

learn a few details of the entrance to the dungeons (see “Tresendar Manor” below). If effective roleplaying or ability checks get the characters on Brawn’s good side, he can be convinced to provide further details of the layout of dungeon areas 1 through 8. However, he knows nothing about what the Golden Mongoose adventurers (and the agents of the Six) might have done to alter the features of the dungeon as he remembers it.

Over and above his general utility in a fight, Brawn has a way with people, a winning smile, and a sharp tongue. If the characters look at him as a potential employee, he makes a good retainer for the franchise, picking up or dropping off goods, making deals, or entertaining potential partners. If he joins the franchise and the characters encourage him, you might eventually upgrade him to use the stat block of a **spy**.

DITCH FUNDI

A gnome named Ditch Fundi (LE female gnome **assassin**) runs the Temple of the Coin Maiden with the help of two female human **acolytes**, Hesten Jenz and Mischka Solmen. The two acolytes hold regular services, preach the gospel of Waukeen, and have gained the trust and favor of most of the townsfolk in the month the temple has been open. Ditch stays removed from public interactions, instead looking after the financial welfare of the temple.

Development. Ditch is an operative of the Six, planted in Phandalin a month ago to watch the Company of the Golden Mongoose—then to destroy the franchise when the time was right. She knows just enough about the teachings of Waukeen to talk a good game. The gnome does nothing to tip her hand, acting friendly toward the

Phandalin ... Phandalin. Yeah, I know it. Temperate climate. Average rainfall eighteen inches per annum. Take that, Mrs. Brinbury! Give me a C+ in geography. Ha.

What? Oh, yeah, yeah: Phandalin. Quaint place. Full of rustic charm. Primary industries include ... gods, I don’t know. Rocks and sheep? Oh, and a couple of very private feshalls. I can’t tell you the number of times ...

Wait, why are you writing this down? Did Dran send you? Well ... I’m on my lunch break! Yes, I know what time it is! It’s gin o’clock!

—Viari

characters for as long as possible. However, if she ever maneuvers them into a position where she can easily destroy them, she does so.

The acolytes know nothing of Ditch’s treachery, assuming that her allowing them to take responsibility for temple services is a sign of her trust and their own ability. They defend her unless they learn the truth.

HARBIN WESTER

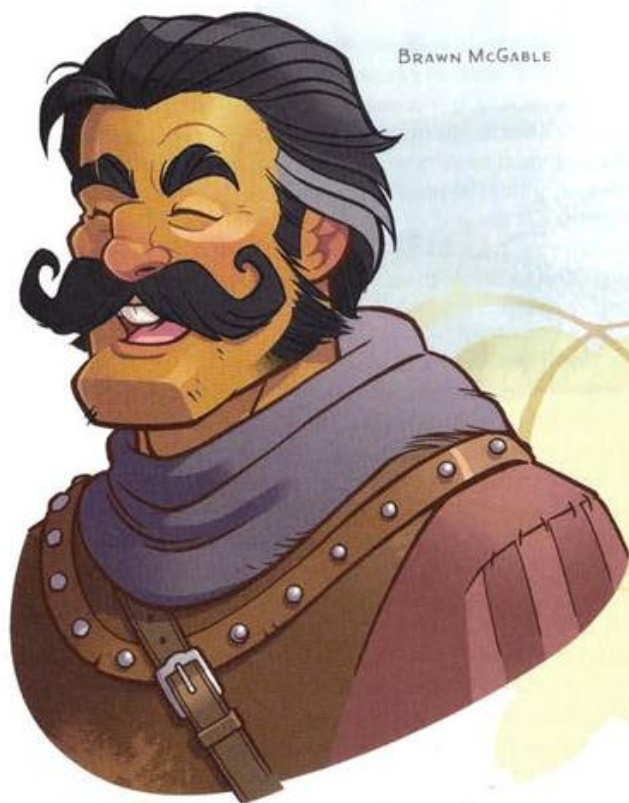
Harbin Wester (N male human **noble**) knows only greed, power, and treachery. He is the wealthiest citizen in Phandalin, owning much of the land, many of the businesses, and a good portion of the wealth in the local area. He was the last townmaster before that position was dissolved in favor of a three-person town council, and has been a member of that council from its inception to the present day.

Wester is friendly until it suits him to be otherwise, so most locals don’t think ill of him. However, he is more than capable of stabbing people in the back while keeping a fake grin on his face. He is cunning in the ways of business, knowing exactly who to bribe or threaten to get what he wants, but he’s careful to keep most dealings aboveboard and “legal” so that no one can claim to have been treated unfairly.

Development. Even after pointing the characters out as “murderous vagrants” during the debate, Wester tries to be the first person to talk to them in private. Laughing off his claims as “political rhetoric,” he offers to buy drinks and asks to hear the group’s stories.

Harbin Wester is intended to be a political adversary. He invites the characters to explore the manor if they desire, reminding them that he still owns the place. He also tries to get the best of the characters, offering money, land, goods, or services to place them in his debt. Once this is done, he calls in those debts whenever it’s convenient—and is not above asking the group to undertake morally questionable tasks as payment.

Wester never puts himself in a position where his foes can kill him without severe consequences. Several bodyguards (use the **thug** stat block) always watch over him. He also has extensive contacts and investments in Waterdeep and Neverwinter. With a message to either city, he can call in a large force of skilled mercenaries (**veterans**) to his aid.



BRAWN MCGABLE