

## STUUZANT

Though not exactly people and no longer in Phandalin, a neutral **ogre** named Stuuuzant is another potential source of information for the characters. She was one of the operatives used by the Six in the attack on Tresendar Manor, smashing her way through the site's walls. When the attack was over, the ogre wandered away. However, she decided to stick around the area to enjoy her proximity to lots of tasty livestock, even as she keeps her distance from anyone who might pester her.

In the days since the destruction of the manor, farmers and herders on the outskirts of Phandalin have reported seeing giant-sized footprints, both humanoid and canine, as well as missing animals. No one has spotted Stuuuzant, as the ogre has good instincts for avoiding trouble. She keeps moving, hiding until the time is right to strike. When she attacks livestock, she does so when no one can see her, and she takes only what she needs to survive.

**Development.** Characters might be asked to look into the missing livestock, or they can do so on their own to get on the good side of the locals. Investigating the disappearances might be used to angle for something the characters want or need, such as supplies, a lower price on Tresendar Manor, citizens favoring one mayoral candidate over another, or whatever else you can think of.

Tracking down and defeating Stuuuzant is no easy task, however. She is friends with a pair of **dire wolves**, and is mostly successful at covering her tracks after her raids. The ogre also has yet to establish a den in the area, so she rarely stays in one place for more than a day.

If the characters locate her, Stuuuzant speaks Common quite well, uses smarter tactics than a typical ogre, and tries to bargain with the characters if it looks like they might defeat her. If questioned, she tells the story of being hired to attack the manor. A goblin in hooded robes paid her to help break into the estate and smash everything in sight. Stuuuzant never saw the goblin's face, and knows nothing about the Six (which was never mentioned to her or any of the other hirelings).

Savvy characters might convince Stuuuzant to take a position in their franchise, with the ogre making a great sentry or bodyguard. However, the townspeople might need assurances to accept such a creature living so close to their town.

**Treasure.** Stuuuzant carries the 50 gp she was paid to help attack the manor.

## LOCATIONS IN PHANDALIN

As they explore Phandalin—and eventually set up their franchise in the town—the characters can engage with many of the town's businesses, whether as patrons or potential partners. The most prominent of the town's locations (as well as a few additional NPCs) are detailed in this section. You can come up with details for additional locations and NPCs based on the needs and desires of your players.

### EDERMATH ORCHARD

The apple trees of Edermath Orchard surround a small group of buildings on the edge of town. The smell of

fruit is strong around the orchard year round, with the apples grown and picked here processed throughout the winter into juice, cider, and other products.

Daran Edermath (NG male elf **scout**) established the orchard many years before. A former adventurer and one of the oldest people in Phandalin, he remains aloof from town politics and focuses his interest on the traveling merchants and food-related businesses in Phandalin that buy his wares. Daran employs down-and-out miners to do odd jobs and help during harvest, so he's popular among the town's working folk.

**Development.** Daran's half-elf daughter Bertice went missing the day before the destruction at Tresendar Manor, and he is beginning to fear for her. Most folk in town know that Bertice recently took up with a human miner named Grovet, who is also missing. If the characters met the couple on the road (see the "Random Encounters" table earlier in this episode), they can allay at least some of Daran's fears for his daughter's safety.

Earning Daran's full trust is a long-term proposition, and the characters must prove themselves beyond reproach in any dealings with the orchardist. If they do, however, the elf proves a valuable ally. He has more resources and power in town than his humble orchard might suggest. And as a member of the Order of the Gauntlet—an association of vigilant adventurers that seeks to overthrow evil—Edermath has the ear of powerful people up and down the Sword Coast.

### LIONSHIELD COSTER

The Lionshield Coster is a trading post and competitor to the Phandalin Miners' Exchange. A weathered sign hanging above the front door depicts a blue lion painted on a wooden shield. Linene Graywind (NG female human **commoner**) manages the store, which is one of a chain of mercantile outposts spread up and down the Sword Coast. Mother to Minghee (see "People of Phandalin" above), Linene works tirelessly to keep the coster operational through good times and bad.

Most of the goods in the *Player's Handbook* can be purchased here. Linene can special order items for delivery in a few days (with a deposit, of course). However, she doesn't buy, procure, or sell morally questionable goods.

### PHANDALIN MINERS' EXCHANGE

This trading post once acted as the central hub for mining activity in the area, as well as the authority for maintaining public records. A two-story building, the exchange bears a newly painted sign depicting two crossed pickaxes above a lump of gold. The first story is where business is conducted, while the second story contains living quarters.

As with the Lionshield Coster, most of the goods available in the *Player's Handbook* can be purchased here. Mining gear is also easily had—as are illicit goods, with Sharna Quirstiron's dispensation (see "People of Phandalin").

### SHRINE OF LUCK

Until a month ago, this temple to Tymora was the only shrine in town. With the Temple of the Coinmaiden (see below) newly established, Sister Garaele, the local