

## COMPANY POSITIONS

At the signing of the franchise agreement, each character picks one of the positions detailed in “Company Positions” in chapter 2. When they do so, Viari hands out any special position gear and instructs the characters in how best to fulfill their roles. Chapter 2 has more details on these positions, the benefits they confer, and what they mean to the franchise. Hopefully, the players have already considered what positions are the best fit for their characters and for the franchise as a whole, but if not, give them time. Make sure it’s clear what each position entails and what franchise duties a character with a given position is expected to perform.

In addition to the characters’ positions, the franchise majordomo can also select a company position if desired. This is especially useful if there’s a key position that none of the players wants to take, or if the party size is small.

## FRANCHISE DOWNTIME

The process of rebuilding Tresendar Manor will take some time, and as proud franchise owners, the characters need to be around to pitch in and make sure nothing goes awry. At the same time, their newly awarded territory is ripe for exploration and interaction with potential customers and business partners. As the characters take stock of their situation, they can engage in downtime activities and undertake some of the franchise tasks that operate alongside the downtime rules.

All the activities mentioned in this section are introduced or talked about in the “Franchise Tasks and Downtime” section in chapter 2. That section notes which books existing activities can be found in.

## NEW BUSINESS

As the characters spend time establishing their new commercial home turf, the explore territory downtime activity can yield up all kinds of new opportunities and connections. Interesting NPCs might be revealed on a walkabout in the woods around Phandalin, or the characters might locate stands of prime timber or abandoned mines still holding valuable ore. Such resources can become part of the franchise’s ongoing revenue stream.

Commercial connections forged with NPCs could also be formalized and refined. The lizardfolk of the Mere of Dead Men and the Splintfig sisters are just two of the potential business partnerships from this episode, whether the characters engage those NPCs themselves or allocate members of their brand-new staff for those tasks.

## THINKING LOCALLY

In Phandalin, the characters might use the marketing activity to set up a partnership with Linene Graywind at the Lionshield Coster, or with Sharna Quirstiron of the Phandalin Miner’s Exchange—whether they know Sharna’s true allegiances or not. Depending on how well the characters are getting along with Harbin Wester, the shady business practice activity might let them get more dirt on the banker, or gain his favor by going after some of his rivals.

Shady business practices might be an even bigger part of the characters’ plans for their franchise. Any number of dodgy NPCs in town might be interested in partnering with characters who want to skirt the law. Smuggling ore without paying taxes, skimming from the coffers of either temple, running illegal gambling at the Sleeping Giant—any of these activities could net a nice profit with relatively limited risk.

## STAYING ON THE GOOD SIDE

If the characters have nobler aspirations for their franchise—or if they’re savvy enough to want to hide their franchise’s ignoble aspirations from the get-go—a philanthropic enterprise can go a long way toward shoring up the party’s reputation. A franchise could work to support the existing charity efforts of either of the local temples, or the characters could create their own fund for out-of-work miners. Doing so makes acquiring ongoing concessions or information from townsfolk much easier, but puts the characters in the bad graces of Sharna Quirstiron at the Miner’s Exchange.

## LEADS TO THE LIGHTHOUSE

Even as the characters are setting up their new franchise, you’ll want to work in hooks to lead them to the next stage in the adventure. Based on what they’ve learned during this episode, the characters are aware that the only other survivor of the attack on the Fellowship of the Golden Mongoose was the tiefling paladin occultant Talanatha Three-Coins. Clearly the best source of information regarding the attack on the manor, Talanatha used the *timepiece of travel* to teleport away, but no one knows where she went.

Many of the locals had interactions with Talanatha in the three months that the Fellowship of the Golden Mongoose was around Phandalin, and characters can use the schmoozing or carousing downtime activities to learn more about the tiefling. In particular, a number of the regulars at the Sleeping Giant remember drinking with Talanatha. She often grumbled about whether the Company of the Golden Mongoose was the best fit for her, and talked about a good friend named Wizzy who worked for another Acquisitions Incorporated franchise. The details on Wizzy’s franchise are vague, but Talanatha spoke of her friend having “an awesome headquarters up the coast.”

Characters can also spend downtime investigating the *Orrery of the Wanderer* and the *timepiece of travel*, using either the scrutineering or research activities. In addition to revealing more details of the orrery as you see fit (see appendix D), such investigation could reveal that the last place the timepiece teleported someone to was a location on the Sea of Swords, north of Neverwinter but south of Luskan. Scrutineering or inquiries through Head Office turns up information on an Acquisitions Incorporated franchise based in that area—the Order of the Stout Half-Pint, which has its headquarters in an old lighthouse along a stretch of coast known locally as Silent Sound.

Whatever clues the characters obtain regarding Talanatha’s likely destination, have those hints play out over the full length of the downtime rather than rushing