

priestess, works harder each day to keep the attention of the faithful of Phandalin. See "People of Phandalin" for more information on Sister Garaele.

SLEEPING GIANT

This single-story tavern's better days have seen better days. Its weathered sign probably depicts a prone giant, but whatever paint or carvings once adorned the sign have been all but worn away. Inside, the place shows the same lack of care. It's dirty, ill kept, and in need of a thorough cleaning. Or burning.

The place is normally occupied by dwarf and human miners, either back from a stretch in the mines or waiting for a mine to reopen. They are not overtly hostile unless provoked, but it doesn't take much to provoke this unhappy lot. The owner and barkeep is Grista Kettlecopp (N female dwarf **commoner**). Surly to the point of rudeness, she tries to run her business her own way and stay out of the political and personal affairs of other townsfolk.

Development. The miners that frequent the Sleeping Giant are a rough lot, and could become a competent and formidable force if stirred up and pointed at a target. Currently, Sharna at the Miner's Exchange has their trust (see "People of Phandalin"), mostly for her assurances that the mines will soon be more prosperous than ever. If Sharna discovers that the characters are interfering with her and the Zhentarim's plans, she need only tell the miners that the characters are standing in the way of their gainful employment to inspire them to use their pickaxes for something other than mining. On the other hand, characters who earn the miners' good will can end up with numerous allies in Phandalin.

SMITHY

This building contains an open area with a forge and several anvils, but the rest of the structure is closed off. Maza Fieldsalder (N female human **commoner**) took over the smithy a year ago, after the death of her master, Alger Frakk. As the master smith's apprentice, the powerfully built young woman earned her new position through hard work and talent, and she is well liked among the other townsfolk.

Development. Among the few people in town who are wary of Maza are those who question the nature of Alger's death—including a few malcontents who whisper that perhaps the young smith had a compelling reason to kill her master. Whether these rumors hold truth or are just the ramblings of a would-be ironworker who wants Maza's job is up to you.

STONEHILL INN

The Stonehill Inn is one of the largest buildings in town. The business is run by Trilena and Toblen Stonehill, assisted by their twelve-year-old son, Pip. (All are human **commoners**.) The Stonehills have comfortably weathered the changeable times in Phandalin since building the inn more than five years ago. The six-bedroom complex is tidy and clean, the table fare is good, and the company is pleasant.

Development. The Stonehills are unwitting soldiers in the war for power in Phandalin. Although they own

PROPERTY AND LAW

Many fantasy campaigns either ignore questions of law or utilize benevolent authoritarian figures to oversee social and economic justice—the wise monarch, the enlightened town council, the Masked Lords, and so forth. This method means that the law is stable. Higher authorities can be consulted on matters requiring arbitration, with concrete edicts handed down to make the line between right and wrong—in a civil sense, at least—crystal clear.

In Phandalin (as with many of the other locations in this adventure), the situation is not that simple. No king or council owns the lands of or around the town. Eminent domain is neither implied nor accepted. In most of the smaller settlements along the Sword Coast, the person with power is the individual who takes and holds that power. Locales still have authorities and laws, but the person who can kill everyone else—or pay someone to do so—is the one who truly rules.

In Phandalin, Harbin Wester is that person. Even if he loses the mayoral election, his monetary resources far outstrip those of anyone else in the town, leaving him in a position of strong economic control. However, part of Wester's power derives from subtlety. He is wary enough to watch out for anyone with the ability to effectively oppose him, and savvy enough to make sure that such people never have any reason to oppose him. As such, when the characters clean out Tresendar Manor and attempt to use it as the base for their new franchise, a potential for social and economic conflict arises.

Wester holds the mortgage on the manor. The legal entity that was the Fellowship of the Golden Mongoose was the signatory to that mortgage, and unfortunately for Acquisitions Incorporated, the mortgage is now in arrears. The characters can work a deal to take over those payments, but the terms are steep. Fortunately, after the manor is cleared, Head Office is willing to negotiate for the manor's deed. (See the "Conclusion" section of this episode for more information.) This leaves Harbin Wester bitter, as he recognizes that having the favor of Acq Inc backing them up gives the characters more potential power in Phandalin than he likes.

As the rest of the campaign plays out, keep track of how Wester might try to take advantage of the characters and their deal. What if operatives of Dran Enterprises or representatives of the Six come to him? More importantly, if the characters directly oppose Wester and bring him low, what happens if a worse power steps in to take his place? The options are limitless. Do what challenges and entertains your players most!

and operate their business, they owe a small amount of money to Harbin Wester. The banker wants to take their business, and he keeps an eye out for any opportunity to gain the necessary leverage. He might use the characters to lean on the Stonehills if they end up owing him favors. Alternatively, if the characters befriend the Stonehills, they might become staunch allies in the family's attempts to keep Wester's hands off their business.

TEMPLE OF THE COINMAIDEN

Half a year past, another general store in Phandalin called Barthen's Provisions went out of business. The building was purchased a month ago for the church of Waukeen by an unknown benefactor, and quickly reno-