



MACKLIN TALCTUFT

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Macklin (N dwarf **bandit**) is a young wanderer who came to Phandalin expecting to secure a job mining in the nearby hills. Once they arrived, the dwarf found no mining work to be had, and the jobs they've taken to make ends meet were terribly boring. Macklin has thus been draining their savings looking for any employment that inspires them. So far, nothing has fit the bill. Macklin wears their hair and beard in a mohawk style that underlines their general disinterest in tradition.

**Development.** Macklin had been preparing to seek employment with the Fellowship of the Golden Mon-goose before the disaster that leveled Tresendar Manor. If the characters take possession of the place, the young dwarf marches up to them and offers to oversee the reconstruction. Macklin is reliable and creative once their mind is engaged in a project. However, as an overseer, they are difficult to please, and other franchise employees or casual workers might come to resent their drive for perfection.

If Macklin joins the franchise and has the opportunity to do field work or adventuring, you might consider upgrading them to use the stat block of a **berserker**.

#### MINGHEE GRAYWIND

Linene Graywind is the owner and operator of the Lionshield Coster (see the "Locations in Phandalin" section). Her daughter Minghee (NG female human **commoner**) knows that her mother expects her to take over the business in a few years—and she wants nothing to do with it. Minghee wants to travel, see the world, and make a

name for herself, settling down only when she's ready. She works at the coster reluctantly, and tells anyone who'll listen how she wants to get away and do something different with her life.

**Development.** Minghee is quite outgoing, and she engages the characters excitedly the first time they visit the Lionshield Coster (or she seeks them out elsewhere if they don't). If the characters set up a franchise in Phandalin, she offers to be their roving representative, procuring goods and services from wherever the characters want to send her. Minghee has a great mind for numbers and a strong head for business, but if the characters take her into their franchise, she becomes restless if denied a regular chance to travel. In the long term, Minghee has the drive and instinct to pick up spellcasting (and use a new stat block of your choice) if any spellcasting character takes the time to mentor her.

If the characters take Minghee into their employ, Linene is heartbroken at first, but she soon sees the value in having her daughter working for an up-and-coming franchise. Opportunities might arise for the franchise to enter into an ongoing business arrangement with the Lionshield Coster—which might in turn raise the ire of Sharna Quirstiron at the Miner's Exchange (see below) if the coster's success threatens Sharna's own plans for economic domination.

#### SHARNA QUIRSTIRON

Sharna Quirstiron is the feisty dwarf overseer of the Phandalin Miner's Exchange. She took over that position after the former overseer (and third member of the

MINGHEE GRAYWIND

