

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.



BUILDING	NAME	OWNER	SPOUSE	OTHER OCCUPANTS			
1 Orchard	Edermath Orchard	Daran Edermath (F11)					
2 Provisioner	Barthen's Provisions	Elmar Barthen		Petroth	Jung	Riley	(hired hands)
3 House	Barthen House		Hilda	Ariel (c)	Aerie (c)	Adele (c)	Athene (s)
4 House	Garaele House						
5 Shrine	Shrine of Luck	Sister Garaele (C4)					
6 Inn	Stonehill Inn	Toblen Stonehill (F4)	Trilena	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)	Mirra	Moirra	Thessel (c)		
11 Townhall		Harbin Wester					
12 House	Wester Home			Jessup (s) (servant)			
13 Farm 1	Alderleaf Farm	Qelline Alderleaf (half)		Carp (half) (c)			
14 Exchanger	Phandalin Exchange	Halia Thornton		Kurgan (F3) (bodyguard)			
15 House	Thornton Home						
16 Manor	Tresendar Manor						
17 Farm 2		Narth	Nance	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)	Suss (s)	Lucian (1/2 elf)	Gracier (s)		
21 Weaver	The Loon's Boom	Freda		Lynia	Jestine (s)		
22 Blacksmith	Hob's Forge	Hob	Julle	Zendor	Yvette	Xerkan	Wesley
23 Stables / Carter	WinnieMay Stables	Winneth Maybell (R3)		Kamm	Kether	Kirkward	Kovar
24 Butcher	Rosewood Meats	Thorn	Rosaline	Lucia (1/4 elf)			Kuttel (c)
25 Empty Shop	(empty)						
26 Bunkhouse	Miners	Miss Withers		Lamberth	Kaban	Eldereth (elf)	Powdon
27 Constable	(empty)	(waiting for new sheriff, killed enroute)					Vaz
28 House 1		Redbrand Thugs					
29 House 2		Redbrand Thugs					
30 Ruined Shack	(empty)						
31 Bunkhouse	Miners (dwarves)	(no caretaker)		Guth	Fromathorn	Balthravin	Vox
32 Bunkhouse	Miners	Ricketts (s)		Primrose	Lucky Lem	Panhan	Jaxin
33 House 3	(empty)						Wheezle
34 House 4	(empty)						
35 Herbalist	(no name out front)	Vania (s)					
36 Mason	Pile o' Rocks	Maxon	Lanere	Gwynneth	Quillian	Yamina	Maxon Jr. (c)
37 House 5		Ralan	Abigal	Ralan (c)	Ralan II (c)	Ralan III (c)	
38 Tanner	Abigal's Leathers	Lanar		Lanar Jr.	Lanar III	Lanar IV	
39 Farm 4		Reddor	Trillian	Fracklin	Wester	Phidorn	Jenta
40 Farm 5		Milcor	Crystin	Aberforth	Betelguise	Casktor	Delphia
							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).

