

Faction Missions and Encounter Chain Chart

Faction	Level	Mission	Involved NPC	Location	Affected Faction	Alternate Wards	Alternate Factions
Bregan D'aerthe	2	Steal a Hankerchief from a noble	any Noble / street urchin (Nat?)	Dock Ward	none	Trades / South	alt. Thieves' Guild
Bregan D'aerthe	3	Deliver report to newspaper	Gaxly Rudderblast	North Ward	Cassalanter	none	Harpers / Force Grey
Bregan D'aerthe	4	Hold a prisoner for a tenday	Ott Steeltoes	Trollskull Manor	Xanathar	none	Harpers / Force Grey / Lords All.
Bregan D'aerthe	5	Kill a drow spy in Xanathar Lair	Nar'I Xibrindas	Xanathar Lair	Xanathar	none	Any except Emerald Enclave
Emerald Enclave	2	Kill monsters (scarecrows)	none	Undercliff	none	any	Any
Emerald Enclave	3	Find a necromancer in graveyard	Ambrose Everdawn	City of the Dead	none	none	Any except Bregan / Zhentarim
Emerald Enclave	4	Banish or kill Doppelgangers	Bonnie	Yawning Portal	Doppelganger story	Lair in any ward	Force Grey / Lords All. / Order G.
Emerald Enclave	5	Kill monsters (grells)	none	Dock Ward	Xanathar	any	Any
Force Grey	2	Find monk on Mount Waterdeep	Hlam	Mt. Waterdeep	Zhentarim	none	Harpers / Lords All. / Order G.
Force Grey	3	Find Dragon in Harbor	Zelifarn (bronze dragon)	Harbor / Docks	Bregan D'aerthe	none	Any except Bregan / Zhentarim
Force Grey	4	Watch Meloon	Meloon Wardragon	Yawning Portal	Force Grey / Xanathar	none	Harpers / Lords Alliance
Force Grey	5	Kill mind flayer in Xanathar Lair	Nihiloor	Xanathar Lair	Xanathar	none	Any
Harpers	2	Speak with Talking Horse	Maxeene	Any	Zhentarim	any	Any except Zhentarim
Harpers	3	Kill monster (gazer)	Uza Solizeph	Trades Ward	Xanathar	any	Any
Harpers	4	Recruit Doppelgangers	Bonnie / Mattrim Mereg	Yawning Portal	Doppelganger story	Lair in any ward	Any except Emerald Enclave
Harpers	5	Find drow spy at noble party	Ramallia Haventree	North Ward	Bregan D'aerthe	Sea	Any except Bregan D'aerthe
Lords' Alliance	2	Protect Guild, kill monster (carrion)	Dungswepers Guild	Dock Ward	none	any	Any except Bregan / Emerald
Lords' Alliance	3	Kill Xanathar gang cell (kenku)	Harko Swornhold	Dock Ward	Xanathar	Trades / South	Any except Emerald Enclave
Lords' Alliance	4	Banish or kill Thayian wizard	Esloon Bezant	Dock Ward	none	any	Force Grey / Harpers / Order G.
Lords' Alliance	5	Find and arrest assassin	Ziraj the Hunter	North Ward	Zhentarim	any	Force Grey / Harpers / Order G.
Order of Gauntlet	2	Stop gang fight	none	Field Ward	Xanathar / Zhentarim	any	Force Grey / Harpers / Lords All.
Order of Gauntlet	3	Identify a thief, speak with paper	Gaxly Rudderblast / Black Viper	North Ward	Cassalanter	none	Force Grey / Harpers / Lords All.
Order of Gauntlet	4	Protect Inn, kill monsters (wererat)	Shard Shunner gang	Field Ward	Wererat storyline	Lair in Dock Ward	Any except Bregan D'aerthe
Order of Gauntlet	5	Kill monsters (spined devils)	Gysheer Omfreys	Field Ward	Cassalanter	any	Any except Bregan / Zhentarim
Zhentarim	2	Protect elven citizens (sailors)	Soluun Xibrindas	Dock Ward	Bregan D'aerthe	any	Any except Bregan / Emerald
Zhentarim	3	Deliver potions	Skeemo Weirdbottle / Black Viper	Trades / Castle	Cassalanter / Zhentarim	none	Harpers / Lords Alliance
Zhentarim	4	Find missing halfling child	Dasher Snobeedle - Shard Shunners	Southern / Dock	Wererat storyline	Lair in Dock Ward	Any except Bregan / Emerald
Zhentarim	5	Kill Skeemo	Skeemo Weirdbottle	Trades Ward	Zhentarim	none	Any except Emerald (capture)

Notes: Any Missions that involve the Zhentarim only affects the Doom Riders Zhentarim. The Manshoon Zhentarim is not affected by any of these missions. NPCs in Bold are important NPCs. When assigning an alternate faction to a mission, any mission involving the security of the city may be assigned to Force Grey, the Harpers, Lords' Alliance, or the Order of the Gauntlet. Mission involving thieving or sneaking can be given to Bregan D'Aerthe, Zhentarim, or an alternate Thieves' Guild. Missions with animals or nature can be given to The Emerald Enclave and all killing monsters missions can be assigned by any faction.

Encounter Chain Locations

Encounter	Xanathar (Spring)	Cassalanter (Summer)	Jarlaxle (Autumn)	Manshoon (Winter)
1	Dock Ward (Mistshore # 2)	City of the Dead (Mausoleum #4)	Trades Ward (Alley #1)	Field Ward (Converted Windmill #10) (sugg. South)
2	City of the Dead (Mausoleum #4)	South Ward (Converted Windmill #10)	South Ward (Cellar Complex #9)	Trades Ward (Alley #1)
3	South Ward (Converted Windmill #10)	South to Trade (Rooftop Chase #5)	Dock Ward (Theatre #6)	Trades to Trades (Rooftop Chase #5)
4	Trades Ward (Cellar Complex #9)	Trades Ward (Alley #1)	Castle Ward (Courthouse #8)	Trades Ward (Theater #6)
5	Trades to Docks (Street Chase #3)	Trades to Docks (Street Chase #3)	Dock Ward (Old Tower #7)	Trades to South (Street Chase #3)
6	Dock Ward (Old Tower #7)	Dock Ward (Cellar Complex #9)	Dock to Dock (Rooftop Chase #5)	Dock Ward (Mistshore # 2)
7	Dock Ward (Alley #1)	Dock Ward (Courthouse #8)	Dock Ward (Mistshore #2)	Castle Ward (Old Tower #7)
8	Castle Ward (Theater #6)	Sea Ward (Old Tower #7)	Sea Ward (Converted Winmill #10)	City of the Dead (Mausoleum #4)

Note: Almost every encounter location can be changed to any other, but most of the action should occur in the Dock, Trades, South, and lower Castle Wards where the guards are less present.