gold piece. Brovar offers the characters the following types of missions: stalk accused persons and confirm that the charges are correct, or arrest confirmed criminals. At some point, Brovar notices that the UAC purges choice criminals from the books and investigates. This may serve as a future plot point.

A War on Drugs!

Due to the influx of spice, pixy dust, snort, smash, and xander root, our great city finds itself on the verge of crisis. We have to act now or else a whole generation is lost. Join the Citizens' Militia and take up arms against the dealers who infest our streets and neighborhoods. Aspirants shall report to Cohort-Leader Killian at the headquarters in the South Ward, north of the Caravan Court. Since our organization is not officially recognized, every soldier is required to bring their own armament.

Killian (LN male human **guard** MM 347) is an honest and concerned citizen, who is planning an unauthorized sting operation on a drug den called Dankmire in the South Ward. He has assembled a handful of reliable fighters who will support him. The Dankmire is a true hornets' nest. 20 drugged **bandits** (MM 343) hide in secret rooms beneath the Dankmire and defend the joint to the last man. After the dust has settled, the city guard appears and attempts to arrest the remaining combatants. The characters can prevent an arrest by succeeding on a **DC 15 Charisma (Persuasion) check**.

Archeological Assistance!

Good news, everyone! We are a small group known as the Archeological Society, and we have uncovered an interesting ruin at a construction site. The city paused the construction work temporarily, but the site is too large to handle for us alone. This is why we are searching for additional helpers. We cannot offer much in payment up front, but we hope to uncover some valuable artifacts. You can find the excavation site in the Trades Ward on Spindle Street.

The ruin the Archeological Society uncovered is several hundred years old and was used as a makeshift hospice during a time of plague. When the characters arrive, the archeologists have already found a sealed entrance. A character who succeeds on a **DC 15 Intelligence (History) check** is able to read the warning messages that the former healers chiseled on the large stone slab. It says: 'Plague victims inside. Do not break the seal.' A dozen greedy helpers do not care for the warnings and argue that it is a ruse to dissuade grave robbers from opening it. A character who succeeds on a **DC 15 Charisma (Persuasion) check** or a **DC 10 Strength or Charisma (Intimidation) check** is able to prevent the helpers from opening the entrance. If the seal is broken, everyone involved must make a **DC 15 Constitution saving throw**. On a failed save, the person is infected with a centuries-old malady.

Bloody Murder!

My husband, Jeremy, was murdered in broad daylight, and the investigation fizzled out after a few days. To spite the inept and corrupt city watch, I am offering a sizable bounty for the apprehension of the murderer. Meet me in the Lost Horseshoe Tavern on Waymoot Street in the South Ward, and we will talk about business. Ask for Theresa.

Theresa is the owner of the Lost Horseshoe Tavern and usually works behind the counter. She offers the characters 500 gold dragons, which is her life's savings for the apprehension of the murderer. Theresa tasks the characters to bring the culprit directly to her, since she plans to get medieval on him in her basement. The murderer is a corrupt member of the city watch named Eugene Kent (NE male human **knight** MM 347), who killed Jeremy because he overheard a compromising conversation between Eugene and a criminal. When the characters ask around about the murder, Eugene makes an attempt on their lives. He has stolen a *necklace of fireballs* (DMG 182) with 1 bead left from the evidence room and uses it against the characters.

Curses and Witchcraft!

The trade council is in search of people – or sentient constructs – who have expert knowledge on the subject matter of curses & witchcraft as well as criminal investigations. It is a sensitive matter, and more information cannot be disclosed at this point. Suffice to know that the payment – and in conjunction the gratitude of the trade council – will be immense once the matter has been resolved. Contact Special Appointee Diloontier, the apothecary, in the Castle Ward for further instructions.

Diloontier informs the characters that an evildoer is flooding Waterdeep's markets with cursed items. The wizards of Waterdeep have been unable to stem the tide. A task force of a dozen arcanists works round the clock to identify cursed items, remove the curses, or destroy the items. The curious thing is that simple goods like food, ale, flatware, weapons, or furniture are predominantly affected. The curses are mostly vexing or tedious in nature but they are becoming ever more vicious as time goes on. The culprit is Pontarch (CE male human **mage** MM 347) who set up shop in the Storeroom level of Undermountain. He is stark raving mad and curses items around the clock, nourishing a sick addiction of his. A plethora of **imps** (MM 76) and **kobolds** (MM 195) he controls steal items from the surface, deliver them to Pontarch for enchantment, and carry them back to the surface, where they place the cursed items among the wares.

Crookstreet 4-7 Vanished!

A real conundrum presents itself in the South Ward, where four buildings have vanished overnight. If relatives or acquaintances of yours lived in the vanished buildings, contact special investigator Lorem Brunn in his temporary office in Crookstreet 8. If you are a resident yourself, you can find information about temporary shelters on site.

The affected buildings were teleported to Wyllowood, a location in Undermountain, by accident. The original plan was to teleport a bank vault into Undermountain, but the surveyor erred in his placement of the crucial summoning circle. A character with a **passive Wisdom (Arcana) of 14 or higher** feels the residual teleportation magic and pinpoints the destination to a place directly beneath the now-empty plot of land. Most of the vanished buildings' inhabitants accept their fate and build a new society, oblivious to the fact that they are right beneath Waterdeep.

Demons, Monsters, and Worse!

Are you a brave warrior who wants to prevent Waterdeep's destruction? My name is Roland de'Arnise, and I am a certified exorcist, demon hunter, and hex-chasseur. I am preparing an expedition to root out all evil that infests the dungeons beneath Waterdeep. Every willing man and woman is welcome to fight by my side. Meet me at the sewer entrance in front of Blackstaff Tower on the Swords Street. Tomorrow's eve, we strike!

Roland (CN male human **knight** MM 347) is a pompous man with few friends. His overconfidence and bravado mask deep-rooted insecurities and other psychological issues. He does not fight for the greater good but only to support his self-image. When the characters join Roland for his quest, he treats them like children and greatly overstates his own powers and accomplishments. Roland has no idea what awaits him and his followers in Undermountain and sets out without a plan. When things get tough, and his life is in danger, Roland runs and has no scruple in sacrificing his allies to save his own life. After he runs, he gathers a new party for a second attempt. The second encounter with Roland might prove satisfying to your players!

Diplomatic Incident!

Three days ago, thieves stole the Luskan city flag from the Luskan embassy grounds in the Castle Ward. There is no cause for concern, and the authorities are working together to solve the problem as quickly as possible. If you have any relevant information, or can help solve the matter, approach Captain Kolden in the Castle Ward.

There is great cause for concern. The relationship between Waterdeep and Luskan is at an all-time low, and this incident could lead to a full-scale war. Currently, the Waterdhavian diplomats are working tirelessly to pacify their Luskan counterparts. Captain Kolden is sure that the flag was stolen by an enemy agent to justify a war. In reality, a pair of drunk students stole the flag, which now flies in the students' humble abode in the South Ward. One of the students, named Icarium (CN male half-elf **apprentice wizard** VGTM 209), stole a *potion of flying* from a tutor's office and used it to swipe the flag directly from the pole. An old man who needed to relieve himself saw the flying student in his school uniform of the Watchful Order of Magists and Protectors, but nobody believes him since he is senile.

Gond's Relic Stolen!

With great regret, the House of Inspired Hands has to inform the city dwellers that a heinous thief stole Gond's Monocle in a cloak-and-dagger operation. High Seeker Armitten offers a reward of 5,000 gold dragons for the retrieval of the relic. If you want to serve Gond in this matter, visit the House of Inspired Hands in the Sea Ward on Shark Street at your earliest convenience.

A planeswalker and high profile criminal named Gilt stole Gond's Monocle during a getaway. Gilt uses his *well of many worlds* to stay one step ahead of a pursuing zelekhut. The zelekut has the statistics of a **marut** (MTOF 213). Gilt appeared in the relic's vault by accident, quickly grabbed everything of worth, and opened a new portal to escape. A character with a **passive Wisdom (Arcana) of 14 or higher** feels the residual magic that hints at the existence of a portal. A character that succeeds on a **DC 18 Intelligence (Arcana) check** can determine that the portal connected to the Elemental Plane of Fire. After arriving in the City of Brass, Gilt roamed the streets to find a fence for his stolen goods. There is no clear-cut way to retrieve the relic, but the incident might serve as a future plot point.

Halifaux's Wands Hires!

I want to introduce myself to those who are new to Waterdeep: My name is Halifaux, and I am the most sophisticated and skilled enchanter of wands, and I neither rest nor sleep. Currently, I am searching for peons who are brave enough to acquire for me the wood of a corrupted dryad's tree. I'm paying good coin since this quest is quite tough. Visit me in the Castle Ward!

Halifaux is an odd fellow, but his note is accurate. He is indeed the most skilled wand enchanter in Waterdeep, but an enchanter is only as good as his raw materials. Halifaux sends the characters to the Mere of Dead Men, where he suspects them to find the wood he needs. The characters find the tree in question in the center of the swamp. The tree is home to several **ettercaps** (MM 131) that hope for the dryad's return. The ettercaps' webs cover the whole tree and the area surrounding it.

Hidden Stash

BLFURMWGSVHGHZHSRMGDLHZROHGIVVG

The seemingly random collection of characters says: 'You find the stash in two Sail Street.' The message is encoded by a simple inverted alphabet. The house the message refers to is located in the Dock Ward on Sail Street, number 2. It is a small abandoned warehouse. Below the warehouse's floor are a large number of valuable gems, hidden by the person who wrote the notice. The characters find the hidden stash by succeeding on a **DC 10 Intelligence (Investigation) check** or a **DC 18 Wisdom (Perception) check**. One of the gems is enchanted to allow the city guard to track it. The intended recipient is a criminal named Shanks, and the characters come between a rock and a hard place by taking the gems.

Hiring Debt Collectors!

If you consider yourself a proficient fighter or talented mage, meet with our humble servant Mandalore in the Red Dusk Inn on High Road Street. The rewards are manifold, and the work is truly exciting. We are constantly searching for new talents and eagerly await your application.

Mandalore is an agent of the Red Wizards and only accepts the characters application if they have reached level 5 or higher. When Mandalore determines that the characters are ready, he orders a carriage and blindfolds the characters once they have entered the carriage. Mandalore explains this to be necessary. The carriage brings the characters to the Red Wizards' embassy grounds in the Castle Ward, where Mandalore guides them through a portal. The portal leads to Skullport, where the characters meet a proper Red Wizard named Zog (NE male human **evoker** VGTM 214). The characters receive a list of items that are in the possession of different people in Waterdeep and Skullport. The Red Wizards want these items, and they pay top money for their acquisition.

Hop and Malt, Drink You Shalt!

Greetings and Salutations! The Fairweather Brother's Brewery needs your sword arm out in the fields. Our new generation of crops would revolutionize the entire ale industry. If any of it could grow long enough to be harvested that is! As soon as the hops are ripe, they are stolen directly from the fields! Please visit our brewery in the South Ward and audition for sentry duty. We pay in coin or ale, whatever suits you best.

The Fairweather brothers welcome the characters and inform them about the location of the fields and the generous reward. The culprit is not a competitor like the Fairweather brothers suggest, however. Instead, a small army of fey descends on the fields like hungry locusts. Satyrs, pixies, sprites, and elves enter the Prime Material plane through dozens of portals and harvest the hops under cover of darkness. Characters who follow the fey into the Feywild find themselves in a grand brewery that produces magic ale from the enchanted crops. The characters can stop the thievery by slaying the mastermind, Fix (CN male elf **warlock of the archfey** VGTM 219) or setting up a proper trade agreement.

Import & Export Business Hires!

This is the business opportunity you have been waiting for your whole life, and you cannot afford to turn it down. We at Irving Import & Export are looking into expanding our business, and we need you to make that happen. Your future would include tackling logistical challenges and tapping new markets. The pay is achievement-oriented and more than fair. Visit our shop during business hours on Cliffwatch Street of the Trades Ward, and you will not regret it!

Irving Import & Export is a front for the Shadow Thieves who look for scrupulous agents in Waterdeep. Tigan Spin (NE male gnome **master thief** VGTM 216) is the head of the operation and tests the characters with a job. Tigan strongly implies that this quest is illegal and a test of the characters' abilities and trustworthiness. The characters are to travel north and must meet a contact, who leads them to a wagon loaded with wares. Tigan implies that these wares are illegal and must find their way into town without someone noticing. In reality, the so-called wares are 3 locked chests filled with sand. If the characters manage to bring the chests to Tigan, he tasks them with more difficult and truly illegal quests.

Investigate the Twilight Tower!

This is an official call of the city guard to investigate the mysterious tower just south of the Outer Fort in Waterdeep's Deep Water Harbor. The city guard must concentrate on its core responsibilities, and it was therefore decided to outsource this particular problem. If the tower turns out to be a threat to the city of Waterdeep, any adventurer, mercenary or simple looter is hereby authorized to solve this problem by any means necessary. The aforementioned party receives compensation in form of valuables contained within the borders of said tower. The tower is exclusively visible during the twilight hours. Duly signed by the Captain of the Guard, Gerry Lacen.

When the characters arrive at the tower's location, a large band of other interested parties has already assembled. In total, there are 23 bold adventurers who want to explore the tower and eagerly await the tower's appearance. When the sun is about to vanish behind the horizon, or shortly before the sun rises, the tower appears, and the crowd enters. The tower is made of midnight black bricks. A character who inspects the stonework feels that the bricks are not truly solid. Inside the tower, countless traps slaughter the invaders and impede the characters. The survivors of the initial push into the tower soon withdraw after it becomes clear that it's a literal death trap. After the characters reach the top, they must confront a **shadow dancer** (MTOF 225) named Wym, who guards a portal to the Shadowfell.

New Olamn Seeks Help!

It was recently brought to the colleges' attention that Ollamh Harps are sold on Waterdeep's black market. These harps are poor imitations, facsimiles at best! Never will a genuine Ollamh Harp be sold for mere coin. They are priceless! Please, if you come across such a counterfeit or if you know who is responsible, contact headmaster Nunyang in the College of New Olamn.

A gifted firbolg named Wumb (LG male firbolg **druid** MM 346) builds the fake instruments in an area of the sewers hidden behind several intricate illusions. Wumb is only a tool in the grand scheme of things, however. The brain of the operation is an industrious gnome named Rotgut (CN male gnome **bard** VGTM 211). He buys or steals the needed materials from the markets, brings them to Wumb, and takes the finished harps to the black market. He trusts no one else to handle the negotiations.

Private Eye Hires!

I am looking for some additional hands to solve a small problem of mine. Meet me in my office after sunset. It is on Lackpurse Lane, just south of Mount Waterdeep. Ask the locals for Sleepy Eyes. They will show you the way.

Derek Chain (LN human male **swashbuckler** VGTM 217), or Sleepy Eyes, is a bitter private detective whom life has treated terribly, and things are only getting worse. Last week a tantalizingly-clothed elven woman walked into his little office and offered him a job. The elven woman tasked Derek to monitor her husband and left him with a sizable down payment. The woman was Lady Lillian Adarbrent, but Derek refuses to disclose the identity of his client. The job Derek offers the characters is simple: follow him and prevent him from being killed. Since he accepted the job, strange accidents have happened and Derek fears for his life. Derek is caught in a deadly game between man and wife who sabotage and spy on each other for fun. They are scrupulous and do not care if some collateral damage occurs. This time Lady Lillian Adarbrent attempts to frame her husband for the murder of Derek.

Problems at East Torch Tower!

The garrison commander, Iodan Artun, calls upon the populace to solve the recurring problems at East Torch Tower. Multiple unsolved instances of sickness, accidents, hallucinations, and spiritual malaise force our hand. If you feel up to the task, report to commander Artun at the South Gate at your earliest convenience.

The soldiers stationed at East Torch Tower suspect that a vengeful spirit or ghost is responsible for the strange occurrences. At first, commander Artun disregarded these rumors as mere superstition. However, after 3 of his guards were seriously wounded he is taking the matter more seriously. Artun suspects foul play, but an internal investigation came up with nothing. The culprit is a possessed guard named Brennan, and a character with a **passive Wisdom (Insight) of 14 or higher** notices his suspect behavior and inconsistencies in his story. Brennan, who can enter and leave the tower as he pleases, poisons the rations as well as other utensils whenever he sees an opportunity. The vengeful **ghost** (MM 147) who possesses Brennan is that of Jeremy Mon, a man driven to suicide by his comrades. Jeremy's spirit passes into the afterlife peacefully when his former comrades at East Torch Tower apologize to him at his grave in the Field of the Dead. Otherwise Jeremy only finds rest after all the guards who tormented him are dead.

Protect the City Wall!

Citizens! The Lords of Waterdeep have decided that the time to review the defenses of our great city has come. All citizens are called upon to find their way to the northern or southern city wall during the coming week. The goal is to search for hidden ways into the city criminals and lowlives might have created during the recent years. Report to the squad leaders waiting at the city gates. We promise a reward for every secret tunnel or similar construction you uncover.

The rules are simple: the person who discovers a hidden tunnel receives a tidy sum of gold pieces. The search for hidden passageways goes on for a while and a character who succeeds on a **DC 16 Intelligence (Investigation) check** manages to find a narrow tunnel that leads into the city. After a character or another person discovers a tunnel, a task force is assembled. The mission is to check the tunnel for traps, find out where it leads, and destroy it afterward. There is a large bonus for all members of the task force. This particular tunnel leads into the sewers, but there is also a hidden safe house half way in. A character with a **passive Wisdom (Perception) of 16 or higher** notices the secret door that leads into the room. Inside the characters find various useful supplies.

Sabotaged Water Elementals!

The Watchful Order of Magists and Protectors needs urgent help in examining the city's firefighting water elementals. There is strong evidence that indicates that some of the water elementals have been tampered with and the Order needs additional hands to lay this problem to rest. Contact Irvin Gedding in the Tower of the Order in the Castle Ward.

The reports the Order received concerning rogue water elementals are correct. A band of crafty crooks employs water elementals that ransack burning buildings instead of dousing the flames. The water elementals are not those of the Order, however. A **conjurer** (VGTM 212) is among the culprits who summons the elementals after his partners lay the fire. Irvin sends the characters out to check all of the Order's water elementals in town. Meanwhile, the number of fires in Waterdeep increases dramatically.

Saboteurs in the Harbor Ward!

Last night, the twelfth vessel fell victim to the foul saboteurs that beset the Harbor Ward. Shortly after midnight, the Dandelion's rigging caught fire, and the ship was lost in the conflagration. We find ourselves in dire need of additional sentries, and the harbor officials proclaim that a sizeable reward awaits the person who catches the evildoers. Contact harbormaster Jeremy Stattfort for details and negotiations.

The culprit is Jahalaha (N female **merfolk** MM 218) who has a personal vendetta with a Waterdhavian. Her mother was captured by a whaling ship called Rosinante, that returned to Waterdeep with a filled cargo hold. Jahalaha thinks her mother dead and sneaks onto random ships by night to set them on fire. In reality, her mother, Haasa, is not dead. The captain of the Rosinante brought her to Skullport, where Haasa is going to be sold in a slave auction in 7 days.

Searching for Botanists!

A strange plant was discovered in the City of the Dead and Waterdeep's administration invites every accomplished botanist and expert on flora to examine it. The graveyard's doors stand open every day, and the local keeper is available for tours. If this plant should pose a threat to the city, report to the officials immediately!

The flowers' blossoms feature white petals with red seeds at their center. A character who succeeds on a **DC 15 Intelligence (Nature) check** notices that these flowers show irregularities and were altered in some way. A character with a **passive Wisdom (Perception) of 15 or higher** also notices that animals and insects avoid the plant. A character with a **passive Wisdom (Arcana) of 18 or higher** feels a faint magical aura radiating from the plants. During the day, these plants show no odd behavior. However, during nighttime, the red seeds glow and ravens arrive to collect them. The ravens carry the seeds east out of the city to the hut of a **necromancer** (VGTM 217). He uses the seeds to bake a bread with rejuvenating properties. A character with a **passive Wisdom (Perception) of 16 or higher** who finds the necromancer's hut notices a foul stench in the air. About a mile away, the necromancer cultivates a **corpse flower** (MTOF 127) he planted on the grave of his apprentice.

Sewer Inspection!

Dear citizens, mercenaries, and other interested parties, as you may know, the yearly sewer inspection is just around the corner and the Bureau for Sewage and Draining seeks additional workers who are willing to help in this arduous task. We are looking for stalwart warriors, skilled cartographers, and especially dwarfs with a knack for stonework. If you are interested, please visit me – Ugden Schlump – in the guild house, located in the Coin Alley of the Dock Ward. You can find me by night and by day in my small office in room 101.

Ugden is a halfling and the sole employee of the Bureau for Sewage and Draining. The so-called guild house is only a small derelict hut at the edge of the city. The pay Ugden offers is small, but he appeals to the characters' sense of duty and complains about the government's neglect in regards to the sewers. In the sewers, the characters find that **spectators** (MM 30) prey on the local city **kobolds** (MM 195) and threaten the sewers' caretakers. The spectators enter the sewers through a new shaft the kobolds dug. The shaft connects to a natural cave system that leads to Trobriand's Graveyard. If the characters drive back the spectators and allow the kobolds to seal the entrance, the kobolds reward the characters with lost jewelry they have found in the sewers.

Silver Mine Seized!

The Most Careful Order of Skilled Smiths & Metalforgers hereby requests the help of some battle-hungry mercenaries. A tenday ago, the local rabble occupied the Order's silver mine in the Sword Mountains. This barbarous act threatens Waterdeep's prosperity and reputation abroad. The rebellious elements need a proper whacking, and the Order pays handsomely! Visit Patrician Dollin Vorman for further information. Interested parties will find him in the guild house in the Trades Ward.

Patrician Dollin Vorman tasks the characters to travel to the Sword Mountains and dispose of the rabble that seized the Order's mine. In actuality, the mineworkers and their families occupied the silver mine. The Order ignored the miners' petition for higher wages and insurance against death, which led to the violent uprising. The Order's foreman and assessor were killed during the change in leadership, which escalated the situation. The characters can achieve a temporary peaceful solution by negotiating with the leader, Brennan Dorn (CG male human **veteran** MM 350). Brennan demands that the characters either mediate or return with a person that can negotiate on the Order's behalf. A character who succeeds in a **DC 15 Charisma (Persuasion) check** can convince the strikers to vacate the mine if the characters agree to Brennan's terms.

Support the People's Movement!

Fellow citizens, my name is Fiona Warren, and I am the founder of the People's Movement of Waterdeep. We need additional hands to circulate our pamphlets, which spread the word about the elites' crimes and corruption. If you want to fight for a fair world where every person has equal rights, duties, and opportunities, talk to me during one of our rallies! We are situated in the South Ward, but our rallies are held all over the city!

When the characters arrive, Fiona Warren (CG female human **noble** MM 348) gives a passionate speech. Several dozen people have assembled to listen to Fiona's words about equality and an impending revolution. After the speech is finished, give the characters time to introduce themselves to Fiona. During the conversation, the rally is attacked by 6 hooded figures (**thugs** MM 350) which throw alchemist's fire into the crowd and Fiona's headquarters. A character who questions a captured attacker gains the following information, if they succeed on a **DC 15 Charisma (Intimidation) check**: the attackers are sure that house Amcathra hired them, although they had no direct contact with them.

Taming Horses!

Are you experienced in the art of horse breaking and seek a challenge? Then you are in luck! Ask for Benito in the House of Good Spirits in the Trades Ward if you are interested in a well-paid job.

The Anteos family hired Benito to find a person who is able to train their youngest daughter's horses. The fair Lady Marla Anteos recently acquired 4 fine steeds from Triboar but finds herself unable to ride or let alone approach them. If they accept, Benito brings the characters to the Anteos' country home, which lies a day's ride west of Waterdeep. Benito pays the characters for every horse they manage to tame. A character who succeeds in a **DC 10 Wisdom (Animal Handling) check** manages to tame 1 horse. The DC is increased by 5 for each additional horse the characters attempt to break. The characters need to spend several days in the countryside and have the opportunity to befriend the daughter of one of the most influential families in Waterdeep. Integrate additional trouble in the form of marauding goblins or kidnappers as you see fit.

The Church of Tyr Needs You!

Are you a staunch defender of the law? Do you want to serve the greater good? The Church of Tyr has an ever-growing need of outside help, since Tyr's forces are stretched thin. Contact Paladin Reilor Trent in the Halls of Justice in the Castle Ward to stay informed about emerging threats in Waterdeep.

Paladin Reilor informs the characters about a dire threat: cursed gold coins are circulating in Waterdeep. Whoever pays with one of these coins is engulfed in a fiery column that burns the trapped victim to ashes. The Church keeps one of these coins inside a leaden box. The characters are allowed to examine it. The coin is indistinguishable from any other gold dragon in Waterdeep. A character who succeeds on a **DC 14 Intelligence (Arcana) check** determines that the coin is indeed cursed and that the curse is fiendish in nature. A worshipper of Mammon, who built an altar in the Hidden Chambers of Undermountain, creates the cursed coins. Each soul the fiery columns consume nourishes the altar. The devil worshipper's name is Baron (CE male human **transmuter** VGTM 218). He regularly visits Waterdeep to buy supplies with his cursed coins.

The Ghost Ship Returns!

The 13 years are up and we await the return of the Ghost Ship every day now. Talk to ol' Morris in the Dock Ward if you are interested in an expedition. He can be found in the Two-legged Mermaid.

Once every 13 years, an empty ship appears off the Waterdhavian coast. Ol' Morris looked at the ship 13 years back and claims that it is the ship of his long-lost father. He is too afraid to board the ship and wants to hire someone to investigate this time around. On board, the characters find a complete crew of ghosts. The ghosts look sick and appear weakened. Some ghosts just lie on the deck, unmoving. None of the ghosts notice the characters and attempts at conversation fail. The ghosts are more an apparition than actual ghosts and if they are attacked they fade and reappear after a few minutes. In the captain's cabin, the characters find the ghost of the captain who is writing a log entry. However, the entry itself is decades old, and the captain uses a ghostly pen to write. In the logbook, the characters read that the crew found a large stash of gold that turned out to be cursed. The gold is stashed away in the cargo hold, and a character who takes some of the gold into their possession must make a **DC 18 Wisdom saving throw**. On a failed save, the character loses sight of the mainland and thinks he is located on the high sea.

The Monthly Poem Battles!

One stage, one dozen contenders! Join our monthly competition in the Lightsinger Theater. Tonight the Blackbird may defend her title as Champion of Poems for the fifth time in a row! Waterdeep has not seen a bard of this magnitude in centuries, and you miss the spectacle at your own peril. As is the tradition, the champion must accept a challenge from a courageous spectator after the coronation.

When the characters arrive in the theater, spectators crowd the ranks. They are in high spirits and look forward to the competition. The poets enter the stage in pairs, insulting each other with bawdy yet expert poems. In the end, the audience decides the winner by loudly cheering for their favorite. The poet named Blackbird truly stands out, and her impromptu poems are sublime. Blackbird wins easily, and a character who challenges her after the competition must succeed on a **DC 25 Charisma (Performance) check** to beat her. If Blackbird succeeds, a **barbed devil** (MM 70) appears on stage and proclaims that Blackbird has now achieved technical eternal fame and that he came to collect her soul. Otherwise, the organizer, Brent, invites a character who wins against Blackbird to next month's competition as a wild card.

Threats Against the Jewelers' Guild!

Citizens of Waterdeep! The Jewelers' Guild is, was, and always will be an important ingredient in Waterdeep's economic well-being. Therefore, the ongoing threats and acts of sabotage against the Guild are no longer acceptable. We call on the criminals responsible to stop this wrongful behavior. The Guild also offers a sizable sum for the seizure of the culprits. Visit the guild house in the Trades Ward and ask for Director Gloin Gloinson for further information.

The official note on the board is just a pretext to recruit help in a more serious matter. Once the characters arrive, Director Gloin Gloinson informs them about the real problem: a person is cooking the books and embezzling parts of the gem shipments arriving to the city. The culprit can only be a disgruntled employee working in the guild hall, since no one else has access to the books. Gloinson tasks the characters to act as simple guards while covertly searching the guildhall for clues. The person responsible is Gloinson's new wife, Ebba (NE female elf **mage** MM 347), who is a secret agent of Xanathar's Thieves' Guild. She uses spells such as *suggestion* and *modify memory* on Gloinson to divert the shipments in question. The modify memory spell replaces the mage's *cone of cold* spell.

The King of Faerûn Arrives!

One man, one blade, and a thousand pounding hearts. The King of Faerûn has returned to rock Waterdeep! Come and witness the King's awesome prowess as a spectator or challenge him, if you feel lucky. Either way, the King awaits you in the Field Ward.

The King of Faerûn (N male elf **champion** VGTM 212) is a famous fighter who travels across Faerûn with an entourage and a mobile arena in tow. People pay good money to see his fights and bet on the winner. The circle-shaped arena is made of wood, measures 60-feet in diameter, and is 5-feet high. The arena has several secret trap doors the King uses to cheat during his duels. Several gnomes hide beneath the arena and support the King with healing spells and abjurations. When the King stands above one of the doors, he signals the gnome with a tap on the wood. The King is under mounting pressure to take on ever-stronger and more numerous enemies, but his skills have plateaued. He felt forced to abandon his honor and cheat to please the masses. A character with a **passive Intelligence (Investigation) of 18 or higher** who watches the King fight notices his strange behavior and suspects foul play. The King offers the characters a sizeable sum to keep quiet if they notice his cheating ways and confront him. He argues that he is an idol and role model who inspires people and destroying their illusion just leads to more cynicism in the world. Ideally, the players should notice the King's odd behavior during the fight. It's more of a puzzle than a simple skill challenge.

Zog!

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A word in advance: This quest is supposed to be a real treasure hunt, so you should refrain from guiding your players in the right direction.

The seemingly random array of numbers on Zog's note is actually the number of a deposit box stored in Piergeiron's Palace, which serves as a bank. The clerk has orders to hand the contents of said deposit box to any person who names the correct password: Zog! Inside the deposit box, the characters find an envelope. It is not sealed and contains a note which says "Deliver me!" The address on the envelope says 66 Skulls Street. The house with this address does not exist, however. The true target is only revealed when a character uses the detect magic spell which reveals the return address as 1 Black Dog Alley. The caster sees a faint aura surrounding the letters which are written with a magic ink.

The house in question is an impressive villa. The front door is guarded by a black mastiff and the characters can only progress when they deliver the envelope to the dog. Calling on the villa's owner only leads to rejection and eventually alarming the guards. In case the envelope is correctly presented to the dog, he snatches it with his muzzle and trots away. Eventually, the dog stops in front of a house on Hillock Court, drops the envelope, eats a sausage that was laid out for him, and walks away. The house in question lies in the shadow of Castle Waterdeep and looks strangely distorted.

On the house's door hangs a rotund sign with an arrow attached. The arrow points to the words: "The owner is gone!" There are also the following words: "The owner is in!," "The owner is a cat!," and "The owner sleeps!" The door is closed, and every possible way to enter is magically sealed. Only when the characters shift the arrow to the "The owner is in!" position can they enter. Inside they find Zog who sells strange magic items to everyone who's able to solve his riddle. As a welcoming gift, each of the characters receives a *bag of beans* (DMG 152).

Zog himself is a proper mad old wizard who sports a green robe adorned with silver stars and the customary pointy hat. He invites all of his guests to have a cup of his famous dryad-root tea and asks them about their adventures since he's quite lonely. Seldom does a soul find its way to his homestead!

Skullport's Noticeboards

Skullport is a ramshackle town that lies on the third underground level of Undermountain below Waterdeep. You can read more about Skullport and its factions in [Dungeon #200](#).

A New Mythal!

Hello! Did you know that you live in a cavern that was created by strong magic? And that the ceiling could collapse at any point? I'm searching for a few fellow arcanists that could help me devise, and maybe even execute, a new mythal! Search for Ol' Warren in the Dredge.

Ol' Warren (NG male human **commoner** MM 345) is an old man who suffers from dementia. One day, he stumbled upon a secret compartment under the floor of his hut. It contained a dusty amulet and a book. The book turned out to be a wizard's diary detailing the history of Skullport and the story behind the amulet, which holds a demon. Henceforth Ol' Warren assumed that he was a wizard and simply forgot about it. In reality, he is a simple old man. The knowledge he uncovered is correct, however. When the characters arrive, Ol' Warren shows them the book and explains his plan. The characters are tasked to draw a huge summoning circle all around and across Skullport. Then, Ol' Warren will summon a demon, kill it, and use the energy to power a mythal. However, Ol' Warren assumes that he needs at least a few arcanists who support him. Therefore he asks the characters to search Skullport for potential recruits. The characters' efforts might bring them into conflict with the Fray. After the characters fulfil their quest, Ol' Warren produces the amulet and destroys it with a hammer. Roll a d20. Choose a demon from the *Monster Manual* or *Mordenkainen's Tome of Foes* whose CR is equal or near the result of the roll. The demon is subsequently freed and runs amok in Skullport.

Skullport's Factions: The Lowfellows

The Lowfellows are a coalition of Skullport's most marginalized denizens. They fight against gentrification with every possible means, be it sabotage, abductions, or worse.

Curse of the Black Bell!

For years I've been preaching that the black bell is cursed and finally I have proof! You know whose head explodes when one of the Skulls is destroyed? Exactly! The person who stood nearest to the black bell at the time of its chiming. I'll prove it, don't you worry. Visit the black bell tonight, but don't come too close!

A mad Skulker named Darren (CN male human **acolyte** MM 342) plans to sacrifice himself to prove his point about the black bell. His plan is to stand next to the bell, attract the attention of the Skulls of Skullport, destroy one of the Skulls, and finally be turned into one of the Skulls himself. Two dozen interested denizens of Skullport assemble shortly before the black bell is struck to mark the middle of the night. After the bell rings out with a haunting tone, Darren throws daggers at the bystanders. Soon after, the Skulls of Skullport appear to take Darren down. In response, Darren produces a *spell scroll of flame strike*, from which he reads an ominous sounding text. One of the Skulls is hit by the fiery column but is unscathed. With his plan in shambles, Darren attempts to flee.

Join the Spider!

Black Bell – The Dredge – Below the Knave's Floor

The Spider is an up and coming gang in Skullport that's looking for new recruits and skilled mercenaries. The owner of the Old Knave, Korriben, shows everybody who asks the trap door, which leads to the meeting spot mentioned in the notice. Aside from the characters, 5 interested people have arrived in time. Lian (NE female elf **bandit captain** MM 344) welcomes the aspirants and congratulates them for their courage. Lian's first order of business is to point out 1 man among the guests who is subsequently peppered by bolts. The shooters are 10 **bandits** (MM 343) who hide in between the room's walls. Lian states that this man was an agent of the Lowfellows. Furthermore, Lian explains that the Spider is an operation that deals in the collection of information. To root out the competition, Lian tasks all those who are still present to find out who stands behind the High Tide's information dealer, Gnawlip. Gnawlip works alone and has the statistics of a **spy** (MM 349) with an intelligence of 18.

Kreel's Fishery Hires!

This is a public announcement from the Kreelside brothers. Every day, new skulldiggers and fortune seekers enter Skullport to lead a life of adventure and freedom. The food suppliers can't keep up, however! To prevent a famine we, the Kreelsides, came up with a proper scheme. Visit us in the fishery, and we will let you in on the details!

Kreel's Fishery: We fish the freshest fish from foaming flows.

The Kreelside brothers want to outfit an expedition up the Sargauth to confirm a suspicion of theirs. Once in a while, strange corpses and body parts wash down onto Skullport's shores which might be edible if hunted fresh. The waterborne expedition ventures through magical caves. Some are lit by fluorescent fungi and the reflections of trace amounts of mithral in the walls look like the night sky. Others feature large fungi that regularly exhaust spores akin to a geyser. Finally, the expedition arrives in a cave populated with dozens of **giant frogs** (MM 325). They are white, blind, and quite docile as long as they are not disturbed. The leader of the expedition gives the order to cut them down.

Protect the Grand Hoist!

If you can hold a sword and need coin, talk to foreman Furmann at the Grand Hoist. The Lowfellow turds just can't stop sabotaging the damned thing. I don't even know how many years of my life I've wasted on the blasted hoist so get to it!

The Grand Hoist was envisioned as a vertical conveyor belt that connects Skullport with the Downshadow. It turned out to be a generation project, since the construction is perilous and the Lowfellows sabotage the construction for fun. Foreman Furmann promises the characters a good amount of coin since he heard rumors that the Lowfellows are planning something. Naturally, the Lowfellows have prepared a special treat for the people working on the Grand Hoist on the very same day the characters join the defenders. Firstly, they captured dozens of bats and fed them a laxative. After the bats are released, they should relieve themselves all over the guards and workers, which will cause considerable indignation. While everybody is distracted, the Lowfellows set fire to the construction material and put more laxative into the worker's lunch. The Lowfellows' taskforce is made up of 6 **thugs** (MM 350) and 1 **veteran** (MM 350).

Skullport's Factions: The Riverborn

A loose federation of pirates and mercenaries who live on half sunken wrecks in the Sargauth river.

Skullport's Faction: The Mandible

A collection of the strongest and most influential people in Skullport. As the de facto government of Skullport they are more than a simple gang, but still employ many of the same tactics.

Skullport's Factions: The Fray

The Fray are a collection of 13 mages who serve the 14th Skull of Skullport. They steal magic items and sacrifice arcanists if need be to keep Skullport's mantle in tact.

Retrieve Cargo!

This is a pressing matter! My ship sunk right in Skullport's harbor and now the Riverborn scum steals my livelihood! There is a large reward in it for you if you help, just ask for Kerry in the Scupperden.

Kerry (N female half-elf **bandit captain** MM 344) is the former captain of the Paranal. She was wounded when Waterdeep's navy attacked her ship, but she managed to bring her vessel back to Skullport. At least almost. The ship sunk shortly before she reached the proper harbor. Her cargo consists of pirated goods like furs, alcohol, and ore. However, the real treasure is stored in a leaden box that is hidden in her cabin. Kerry has the key with her, and only the box sank along with the ship. Inside the box are some gems –which she promises to the characters if they manage to retrieve the box– and a *Tome of the Stilled Tongue* (DMG 208). Kerry found the book just drifting in the ocean one day and assumes that it's very valuable since strange messages and instructions appear in it from time to time. Kerry would sell the book, but only for a considerable amount of coin. Enough gold, in fact, to buy a small shop and settle down for good. The ship's sunken wreck is guarded by 15 Riverborn who have the statistics of **bandits** (MM 343). The Riverborn circle the wreck in 4 fishing boats and 3 rafts.

Searching Prospectors!

We have found the motherload! It's the biggest vein of mithral I've ever seen, but it can only be reached through the shaft named Gwendlin's Rash. It's an arduous journey, and only the most skilled and best-equipped prospector will be able to reach it. Get your equipment and meet me tomorrow in Gwendlin's Rash at the fourth strike of the bells.

- The Worm

The Worm is a filthy fraudster who lures inexperienced skulldiggers with the false promise of riches. People who stay in Skullport for longer than a few days know of the Worm's modus operandi and simply ignore his notes. Once hapless marks make their way to Gwendlin's Rash, they are swarmed by 20 lowlifes who have the statistics of **commoners** (MM 345). Usually, the victims simply drop all their belongings after being intimidated by the sheer number of enemies. If 5 of the lowlifes die, the survivors flee.

Slave Auction!

Fresh blood for low prices! Bidding starts when the black bell chimes, right across the Scupperden. This is what we got for you today:

2x dwarves (very experienced)

1x duergar (healthy and strong)

1x merfolk (a rare treat!)

5x humans (family bundle)

And as always: Troublemakers will be knocked out and sold on the spot!

The auction goes without a hitch as long as the characters don't interfere. It's organized by the gang called the Reforged Ring, and 12 **thugs** (MM 350) guard the proceedings. The prices for all slaves but the **merfolk** (MM 218) are comparatively low. The dwarves are two prospectors named Jurmsch and Oldor, and they are old as dirt. The duergar's name is Kolben, and he is very large, dumb, and gullible. The humans are a Waterdhavian family compromising of the father Holger, the mother Tosi, the two daughters Megam and Illy, and a young boy named Reigan. The merfolk woman's name is Haasa, and she is Jahalaha's mother as detailed in *Saboteurs in the Harbor Ward*.

Skullport's Factions: Reforged Ring

A gang of slavers and human traffickers. Members are easily recognized by a branding on the ring finger which makes it hard to survive outside of Skullport. Aside from trading in slaves, they also rent out slave workers to miners or manufacturers.

Thieving Magpie!

Some little shit steals trinkets and valuables from all over town. Finally, the wise leader of the Mandibles has decided to offer a bounty for the capture of the culprit. Only after all of his stuff vanished, of course! Either kill that nuisance and keep the treasure or bring his head to Orden Zord in the Crookspar Parlor. Then you'll get a load of tokens to gamble with!

The thief is a floating skull named Morte. People are afraid of him since he appears to be a new skull in town. Morte stays clear of the actual Skulls of Skullport and hoards his stolen treasure in an old drainage pipe that leads into the Sargauth. He needs the funds to pay a mage who promised to return Morte to his far away home. Morte is a sarcastic loudmouth who defends himself with vicious bites and curses. The **mage** (MM 347) in question is a member of the Fray who plans to sacrifice Morte to support Skullport's mantle.

Visit the Sullied Crown!

You need a place to stay, but you are low on coin? Then the Sullied Crown is what you are looking for! For a mere gold piece, you can also marvel at the resident wailing ghost lady who is by no means dangerous! Our current special is mudfish stew with mushlings.

Despite its name that hints at its preferred habitat, the mudfish tastes excellent. Mushlings are dumplings made from a mushroom that can be found in the caves and tunnels that surround Skullport. Its dull taste is improved with different spices that pirates bring to Skullport. The **ghost** (MM 147) which lives in one of the Sullied Crown's rooms is what remains of the owner's mother. The proprietor, Gunderbradt, offers the characters free lodging for a lifetime if they manage to get rid of the enervating "guest." Wilgold's mother didn't move on to the afterlife since she must continue to nag Wilgold because of his sloppy attitude.

Credits & Afterword

I hope you enjoyed Waterdeep's Noticeboards! If you find any errors, or if you want to relay some feedback, don't hesitate to contact me via [e-mail](#) or on [Twitter](#)!

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Christian Eichhorn is the author of several bestsellers listed right over there in the right column. He started playing ttRPGs only 2 years ago but grew up with classics like Fallout, Fallout 2, Icewind Dale, Baldur's Gate II, Planescape: Torment, Diablo, and Morrowind. Since nothing captured the spirit of these experiences in more than a decade, Christian set out to write his own.

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[Nine Notice Boards with 50 Quests](#). A large collection of quest seeds that includes proper pictures of the notice boards. The package contains dozens of hours of Theoretical Fun (TM)! **A sneak preview is included on the last page of this product.**

[The Soulmonger](#). The village of Longbarrow faces a dire threat. Dozens of devils besiege the village to relieve the inhabitants of their souls. It is up to the heroes to put an end to the machinations of Igach, a sly devil in services of Azaketh. Seek out the source of the devil incursion, and deliver the helpless villagers!

[The Tower Golem](#) Azaketh, a sly and industrious devil, prepares his revenge against his bitter enemy Zirkex. Naturally, the mortals affected by his schemes are mere pawns to further his goals. It is up to the heroes to stop Azaketh in his tracks before he takes control of a powerful weapon – Logrimm's Tower Golem.

[Eberron: Sharn's Bounty Hunters](#) Sharn's Bounty Hunters is a collection of 10 NPCs that characters can hunt to progress through the ranks of the guild. Each new rank brings boons to the characters and in the end they might discover the secret behind the guild. Some people see the guild as a simple collection of unwashed mercenaries. Others realize its real value: An efficient refuse removal service that prevents illness and disease in the creature that is Sharn.

[Lledrith's Wagon](#). Lledrith is a trader who travels the world incognito. She has a wagon, a giant spider, and several magic items to her name. Each of the 66 items in the collection comes with a short excerpt about the item's history or the adventures of a famous owner.

[The Cage](#). A valuable trinket was stolen from the well-protected manor of Lady Morrigan Strange, and she enlists the help of some able-bodied adventurers to retrieve it. As it is the way of things, it turns out the problem is not as simple as it first seemed. The thief releases a vile demon from the stolen orb and gets more than he bargained for!

[Ravenhome's Plight](#). The village of Ravenhome is plagued by an army of ferocious rats which feast on the village's supplies and threatens its survival. Venture into the deep, dispose of the cranium rats which escaped from the Underdark, or strike a deal with the devilish creatures.