

# Locations

Locations the Party has explored or heard about in the LMoP campaign

- Town of Phandalin
- Sleeping Goblin Inn
- Redbrand Camp

# Town of Phandalin



## *Phandalin*

Population: Approximately 140 people

Size: Small

Government: Local (with support from the Lords' Alliance and Neverwinter)

The frontier town of Phandalin is built on the ruins of a much older settlement. Hundreds of years ago, the old Phandalin was a thriving human town whose people were firmly allied with the dwarves and gnomes of the Phandelver's Pact. However, the same orc horde that sacked the mines at Wave Echo Cave laid waste to the settlement, and Phandalin was abandoned for centuries.

In the last three or four years, hardy settlers from the cities of Neverwinter and Waterdeep have begun the hard work of reclaiming the ruins of Phandalin. A bustling frontier settlement has grown up on the site of the old town, and is home now to farmers, woodcutters, fur traders, and prospectors drawn by stories of gold and platinum in the foothills of the Sword Mountains. Unfortunately, more than a few bandits and brigands have settled here as well, taking advantage of the fact that the area has no local lord or authority to chase them off. A gang known as the Redbrands has controlled Phandalin for the past two months, extorting and bullying everyone in town.



## Phandalin Village Roster

BUILDING	NAME	OWNER	SPOUSE	OTHER OCCUPANTS				
1	Orchard	Edermath Orchard Daran Edermath (F11)			Petroth	Jung	Riley	(hired hands)
2	Provisioner	Barthen's Provisions Elmar Barthen			Ariel (c)	Aerie (c)	Adele (c)	Athene (s)
3	House	Barthen House						
4	House	Garaele House						
5	Shrine	Shrine of Luck						
6	Inn	Stonehill Inn Toblen Stonehill (F4)			Pip (c)	Elsa (barmaid)	Hark (F2) (bouncer)	
7	Inn	Sleeping Giant Inn Gorn			Gunter	Surthen	Bob	(ex-Redbrands)
8	House	Graywind Home						
9	Provisioner	Lionshield Coster Linene Graywind			Durn	Vagner	Milequetoast (hired hands)	
10	Carpenter	Drendar's Woods Thel (deceased)			Moira	Thessel (c)		
11	Townhall	Harbin Wester						
12	House	Wester Home						
13	Farm 1	Alderleaf Farm Qelline Alderleaf (half)			Jessup (s) (servant)			
14	Exchanger	Phandalin Exchange Halia Thornton			Carp (half) (c)			
15	House	Thornton Home			Kurgan (F3) (bodyguard)			
16	Manor	Tresendar Manor						
17	Farm 2	Narth			Navin	Neville	Niver	Novum
18	Farm 3	Tomas			Gorbin	Razin	Wintir (s)	
19	Potter	The Wet Wheel Hester			Vanember	Durk (c)		
20	Cobbler	Kebbler's Elves Kebble (elf)			Lucian (1/2 elf)	Gracier (s)		
21	Weaver	The Loon's Boom Freda			Lynia	Jestine (s)		
22	Blacksmith	Hob's Forge Hob			Zendor	Yveth	Xerkan	Wesley
23	Stables / Carter	WinnieMay Stables Winneth Maybell (R3)			Kamm	Kether	Kirkward	Kovar
24	Butcher	Rosewood Meats Thorn			Lucia (1/4 elf)			Kuttel (c)
25	Empty Shop	(empty)						
26	Bunkhouse	Miners Miss Withers			Lamberth	Kaban	Eldereth (elf)	Powdon
27	Constable	(empty)						Vaz
28	House 1	(empty)						
29	House 2	(empty)						
30	Ruined Shack	(empty)						
31	Bunkhouse	Miners (dwarves)			Guth	Fromathorn	Balthravin	Vox
32	Bunkhouse	Miners			Primrose	Lucky Lem	Panhan	Jaxin
33	House 3	(empty)						Wheezle
34	House 4	(empty)						
35	Herbalist	(no name out front)						
36	Mason	Pile o' Rocks Maxon			Gwynneth	Quillian	Yamina	Maxon Jr. (c)
37	House 5	Ralan			Ralania (c)	Ralania II (c)	Ralania III (c)	
38	Tanner	Abigal's Leathers Lanar			Lanar Jr.	Lanar III	Lanar IV	
39	Farm 4	Reddor			Fracklin	Wester	Phidorn	Jenta
40	Farm 5	Milcor			Aberforth	Betelguise	Casktor	Delphia
			Crystin				Eustace (c)	



# Sleeping Goblin Inn

“The Sleeping Goblin (Formerly the Sleeping Giant) is the homebase of the Merry Band and the Phandalin Guard (for now).”

## Description:

7 bedrooms, one main area with a bar, one storage room, one kitchen, one freestanding shack for the dwarf to live in

# Redbrand Camp



A large camp in the woods, The Party discovered this semi-fortified bandit camp about 8 hours away from Phandalin. This camp is surrounded by a tall 15 foot wall of timber and has a large wooden gate. There are three wooden buildings in the camp and one stone building.

The camp has several wagons near the southeastern side.

The camp has a large bonfire in the center that is always kept ablaze.

The camp has a training field near the northeastern side.

The camp has a guard post and shack near the main gate.

The camp has several metal cages (currently holding 17 members of the town of Phandalin).

