

Phandalin

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NPC - Characters

List of NPCs the Party has encountered in LMoP Campaign

Droop

Fibble



Droop

Status	Alive
Affiliation	<u>Players Party (Mostly Snow)</u>
Stats	Goblin

The party located him being tortured by bugbears in Tresendar Manor and took pity on him. He is now firecely loyal to the Tabaxi Rogue that he looks up to as a role model but also his protector.

Sildar Hallwinter (Hottie)



Sildar Hallwinter (Hottie)

Status: Alive

Affiliation: Agent of the Lords' Alliance, the Party

Stats: Level 3 Paladin

A human Paladin who is an agent of the Lords' Alliance and who was sent to Phandalin to restore order and commerce, Sildar Hallwinter agreed to join the dwarf, Gundren Rockseeker, in reopening the lost magical mine called the Lost Echo Cave. This mine was lost for decades after the fall of the old Phandalin town.

While journeying from Neverwinter to Phandalin, Sildar was ambushed by Cragmaw goblins and taken back to their hideout where he was beaten and eventually saved from being eaten by goblins by the Party. His sword and armor was taken along with Gundren to an unknown location shortly after his capture.

Upon seeing the Tabaxi Rogue standing over his former captures with their beating hearts in her hand, Sildar was starstruck and this continues to develop.

Sildar convinced the Party to go with him to Phandalin where he agreed to pay the Party 50 gp for escorting him there. Once there, he found the town foefully unprepared for the coming goblin assault and once again called on the Party to help him in this fight for the town.

He agreed to pay the Party 500 gp if they would clear out the goblin stronghold of Cragmaw Castle. See that quest for more details

He also agreed to pay the Party 200 gp if they could assist him with locating Iarno who failed to reply after being sent to Phandalin by the Lords' Alliance. See that quest for more details.

Even though he had been badly beaten, he was able to provide leadership and support to many people in Phandalin but his most impressive feat was when he was able to restore the life of Jon, a member of the newly formed town militia under the guidance of Grug the barbarian. Jon had been slain by Redbrands after being captured and only barely was able to be saved. This incredible feat by Sildar left him in a coma. He has yet to wake up.

NPC - Characters

Toblen Stonehill



L. Kiv

Toblen Stonehill

Status: Alive

Affiliation: Phandalin

Stats: Commoner

Style: Comfortable, Moderate, Lawful

The innkeeper of the Stonehill Inn, Toblen is a friendly warmhearted human who welcomed the Party in when they arrived. His modest inn has 6 rooms and is a very pleasant place to rest after a long day in the fields.

TJR (Mysterious Man in the Inn)

Alias: *The Just Rascal, Lord Erik Harrington*

Mysterious man who was asleep in the inn. No other information is known other than that he did not have a heartbeat.

Leads

Potentially a man from another period in history named Lord Erik Harrington who was last seen being carried away by a vampire lord. Lord Harrington claimed to be the oldest son of an unknown ruler named King Vagner. He also claimed to be aide to the council of 10 and among his many titles, to be named "The Just Rascal". Many of his men died for him in a shadowy ambush undertaken by forces of the undead. The attack appeared to have been meticulously planned and Lord Harrington decoyed to the proper area by unknown means.

Described as something of a posh nobleman, Lord Harrington was nonetheless a strong well liked prince. Tall and wellbuilt, he had dark hair and blue eyes. One of his many traits was a sense of fashion. Especially footware.

Arial: Wife of Hark

Arial is the wife of Hark, she was beatup by and had 15 gold stolen from her by the RedBrand. The player characters got her money back and hired her to work in the kitchen of the Players Inn.

Hark: Husband of Arial

Husband of Arial, Hark is a woodcutter who knows basic carpentry skills.

Jon

A devoted member of the Phandalin Guard. Jon has given everything in service to protect his town, including his life. He was revived by Sildar and now serves as a senior member of the guard.

Kaban: Dwarf in the Sleeping Goblin

Kaban is a dwarf vagabond that was picked up by Gorn, the old innkeeper, and employed in the kitchen. Kaban is a sullen and generally unhappy dwarf who seems to have a interest in cooking. His interest is matched by his complete and total lack of skill in it.

Kaban is not really liked by anyone in Phandalin. Despite this Kaban is now working in the Players Inn under the watchfull gaze of Arial. Here he might be learning the basics of how to cook, something which makes him mildly happier.

Lyddy

Lyddy

Status	Alive (Captured)
Affiliation	<u>Phandalin</u>
Stats	Human

Lyddy was captured by the Redbrands and hasn't been seen since. Wife of Rex, the Grizzled Archer, Lyddy is believed to be being held in the Redbrand camp.

She is a middle aged plump brown haired housewife who has a single 12 year old daughter.

Rex Herrera

Rex Herrera

AKA: *Grizzled Archer*

Status	Alive
Affiliation	<u>Phandalin Guard</u>
Stats	LMoP Archer

An archer in the town guard, Rex is a grizzled old man who loves his wife and fights to try and get her back and protect her.

Bracher

CHARACTER IMAGE

Bracher

Status	Alive
Affiliation	Redbrand (Include as link to organization)
Stats	Redbrand

Bracher is a Redbrand who showed Snow and Tauriel around the Redbrand camp. He was nicer than most and seemed to have several friends in the Redbrands.

Described as an average height human, Bracher is tan and heavily built. He has black short cropped hair and a heavy black beard that hides a wry smile at times. Promised land in Phandalin once tge existing villagers are removed, Bracher seemed to have been some type of mercenary or bandit before becoming a Redbrand.

Iarno “Glasstaff” Albrek



Iarno “Glasstaff” Albrek

Status	Deceased
Affiliation	<u>Redbrands</u>
Stats	Evil Mage (Has own stats in LMoP)

Oringally sent by The Lords Alliance to help restore peace and order in and around Phandalin, Iarno Albrek saw a chance to gather magical items and power. Creating the group of thugs known for their red cloaks, he then began to assemble his own little region.

Having run from The Party while they were clearing out Tresendar Manor, he was found while running through the forests to reunite with his followers in Redbrand camp. Even though he put up a serious fight, he was dispatched by members of The Party in return for all the suffering he caused to Phandalin.

Outfitted in well made clothing, Iarno Albrek had a magical item on his person when he died. The inspiration for his name, he carried a "Staff of Defense".

Latren (Unknown last name)



Latren (Unknown Last Name)

Status	Alive
Affiliation	<u>Redbrands</u>
Stats	Knight (Custom)

A large dark faced and foul mannered bandit lord who appeared to be the second in command of the bandit camp while Glasstaff is away. Latren carries a large broadsword and wears plate armor...hinting at a noble or affluent background.

A savage man, Latren appears to be in charge of the prisoners. They are kept in wretched conditions.

With the disappearance of Glasstaff, Latren grows ever more concerned and uneasy.

Sessions

Game Logs

Session - 4/30/24

Clearing the Manor

Snow, Grug, Taurial, and Arwen continued clearing out the rest of the Manor. They defeated 3 bugbears in room 8 before investigating rooms 11 and 12. Grug was downed twice before they won. In room 8 they found Droop, a small goblin who was being bullied by the bugbears. Snow instantly took Droop under her protection and brought him along with her.

While clearing rooms 11 and 12 the party was ambushed by the eyeball monster who savagely attacked them but the party quickly cut him down.

The Village

After returning to the village the party saw a large gathering. After getting close they heard Halia giving a speech saying essentially that they need to leave and send people for help from Neverwinter. The party confronted her and said that she should go if they need help. She said that she would but thinks shes too important in the village to go.

The party also learned that a substantial amount of the food stores were suspiciously spoiled and only about 2 weeks worth were left.

The party was able to gain support for their new plan, send a small party to Neverwinter for help, move people from 9 and 11 houses to the manor, and then try and go push the Redbrands away so they can get some breathing room.

The public agreed and the plan was put into action. The night passed without major incident, more food was destroyed resulting in only about a weeks worth left in storage.

The wizard, Oro, appeared in Grugs mind and told him to parlay, 2 days, to the west at dusk. He said to leave a white cloth at farmhouse 40 if we agree to parlay. We put out thr white cloth.

The Grizzled Archer

John approached Grug and told him he had to follow him. Grug followed him behind a building to find the Grizzled Archer, sobbing into his own hands. John and Grug watched for a bit and then Grug left, telling John to keep a discrete watch on him and make sure he was ok. John agreed but confided in Grug that the Grizzled Archer was trying to recruit men to go find his wife and that many of the men wanted to go with him. John trusted Grug but he felt that if they weren't doing anything to save those that were taken he wasn't sure he could keep going.

Investigate the Camp

The party alongside all of the Phandalin Militia marched off to the south to go investigate the Redbrand camp.

Ogre Ambush

While enroute to the camp, the party was ambushed by an ogre. The ogre slammed through the side of the party, crushing one militia man badly. The bowman ran back through the woods and fired an incredible volley, badly damaging the ogre. Snow crawled up the ogre's back and finished it off.

Afterwards Arwen explored where it came from and spotted a small valley with a cave.

Owlbear Hunt

Further on the party began to be tracked by an owlbear. The party tried to move away from them but couldn't break the track and instead prepared to fight. The owlbear burst through the trees into the party, narrowly dodging an attack from Grug. The bowman launched a volley that decimated the owl bear, burning through it as John's arrow cut through its heart, dropping it dead. The men celebrated their victory and cut patches of feathers to stick in their hats.

The party sent all the melee militia and 4 of the bowman back with the owlbear. The rest and the party continued on to try and find the Redbrand camp. They found it several hours later and began to set up a camp while Snow and Taurial went ahead to investigate. Taurial was ambushed and narrowly killed her attacker while Snow was able to sneak ahead and spotted a large camp full of buildings and cages.

Session - 6/20/24

The Investigation of the Redbrand Camp

Snow and Tauriel advanced ahead to find the Redbrand camp and investigate it. They discovered it and disguised themselves as new recruits. Using these disguised they were able to get into the camp and shown around by a Redbrand named Brand. Snow spoke with another member named Bracher who talked about why he was here and that the leaders of the Redbrand had promised them land after they fought off the current villagers of Phandalin. They discovered that there was approximately 45 Redbrand around the camp, very well defended, and set up inside the solid palisade. They discovered a back door out that was closed.

While they were there they learned that the Redbrands were supposed to swap out with the redbrand at the manor today but the returning redbrand were late. Snow volunteered to go investigate and see what happened. She went to the groups camp a mile away instead and told them about everything.

While there they heard a person crashing through the woods nearby and Snow, Arwen, and Grug all gave chase.

The Killing of Glassstaff

The 3 party members chased the figure through the woods, shooting arrows and javalins at him. Grug hit him with a javalin and injured the runner but he kept gaining ground from them. The runner hit Snow with a hold person that temporarily stopped her from chasing. The chase continued though and the chaser kept going. Arwen wildshaped into a wolf and ran him down. Grug hit him with an arrow that broke his concentration and freed Snow. Then they fought, beating him down as he fired magic after magic at them. Finally though he fell though and erupted into a series of bubbles which Arwen popped.

The Dream Ambush

At the exact moment that the bubbles popped all the party members fell unconscious and woke up in another scene. Looking down on a small campfire with 6 people around it, each party member was looking at from different vantage points and in bodies not their own. The ambush was sprung and the party attacked with it alongside what appeared to be their companions.

The ambushed fought but were quickly cut down. One ran away and cut their own neck while screaming in Abyssal. From their falling body sprung a giant rock and dirt monster that immediately sunk into the ground. The party and their new companions fought bravely but were slowly killed. As they fought and died, wearing down the rock monster slowly, the world began to fade to black and the party members caught sight of a large gray creature standing watching them. The creature had green eyes and tentacles spewing from its mouth and stared at them as everything faded to black.

The Death of Erik Harrington

Quests

Quests and tasks the party has encountered in the LMoP campaign. Both completed, in progress, and not started but known quests.

Sister Garale and the Search for Bowgentle's Spellbook



Sister Garale wants us to go ask Agatha the Banshee where the last known location of Bowgentle's spell book is.

Reward: 4 Potions of Healing

Status: Not started

Quests

Halia's Request



Halia Thornton - Halia's Job Offer

Leader of the Miner's Exchange and possible mayor candidate, Halia Thornton, pulled the Rogue aside and tasked her with killing the leader of the Redbrands. Part of the quest was that the Rogue was to bring any papers, documents, or letters from the leader of the Redbrands to Halia.

Reward: 100 gp

Status: In Progress

Old Owl Trouble



Daran Edermath - Old Owl Trouble

Daran has heard stories about someone digging in the old ruins known as Old Owl Well. Disturbingly, several people have been chased down or killed by what appears to be undead creatures in that same area. Daran asked the Party if they would investigate the ruins and ensure that the unknown person responsible doesn't cause any more

trouble.

The ruins are located several days to the Northeast of Phandalin in an old watchtower created by the ancient long dead empire known as the Netheril.

Reward: 10 gp per party member and his old *Boots of striding and springing*.

Status: Not started

Orc Trouble



Harbin Wester - Orc Trouble

The former mayor of Phandalin, Harbin Wester, asked the party to sort out some orcs who have been attacking travelers on Triboar Trail near Wyvern Tor. He offered 100

gp to the Party if they would take care of the orc band and make the trail safe for merchants and travelers.

Reward: 100 gp

Status: Not started

Quests

Finding Cragmaw Castle



Sildar Hallwinter (hottie)- Finding Cragmaw Castle

Sildar (Hottie) asked the Party, on behalf of the Lord's Alliance of which he is a member, to continue the pursuit of the goblins in the area by locating and defeating/driving off all of the goblins in and around their "Cragmaw Castle" area. He particularly asks that the Party drive off or kill the goblin tribe's chieftain.

Reward: 500 gp

Status: Not started

Quests

Finding Iarno



Sildar Hallwinter (Hottie) - Finding Iarno

Sildar (Hottie) asked the Party to find out what happened to Iarno Albrek. Sildar (Hottie) was sent to Phandalin to track down the whereabouts of fellow Lords' Alliance agent Iarno who had not been heard from for several months. He asks if the Party will find and bring back Iarno if possible and if not, to bring back whatever is left of him.

He agreed to pay 200 gp if the Party can locate Iarno or tell him the truth about what happened to Iarno.

Reward: 200 gp

Status: In Progress

The Party - Characters

List of the current (and maybe former) Party members with their public and revealed background info.

Locations

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

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)	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)	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	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	Yvette	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)	(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	Gwynneth	Quillian	Yamina	Maxon Jr. (c)
37	House 5		Ralan	Ralan (c)	Ralan II (c)	Ralan 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
							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).



Organizations

Phandalin Guard

The Phandalin Guard is an adhoc military unit formed by Grug in order to help the people of Phandalin protect themselves. The Guard has been undergoing basic military training and has been through several engagements.

The Guard has successfully killed an Owlbear and many Redbrand.

Composition

14 people with axes and familiarity with them Commoner +3 health 8 hunters and people who know how to use bows Commoner +1 health 3 people who had military training, equipped with short swords and +1 shields

Organization

Three squads, each led by one of the militarily trained people. One melee with 7 axemen with 1 +1 shield One Melee with 7 axemen One ranged with 8 bowman

Members

Current list of the members of the Phandalin Guard

Fighters

1. Hale Maxwell (Fighter)
2. Vernon Hoyles (Fighter)
3. Jon (Fighter)

Spear

1. Shawn Padilla (Spear)
2. Russell Rowe (Spear)
3. Jamie Castillo (Spear)
4. Drogo Chasey (Spear)
5. Guy Bax (Spear)
6. Marshall Morton (Spear)
7. Baldwin Morales (Spear)
8. Kevin (Spear)
9. Gerry (Spear)
10. Nicholas Schneider (Spear)
11. Samson Wells (Spear)
12. Byron Waters (Spear)
13. Maurice Jackson (Spear)
14. Gerald Hampton (Spear)

Archers

1. Percival Hunter (Archer)
2. Rex Herrera (Archer)
3. Edmond Jimenez (Archer)
4. Malcolm Meskill (Archer)
5. Samuel Ingram (Archer)
6. Garrick Brewer (Archer)
7. Patrick (Archer)
8. Hadden Loxley (Archer)

Organizations

Players Party

The coalition of random people trying to save Phandalin

Redbrands

Large group of red cloaked bandits and thugs employed by the enigmatic figure known as "Glasstaff" for unknown purposes, most Redbrands have more muscles than brains. And less morality.

Equiped with red cloaks, most Redbrands are little more than loosely organized bruisers.

Treasure/Rewards

Valuable items, Treasure, and Rewards given to or obtained by the party

Treasure/Rewards

Coin

Amount of coins The Party has for shared use - updated after every session:

[Get estimate](#)

Treasure/Rewards

Magic Items

Get number/names of all magic items obtained by The Party

Treasure/Rewards

Miscellaneous Valuables

Random things of value

Real Estate (Land and Properties)

Any houses, keeps, taverns, or other buildings owned by The Party. Includes any land given, owned, or leased to The Party.

Sleeping Goblin Inn (Phandalin)

Templates

Clean templates for general pages

Character Template

CHARACTER IMAGE

Name

Status	Current Status
Affiliation	<u>Organization affiliation (Include as link to organization)</u>
Stats	Game Stat type (link to stat or what thing they are)

2-3 short sentences overview of the character.