



When playing with both modules, remove these items:

Quests

Remove 30 Quests

Commerce	Piety	Arcana
Bribe the Shipwrights [Plot Quest] Send Aid to the Harpers Safeguard Eltorchul Mage Thin the City Watch Spy on the House of Light Loot the Crypt of Chauntea	Produce a Miracle for the Masses [PQ] Discover Hidden Temple of Lolth Form an Alliance with the Rashemi Heal Fallen Gray Hand Soldiers Convert a Noble to Lathander Seal gate to Cyric's Realm	Explore Ahghairon's Tower [PQ] Recover the Magister's Orb [PQ] Domesticate Owlbears Recruit the Blackstaff Academy Steal Spellbook from Silverhand Infiltrate Halaster's Circle
Skulduggery	Warfare	
Fence Goods for Duke of Darkness [PQ] Expose Cult Corruption Procure Stolen Goods Build a Reputation in Skullport Steal from House Adarbrent Take over Rival Organization	Bolster Griffon Cavalry [PQ] Recruit Lieutenant [PQ] Deliver Weapons to Selune's Temple Defeat Uprising from Undermountain Ambush Artor Morlin Train Bladesingers	

Intrigue

Remove 25 Intrigue Cards:

Accelerate Plans (x1)	Recall Agent (x2)	Call in A Favor (x1)	Lack of Faith (x1)
Arcane Mishap (x1)	Assassination (x1)	Free Drinks! (x1)	Sample Wares (x1)
Bribe Agent (x1)	Spread the Wealth (x1)	Bidding War (x2)	Special Assignment (x2)
Good Faith (x1)	Conscription (x1)	Graduation Day (x1)	Crime Wave (x1)
Tax Collection (x1)	Call for Adventurers (x1)	Mandatory Quest: Quell Riots (x1)	Mandatory Quest: Repel Drow Invaders (x1)
Mandatory Quest: Fend off Bandits (x1)			

Buildings

Remove 12 Buildings:

 <p>Dragon Tower</p>	 <p>House of the Moon</p>	 <p>Jesters' Court</p>	 <p>The Golden Horn</p>
 <p>The Waymoot</p>	 <p>Heroes' Garden</p>	 <p>The Three Pearls</p>	 <p>Smuggler's Dock</p>
 <p>Spires of the Morning</p>	 <p>Caravan Court</p>	 <p>Tower of the Order</p>	 <p>House of Wonder</p>