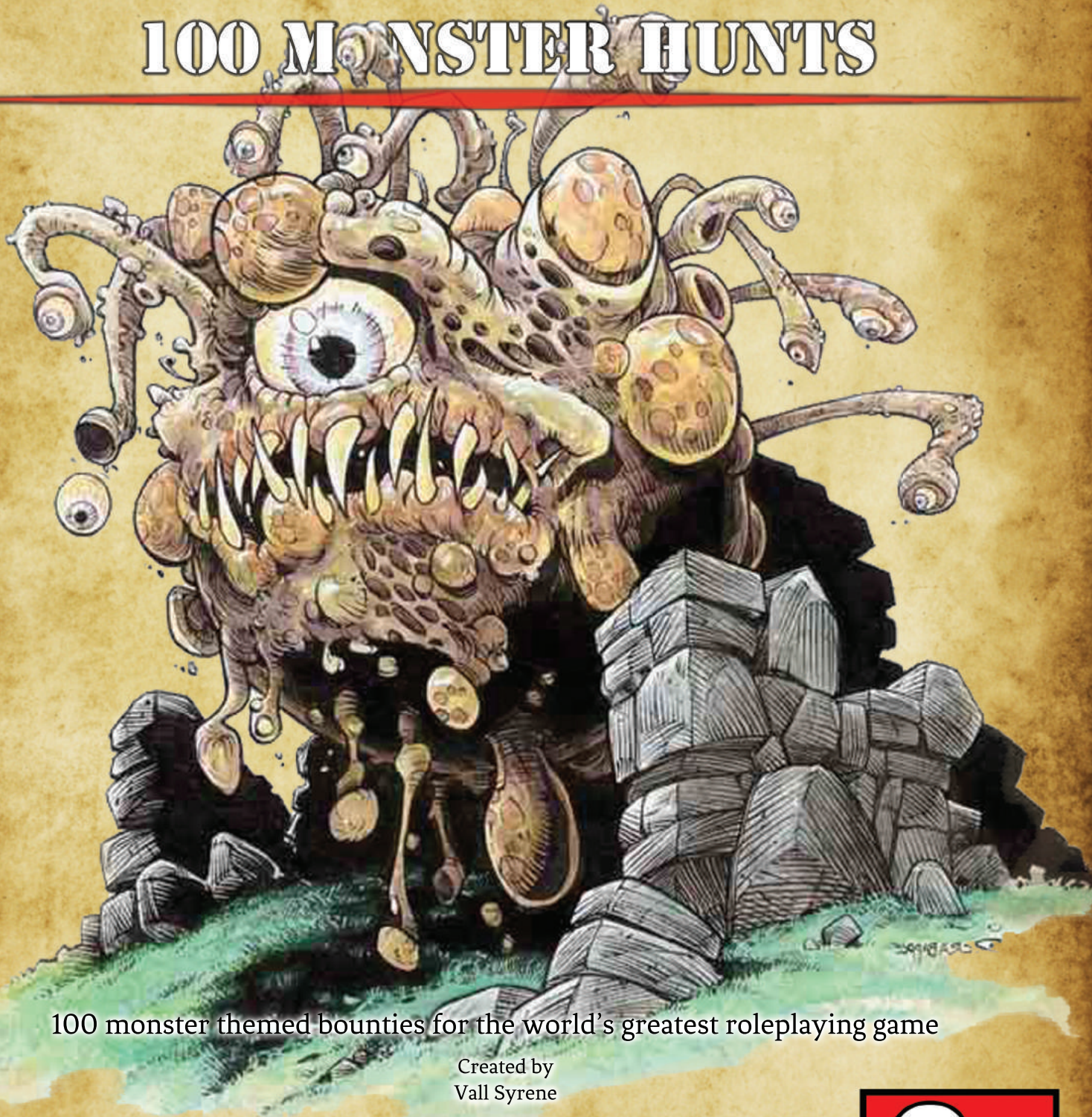


# 100 MONSTER HUNTS



100 monster themed bounties for the world's greatest roleplaying game

Created by  
Vall Syrene





# WE'RE GOING ON A MONSTER HUNT!

This supplement has been designed to give Dungeon Masters a quick and easy method of generating short monster related quests for their players. Many of these bounties include creatures from the brand new book, *Mordenkainen's Tome of Foes*, as well as *Volo's Guide to Monsters* and the *Monster Manual*.

When a creature or special magical item is mentioned, an abbreviation will be marked in brackets to note which supplement that monster statblock can be found in, and what page. The abbreviations are as follows:

**MToF:** Mordenkainen's Tome of Foes  
**VGtM:** Volo's Guide to Monsters  
**MM:** Monster Manual  
**DMG:** Dungeon Master's Guide  
**PHB:** Player's Handbook  
**XGE:** Xanathar's Guide to Everything

## MONSTER HUNT TABLE

| D100 | Bounty Name                     | Creature CR | Difficulty                       | Character Level | Rewards           | Other Loot | Details               |
|------|---------------------------------|-------------|----------------------------------|-----------------|-------------------|------------|-----------------------|
| 1    | The Banebeast is Back!          | 8           | Hard (4 PCs)<br>Easy (6 PCs)     | 6               | Monetary, Magical | No         | MKToF Required        |
| 2    | It Comes at Night               | 2           | Medium (4 PCs)<br>Easy (6 PCs)   | 2               | Monetary          | Yes        | MKToF Required        |
| 3    | The Mountain King               | 22          | Deadly (4 PCs)<br>Easy (6 PCs)   | 16-19           | Monetary          | Yes        | MKToF Required        |
| 4    | The Beast of Broken Hill Manor  | 5           | Deadly (4 PCs)<br>Hard (6 PCs)   | 3               | Monetary, Magical | Yes        | VGtM Required         |
| 5    | The Denizen of the Weeping Cave | 9           | Hard (4 PCs)<br>Easy (6 PCs)     | 6               | Monetary, Magical | Yes        | MKToF Required        |
| 6    | The Horror of Lake Wintermist   | 13,1        | Deadly (4 PCs)<br>Medium (6 PCs) | 15              | Monetary, Magical | Yes        | MKToF & VGtM Required |
| 7    | The Imagination of Ella         | 1/2         | Easy (4+ PCs)                    | 1               | Monetary          | No         | MKToF Required        |
| 8    | The Plague of Trade Road        | 7           | Deadly (4 PCs)<br>Medium (6 PCs) | 4-5             | Monetary          | Yes        | MKToF Required        |
| 9    | The Justice from Within         | 25          | Deadly (4 PCs)<br>Hard (6 PCs)   | 15-20           | Monetary, Magical | No         | MKToF Required        |
| 10   | The Demonspawn Above the Isle   | 10          | Hard (4 PCs)<br>Easy (6 PCs)     | 8               | Monetary          | No         | MKToF Required        |
| 11   | Torog's Dwarf Problem           | 2           | Hard (4 PCs)<br>Easy (6 PCs)     | 5               | Monetary          | No         | MKToF Required        |
| 12   | The Mangled Brothers            | 9           | Hard (4 PCs)<br>Easy (6 PCs)     | 13              | Monetary, Magical | Yes        | MKToF Required        |
| 13   | The Lurker of the Lake          | 13          | Hard (4 PCs)<br>Easy (6 PCs)     | 9-10            | Monetary          | No         | MKToF Required        |
| 14   | Screams in the Night            | 4           | Hard (4 PCs)<br>Easy (6 PCs)     | 3               | Monetary          | Yes        | MM Required           |
| 15   | Infestation at Ebon Garden      | 2           | Hard (4 PCs)<br>Medium (6 PCs)   | 6               | Monetary          | Yes        | MM Required           |

## THE HUNT TABLE

The Hunt Table collects all encounters listed in this supplement. Establishing a town and need some rumours or bounties for the local taverns? Simply roll a d100 and consult the table below to quickly flesh out and populate your inns, taverns and wanted boards with a plentiful supply of varied mini-quests, complete with various rewards. Or, simply browse through the list and choose one you think might suit your party's current composition.

Each bounty listed on the table has a collection of brief details, such as monster challenge ratings, likely difficulty for a group of 4 - 6 PCs, the recommended character level for the encounter, any particular loot options, and whether the reward given is monetary, magical, or both.

For more details on a bounty, simply consult the A-Z list later in this supplement.



## MONSTER HUNT TABLE CONTINUED

| D100 | Bounty Name                              | Creature CR  | Difficulty                                     | Character Level | Rewards           | Other Loot | Details                          |
|------|------------------------------------------|--------------|------------------------------------------------|-----------------|-------------------|------------|----------------------------------|
| 16   | Within the Cursed Labyrinth              | 1/4, 2, 15   | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 16-18           | Monetary, Magical | No         | <b>MM &amp; MKToF</b> Required   |
| 17   | The Fear from Beyond                     | 7            | <b>Easy</b> (6 PCs)<br><b>Medium</b> (4 PCs)   | 5               | Monetary          | No         | <b>MKToF</b> Required            |
| 18   | The Greed of Von Rukoth                  | 10           | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 9-10            | Monetary          | Yes        | <b>MM</b> Required               |
| 19   | The Cleaner of Riverwharf                | 4            | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 3-5             | Monetary          | No         | <b>MM</b> Required               |
| 20   | The God Above the Ailing Grove           | 10           | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 8               | Monetary          | No         | <b>MM</b> Required               |
| 21   | The Curious Case of the Captivating Song | 4            | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 5               | Monetary          | No         | <b>MM</b> Required               |
| 22   | The Hellspawn of Witchhaven              | 5, 7, 10     | <b>Deadly</b> (4 PCs)<br><b>Hard</b> (6 PCs)   | 14-15           | Monetary          | No         | <b>MM</b> Required               |
| 23   | Beyond the Scorched Stockade             | 1/4, 1, 2, 3 | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 9-10            | Monetary          | No         | <b>MKToF &amp; VGtM</b> Required |
| 24   | A Murderous Heirloom                     | 2            | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 2               | Monetary          | No         | <b>MM</b> Required               |
| 25   | Kecotta, Lord of the Skies               | 11           | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 8               | Monetary          | No         | <b>MM</b> Required               |
| 26   | The Scourge of Baker's Bay               | 23           | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 17-20           | Monetary          | No         | <b>MM</b> Required               |
| 27   | Whispers in the Wood                     | 9            | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 6-7             | Monetary          | No         | <b>MM</b> Required               |
| 28   | The Master and the Pet                   | 12           | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 9               | Monetary          | No         | <b>MKToF</b> Required            |
| 29   | MorotheX                                 | 5            | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 4               | Monetary          | No         | <b>VGtM</b> Required             |
| 30   | The Feasting Tombs                       | 1, 2         | <b>Deadly</b> (4 PCs),<br><b>Hard</b> (6 PCs)  | 8-10            | Monetary          | Yes        | <b>MM</b> Required               |
| 31   | A Bloodthirsty Menace                    | 3            | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 6-7             | Monetary          | No         | <b>VGtM</b> Required             |
| 32   | Moss Men                                 | 1/4, 1, 2    | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 7               | Monetary          | No         | <b>VGtM</b> Required             |
| 33   | The Voice in the Attic                   | 3            | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 3               | Monetary          | No         | <b>MM</b> Required               |
| 34   | The Eye of Xilandir                      | 5, 7         | <b>Deadly</b> (4 PCs)<br><b>Hard</b> (6 PCs)   | 9-10            | Monetary          | No         | <b>MM &amp; MKToF</b> Required   |



## MONSTER HUNT TABLE CONTINUED

| D100 | Bounty Name                      | Creature CR | Difficulty                                     | Character Level | Rewards           | Other Loot | Details                        |
|------|----------------------------------|-------------|------------------------------------------------|-----------------|-------------------|------------|--------------------------------|
| 35   | The Ramparts of Ezikiel          | 13          | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 9-10            | Monetary          | No         | <b>MKToF</b> Required          |
| 36   | Lutou the Observer               | 22          | <b>Deadly</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 16-19           | Monetary          | Yes        | <b>MM</b> Required             |
| 37   | What a Pavlova!                  | 2           | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 2               | Monetary          | No         | <b>MM</b> Required             |
| 38   | Whispers on the Wind             | 5           | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 4               | Monetary          | No         | <b>MM</b> Required             |
| 39   | The Screeches over Bridalwood    | 3           | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 3               | Monetary          | No         | <b>MM</b> Required             |
| 40   | Ithylion the Despoiler           | 21          | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 17-18           | Monetary          | Yes        | <b>MM</b> Required             |
| 41   | Baxnu, Lord of the Sea           | 20          | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 16              | Monetary          | No         | <b>MKToF</b> Required          |
| 42   | The White Wolf of Wintercliff    | 1/4, 3      | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 5               | Monetary          | No         | <b>MM</b> Required.            |
| 43   | Grom the Devourer                | 6           | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 4-5             | Monetary          | No         | <b>MM</b> Required             |
| 44   | The Sunken Keep                  | 4           | <b>Deadly</b> (4 PCs)<br><b>Hard</b> (6 PCs)   | 7-8             | Monetary          | No         | <b>MM</b> Required             |
| 45   | Treasures in the Deep            | 2           | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 11-12           | Monetary          | Yes        | <b>MM</b> Required             |
| 46   | The Black Rider                  | 13          | <b>Deadly</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 8-10            | Monetary, Magical | No         | <b>MKToF</b> Required          |
| 47   | Asedur, Flame of the Skies       | 16          | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 14              | Monetary          | No         | <b>MKToF</b> Required          |
| 48   | The Servants of the Spider Queen | 1/2, 3      | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 9               | Monetary          | No         | <b>VGtM</b> Required           |
| 49   | The Disappeared                  | 5, 7        | <b>Deadly</b> (4 PCs)<br><b>Medium</b> (6 PCs) | 12-14           | Monetary          | No         | <b>MM &amp; VGtM</b> Required. |
| 50   | The Jungle King                  | 4           | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 3               | Monetary          | No         | <b>VGtM</b> Required           |
| 51   | The Tormenter in the Hills       | 6           | <b>Medium</b> (4 PCs)<br><b>Easy</b> (6 PCs)   | 5               | Monetary, Magical | No         | <b>VGtM</b> Required           |
| 52   | A Den of Snakes                  | 2, 12       | <b>Hard</b> (4 PCs)<br><b>Medium</b> (6 PCs)   | 13-14           | Monetary          | No         | <b>VGtM</b> Required           |
| 53   | The Isle of Dreams               | 12          | <b>Hard</b> (4 PCs)<br><b>Easy</b> (6 PCs)     | 10              | Monetary          | Yes        | <b>VGtM</b> Required           |



## MONSTER HUNT TABLE CONTINUED

| D100 | Bounty Name                        | Creature CR | Difficulty                       | Character Level | Rewards           | Other Loot | Details            |
|------|------------------------------------|-------------|----------------------------------|-----------------|-------------------|------------|--------------------|
| 54   | Mantiloponax the Doombringer       | 20          | Hard (4 PCs)<br>Easy (6 PCs)     | 15              | Monetary          | No         | MKToF Required     |
| 55   | The Abominable Horror              | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 5               | Monetary          | No         | MM Required.       |
| 56   | The Forgotten Tomb                 | 16          | Deadly (4 PCs)<br>Medium (6 PCs) | 10              | Monetary          | No         | MKToF Required     |
| 57   | The Scent of Death                 | 6           | Deadly (4 PCs)<br>Medium (6 PCs) | 10-11           | Monetary          | No         | MKToF Required     |
| 58   | A Dying Wish                       | 4           | Hard (4 PCs)<br>Medium (6 PCs)   | 3-4             | Monetary, Magical | No         | MKToF Required     |
| 59   | The Man-beast in the Mountain Pass | 3           | Hard (4 PCs)<br>Easy (6 PCs)     | 2               | Monetary          | No         | MKToF Required     |
| 60   | The Hunter from Hell               | 10          | Hard (4 PCs)<br>Medium (6 PCs)   | 9-10            | Monetary          | No         | MM Required        |
| 61   | A Holy Protector                   | 12          | Hard (4 PCs)<br>Easy (6 PCs)     | 10              | Monetary          | No         | MKToF Required     |
| 62   | The Cave of Whispers               | 3           | Medium (4 PCs)<br>Easy (6 PCs)   | 3               | Monetary          | No         | VGtM Required      |
| 63   | A Mechanical Menace                | 14          | Medium (4 PCs)<br>Easy (6 PCs)   | 12              | Monetary          | No         | MKToF Required     |
| 64   | The Wasteland Wanderer             | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 4               | Monetary          | No         | VGtM Required.     |
| 65   | The Nightmare on Fleet Street      | 12          | Hard (4 PCs)<br>Easy (6 PCs)     | 10              | Monetary          | No         | MKToF Required     |
| 66   | Angry Spirits                      | 11          | Hard (4 PCs)<br>Easy (6 PCs)     | 8               | Monetary, Magical | No         | MKToF Required     |
| 67   | The Blood Mist of Backwater Cove   | 3           | Medium (4 PCs)<br>Easy (6 PCs)   | 3               | Monetary, Magical | No         | VGtM Required      |
| 68   | An Incompetent Contractor          | 7           | Hard (4 PCs)<br>Easy (6 PCs)     | 6-8             | Monetary, Magical | No         | MKToF Required     |
| 69   | The Plague of Shimmerwood          | 1           | Hard (4 PCs)<br>Medium (6 PCs)   | 6               | Monetary          | No         | VGtM Required      |
| 70   | A Foul Ritual for a Foul God       | 1/8, 1      | Hard (4 PCs)<br>Medium (6 PCs)   | 3               | Monetary          | No         | VGtM Required      |
| 71   | Sh'ovah the Stormbringer           | 23          | Hard (4 PCs)<br>Medium (6 PCs)   | 18-20           | Monetary          | Yes        | MKToF Required     |
| 72   | Light Fingers and Heavy Pockets    | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 4               | Monetary          | No         | VGtM Required.     |
| 73   | The Warlord of Autumn's Peak       | 1/8, 12     | Deadly (4 PCs)<br>Hard (6 PCs)   | 14-16           | Monetary          | Yes        | MM & VGtM Required |
| 74   | The Biters of Bellhaven            | 1/4, 2, 5   | Deadly (4 PCs)<br>Medium (6 PCs) | 11-12           | Monetary, Magical | Yes        | MM Required        |



## MONSTER HUNT TABLE CONTINUED

| D100 | Bounty Name                        | Creature CR | Difficulty                       | Character Level | Rewards           | Other Loot | Details             |
|------|------------------------------------|-------------|----------------------------------|-----------------|-------------------|------------|---------------------|
| 75   | The Clawed Catcher                 | 3           | Medium (4 PCs)<br>Easy (6 PCs)   | 3               | Monetary          | No         | MM Required         |
| 76   | Mordon, Devourer of Heroes         | 8           | Hard (4 PCs)<br>Easy (6 PCs)     | 6               | Monetary, Magical | No         | MM Required         |
| 77   | The Spined Terror of Tawntown      | 3           | Medium (4 PCs)<br>Easy (6 PCs)   | 3               | Monetary          | No         | MM Required         |
| 78   | The Stench of Malice               | 1/4         | Medium (4 PCs)<br>Easy (6 PCs)   | 2               | Monetary          | No         | MM Required         |
| 79   | The Baron of Butcher's Bay         | 5, 15       | Deadly (4 PCs)<br>Hard (6 PCs)   | 14-15           | Monetary          | Yes        | MM Required         |
| 80   | A Fountain's Fury                  | 3           | Medium (4 PCs)<br>Easy (6 PCs)   | 3               | Monetary          | No         | MM Required         |
| 81   | The Rot-Beast                      | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 4               | Monetary          | No         | MM Required         |
| 82   | The Siege of Pheonix Spring Fort   | 12          | Hard (4 PCs)<br>Medium (6 PCs)   | 15              | Monetary          | No         | MKToF Required      |
| 83   | Tremors                            | 15          | Deadly (4 PCs)<br>Medium (6 PCs) | 17              | Monetary          | Yes        | MM Required         |
| 84   | The Ice Devil of Frost Lake        | 11          | Medium (4 PCs)<br>Easy (6 PCs)   | 10              | Monetary          | No         | MM Required         |
| 85   | The Crumbling Tavern               | 1/2         | Hard (4 PCs)<br>Medium (6 PCs)   | 8-9             | Monetary          | No         | MM Required         |
| 86   | Carrion the Devourer               | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 4               | Monetary          | No         | MM Required         |
| 87   | Frozen Hunters                     | 9           | Hard (4 PCs)<br>Easy (6 PCs)     | 13              | Monetary          | No         | MM Required         |
| 88   | Irksome Pests                      | 1/8         | Medium (4 PCs)<br>Easy (6 PCs)   | 5               | Monetary          | No         | VGtM Required       |
| 89   | The Frogbeast of Slumbering Forest | 10          | Hard (4 PCs)<br>Easy (6 PCs)     | 8               | Monetary          | No         | VGtM Required       |
| 90   | The Terror of Firestone            | 14          | Hard (4 PCs)<br>Easy (6 PCs)     | 11              | Monetary          | No         | VGtM Required       |
| 91   | Tathor Maneater                    | 6           | Deadly (4 PCs)<br>Easy (6 PCs)   | 4-5             | Monetary          | No         | VGtM Required       |
| 92   | The Tooth Fairy                    | 1/4, 1      | Hard (4 PCs)<br>Easy (6 PCs)     | 2               | Monetary          | Yes        | MM Required         |
| 93   | A Murder Most Fowl                 | 2           | Medium (4 PCs)<br>Easy (6 PCs)   | 2               | Monetary          | Yes        | MM Required         |
| 94   | Family Matters                     | 7, 9, 11    | Deadly (4 PCs)<br>Medium (6 PCs) | 15-16           | Monetary, Magical | No         | MKToF Required      |
| 95   | Cold Hunting                       | 9           | Hard (4 PCs)<br>Easy (6 PCs)     | 6               | Monetary          | No         | MKToF Required      |
| 96   | Huilong the Savage                 | 20          | Hard (4 PCs)<br>Easy (6 PCs)     | 15              | Monetary          | No         | MM Required         |
| 97   | An Uninvited Guest                 | 4           | Hard (4 PCs)<br>Easy (6 PCs)     | 3               | Monetary          | No         | MKToF Required      |
| 98   | The Demon of Bleakstone Vault      | 8           | Hard (4 PCs)<br>Easy (6 PCs)     | 6-7             | Monetary          | Yes        | MKToF Required      |
| 99   | Monstrous Worship                  | 5           | Hard (4 PCs)<br>Easy (6 PCs)     | 4               | Monetary          | No         | VGtM Required.      |
| 100  | An Assassination of Queens         | 14, 18, 20  | Deadly (Extreme Caution Advised) | 20              | Monetary          | No         | MKToF & MM Required |



## A BLOODTHIRSTY MENACE

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### Bounty Advertisement

*Bloodstained mushrooms wreaking havoc around Falifall Village. Payment available for any group willing to exterminate the small cackling creatures as quickly as possible. Find Sully Windheart in the Dancing Dragon Inn for more details.*

### Quest Details

The village has been infested with 5 Redcaps (**VGtM**, pg 188). The redcaps were summoned forth by a junior wizard attempting to conjure fey spirits to assist with the housework. Instead, they conjured a number of Redcaps, who killed the wizard after he refused to supply them with more victims, and are now running rampant around the village.

### Rewards

36gp, 15pp, 5 lbs of copper trade bars worth 3gp, and 7 lbs of cooking spices worth 14gp.

## A DEN OF SNAKES

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### Bounty Advertisement

*A strange gathering of snakes has been seen all around the region. Something unnatural is happening, and people are going missing by the dozen, only to turn up dead or dying in the forests nearby a few days later, those that can babbling nonsense about some giant snake demon in the Cloudtop Ruins, east of Brass Gate. Anyone willing to look into these rumours should speak with Kansif Shadowcloak at the Cloudtop Watchtower.*

### Quest Details

The ruins have been transformed into the den of a Yuan-ti Anathema (**VGtM**, pg 202). The Anathema is drawing all serpents to it, in order to amass an army capable of taking over the region. The Anathema has 3 Broodguards (**VGtM**, pg 203), which accompany it at all times. The region will return to normal once the Yuan-ti have been slain.

### Rewards

1,000gp and 85pp, awarded by Kansif Shadowcloak.

## A DYING WISH

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### Bounty Advertisement

*My friend got himself trapped in an agreement with a fey, and when he tried to get out of it, they killed him. I tried to stop him, but he's gone. Now he's just a wandering corpse, lurking in the shadows of his tomb. I need someone to end his suffering. I've tried, but can't do it. Please. There is gold in it for an interested party. You can find me drinking away my days at the Old Mare, near the North Gate. Ask for Lerin, and we can take things from there.*

### Quest Details

Lerin's friend, Bakof, has been turned into a Deathlock (**MKTof**, pg 128), and has been cursed to guard his own empty tomb in the nearby mountains, attacking anyone who gets too close.

### Rewards

Upon returning to Lerin, they party will be awarded 120cp, 20sp, 3gp, and a Brooch of Shielding (**DMG**, pg 156), that used to belong to Bakof, before his untimely demise.

## A FOUL RITUAL FOR A FOUL GOD

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### Bounty Advertisement

*Wirry Sunmeadow has reported that her dog has been kidnapped by strange blue gnomes. The gnomes have been stealing from farmers and have even attempted to burn down a wheat field during this past week, so this has come as no surprise to anyone. Adventurers willing to hunt down these gnomes, recover Wirry's pet and put an end to their problematic behaviour should contact Captain Yassa at the Oldspell Barracks for more information.*

### Quest Details

The town of Oldspell has been the target for a group of Xvarts (**VGtM**, pg 199), who have taken Wirry's dog to enact a ritual to Raxivort. The group will have 2 days to track and locate the Xvart's encampment before the dog is sacrificed. The Xvart tribe consists of the following:

- 10 Xvarts
- 1 Xvart Warlock of Raxivort, who also functions as the tribe's speaker, and can speak Goblin.

## A FOUNTAIN'S FURY

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### Bounty Advertisement

*The blessed fountain in the town square has been cursed! It's waters are dark and agitated, and somethings stirs beneath it's depths. Anyone willing to investigate this should speak with Aelia Kyrilu, in the Thornwood Tavern.*

### Quest Details

The fountain has been inhabited by a Water Weird (**MM**, pg 299). The weird is neutral evil, and will attempt to drown anyone who aggravates it.

### Rewards

130cp, 15sp and 5gp, awarded by Aelia upon the defeat of the Water Weird.



## A HOLY PROTECTOR

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### Bounty Advertisement

*Lucrative job offer available. Brave combatants required for ruins exploration and artifact hunt. Interested parties should contact Geralt Montgomerie, in the South Manor Estate, at their earliest convenience.*

### Quest Details

Geralt is searching the ruins of an ancient holy temple for an ancient golden statuette. The temple is filled with riches and offerings to the forgotten god, which the players can loot at the DM's discretion. The temple is guarded by an Eidolon (**MKTof**, pg 194), which has at its disposal five intact sacred statues which are scattered around the main hall. It will appear and attack the group as soon as any items are taken.

### Loot

An ivory figurine of a bear, worth 300gp  
A various collection of golden pottery, jewels and ingots, worth a total of 5,000gp,  
An emerald encrusted ring, worth 300gp  
A dead mimic in the form of a chest, containing 120pp

### Rewards

1,200sp, 230gp and 10pp, awarded by Geralt upon the safe retrieval of the statuette.

## A MECHANICAL MENACE

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### Bounty Advertisement

*A mechanical creature has been reported to be lurking in the battlefield near the western swamps. Survivors of both sides tell stories of a creature clad in armour of the dead, with horrific glowing eyes. Anyone wishing to investigate these claims further should speak with Carrow Oakhand, at the Western Watchtower.*

### Quest Details

A Cadaver Collector (**MKTof**, pg 124) has been sighted amassing corpses of a recent battle. It will attack any creature that comes near it, aiming to collect their corpse for it's pile.

### Rewards

1,000sp, 750gp and 24pp, awarded by Carrow Oakhand on the successful banishment or eradication of the cadaver collector.

## A MURDER MOST FOWL

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### Bounty Advertisement

*Fearless warriors desperately needed! Please come to Redstone Farm, at the foot of Mount Wolfcrag and ask for Bernadett.*

### Quest Details

Bernadett discovered the body of her late husband Alfred outside their chicken coop after he went to fetch the mornings eggs. It appears that he has been pecked to death, and Bernadett believes that the chickens are responsible.

The real culprit is a Peryton that is roosting on Mount Wolfcrag. (**MM**, pg 251).

### Loot

The Peryton's nest contains a traveller's pack, 4gp, 19sp, and 12cp.

### Rewards

Bernadett has offered the party a spell scroll (Plant Growth (3rd level), **DMG**, pg 200), and 5gp per party member.

## A MURDEROUS HEIRLOOM

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### Bounty Advertisement

*Seeking tinkerer for quick heirloom repair. The family crest keeps moving on it's own and I'm not sure why. Will pay for time. If interested contact Suzi Sullihan at The Grape Vine Inn between the hours of 8am and 5pm*

### Quest Details

Suzi has unknowingly been passed down a Mimic (**MM**, pg 220) that has assumed the form of her family crest. It has been stalking the family's cat for a few days.

### Rewards

Suzi will pay 200sp and 25gp as a reward, and will also offer the group a glistening ruby, coughed up by the Mimic, valued at 120gp.



## AN ASSASSINATION OF QUEENS

### Bounty Advertisement

*I am looking for a group capable of completing a sensitive task with speed, silence and no questions asked. Interested? You can find me at the Old Frog Inn. Ask for Netch at the bar. They'll know what it means.*

### Quest Details

The group will be introduced to a secretive man known as Balzir. He will offer the party a large sum of money to sneak into a Drow city and assassinate their would-be queen, while also stealing a brooch of Lolth from the queen's person.

The drow in question is known as Lady Shava of Lolth, a priestess at the height of her power. She is attempting to usurp the regions above her lair in the underdark to further spread the religious influence of the spider-queen.

The party must sneak into the drow's noble house unnoticed, and assassinate Lady Shava and her underlings before her plan is complete.

The Drow Household is composed of Lady Shava and her cohort, who remain by her side wherever she goes:

- Lady Shava (Drow Matron Mother, **MKToF**, pg 186)
- Lia Vadinia (Drow Inquisitor, **MKToF**, pg 184)
- Naal Yealsthyne (Drow Favored Consort, **MKToF**, pg 183)

In addition to cohort listed above, the house itself will have a host of Drow Guards (**MM**, pg 347), which may prove problematic to the party, depending on how they choose to handle the situation.

### Rewards

50,000gp, awarded by Balzir and his guild upon the successful defeat of Lady Shava and her cohort, and the safe return of the brooch of Lolth.

## ANGRY SPIRITS

### Bounty Advertisement

*Strange moans can be heard from the valley beyond the West Gate. Those who were sent to investigate the sounds did so a week ago, but have not since returned. Anyone brave enough to traverse the valley and discover what has become of the investigators should speak with Emilia Dove at the City Hall, at their earliest opportunity.*

### Quest Details

The valley is home to a Spirit Troll (**MKToF**, pg 246) that is hunting the wildlife in the area. It killed the previous group of investigators when they came across it, leaving the group's remains scattered across the landscape before returning to howl and roar at the winds.

It is loud, brash and angry, and will attack the party on sight.

### Rewards

Upon slaying the spirit troll and returning with evidence of the previous group's demise, Emilia will reward the party with 2,000sp, 600gp, 5pp, and a glass jar of Keoghtom's Ointment (**DMG**, pg 179).

## AN INCOMPETENT CONTRACTOR

### Bounty Advertisement

*I have an urgent matter I required dealing with. Payment will be awarded upon satisfactory completion of the task. Interested persons should contact Ruth Von Miresane, at the Miresane Estate, immediately.*

### Quest Details

Ruth Miresane purchased a magical amulet from a travelling merchant, with the intention of having her own personal bodyguard to protect her. Instead, the amulet conjured a Dhergoloth (**MKToF**, pg 250), which began attacking her staff when she failed to specify *how* she wanted to be protected.

The creature is now locked in a room of her estate, and will kill anything that comes near it.

### Rewards

400gp, 2 bottles of fine elven wine worth 40gp each, and a mystical gemstone that appears to everyone aside from one member of the party to look like a lump of coal. Reward will be given by Ruth upon the successful removal of the Dhergoloth from her estate.

## AN UNINVITED GUEST

### Bounty Advertisement

*My late husband has returned to me! Praise the gods! I thought I'd lost him after he left with the town guard to rid the town of those horrible cultists. But since his return, he has been gravely ill, and I fear it may be more than a simple infection from being out in the wilderness.*

*Anyone wishing to earn a bit of coin and help put an old woman's mind at ease, should contact Mary Thrunswick at the Wandering Owlbear for more details.*

### Quest Details

Mary's husband, Rupert, was killed by cultists during an excursion by the town guard to clear out a dark magic ritual sites reported east of the town. Three guards and two volunteers went to flush out the cultists, Rupert being among the volunteers.

Rupert was separated from the group and killed, only for his corpse to be possessed by a Dybbuk (**MKToF**, Pg 132).

### Rewards

40gp, 120sp and a handwritten note, thanking the group for their efforts.



## ASEDUR, FLAME OF THE SKIES

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### Bounty Advertisement

*A great flaming monstrosity is setting ablaze the landscape. The locals have begun fleeing in terror, and have nicknamed the beast Asedur, the Flame of the Sky. A reward is ready and waiting for anyone that can slay this fiery invader. Speak with Gorbunx Phradradon at the Coinhand Bazaar for more information*

### Quest Details

There is a Phoenix (**MKToF**, pg 199) attacking settlements and burning the landscape to cinders as it does so. Once defeated, the players will have 4 days to return the new phoenix egg to the Elemental Plane of Fire before it hatches again.

### Rewards

After defeating the phoenix and disposing of the egg, Gorbunx will award the party 4,300sp, 2,650gp, and 110pp as a reward.

## BAXNU, LORD OF THE SEA

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### Bounty Advertisement

*A foolish cult has summoned Baxnu from it's home in the elemental planes, and now the creature is destroying everything in its path! Hunt this beast down and put it to rest, so it can be banished back to the Water Plane where it belongs.*

*Speak with Xanlia Stormbreaker, in the fishing district of Amberjack Village, for more details on Baxnu's last known location.*

### Quest Details

An Elemental Evil cult has summoned a Leviathan (**MKToF**, pg 198) to bring about the destruction of a number of nearby coastal settlements. It is aggressive, ferocious, and can be found wherever a sea-storm is at its most dangerous.

### Rewards

2,265gp, 80pp, 25lbs of Amberjack rations, lasting the party for 5 days, or worth a total of 230gp if sold.

## BEYOND THE SCORCHED STOCKADE

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### Bounty Advertisement

*Mercenary assistance required at the Southern Stockade Outpost, west of Autumnbell. The kobold army is pressing the attack, and Ogres have been sighted amongst their ranks. The Autumnbell Guard require a team for a special mission.*

*Payment on completion of the tasks assigned. Speak with Evelina Liwei at the Autumnbell Town Hall for more details.*

**Quest Details** The Southern Stockade Outpost is under attack by an army of Kobolds. The guards stationed there have their hands full defending the stockade from the constant attacks. The captain of the guard, Bek Renshu, has devised a plan to strike at the heart of the Kobold forces and take out their leader, a Kobold Sorcerer called Shamash.

The party must defeat Shamash and his bodyguards. Once defeated, the Autumnbell Guard can take control of the battlefield and end the siege.

Shamash's detachment consists of the following:

- Shamash (Kobold Sorcerer **VGtM**, pg 167)
- 2 Ogre Bolt Launchers (**MKToF**, pg 220)
- 1 Chain Brute (**MKToF**, pg 221)
- 4 Kobold Dragonshields (**VGtM**, pg 165)
- 3 Kobold Inventors (**VGtM**, pg 166), who ride alongside Shamash in an Ogre Howdah (**MKToF**, pg 221)

### Rewards

Once defeated and the army is routed, the players should return to Evelina for their reward, which consists of 3 Potions of Greater Healing (**DMG**, pg 187), 7,000sp, 5,000gp, 200pp, and a wooden symbol of Autumnbell each.

## CARRION THE DEVOURER

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### Bounty Advertisement

*My ring has been stolen! I chased the thief into the Old Swamp, but quickly turned and ran when the Carrion appeared! It grabbed the bandit with it's rubbery tendrils and dragged him into the waters stagnant depths. I am but a poor old man, there is no way I can face such a beast. Any adventurers willing to slay the beast and return my ring to me shall forever have my gratitude. You can find me near the Fountainside Tavern, across the road from the Dillydally General Store. Look for a bedroll near the left alleyway, and ask for Greethen.*

### Quest Details

Greethen is a homeless man living on the streets, who had his late wife's ring stolen from him by a bandit. After following the bandit, he saw him eaten alive by an Otyugh (**MM**, pg 248).

The Otyugh lurks in the stagnant waters of the Old Swamp, and lures people in by tricking them with deceptive telepathy. The party will find the ring stuck between the creature's teeth.

### Rewards

Greethen will have nothing to offer the party but 4cp and 1sp, as well as a battered old scroll, detailing the location of a long forgotten dragon's lair.



## COLD HUNTING

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### Bounty Advertisement

*I am looking for someone capable of tracking and hunting creatures in thick snow. Reward offered. For more information, ask for Oppah Reedfellow at Gisinor Tower.*

Oppah requires the fangs and hide from a Frost Salamander (**MKToF**, pg 223), which can be found in the snowy planes and caverns 15 miles north of Gisinor Tower. Oppah will pay a larger reward based on the speed of the Salamander's return.

### Rewards

1,200gp, and a bonus of 75pp if the group returns with the Salamander within 2 days, or 40pp if they return within 3 days.

## FAMILY MATTERS

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### Bounty Advertisement

*My brother has been murdered by a band of Shadar-Kai, calling themselves the Shadow Siblings. They stole him from me and tortured him until he begged the raven queen to take him. This isn't the first murder at the hands of these monsters, and it won't be the last. Those willing to free us from this tyranny should contact Imikial Osbyn, near the Twisted Fang Gorge as soon as possible.*

### Quest Details

The village is at the mercy of a group of Shadar-Kai, who are assaulting the village at random intervals throughout the month, sowing terror, sadness and misery. The group consists of the following:

- 1 Shadar-Kai Shadow Dancer (**MKToF**, pg 225)
- 1 Shadar-Kai Gloom Weaver (**MKToF**, pg 224)
- 1 Shadar-Kai Soul Monger (**MKToF**, pg 226)

### Rewards

Upon defeating the trio and returning to Imikial, he will reveal that his brother was also a collector of rare magical items, which he left to Imikial in his Will. Imikial will award the party 635gp for their efforts, and a choice of two items from the following list:

- An old battered shield, engraved with mystic markings (Spellguard Shield, **DMG**, pg 201)
- A long quarterstaff, sculpted out of ice that never melts (Staff of Frost, **DMG**, pg 202)
- A simple grey rod with a number of bladed fins on each end (Rod of Lordly Might, **DMG**, pg 196)
- A black plate armour, decorated with silver gilding (Plate armour of Etherealness, **DMG**, pg 185)
- An iron bottle with a brass stopper and leather strap (Iron Flask (Water Elemental), **DMG**, pg 178)

## FROZEN HUNTERS

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### Bounty Advertisement

*A pair of monstrous yetis have been sighted in the frozen mountains to the south. I will pay handsomely for the creature's pelts and horns. Interested parties can find me in the Swift Street Tailors, opposite the General Store. Ask for Miladi O'hare.*

### Quest Details

Miladi will explain to the party that the Yetis have been sighted travelling across the mountains, and will likely be gone in a few days. The group will have 3 days to track, hunt and kill the Yetis, then return to Miladi with the requested materials - the horns and pelts.

This quest has two Abominable Yetis (**MM**, pg 306), one male and one female. They are very aggressive and territorial, and will use the mountain terrain to their advantage when attacked.

### Rewards

3,000sp, 2,200gp and 100pp, awarded by Miladi upon receiving the pelts and horns.

## GROM THE DEVOURER

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### Bounty Advertisement

*There is a cyclops north of the city that's causing a ruckus for the farmers. Anyone willing to hunt it down should speak with Rakesh, in the Misty Fountain Inn.*

### Quest Details

The Cyclops has made a den in the nearby hills, and is living alone. It has been stealing nearby cattle for food, and emerges from its den during the day. It spends most of the day hunting for food, whatever that may be.

### Rewards

400sp, 230gp, and 1 Potion of Healing (**DMG**, pg 187), awarded by Rakesh on proof of the Cyclops's death.

## HUILONG THE SAVAGE

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### Bounty Advertisement

*A savage white dragon has made its lair in the nearby mountain peaks, coating the once beautiful region in thick mists and freezing blizzards - making trade and survival all but impossible. Unless someone slays the beast soon, it will surely start laying siege to towns and cities in its quest for treasures and gold. Speak with Captain Ironhide at the Western Barracks for more information.*

### Quest Details

Huilong is an Ancient White Dragon (**MM**, pg 100) that has created a frozen mountain lair, only accessible by flight or a very dangerous cliffside climb. Blizzards litter the mountain range, increasing in frequency the closer the party is to the lair.

The lair has no hoard, as it has only recently been established.

### Rewards

6,000gp and 550pp, awarded by Captain Ironhide once the blizzard and fog regional effects from the lair have faded.



## INFESTATION AT EBON GARDEN

### Bounty Advertisement

*Adventurers wanted for infestation clear-out. Ankhegs have infested our village, and our livestock and supplies are dwindling. If these insectoid monsters continue their rampage unimpeded, a hive will surely follow suit. Those willing to help our village should meet at the Rusty Anvil Tavern at dawn. Speak with Triton Turinpike for more details.*

### Quest Details

The village of Ebon Garden is under attack by a small swarm of 6 Ankhegs (**MM**, pg 21). The Ankhegs are establishing a nest in the farmland around the village, and are tunneling into grain silos and barns to attack the village's cattle. They will fight together, and can be baited out during the night, but will rarely attack during the day.

### Loot

The Ankheg warrens are filled with the remains of the swarm's victims, including a few guards. The guards have 1 set of useable Scale Mail (**PHB**, pg 145), 2 longswords (**PHB**, pg 149) and a collection of coins, totalling 35sp

### Rewards

1,200sp, 100gp and a tooth found in the wilds from an unknown beast.

## IRKSOME PESTS

### Bounty Advertisement

*My store has been beset by sticky little imps! I need these pests removed as soon as possible, lest my business be run into the ground! Those interested should contact Tepin Frouse, at the Dutch Bat Inn, opposite the Bean and Gone Bistro.*

### Quest Details

Tepin's general store has been overrun by a group of 20 Boggles (**VGtM**, pg 128). The boggles have taken over the store and are running rampant inside it, playing pranks and tricks on anyone who tries to remove them.

The boggles can be frightened away from the store after the group loses at least half their number or more, though a boggle will be more confident when fighting alongside their kin.

### Rewards

400cp, 540sp and 320gp and a Rope of Mending (**XGE**, pg 138), awarded by Tepin after the removal of the boggles.

## IT COMES AT NIGHT

### Bounty Advertisement

*Oh I've heard nothing but scratching all night for the past week! Whatever's down there is driving me crazy! I've found nothing but chewed up parchment from my old books in the cellar, and last night I swear I heard digging to boot!*

*If anyone is looking for some quick gold, come find me at The Fuzy Bagpipe in the evening, or drop by the Ancient Anvil Blacksmiths during the day and ask for Corrin Porridgepot.*

### Quest Details

Corrin's cellar has been infested with an Adult Kruthik (**MKTof**, pg 212), which has burrowed under the stone floor and has begun gathering organic matter to form a cocoon, choosing the cellar to be the beginning of a new Kruthik hive.

### Loot

A successful DC 15 Wisdom (Perception) check will reveal a cluster of jewellery, worth 50gp, nestled inside the Kruthik's half finished nest, attached to the remains of three dead bodies.

### Rewards

10sp and 5gp each.

Corrin will also buy each adventurer a drink of their choice at the Fuzy Bagpipe, thanking the group for their efforts, and will give a party of 4 or less somewhere to stay for free whenever they are in town.

## ITHYLION THE DESPOILER

### Bounty Advertisement

*The great Despoiler, the black dragon Ithylion has struck out from its lair in the Steaming Swamplands, attacking and razing villages across the region with a cruel malice, like others of its kind. Any adventurers brave enough to defeat Ithylion can claim the dragon's hoard from its lair. Some say many riches lie beyond the veil of it's swampy domain...*

*The dragon was last seen heading east, across the mountain paths towards Eglemarch.*

### Quest Details

Ithylion is an Ancient Black Dragon that is destroying nearby towns and revelling in their dismay and terror. It's lair is within a cave that is deep inside an acidic swamp. It leaves its lair every three days for around 8 hours before returning.

### Loot and Rewards

The reward for this bounty is the treasure hoard of the Ancient Black Dragon, as listed below:

- 46,007gp
- 29,070pp
- 1 flask of alchemist's fire (**PHB**, pg 150)
- 10 bottles of common wine (2 gp)
- 1 set of bagpipes (30 gp)
- 1 set of bagpipes (30 gp)
- 9 jasper jewels worth 50 gp each
- Potion of invisibility (**DMG**, pg 188)
- Potion of Poison (**DMG**, pg 188)
- 2 Potions of Supreme Healing (**DMG**, pg 188)
- Rope of Entanglement (**DMG**, pg 197)
- Potion of Speed (**DMG**, pg 188)



## KECOTTA, LORD OF THE SKIES

### Bounty Advertisement

*Brave adventurers wanted for mountain expedition. It is time we killed the devil-bird Kecotta once and for all. Those willing to take up arms with me and drive this beast from our homeland should head to the Barren Shrub Tavern tomorrow night and ask for Mogrub Sharpsword.*

### Quest Details

Kecotta is a sand-coloured Roc (**MM**, pg 260). It nests in the nearby mountains, but is far too difficult to access without climbing gear or spells. Twice a week it scours the landscape, preying on horses and large creatures. It has attacked 3 different villages over the past week, tearing into barns in search of hidden livestock to eat, which is an unnatural behaviour for it.

**Rewards** Mogrub will pay 1,000gp for the group's services, and another 650gp for the intact head of the Roc.

## LIGHT FINGERS AND HEAVY POCKETS

### Bounty Advertisement

*Wanted: The capture and detainment of the master thief known only as 'Masque'. Reward: 600 gold pieces. Evidence must be provided. Speak to Captain Orillo of the Night Guard for more information.*

### Quest

There is a Kenku Master Thief (**VGtM**, pg 109 & 216) stealing shiny items from around the town. The kenku prowls the rooftops in search of valuables to steal from the hours of 10pm to 4am, 2 nights per week, at random. Often, the second night of thievery comes 1 or 2 nights after the first. The kenku has a particular taste for reflective valuables, such as small daggers, valuable mirrors, or polished gemstones.

It will not kill the party if attacked, unless it feels as if it's life is in danger.

### Rewards

600gp, awarded by Captain Orillo on the successful capture of the kenku. If the party instead kills it, they will need to provide evidence the kenku is the thief they have been searching for, and will only receive 400gp as a reward.

## LUTOU THE OBSERVER

### Bounty Advertisement

*Villages along the eastern strait have become trapped inside a region overgrown with thick vines and thorn-ridden plantlife. Rumours from eyewitnesses have reported attacks from a vast green dragon, calling itself Lutou, leading many to believe the evil creature to be responsible for the sudden unnatural overgrowth. Adventurers willing to brave the malicious forest and confront the dragon should speak with General Vanchu, at the Riverside Watch Outpost for the dragons last known whereabouts.*

### Quest Details

Lutou is an Ancient Green Dragon (**MM**, pg 93) that has established a lair in the forests near a vast river. It approaches the villages daily, demanding hostages or treasure, and revelling in the terror it brings with its arrival. Lutou is cunning and sly, choosing to see the suffering it causes through the eyes of rats and snakes that populate the villages, and utilizes yuan-ti (**MM**, pg 308) as minions to maintain order within its conquered territory.

### Loot

The dragon's hoard contains the following: 21,000gp, 3000pp, A Rod of Lordly Might (**DMG**, pg 196), a Sword of Sharpness (Longsword, **DMG**, pg 206), and humanoid statues, carved from ivory and bone, worth a total of 6,000gp.

### Rewards

3,000gp and free bed, board and services throughout the region upon presentation of the General's Seal, awarded by General Vanchu upon the defeat of Lutou the Observer.

## MANTILOPONAX THE DOOMBRINGER

### Bounty Advertisement

*A huge shadowy creature has been seen moving east, towards the town of Hardfall. It appears to be moving with no particular purpose, and attempts to halt it's advance have proven fruitless, with over a hundred lives lost in the past 3 days. Anyone willing to help supply defences and stop this horrific beast should contact Saral Willowfire at the Hardfall Barracks as soon as possible.*

### Quest Details

A Nightwalker (**MKToF**, pg 216) has been sighted moving ponderously towards Hardfall town. It will arrive at the town in 2 days, and will consume all life it encounters there.

### Rewards

The following items will be rewarded by grateful Hardfall citizens after the Nightwalker is defeated.

- 3,552gp, and 200pp,
- 6 lbs. of platinum trade bars (3000 gp)
- 12 bottle(s) of common wine (20 gp)
- 2 lbs. of cooking spices (4 gp)
- 5 golden - yellow topaz gemstones worth 500 gp each
- A carved bone-plated sword (Greatsword, **PHB**, pg 149) with a gemmed hilt worth 750gp
- A Robe of Useful Items (**DMG**, pg 195)
- A Cloak of Displacement (**DMG**, pg 158)
- A Moon-Touched Weapon (DM's Choice, **XGE**, pg 138)



## MONSTROUS WORSHIP

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### Bounty Advertisement

*A man has been seen tempting unwary villagers towards the Black Sea. Some are saying his voice echoes that of an ancient titan, while others swear they have seen the man walk upon water, speaking of the corruptions spewed forth by mankind. To some it appears to be some sort of divine retribution, though I have other ideas.*

*If you wish to help me unravel this mystery, meet me at the Diver's Knock Inn in three days time, around sundown. Ask for the artichoke wine. The barkeep will know who you're looking for.*

### Quest Details

The villagers in the town are being unknowingly converted by a Kraken Priest (**VGtM**, pg 215). The party will be introduced to a paranoid druid called Montilli Brightwood, who will inform them of his theory that the man from the sea is instead some sort of kraken worshiper, and is pulling the village under his spells.

### Rewards

A yew branch, a circlet of undying petals, and 3 rough cut diamonds, worth 400gp, awarded by Montilli after the defeat of the kraken priest.

## MORDON, DEVOURER OF HEROES

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### Bounty Advertisement

*The vast many-headed beast has awoken from its slumber. Bring me each head intact for my research, and a handsome reward is yours for the taking! Interested? Come find me at my research library, opposite the Dancing Dragon Theatre. Ask for Arda Thistleweed.*

### Quest Details

Arda has discovered a Hydra (**MM**, pg 190) that has been sighted emerging from the bogs and marshes to the north of the town. She will request that the party slay the beast and bring her each of its original heads - five in total.

### Rewards

Upon killing the hydra, Arda will award the party 2 potions of healing (**DMG**, pg 187), a tube of Universal Solvent (**DMG**, pg 209), and 300gp per hydra head recovered.

## MOSS MEN

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### Bounty Advertisement

*Our recent expedition into the southern jungle uncovered a strange rust-like substance, which has since entirely covered the southern outpost. A sickness fell across the camp, and soon the dead outnumbered the living... though they haven't stayed dead. Anyone wanting more information should contact Ariella Malaris at the Eastwatch Outpost.*

### Quest Details

The southern outpost has been overtaken by Vegepygmies. Ariella will request that the party head into the now overrun outpost and eliminate all Vegepygmies they find, so the guards at Eastwatch Outpost can move in to re-secure the area.

The southern outpost will be filled with Russet Mold (**VGtM**, pg 196), which has spread throughout the buildings and on any metal objects the party may come across.

The vegepygmies will aggressively defend their new territory, and attack the party en-masse if they are seen. The infestation consists of the following:

- 13 Vegepygmies (**VGtM**, pg 196)
- 3 Thornys (**VGtM**, pg 197)
- 1 Vegepygmy Chief (**VGtM**, pg 197)

### Rewards

2,383cp, 845sp and 340gp, awarded by Ariella on completion.

## SCREAMS IN THE NIGHT

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### Bounty Advertisement

*I have been hearing distant screams for the past few nights, coming from the old abandoned mill. I'm too terrified to go and investigate myself, but I fear it might not be long before whatever lies within its walls decides to investigate us first. I don't have much, but I know coin is a great motivator. If you're interested, ask for Eldrazi at the Badger and Barrow.*

### Quest Details

The mill is home to a banshee (**MM**, pg 23). The banshee is the spirit of Freja Oakenwill, who drowned in the mill three years ago when she tried to collapse the building, but ended up getting trapped under the water wheel when the structure partially collapsed.

### Loot

If the players discover the body of Freja, they will find a piece of crystal, held in a pendant, that faintly glows in the moonlight attached to her skeleton. They will also find a collection of precious jewels at the bed of the river worth 120gp.

### Rewards

300cp, 22sp and 30gp, awarded by Eldrazi.



## SH'OVAH THE STORMBRINGER

### Bounty Advertisement

*A colossal hurricane is assailing the region! The Great Serpent, Sh'ovah, has been unleashed once again on the world! The stormbringer must be stopped, lest the entire region fall to thunderous ruin under it's chaotic might! Adventurers willing to stop this destruction should contact General Tobias of the Storm's Watch, in the Winged Tower, as soon as possible.*

### Quest Details

The great Elder Tempest, Sh'ovah the Stormbringer (**MKToF**, pg 200), has been drawn through from the elemental plane of air by a foolish Elemental Evil cult seeking to bring about the region's destruction. The elder tempest will continue to move across the region at the centre of a vast lightning storm, and will attack only if provoked, or a creature moves too close.

### Loot

Upon the successful defeat of the elder tempest, a portion of its power will be bound to the material plane, forming an Ioun Stone of Mastery (**DMG**, pg 177), which will fall to the ground underneath the tempest at a rate of 100 feet per second.

### Rewards

3,450gp and 1,000pp, awarded by General Tobias.

## TATHOR MANEATER

### Bounty Advertisement

*A monstrous giant, calling itself Tathor Maneater, has been attacking outlying villages near the mountains. Anyone willing to hunt and kill this menace should speak with Gabriel Tealeaf, at the Eastern Mountain Watchtower, between the hours of 9am and 6pm.*

### Quest Details

The mountain is home to a Mouth of Grolantor (**VGtM**, pg 149), which has begun pillaging the nearby villages in search of food. It will eat anything and everything, but has a particular interest in halfling and gnomish flesh, and will prioritize party members of those races first.

### Rewards

250sp, 90gp and 2pp, awarded by Gabriel Tealeaf on the presentation of Tathor's Head.

## THE ABOMINABLE HORROR

### Bounty Advertisement

*Dwarves working on construction foundations on a new settlement west of Mount Ariby have discovered a network of tunnels underneath the construction site, seemingly excavated by some sort of large armoured creature. Workers are refusing to resume working again until the creature is found and removed.*

*Anyone not afraid of the dark, and looking to make a quick bit of coin, should speak with Diesa Deepdelver, over at the Hammer and Tankard.*

### Quest Details

The dwarfs have disturbed the lair of an Unber Hulk, which has begun burrowing around the area in search of food, and attacking anything it deems capable of eating.

### Rewards

40gp, 2 lbs. of gold trade bars, worth 20gp, 4 gallons of Ariby Ale, and 2 jewelled rubies, worth 15gp each, awarded by Diesa Deepdelver.

## THE BANEBEAST IS BACK!

### Bounty Advertisement

*Pelor aid us in this time of crisis! The Banebeast is upon us again! It tears our livestock apart each night, dragging away the corpses into the woodland on the outskirts of town. Alton Appleblossom said he saw it last night prowling around the old church, but nobody's been able to get a sane word out of him since.*

*Anyone brave enough to rid us of this menace should speak with Burana Delmirev at the town barracks, between the hours of 9am and 5pm.*

### Quest Details

The town is being plagued by a Howler (**MKToF**, pg 210), which has found its way into the Material Plane from Pandemonium, and begun establishing a small lair in a cavern within the nearby woodland. It will actively hunt for livestock and other beasts between the hours of 11pm and 3am, before leaving the carcass in a ravine nearby and retreating to its lair to rest.

Carcasses are never left more than 1,000 feet from the cave entrance, and are rarely complete.

### Rewards

1,000 Silver Pieces, and a Wand of Cure Wounds.

## WAND OF CURE WOUNDS

*Wand, Uncommon*

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *Cure Wounds* spell from it at its lowest level. The Wand regains 1d3 expended charges daily at dawn.



## THE BARON OF BUTCHER'S BAY

### Bounty Advertisement

*The town of Idril's Hollow, past the East Gate, has been beset by a fierce vampire, known as Baron Von Lucai. Many attempts have been made to remove the Baron from power, but to no avail. Adventurers willing to help liberate Idril's Hollow from this horrific taint should contact Witch Hunter Olden, at the Night Watch Garrison, for more details.*

### Quest Details

Olden has been gravely injured by Von Lucai in his recent attempt to take the vampire's life. He managed to escape, but is now searching for a new group to take his place and free the citizens of Idril's Hollow from their enslavement.

Von Lucai is wise to assassination attempts, and is a cunning strategist. Once in his town, the party will have to be mindful of ambushes by his Spawn, and he will arrive to slaughter the group if they have not attempted to kill him in 3 days of arrival.

Baron Von Lucai travels with 4 Spawn at his side at all times. His group contains the following:

- Von Lucai (Vampire Spellcaster, **MM**, pg 297 & 298)
- 4 Vampire Spawn (**MM**, pg 298)

### Loot

Von Lucai has the following treasures around his manor that the party can take of value:

- A Moon Touched Sword (Longsword, **XGE**, pg 138)
- A Tome of Clear Thought (\*\***DMG**, pg 208)
- A Wand of Secrets (**DMG**, pg 211)
- A Gilded Wooden Dice (pair) inlaid with Bronze (400 gp)
- Ivory Pedestal (1600 gp)
- Porcelain Ring set with Azurite (100 gp)
- A Rare Book (The Eldritch Fragments of Aitun) (600 gp)
- A Silk Cloak (80 gp)
- A Silk Robe threaded with Platinum (900 gp)
- A Small Tapestry threaded with Brass (1000 gp)

### Rewards

7,350gp, awarded by Witch Hunter Olden and the citizens of Idril's Hollow upon Von Lucai's defeat.

## THE BEAST OF BROKEN HILL MANOR

### Bounty Advertisement

*Brave adventurers wanted! The ruins of Broken Hill Manor has attracted the attention of a wandering toad-like creature that appears to be searching through the ashes of the manor for something. Attempts at diplomacy with the creature have failed, and any person stepping too close to the building or the surrounding area has reportedly been attacked without warning. Caution is advised. The creature appears to be able to strike from the shadows with little warning sign, and is very quiet considering it's large bulk.*

*Any adventurers willing to take up the task and slay the beast should contact Azza Albaratie at her post outside the Glowing Reliquary Temple*

### Quest Details

The manor has been set upon by a Banderhobb (**VGtM**, pg 122), that is searching the manor for a piece of clothing, belonging to a local noble, Efferil Cithreth. Cithreth got into a disagreement over a plot of land belonging to a hag, and had her removed by local guards.

In retaliation, the hag created a Banderhobb to hunt Cithreth down and kill him. The panicked noble burned down his manor 'accidentally' in order to try and kill the beast, which failed. The Banderhobb will continue to look for an item belonging to Cithreth, and will kill any creature that attempts to get in its way from doing so.

### Loot

A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check will reveal a small iron box in the ruins of the manor. The box requires a key to open, or can be picked with a successful DC 20 Dexterity (Sleight of Hand) check.

The box contains fine jewellery, including a sapphire necklace and diamond pendant, worth 350gp in total. If given to Efferil Cithreth instead of being kept or sold, he will thank the party and offer them 500gp as a reward for its safe return.

### Rewards

220sp, 70gp, and a two potions of greater healing (**DMG**, pg 188), awarded by Azza Albaratie.



## THE BITERS OF BELLHAVEN

### Bounty Advertisement

*The Bellhaven tombs have become filled with the sounds of scraping, moaning and screeching. The dead have risen from their graves, and they must be put to rest again before they overrun the town! Those willing to put these sorrowful creatures to rest should speak with Father Mathias, in the Church of Pelor.*

### Quest Details

The Father will explain to the party that a foul necrotic magic appears to be seeping into the graveyard and reanimating the corpses of creatures buried or entombed there. The mass of undead is growing, and will soon be large enough to sweep over the town.

The party must defeat the horde of undead, and find the source of the necromancy magic: a staff half buried somewhere in the graveyard.

The undead horde is composed of the following creatures. All details on these creatures are listed on page 316 of the **Monster Manual**.

- 20 Zombies
- 3 Ogre Zombies
- 1 Beholder Zombie

### Loot

If the party search the tombs, they will find a total of 25gp, 30pp, 3 bottles of dwarven ale worth 5sp each, 1 small pouch of gemstones worth 250gp, and 1 bottle of elvish wine worth 10gp.

In addition, the staff the party must unearth is a Staff of Withering (**DMG**, pg 205), which the party can choose to claim if they wish.

### Rewards

300gp, 20pp, 3 vials of holy water, 3 potions of healing, and 2 potions of superior healing (**DMG**, pg 187).

If the party had spent time building positive relations with the townsfolk prior to completing this bounty, they will also award the group an additional 1,350gp.

## THE BLACK RIDER

### Bounty Advertisement

*Legend speaks of a rider wreathed in flame that once a month, on the eve of the waning crescent moon, appears along the Kragthi Path. I didn't believe the stories until I saw the man with my own two eyes - before it cleaved by arm clean from my body. I escaped, but I fear my luck may soon run out, as each night I hear the cloven hoofs echoing from the trading roads.*

*I am looking for a group of adventurers willing to stop this waking nightmare, before I become another story to unwary travellers. Will pay in gold for proof of the rider's defeat. Find Taril Karyen at his home west of the Winter Marches and north of the Kragthi Path for more information.*

### Quest Details

Taril has become the target of a Narzugon (**MKTof**, pg 167), which patrols the Kragthi Path and the surrounding areas twice each night in search of him. The Narzugon is actively hostile to all travellers that pass it during the night. It patrols the roads between the hours of 12am to 3am, before disappearing, leaving behind a set of tracks burned into the dirt the Narzugon can use to lead trackers into an ambush.

**Rewards** 600gp, 10pp, a nightcap that, when worn, gives you pleasant dreams, and an old, slightly burned divination card, bearing the likeness of one of the group.

## THE BLOOD MIST OF BACKWATER COVE

### Bounty Advertisement

*My friend Evan went out fishing during the blood mist and hasn't returned. I knew I shouldn't have let him head out - everyone knows there is something that lurks in that fog. If you are willing to help find Evan, you can find me in the Chuckling Sailor Tavern, just north of Mistwind Beach. Ask for Petri Willowhead.*

### Quest Details

There is a Vampiric Mist (**MKTof**, pg 248) that is lurking in the fog that drifts into Backwater Cove twice a week, attacking any creatures in the fog at the time. Evan managed to escape, but has been badly wounded and has taken cover in a cave, blocking up the entrance to prevent the mist from entering.

### Rewards

40cp and 20sp, awarded by Petri upon the safe return of Evan. Upon killing the Vampiric Mist, he will also give the party 2 potions of healing (**DMG**, pg 187).



## THE CAVE OF WHISPERS

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### Bounty Advertisement

*I have an item I require retrieving from a cave, not far from the North Gate. Details are rather sensitive, so interested parties should head to the Windy Wyvern Tavern between the hours of 6pm and 10pm. If I like the look of you, I'll be in touch.*

### Quest Details

A thief called Litvik Coldsteel is attempting to recruit a group of adventurers to retrieve a stolen idol for him. The idol had been planned to be smuggled into the city, and Litvik set up camp in a small cave in preparation. Instead, however, he was set upon by a Trapper (**VGtM**, pg 194). He escaped, but left the idol within the cave.

It is down to the DM how dishonest Litvik will be to the party. Perhaps he simply wants the idol and will go on his way?

Or maybe trapping an unfortunate party within the cave would prove a more profitable venture?

### Rewards

If the group choose to keep the idol, they can sell it for 200gp, if they can find an appropriate buyer.

However, if Litvik keeps to his word and receives the idol from the group, he will award the party 50cp and 230sp for their efforts.

## THE CLAWED CATCHER

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### Bounty Advertisement

*Martha Petalgold has been hearing an odd clanking coming from the sewers beneath the village. Farmer Pentice has also reported his sheep have been going missing over the past week, and fears the two may be linked.*

*Any adventurers wishing to look into this further should contact Ygritte Eveshine at the Twisting Branch Tavern for more instructions.*

### Quest Details

The village has a Hooked Horror (**MM**, pg 189) living in the sewers. It is using the sewer system to travel around unseen, and is luring animals near the pipeways before catching them. It is very aggressive, and will attempt to ambush the party, should they venture into the sewers.

### Rewards

75sp and a potion of healing (**DMG**, pg 187), awarded by Ygritte upon killing the hooked horror.

## THE CLEANER OF RIVERWHARF

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### Bounty Advertisement

*Someone is keep the streets of Riverwharf incredibly clean each night. Normally this would be a welcome asset to the town, but unfortunately whoever's doing it is also eating away at the foundations of the houses! And alongside that, Emma Raggywort has also reported a few of her prize cats have gone missing... Whether the two are connected is still being investigated.*

*If you are interested in looking into this issue, contact Suzan Milweed at the Five Blade Tavern.*

### Quest Details

A Black Pudding is wandering the town at night preying on small vermin and animals. In addition, it has started trying to eat it's way into the local houses through the metal foundations. The stone streets, however, are found wiped clean each morning, with no wood, metal or bones left behind unconsumed.

### Rewards

Suzan Milweed will award the party 130sp and 23gp for their efforts, and replace any damaged weapons and armour caused by the encounter for free.

## THE CRUMBLING TAVERN

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### Bounty Advertisement

*My poor tavern has been infested with monstrous vermin! They are eating everything in sight, and I don't know how to stop them! So far they've managed to stay to the basement - the rope ladder has seen to that - but I can't just keep them down there. Anyone willing to help will earn themselves free board and lodgings for life - as well as a hefty monetary reward.*

*Ask for Quali over at the Nightingale Stars Inn.*

### Quest Details

Quali's tavern has been set upon by a burrowing pack of 20 Rust Monsters (**MM**, pg 262). The pack has been consuming everything metal in sight - only stopped by the lack of metal supports or access to the ground floor of the tavern. The tavern itself is made of wood, and therefore flammable.

### Rewards

Free food and lodging at the tavern for life, and 2,400gp, awarded by Quali.



## THE CURIOUS CASE OF THE CAPTIVATING SONG

### Bounty Advertisement

*I've been hearing a strange singing coming from the old Mineshaft, outside of the village. It's been closed for years, ever since the accident. Nobody else believes me, but I'm sure something's down there. If you want to talk, head to the Sailor's Wetsock and ask for Armin.*

### Quest Details

Armin has been hearing the mournful singing of a pair of ghosts (**MM**, pg 147). The ghosts are spirits of two people caught in the mine shaft collapse, and are trying to entice creatures inside to possess them and escape to wreak havoc.

### Rewards

80cp, 40sp, 50gp, and an elven steel dragon ornament, stamped with a series of cryptic symbols, awarded by Armin.

## THE DEMON OF BLEAKSTONE VAULT

### Bounty Advertisement

*I am looking for a group trustworthy and capable of handling a task with the utmost efficiency. A long forgotten vault of riches lies within my grasp - yet there is a guardian standing between me and my prize.*

*Slay this demonic beast, and earn yourselves a well deserved reward. Contact Tenena Devilliere at the Bleakstone Pass Inn for more information.*

### Quest Details

The vault is being guarded by a Canoloth (**MKToF**, pg 247), which will remain protecting the vault and it's treasure until slain. Tenena will join the party, but is a non combatant. Once slain, her reward will be dividing the loot of the vault between herself and the party, detailed below.

### Loot and Rewards

The vault has the following:

- 404cp
- 2,851sp
- 552gp
- 1 silver lute (35gp)
- 1 disguise kit (**PHB**, pg 154)
- 3 wraps of fine silk (300gp)
- 9 moonstones worth 50gp each
- 9 coral worth 100gp each
- A jade pitcher worth 25gp
- An onyx pitcher worth 25gp
- A polished wood-plated sword with a gemmed hilt, worth 750gp
- 2 Potions of Healing (**DMG**, pg 187)

**Tenena will reward the party with the following items from the Vault, keeping the rest for herself:**

- 404cp, 1,500sp & 200gp
- 1 wrap of fine silk, worth 300gp
- 4 moonstones, worth 50gp each, and 3 coral gemstones, worth 100gp each.
- Jade and Onyx pitchers worth a total of 50gp
- 2 Potions of Healing (**DMG**, pg 187)

## THE DEMONSPAWN ABOVE THE ISLE

### Bounty Advertisement

*My poor Nadir is missing! We left home for a few days to spend time together at the Nithorn Peaks, and he slipped off the edge of the cliff into the ocean! I know he must still be alive, and I will pay handsomely for his safe return.*

*If you are willing to help find Nadir, you can find me at The Busy Violin Inn between 6pm and 11pm, under the name Phelia Reese*

### Quest Details

Phelia Reese is a simulacrum, attached to an Elder Oblex (**MKToF**, pg 219) that has infiltrated the village.

The Oblex is using The Busy Violin Inn as a means to harvest would-be travellers of their memories, charming them while they spend a night at the inn before devouring them and adding their face to it's collection.

Each employee of the Inn is a Simulacrum, created by the Oblex for the purpose of it's devious trap.

**Loot** Once defeated, the party will be free to search the inn for any supplies and loot. The inn will have a small safe (DC 22) which, if unlocked, has the following:

1200 cp, 3000 sp, 800 gp, 33 pp, 7 pearls, each worth 100gp, and a set of three small toy soldiers, one with a missing head.

In addition to this, the deed to the inn can also be added to the safe, though locals may question how the new owner came to be in possession of it.

### Rewards

There is no reward for this quest.

## THE DENIZEN OF THE WEeping CAVE

### Bounty Advertisement

*My poor Nagretti has been missing for almost two days! She was last seen travelling the north path, towards the Old Farmhand Stables. If anyone has any information on her whereabouts, please contact Orsik Ruby-Eye at The Rainy Celery Tavern immediately!*

### Quest Details

Nagretti has been taken by a Lonely Sorrowsworn (**MKToF**, 232), and is being held captive by the monstrosity in a cave east of the Old Farmhand Stables. A young halfling girl called Marigold, who lives in a house west of the stables with her parents, witnessed the Sorrowsworn the night Nagretti went missing, and can give a clearer description of it to the group.

### Loot

Upon searching the cave, the party will find the remains of two other dead humanoids. One humanoid is wearing a set of worn leather armour, and holding a scimitar and pouch, containing 50gp and 120sp.



The other humanoid is dressed in blood-soaked merchant's garb, and has a backpack containing a set of fine clothes, 5 days of rations, a potion of healing, a mess kit, 30 decks of hand drawn playing cards worth 5sp each, and a map of the region with directions to the nearest town.

**Rewards** A bag containing 10 days of dwarf rations, 800cp, and 1,600gp. If Nagretti is returned to Orsik alive, Orsik will also give the party his Belt of Dwarvenkind (**DMG**, pg 155) pg as a thank you for the safe return of his beloved.

## THE DISAPPEARED

### Bounty Advertisement

*The homeless appear to be disappearing from our streets more frequently than usual. This wouldn't be too much of an issue, but some are returning to the streets in vegetative states, while others have been found dead a good few miles away from the slums. The guards believe it to be some form of new drug, though when they followed their lead into the sewers, they were beset by swarms of angry rodents. Anyone willing to exterminate these rats so the guards can continue their investigation should speak with Captain Neva, in the City Watch Barracks.*

### Quest Details

There is a mindflayer (**MM**, pg 222) beneath the city, controlling swarms of cranium rats (**VGtM**, pg 133), which it is using to draw the homeless population into the sewers, where it then feasts on their brains, either killing them, or leaving them in a vegetated state. Some of the bodies wash down the sewer lines, ending up on the river embankment outside of the city, their necks covered in strange bruises and marks.

The mindflayer has 4 swarms of cranium rats it will send against the party, while picking off the weaker members by itself. Once the mindflayer has been defeated, the rats will remain for 1 round before fleeing.

### Rewards

1,000sp, 483gp and 80pp, awarded by Captain Neva upon killing the mindflayer and the cranium rat swarms.

## THE EYE OF XILANDIR

### Bounty Advertisement

*Adventurers wanted for the reconquest of the Eye of Xilandir. It was built in the Andruui Grasslands by our elven forefathers long ago, but thanks to recent planar activity, it is now filled with chaotic elementals. Remove these inhabitants so that it can be a civilized place once more, and be justly rewarded for your efforts.*

*Those interested should speak with Carric Liadon at the Andruui Spire for more details.*

### Quest Details

Carric Liadon will send a detachment of soldiers to retake the Eye of Xilandir. These soldiers will help assault the settlement by attacking an infestation of Magma Mephits (**MM**, pg 216) while the party will be tasked with sealing the planar tear in the center of the town.

This tear is guarded by 4 Fire Elementals (**MM**, pg 125), and a Fire Elemental Myrmidon (**MKTof**, pg 203). If the party succeed in defeating the guardians and closing the tear, the soldiers will also succeed in finishing off the Magma Mephits, and the town will be secure.

If the party fail, or choose to retreat, the soldiers will also be overwhelmed by the Mephits and follow suit.

### Rewards

Upon returning to the Andruui Spire, Carric will award the party the following items:

- 2,340sp, 360gp & 30pp
- 1 Potion of Superior Healing, & 1 Potion of Greater Healing (**DMG**, pg 187)
- 1 set of navigator's tools (25 gp)
- 2 lbs. of exotic spices (30 gp)
- 4 alexandrite worth 50 gp each
- A Wand of Fireballs (Max of 3 charges) (**DMG**, pg 210)
- A Rope of Climbing (**DMG**, pg 197)

## THE FEAR FROM BEYOND

### Bounty Advertisement

*A strange multi-armed creature has been sighted in the Shroudgulf Moors. Four people have gone missing in the last 2 days, all centered around the Moor. Anyone with any information regarding this creature or willing to supply an offer for it's removal should contact Espere Goldenhand at the Shroudgulf Inn.*

**Quest Details** A Lost Sorrowsworn (**MKTof**, pg 233) is roaming the moors, grasping at travellers in the night and dragging them into the hills, continuing to embrace them in a blind panic until they die.

**Rewards** 120gp and a shard of obsidian that always feels warm to the touch, given to the group by Espere Goldenhand.

## THE FEASTING TOMBS

### Bounty Advertisement

*Looking for an intrepid group of adventurers willing to take all the risks needed in the name of historical records! There is an ancient tomb my old expedition party uncovered. They went in to investigate and haven't come back out since! Find Haggi Hearthborne at the Willowpeak Spire for more info!*

### Quest Details

The tomb is filled with 2 groups of 7 ghouls, led by a ghast (**MM**, pg 148). The ghouls are intelligent enough to herd the ghoul groups to set ambushes for the party, and will attack as a single group, as they did to the unfortunate expedition party who initially uncovered them.

### Loot

20cp and 3-6sp on each body belonging to the original expedition party of 6 people. Each expedition member also had a dagger and an explorer's pack (**PHB** pg 149-151)

### Rewards

Haggi will award the party 1,200cp, 800sp and 500gp for their efforts.



## THE FORGOTTEN TOMB

### Bounty Advertisement

Construction workers digging foundations have unearthed an ancient tomb, and have inadvertently awoken something within its walls. We aren't sure what it is, but it won't be long before it burns its way out of its tomb. Speak to Caebrek Goldfinder, at the Chance Encounter Inn for more details.

### Quest Details

The construction workers have accidentally unearthed a sealed tomb, containing an inert Hellfire Engine. Upon revealing the tomb to the sky once again, the Hellfire Engine has activated and is now beginning a new cycle of rampage and destruction.

### Rewards

800gp, and 20pp, awarded by Caebrek Goldfinder after the Hellfire's destruction.

## THE FROGBEAST OF SLUMBERING FOREST

### Bounty Advertisement

Vicious tendrils have been snatching travellers from within the river Astur as they attempt to cross it. Captain Trisk has issued orders to slay the beast, but it has so far proven elusive and far more dangerous than anticipated. A reward is available for the defeat of the tentacled horror. Speak with the Captain for information on the creature's last known location.

### Quest Details

There is a Froghearth (VGtM, pg 145), lurking in the river, which is preying on passing travellers attempting to cross the bridge or waters. It will lie in wait until a creature gets close, grab it with its tongue, and drag it into the river, attempting to drown it before consuming it.

### Rewards

1,200sp, and 120gp, awarded by Captain Trisk on the creature's defeat.

## THE GOD ABOVE THE AILING GROVE

### Bounty Advertisement

There is a strange man shouting about "false worship" in the town. I'm not sure what he's going on about, but it's starting to frighten the locals, and I hear a few of them have even been attacked by him on a few occasions. Speak with Karina Foxglove at the Leaky Barrow, opposite the Critter & Copper for more information.

### Quest Details

The strange man Karina is speaking of is a Deva, polymorphed in the guise of a simple humanoid (MM, pg 16). It is attempting to aggressively convert the town into becoming worshippers of Lathander. As the week progresses, if confronted, the Deva will get more and more aggressive until it reveals itself and attacks the party. If defeated, it will return to its own plane of existence.

### Rewards

The townsfolk will reward the party with 1,200sp, 200gp, 32pp and a whistle made from golden wood.

## THE GREED OF VON RUKOTH

### Bounty Advertisement

Calling all adventurers! My priceless collection of antiques and art have been stolen! The culprit? That vile dragon atop Thundertop Mountain! Any party willing to brave the mountain, slay the dragon and return my treasure to me will be awarded a large sum of gold for their efforts.

For more information, contact Count Von Rukoth at the Middenfield Manor House, east of the Golden Road

### Quest Details

The dragon living atop Thundertop Mountain is named Vrondis. Vrondis is a Young Red Dragon (MM, pg 98) with a small established lair within the top of the mountain (MM, pg 99).

It will offer the party a choice: Leave its lair and tell the three towns (Aimstal, Arrowheart and Rivertown) to pay tribute to it, or see it set each town aflame and take the remaining treasures for its growing hoard.

If choose to force the town to pay tribute, the dragon will demand their worship as well, including that of the party. If the party refuses, it will attack.

If Vrondis reaches 50 hit points or fewer, it will attempt to flee; choosing to remain alive to create a new hoard elsewhere and eventually return to claim this one.

### Loot

The dragon's hoard contains the following items:

- 130gp, 5,400gp
- Amber (120gp), Blue Quartz (10gp), Brown Diamonds (300gp), Golden Pearls (80gp), Golden Yellow Topaz (500 gp), Jade Pearls (110gp), Malachite (9sp), Pink Pearl Jewellery (100gp), Tourmaline (100 gp)
- A silver Sundial, worth 1,800gp
- A collection of fine arts and antiques, worth 4,000gp
- 4 Potions of Healing (DMG, pg 188)
- Heavy Steel Shield (+1, Magical)
- Fine cloth, worth 140gp
- 2 Golden woven tapestries depicting an ancient battle, worth 300gp each
- Cloak of Protection (DMG, pg 159)
- Boots of the Winterlands (DMG, pg 156)
- A gleaming pearl amulet with the symbol of a shooting star
- A golden sewing box with three needles, each inscribed with the location of a mysterious tile.

### Rewards

Upon returning the fine arts and antiques to Count Rukoth and defeating the dragon, he will award the party 600gp and 110pp, and dispatch guards to take the dragon's treasure for himself.



## THE HELLSPAWN OF WITCHHAVEN

### Bounty Advertisement

*Citizens of Witchhaven reported a rather gruesome scene unfold in the marketplace about a week ago. Something to do with a monstrous green looking creature exploding forth out of a man's chest, then fleeing into the sewers. Anyone wishing to investigate this further should contact Takeo Vezera, at the Witchhaven Barracks.*

### Quest Details

The town has a Slaadi infestation in it's sewers. There are 3 Red Slaad and 1 Blue Slaad, led by a Death Slaad (**MM**, pg 276-278). The Slaadi have been kidnapping the residents of the town, and using them as incubators for more Slaadi.

### Rewards

Upon clearing out the Slaadi infestation, Takeo will award the party 2,000sp, 400gp and 102pp, from the town coffers.

## THE HORROR OF LAKE WINTERMIST

### Bounty Advertisement

*Eastport Harbor is under siege by a ferocious, hook-handed snake! The harbor has been ground to a complete standstill, with the lake vomiting forth poisonous gases and preventing our sailors from making port. We have already lost a few good men to a watery grave attempting to combat the beast, and I fear if we don't get reinforcements soon, our supplies won't last more than a few weeks at most.*

*Anyone willing to provide their aid should contact Kashi Ostoroth, at the Eastport Town Hall.*

### Quest Details

The harbor has been beset by a Wastrilith (**MToF**, pg 139), which has claimed the lake as its domain. Townsfolk that have ventured forth to fight the creature have not returned, and instead have been cursed by the Wastrilith into becoming Sea Spawn (**VGtM**, pg 189) under the Wastrilith's control.

If attacked by the party, the Wastrilith will summon 6 Sea Spawn to its aid, which appear from a body of water within 120 feet of it. If there is no such body of water, no Sea Spawn come to the Wastrilith's aid.

### Loot

If the Sea Spawn are defeated, a successful DC 14 Intelligence (Investigation) check on the bodies will reveal a varied collection of odd items that had become attached the the spawns, such as spines, barnacles and hempen rope from fishing lines. The party will also find a small copper statuette, held together on a corpse by barnacles, worth 250gp.

### Rewards

17,000gp and 1,000pp from the Eastport coffers, 3 potions of Greater Healing, and two sets of enchanted sea-scale mail, awarded by Kashi Ostoroth.

## THE HUNTER FROM HELL

### Bounty Advertisement

*My friend is being hunted by a hellish beast! We are looking for a set of able-bodied adventurers willing to help us make a counterattack against the beast before it strikes again.*

*Anyone interested should speak with Kansen Featherfield, at the Fruit and Barley Inn as soon as possible.*

### Quest Details

Kansen's friend, Everett Hardhome, is being pursued by an Orthon (**MKTof**, pg 169). The Orthon will pursue Everett relentlessly, but can be ambushed due to it's overconfident nature.

**Rewards** 450gp, and 20pp, awarded by Kansen upon defeating the Orthon.

## THE ICE DEVIL OF FROST LAKE

### Bounty Advertisement

*The Ice Devil has been seen prowling the edges of Frost Lake, ambushing travellers that get too near the shore. A reward is available for any who slay the beast and return with its eyes. Any brave souls interested should speak with Gynnie Merric, at the Leaky Whistle Tavern, for more details.*

### Quest Details

A Remorhaz (**MM**, pg 258) is preying on creature at the nearby lake and surrounding areas. It lays in wait under the snow or frozen lake until a creature triggers it's tremorsense, then strikes, preferring to drag creatures into its burrow one at a time to feed.

### Rewards

3,400sp, 1,200gp and 125pp, awarded by Gynnie upon the presentation of the eyes of the Remorhaz.

## THE IMAGINATION OF ELLA

### Bounty Advertisement

*Children have such vivid imaginations! My dear Ella is the same, always talking about her special friend 'Mr.Pilwicken'. I thought she was just going through a phase, like any other child, until we found one of our livestock brutally savaged, and its boiled remains in a stew on our fireplace.*

*Anyone willing to help us get to the bottom of this nightmare should ask for Poppy Greenleaf at The Brass Spear Inn, northwest of the Golden Tree.*

### Quest Details

Ten year old Ella has been 'befriended' by a Skulk (**MKTof**, pg 227). The Skulk has attached itself to Ella and functions as her servant, causing widespread chaos in the household.

### Rewards

200cp, 100sp, 25gp, and a water damaged, old, indecipherable treasure map, found by Ella near a nearby riverbank.



## THE ISLE OF DREAMS

### Bounty Advertisement

Wendel Green reported seeing a strange island floating in the sky a few days ago. I thought him mad until more reports began coming in from surrounding villages. Monstrous screeches can be heard from it as it continues to drift overhead, and it's arrival has caused widespread panic amongst the populace. Anyone willing to join me on an expedition to the island should head to Fairbridge Inn, and ask for Orryn Offund, pay will be provided.

### Quest Details

The island is occupied by a Morkoth (VGtM, pg 177 - 178) in its lair. The morkoth is highly aggressive, and will not take kindly to intruders on it's island domain. DMs wishing to extend this quest should add smaller encounters while the players and Orryn explore the island, appropriate to the party level. When defeated, the island will slowly collapse, landing harmlessly away from civilisation, and falling at a rate of 60 feet per second.

**Loot and Rewards** Orryn Offund will offer 20gp per person for their services, and an additional 10gp per day the group is on the island as payment. If the group choose to loot the Morkoth's lair, Orryn will take a small cut of antiques and art, worth 1,000gp, for himself, while leaving the remainder listed below for the party as payment:

- 560cp, 4,000sp, and 200gp
- 4 bottle(s) of fine wine (40 gp)
- 1 set of bagpipes (30 gp)
- 1 vial(s) of holy water (50 gp)
- 6 lbs. of exotic spices (90 gp)
- 3 green garnets, worth 60 gp each
- An ivory bottle stopper set with gemstones, worth 750gp
- A small packet, containing Dust of disappearance (DMG, pg 166)
- 1 Potion of hill giant strength (DMG, pg 187)
- 1 Potion of resistance (DM's Choice, DMG, pg 188)
- Arts and antiques, worth a total of 2,100gp

## THE JUNGLE KING

### Bounty Advertisement

A large, fanged, oversized ape has been sighted hunting in the nearby area. This beast is extremely dangerous, and should be approached with caution. Its fangs have excellent alchemical use to me. Find the creature, and bring me those fangs intact. You can find me by asking for Leta at The Wandering Drake.

### Quest Details

Leta has requested the party track a Girallon (VGtM, pg 152). The party don't need to kill it in order to remove its fangs, and the fangs will regrow again in time if they choose not to kill it. It is very territorial and aggressive, and will attack the party if they linger in its territory, or bring lit torches or fire towards it.

### Rewards

100cp, 53sp and 3gp, awarded by Leta upon receiving the fangs.

## THE JUSTICE FROM WITHIN

### Bounty Advertisement

A large mechanical creature has been sighted patrolling the Ilthamire Ruins. It is protecting something, though I have yet to find out what. Everytime I try and get near the construct or the metal door it has unearthed beneath the ruins it appears to defend, it charges me with reckless abandon.

I am planning another expedition this week - this time to take the machine down for good. Anyone wishing to join me will be paid handsomely for their services. You can find me in the Lucky Buck, in the west district. Ask for Talia O'Donnel

### Quest Details

Talia O'Donnel is an archaeologist looking to discover more about the ruins and the mysterious door that has been unearthed. The door is being guarded by a Marut (MKTof, pg 213), which will attack the party if they approach the door, or linger in the ruins for too long.

### Rewards

Talia will pay the group a fairly sizeable fee up front to hire them (7,500gp), and upon completion of the bounty will pay them an additional 17,000gp.

In addition, she will also give them a portion of the artifacts she finds beyond the door, listed below:

2 4th-level spell scrolls and 1 7th-level spell scroll (DMG, pg 200), precious gemstones with a total value of 3,000gp, a Spellguard Shield (DMG, pg 201), and an crystalline rapier (Nine Lives Stealer, DMG pg 183)

## THE LURKER OF THE LAKE

### Bounty Advertisement

Fildo Kettlewhistle is convinced there is something lurking in Lake Takita. So far the crazy sailor has yet to supply any evidence, other than the half sunken remains of his less than seaworthy fishing boat. Kettlewhistle is insisting that I organise a search party for the 'monster'.

For further information, contact Captain Ludwig in the Seafarer's Office, south of Lake Takita. Fildo is offering a small reward to anyone willing to fix his little problem.

### Quest Details

Fildo is correct in his theory - Lake Takita has become the feeding ground for a Neothelid (VGtM, pg 181). The Neothelid has made its nest in an underground lake, located in the upper levels of the underdark, and is swimming to the surface using a network of excavated tunnels leading to the bed of Lake Takita.

### Rewards

Upon providing proof of the creature's demise, Fildo will offer 1,000cp, 552sp, and 300gp as a reward.

In addition, he will offer the following items, dredged up from the lake bed from his fishing trips:

A sheet of parchment upon which is drawn a complex mechanical contraption and a tiny chest, carved to look like it has numerous feet on its bottom.



## THE MAN-BEAST IN THE MOUNTAIN PASS

### Bounty Advertisement

*A strange beast is preying on passing travellers heading through the mountain pass, over the Old Bridge. Rumour has it, it can leap clean over a draft horse in a single bound, and is as fast as it is disgusting. Kill it, and bring the creature's head to Ramsey Goldtooth at the Mountaintop Outpost, for a reward.*

### Quest Details

The mountain pass is being preyed upon by a Bulezau (MKToF, pg 131), which is attacking passing trade caravans for the sole purpose of killing the occupants and tossing their corpses down the mountainside.

**Rewards** 45cp, and 20sp, awarded upon presentation of the head to Ramsey Goldtooth.

## THE MANGLED BROTHERS

### Bounty Advertisement

*A large giant has been seen lurking in the edges of the town. Some witnesses have claimed to have seen it in multiple places at the same time, while others are claiming the beast has no skin on it's bones!*

*The creature has been frightening livestock and terrorizing trade caravans passing through the mountains for the last week. Anyone wishing to clear the mountain pass should speak with Kathra Battlehammer, at the barracks north of Evershine Spire, between the hours of 10am and 4pm.*

### Quest Details

The town is being preyed upon by two Rot Trolls (MKToF, pg 244). The rot trolls are taking it in turns to attack passing caravans, and have set up a lair in a nearby cave. A creature within 200 feet of the cavern entrance will smell rot and decay in the air.

One troll attacks during the day, and the other attacks during the night. When one attacks, the other remains hidden and watches. The trolls will defend each other if attacked, but are likely to flee if they take too much damage.

### Loot

If the players search the troll cave, they will find bodies of travellers, horses and other creatures rapidly decaying. A successful DC 20 Wisdom (Survival) or (Perception) check will reveal the following:

A potion of Hill Giant Strength (DMG, pg 187), 2 Potions of Greater Healing (DMG, pg 187), a bag of 300sp, a mangled satchel containing the Iron Bands of Bilarro (DMG, pg 177).

### Rewards

Thanking the group for their efforts, Kathra will award the group the following:

5,000gp, 285pp from the regional coffers, and a Periapt of Health (DMG, pg 184).

## THE MASTER AND THE PET

### Bounty Advertisement

*A travelling salesman is extorting our village by forcing us to hand over all our home-grown produce. He's exporting our goods to another region, and we aren't seeing a single penny from it! Problem is, he has this gigantic creature as a pet that's as loyal as a dog, and as ferocious as a charging manicore. Nobody here has the strength to stand up to such a beast.*

*If anyone is willing to relieve us of this horrible man, you can find me at the Wingless Dove in Oakthistle, south of Rainymill Village. Ask for Lagazi.*

### Quest Details

The travelling merchant is known as Azzak Redmayne, who has set up business in Rainymill Village. He is a non-combatant, and has at his command a Gray Render (MKToF, pg 209, Quirk 2), which he is using to bully the villagers into doing his bidding.

The Gray Render will defend it's master ferociously, and seems to be far more aggressive and feral than it's kin. Once the Gray Render is defeated, the villagers will swarm Azzak and either kill him, imprison him, or run him out of Rainymill.

### Rewards

2,000gp, a bag of Rainymill produce (counts as a month's rations between 4 people), a potion of Greater Healing (DMG, pg 187), and a horse and wagon, should the party require it.

## THE MOUNTAIN KING

### Bounty Advertisement

*Legend speaks of a mythical creature the size of a mountain that sleeps within the Great Forest. Stories also speak of a gemstone, perfect and round, inlaid within it's vast maw; that is said to house wondrous magical power. I will pay handsomely for such a gemstone, should you prove such tall tales true. If you want to know more, come find me at The Famous Werecat Magic Emporium. Ask for Mystane Caavylteranne.*

### Quest Details

The creature Mystane is referring to is a slumbering Zaratan (MKToF, pg 201), which houses inside it's throat an Ioun Stone of Greater Absorption (DMG, pg 177). The party must awaken the creature and retrieve the stone for Mystane, who will pay a large sum of money to obtain it from them, or they could instead choose to keep the magical item for themselves.

### Loot

An Ioun Stone of Greater Absorption, retrieved from the throat of the Zaratan.

### Rewards

If the party sells the ioun stone to Mystane, they will receive 34,000gp as payment.



## THE NIGHTMARE ON FLEET STREET

### Bounty Advertisement

*A murderous creature is prowling the alleyways of Fleet Street. Every night we send more guards to cover the alleys and search out the beast, and every night we lose more men. This is now no longer simply a governmental matter. A reward of 800gp will be awarded to any who manage to slay the beast - and ensure it remains dead.*

*Speak with Captain Vontmire at the Western Barracks for more information.*

### Quest Details

There is a Boneclaw (**MKToF**, pg 121) that is lurking in the alleyways around Fleet Street, and preying on wandering passers-by, as well as those with children. The boneclaw has attached itself to a young orphan called Elija, who has a deep hatred for children with parents - more so if the child was adopted. The boneclaw has been defeated once in the past, but appeared again a few nights later around the orphanage, though nobody knows why.

### Rewards

800gp, awarded by Captain Vontmire on the successful destruction of the boneclaw. If the party did not kill the orphan in order to kill the boneclaw, the orphanage will also award the party 200gp.

## THE PLAGUE OF SHIMMERWOOD

### Bounty Advertisement

*Horrific winged creatures are plaguing our once vibrant forest town! The swarm strikes at night, infecting our residents with a terrible curse that creates more of their ilk. Anyone willing to rid us of this monstrous infestation should speak with Holly Winterbane. You can find her taking refuge in the Shimmerwood Inn.*

### Quest Details

The town is being plagued by a swarm of 10 Vargouilles (**VGtM**, pg 195). The swarm appears each night, between the hours of 10pm and 3am, to feed. Any humanoids outside during this time will be targeted by the swarm.

### Rewards

1,200cp, 800sp, and 300gp upon the successful eradication of all the Vargouilles, awarded by Holly Winterbane.

## THE PLAGUE OF TRADE ROAD

### Bounty Advertisement

*Calling all adventurers! The Trade Road is under attack by a horrific green troll! It is pillaging supplies for the surrounding villages and seems to be poisoning the nearby river with its disgusting habits.*

*Adventurers interested in removing this menace and freeing up the trade routes again should speak with Avantino Arachni in the Merchant's Guild quarter.*

### Quest Details

The main trade route between the outlying villages has been attacked by a Venom Troll (**MKToF**, pg 245), which has made its lair in a lake-turned-swamp a few miles west of the main trade route. The troll is most active during the early morning and evening, but could be drawn out of hiding if baited successfully.

### Loot

If the party search the swamp, a successful DC 17 Intelligence (Investigation) check or Wisdom (Survival) check will reveal a collection of half eaten merchant bodies washed up on the shore.

If the players dive into the swamp, they will find the following remaining items that have not been destroyed or digested by the troll:

A small bag of precious gemstones, worth 150gp, a steel greatsword (**PHB**, 149), worth 75gp, a bronze crown, worth 250gp, and a set of studded leather armour (**PHB**, pg 145)

### Rewards

1,850sp, 448gp, 43pp, awarded by Avantino Arachni.

## THE RAMPARTS OF EZIKIEL

### Bounty Advertisement

*A large creature has been reported to be prowling around the ancient ruins of Ezekiel. It has mostly been seen late at night, atop the ramparts. Left to wander the beast will surely gravitate towards the local villages nearby in search of food, so it must be driven off before it poses a greater threat.*

*Those willing to take down this beast should contact Oscar Tenpenny, at the Rusty Crown, in Tallowtown.*

### Quest Details

The ruins are being inhabited by a Dire Troll (**MKToF**, pg 243), which has begun searching the surrounding areas at night for food, mostly finding livestock or indigenous wildlife.

### Rewards

4 bottles of fine wine, worth 40gp each, 2 diamonds worth 300gp each, 300sp and 160gp, awarded by Oscar Tenpenny.



## THE ROT-BEAST

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### Bounty Advertisement

*A rotten beast has been seen trudging within the forest. It brings with it a horrific blight, plaguing the landscape with the foul stench of disease. The wildlife in the area are riddled with wounds, boils and infection, driving them into a rabid frenzy.*

*The creature must be slain before the blight spreads further. Anyone willing to take up this responsibility should speak with Faina Papan in the Sanctuary of Patience for more information.*

### Quest Details

The forest has become home to a Catoblepas (**VGtM**, pg 129). It's presence is tainting the landscape, and turning the animals in the forest feral and riddled with disease. It has only interest in feeding, and will not attack unless provoked, or the party steps too close.

### Rewards

2,000sp, 300gp and 25pp, awarded by Faina upon the defeat of the catoblepas

## THE SCENT OF DEATH

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### Bounty Advertisement

*A horrible stench is drifting across the hills from the north. A stench of decay, death and rot. Those that have scouted the terrain found nothing but blooming flowers amongst vibrant fields.*

*Anyone that can find the source of this miserable odour will be well rewarded. Speak with Harriet Ramshingle, at the Western Road Inn, if you would like to know more.*

### Quest Details

The odour is originating from 2 Corpse Flowers (**MKTof**, pg 127), which have taken up residence outside the town, and are killing the local wildlife, before moving on to the locals. If left unchecked, they will assault the village and slaughter any they find.

### Rewards

1,230sp, 400gp and 10pp, awarded by Harriet on the destruction of both Corpse Flowers.

## THE SCOURGE OF BAKER'S BAY

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### Bounty Advertisement

*Baker's Bay is under siege by a giant tentacled monster! The beast lurks in the depths of the sea, preying on ships travelling to and from the mouth of the harbour. A 20,000 gold reward is available to the first group that successfully kills this underwater monstrosity. Speak with Tibus Ghaalixaan at the Searidge Outpost for more details.*

### Quest Details

Baker's Bay is being attacked by a Kraken (**MM**, pg 197). The Kraken is preying on ships filled with trade produce, attacking them and dragging the boats into the water surrounding the bay.

### Rewards

20,000gp, and an additional 700pp if the Kraken's beak is removed and returned to Baker's Bay intact, to be displayed as a trophy.

## THE SCREECHES OVER BRIDALWOOD

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### Bounty Advertisement

*Wanted: Adventuring party for eliminating Owlbear threat. Anyone interested should contact Baron Esper in Bridalwood Watchtower at their earliest convenience.*

### Quest Details

An Owlbear (**MM**, pg 249) is stalking in the forest 2 miles out from Bridalwood. Local hunters are too afraid to face the owlbear, and can't continue hunting game for the town safely until it is removed.

### Rewards

21sp and 2gp, awarded by Baron Esper. An additional 3gp will be rewarded if the group present the Owlbear claws as proof of its death.



## THE SERVANTS OF THE SPIDER QUEEN

### Bounty Advertisement

*Our mining expedition has come to a screeching halt after the locals discovered multi-legged humanoids beginning the settle in the underground northern outpost. We are looking for a group of adventurers willing to brave the darkness of the unfinished mineshaft and eradicate these horrific creatures before they begin moving above ground.*

*Interested parties should speak with Petrona Ramiri, at the Coldstone Outpost, a half mile south of the mine.*

### Quest Details

The northern outpost and the mineshaft itself has been claimed by a hive of 15 Chitines, led by a Choldrith (VGtM, pg 131-132). The choldrith is beginning to lay eggs, creating a new nest in the darkness of the mineshaft, using the chitines as soldiers to help stave off intruders. If left for more than a week, the chitine population will double, and the hive will begin pushing towards the surface to expand further.

### Rewards

3,500cp, 2,000sp, 350gp, 1 Potion of Healing (DMG, pg 187), a rough cut diamond, worth 300gp, two sapphire jewels, worth 50gp each, and peridot gemstones, worth a total of 200gp, awarded by Petrona Ramiri after the extermination of the chitine hive.

## THE SIEGE OF PHOENIX SPRING FORT

### Bounty Advertisement

*Phoenix Spring Fort is under attack by a vicious army of cultists. The local militia have the situation under hand, but strange creatures have been sighted on the southern battlefield, emerging at night to assault the garrisons stationed there. Captain Snorri has offered a sizeable reward for the creature's assassination. For more information, speak with the Captain at the Spring Fort Barracks.*

### Quest Details

The southern garrison is being attacked by a pair of Oinoloths (MKToF, pg 251), which have been blighting the grounds near the garrison each night, slowly killing off the defenders with the blighted area's effects.

The Oinoloths arrive each night between the hours of 11pm and 3am to strike, and leave once they have killed 10 or more soldiers.

### Rewards

5,000gp and 400pp, awarded by Captain Snorri upon the successful assassination of both Oinoloths.

## THE SPINED TERROR OF TAWNTOWN

### Bounty Advertisement

*A fearsome monster is plaguing the mountain pass to the north of Tawntown! It strikes without fear, and with a menacing hunger in its eyes. Any adventurers brave enough to hunt down and slay the beast should speak with Captain Yennifer of the Tawntown Guard for more information.*

### Quest Details

The mountain pass is being terrorized by a Manticore (MM, pg 213). The Manticore can be baited with raw meat, or if it only sees one creature passing along the trail. If wounded, it will attempt to flee.

### Rewards

600cp and 120sp, awarded by Captain Yennifer.

## THE STENCH OF MALICE

### Bounty Advertisement

*A nest of stinking lizard creatures has appeared in the South Sewerway. By order of the council, any persons willing to eradicate this nest shall be justly rewarded on completion of this task. Speak with Baron Ivor for more information.*

### Quest Details

The Sewerway has become home to 5 Troglydites (MM, pg 290). The creatures have begun blocking up the sewer pipes and feasting on whatever they can get their claws on.

### Rewards

20cp, 15sp and 2gp, awarded by Baron Ivor.

## THE SUNKEN KEEP

### Bounty Advertisement

*My dearest Suzi is missing! I saw her dragged off towards the old island ruins across the narrow sea by a horrific duo of crab-like creatures! I'm not the first to have someone go missing in this place, but nobody believes it was something so monstrous.*

*Anyone willing to help prove me right and recover my Suzi should find me at the Part and Parcel Inn, opposite the Leaky Dragon Tavern. Ask for Barlot Minshelm at the desk.*

### Quest Details

Suzi has been kidnapped by a group of 6 Chuul (MM, pg 40). The Chuul have taken her and a number of other individuals to the ruins of a keep, half sunken into the sea off the coast near the town. They are very aggressive, and will kill anything that attempts to save their new hostages.

### Rewards

200cp, 300sp, and 187gp, awarded by Barlot. If Suzi is returned alive and well, she will also insist the group take her pearl necklace, worth 120gp, as thanks for her rescue. 8 lbs. of copper trade bars (4 gp)



## THE TERROR OF FIRESTONE

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### Bounty Advertisement

*The town of Firestone is under threat from a titanic warrior giant. The creature has been drawn to the large forges south of the main town and has begun attacking the blacksmiths there, taking the town's coal and ore reserves and incinerating any who try to stop it. A reward for the creature's destruction has been offered. Speak to Mayor Quilsind for more details.*

### Quest Details

Firestone is being assailed by a Fire Giant Dreadnought (VGtM, pg 147), which is stealing the town's ore and coal from the nearby mines and forges, using the ores and hot coals to fill the spikes in its shield.

### Rewards

900gp and 85pp, awarded by Mayor Quilsind.

## THE TOOTH FAIRY

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### Bounty Advertisement

*The children of Frostmere have been complaining about the service of their tooth fairy. Their teeth are disappearing - along with the money. Contact Mildred at the Frostmere orphanage for more information.*

### Quest Details

3 goblins (MM, pg 166) are sneaking into the orphanage disguised as children. They are stealing the money that the actual tooth fairy leaves behind, as well as taking the occasional extra tooth, much to the surprise of the waking child.

The goblins are taking the money back to their hideout in the local woods, to add to their Goblin Boss's treasure hoard (MM, pg 166).

The group consists of 3 goblins and 1 goblin boss.

### Loot

The hoard of treasure consists of 8gp, 24sp, and 88cp. In addition to the petty cash that the goblins stole from the children, there is a collection of semi-precious gemstones worth 45gp.

### Rewards

Mildred has promised her late father's weapons and armour to the party. These consist of 2 daggers, 1 shortsword, a heavy crossbow (PHB, pg 149), and a set of hide armour (PHB, pg 145).

## THE TORMENTER IN THE HILLS

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### Bounty Advertisement

*My daughter is missing! I have spent all day searching for her, but she is nowhere to be found. The last time we saw her was near the river crossing on the Fey Road. She has been talking recently about her 'new friend' in the hills, but we haven't been able to find anyone who knows what she might be talking about.*

*If anyone has any information, contact Meridia Thornsbane, in the blue house opposite the Wishing Rose Bookstore.*

### Quest Details

There is an Annis Hag (VGtM, pg 159) that has recently established a lair nearby the village. It has begun luring creatures and children into its domain in order to feed and begin spreading fear.

### Rewards

1,300cp, 300sp, 15gp, 2 Beads of Nourishment (XGE, pg 136)

## THE VOICE IN THE ATTIC

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### Bounty Advertisement

*7 year old Evelinne Stonebreaker has been telling her friends she is hearing a voice coming from the attic of her mother, pleading to be let out. The disturbing thing about this mystery is that I saw Evelinne's mother, Joanna, just yesterday. While Joanna is adamant it simply a child's mind at play, I can't help but wonder if something more sinister is at work in that house.*

*Anyone wishing to covertly look into this for me should contact Sorrig Whitebeard, between the hours of 5pm and 10pm at the Smiling Handmaiden Tavern.*

### Quest Details

Evelinne's mother has been locked in the attic by a Doppelganger (MM, pg 82). The doppelganger has been probing Joanne's mind, keeping her senses dulled for weeks while copying her mannerisms and personality. If the doppelganger thinks there is a chance it could be revealed, it will attempt to flee, changing into other members of the town in order to escape, but will attempt to take Evelinne with it, forming an attachment to the girl due to the mother's personality.

### Rewards

Upon being freed, Joanne will award the party 60cp, 15sp, and a bottle of Driftmill Wine (8gp). Sorrig will also award the party 4 gallons of home-brewed dwarven ale, and 25gp.



## THE WARLORD OF AUTUMN'S PEAK

### Bounty Advertisement

*The self proclaimed warlord of Autumn's Peak, Thrum Ironcrusher, has taken control of a number of settlements east of the capital. The goliath brute must be brought to justice, before he swells his tribe further!*

*Any persons willing to shoulder this task should visit the Eastern Watchtower during the hours of 9am and 11am and speak with General Crassie for more information. Reward offered.*

### Quest Details

Thrum and his goliath tribe have looted villages on the edge of the capital's borders; choosing to rule the villages with an iron fist while demanding 'protection fees'. Thrum's lair sits within the mountain of Autumn's Peak, and is guarded at all times by goliath bandits.

Thrum is a cunning adversary, and is quite happy to negotiate 'peace' with the party if it means he can ambush them when he has a better tactical advantage later.

The tribe consists of the following:

- Thrum Ironcrusher

(Warlord (goliath), **VGtM**, pg 108 & 220)

- 30 Ironcrusher Bandits

(Bandits (goliath), **MM**, pg 343)

### Loot

Thrum has amassed a sizeable hoard of his own from looting the surrounding villages. If the party search his lair after his defeat, they will find the following:

- 3,000gp and 1,000pp
- A Bolt of Fine Cloth (80 gp)
- A Brass Cloth Hunter's Cap (80 gp)
- 1 Carved Wooden Coffin (110 gp)
- An Iron Diadem (50 gp)
- A Marble Necklace set with Star Rose Quartz (1200 gp)
- A Golden Hunter's Cap (900 gp)
- 2 Unframed Paintings (200 gp each)
- A Robe of Stars (**DMG**, pg 194)

### Rewards

Upon the defeat of Thrum and the presentation of his head, General Crassie will award the party 2,000gp and 400pp.

## THE WASTELAND WANDERER

### Bounty Advertisement

*Cory Elmin is convinced there is something watching him from the wastelands to the north. I'm not willing to depart guards on a wild goose chase, but Elmin has offered a reward for information leading to the destruction of his imaginary phantasm. Anyone interested in working for a senile old fool should head over to the Drunken Whistle. Cory should be there to give you more details.*

### Quest Details

Cory has been receiving strange telepathic messages from a Mindwitness (**VGtM**, pg 176). The mindwitness is drifting around the wastelands near Cory's farm, repeating the last message it heard from it's long departed mindflayer masters.

If it sees any spellcasters, it will attack them, and attempt to eat the creature's brains. Otherwise, it will simply stare at the party unless provoked.

### Rewards

300cp, 40sp and a purple handkerchief, embroidered with the name of a powerful archmage, given by Cory Elmin.

If questioned about the handkerchief, he will explain that he found it in the dirt of his farm a few days before the mindwitness showed up, though he doesn't recognize the name.

## THE WHITE WOLF OF WINTERCLIFF

### Bounty Advertisement

*A gigantic wolf lives close to the iced fjord, just south of Wintercliff. The first person to slay the beast and bring me it's fangs will earn a hearty reward.*

*You can find me at the Travelling Tarrasque Inn. Ask for Sinclair.*

### Quest Details

There is a Winter Wolf (**MM**, pg 340), leading a pack of 10 Wolves (**MM**, pg 341). The winter wolf is intelligent enough to plan ambushes, and will hunt and attack any caravan passing through the woods that has food on it.

It is also very territorial, and as such the pack will hunt out and attack any trespassers inside it's domain, which is a 5-mile radius from the pack's cave.

### Rewards

184sp, and 103gp, awarded by Sinclair.



## TOROG'S DWARF PROBLEM

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### Bounty Advertisement

*Mining operation stalled due to Dwarven interference. Any group interested in making some quick coin should talk to Torog at The Faint Canary Inn, south of the Tangled Mines.*

### Quest Details

Torog, the Half-Orc, is having a serious problem with a small group of Duergar, who are raiding his mining camp at night. The Duergar are stealing mining equipment and killing any guards that stand in their way. The group is led by a Duergar Mind Master (**MKTof**, pg 189) and a is composed of 3 other Duergar Stone Guards (**MKTof**, pg 191).

**Rewards** The party will gain access to a horse and cart for travel, and will be awarded 350cp and 800sp for their efforts.

## TREASURES IN THE DEEP

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### Bounty Advertisement

*I've heard rumours of a sunken ship, off the coast of Merringle City, home to a whole heap of treasures. The catch - it's guarded by some sort of fiendish merfolk. Nasty way for an adventurer to end their treasure hunting career, if you're not up to the task. If you are however, get in touch with Skriba Keval, down at the old dockyard for more information.*

### Quest Details

The sunken ship is several miles off the coast, deep in the sea. It is home to a tribe of 10 Merrow (**MM**, pg 219), that have marked the edges of the ship with the rotting corpses of their dead enemies to signify their ownership of it. Skriba is not interested in the treasure said be lurking in the ship, but instead has tasked the group to recover a precious gemstone statuette, inlaid with ruby eyes.

### Loot and Rewards

The treasure hoard in the sunken ship is as follows:

- 671 Copper
- 4,430 Silver
- 486 Gold
- 6 Bottles of Elven Wine, worth 30gp each
- A small copper idol, worth 20gp
- Precious gemstones, held in a chest, worth 500gp
- A silver goblet, worth 5gp
- A rusted iron longsword with a ruby inlaid hilt (**PHB**, longsword, pg 149)

## TREMORS

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### Bounty Advertisement

*Strange tremors and earthquakes, suspected to have been caused by some sort of burrowing creature, have been assailing the villages to the north, causing huge sinkholes around the region.*

*The villages of Sandstone and Ironmine have both collapsed; the structures falling into a deep pit that appear to be connected to a vast underground network of tunnels. Anyone willing to explore these tunnels and face the creature within should speak with Egrini Devlianna, at Desertwind Tower, east of Ironmine.*

### Quest Details

The region is been used as a hunting ground by 2 Purple Worms (**MM**, pg 255). The worms are being drawn to any villages with a large population, and are slowly working their way towards the larger towns and cities in the region.

### Loot

Upon killing the worms, the party can gut the corpses, spilling out a number of precious gemstones and metals, worth a total of 5,300gp.

### Rewards

625pp, awarded by Egrini Devlianna on the successful removal of both worms.

## WHAT A PAVLOVA!

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### Bounty Advertisement

*Something strange keeps happening in my wife's kitchen. We are trying to organise food for our son's birthday party, but all the desserts keep going missing - all apart from the Pavlova! At this rate we're going to run out of time and ingredients, unless someone can figure out who keeps stealing all my wife's lovely cakes!*

*Anyone wanting to investigate this further should contact Durgrab Slatespire, at the Oceanside Eatery*

### Quest Details

Durgrab's wife, Elisea, has made a pavlova for her son's birthday party, but unknown to her, it has been eaten and replaced by a Mimic (**MM**, pg 220), which is eating all other cakes that are left out near it for the party.

### Rewards

Durgrab will give the party a pack of Elisea's Desserts (3 days rations for the group), 12sp, and 2gp for their efforts.



## WHISPERS IN THE WOOD

### Bounty Advertisement

A monstrous giant has been seen wandering the forests near Wellspring Hollow. This particular creature appears to be rather ancient, and highly aggressive. There is a 1,500gp reward for anyone willing to slay the beast and give me it's location of death. For more information, contact Jaxi Kimbatuul at Prophecy Station.

### Quest Details

There is a Treant wandering the forest (**MM**, pg 289). It will not be initially aggressive towards the party, unless it is attacked, or the group bring fire into the forest.

### Rewards

1,500gp, awarded by Jaxi Kimbatuul.

## WHISPERS ON THE WIND

### Bounty Advertisement

Embershrine Church has been having strange high winds lately that are causing damage to the surrounding areas, forcing many creatures to attempt to take shelter within the confines of the church grounds. Any adventurers willing to find the source of this problem should speak with Father Tye or Sister Shautha for more information.

### Quest Details

The area surrounding the church is being assailed by an Air Elemental (**MM**, pg 124). It will attack anything nearby, and will actively do so until slain.

### Rewards

30sp, 14gp, and wooden box, engraved with the chapel's religion (Dm's choice), given by Sister Shautha.

## WITHIN THE CURSED LABYRINTH

### Bounty Advertisement

The skeletal king, Sitamun the Unforgiven, has risen from his tomb and has begun amassing an army of the dead! Our town, Beakdip Shire, sits at the mouth of his horrific burial site - the Cursed Labyrinth of Nebetka and is being plagued with skeletal warriors and soldiers of the undead.

Any group willing to stop Sitamun's nefarious plans will be justly rewarded. Contact Orianna Netyoive at Naly Outpost, south of the Wandering River for more information.

### Quest Details

Sitamun the Unforgiven is a Skull Lord (**MKTof**, pg 230), who has been revived from his tomb within the Labyrinth of Nebekta, and is amassing an army of the dead to strike at the nearby towns and villages. The labyrinth was once home to a few roaming minotaurs that have since died, and now serve as soldiers in Sitamun's growing army.

Sitamun has the current following:

- 2 Minotaur Skeletons (**MM**, pg 273)
- 10 Skeletons (**MM**, pg 272)

### Rewards

Upon completion of this bounty, Orianna will give the party the following:

- 10,000gp and 800pp
- 4 Potions of Greater Healing (**DMG**, pg 187)
- An Elixir of Health (**DMG**, pg 168)
- Gauntlets of Ogre Power (\*\***DMG**, pg 171)
- Holy Avenger Greataxe (**DMG**, pg 174)

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