



MAP 2.1: THE TOWN OF PHANDALIN

Only two of the townsfolk have any information regarding the attack on Tresendar Manor. Ditch Fundi, a charlatan priest of Waukeen and agent of the Six, was installed in Phandalin a month ago to watch the franchise's activities and set up the attack. At the same time, Sister Garaele of Tymora works for Dran Enterprises, and has previously fed much information on the Fellowship of the Golden Mongoose to her bosses. She knows no details of the attack, assuming that the Golden Mongoose adventurers either blew themselves up or summoned a monster they couldn't control. But she knows that Dran Enterprises is sending a team to clean up the mess and claim the manor. For more on these two, see the "People of Phandalin" section.

PEOPLE OF PHANDALIN

After the characters arrive in town and get involved in the mayoral debate (or don't), they can take the opportunity to interact with the townsfolk. With the destruction

HAVE WE BEEN HERE BEFORE?

The town of Phandalin will be recognizable to any players familiar with the *Lost Mine of Phandelver* adventure. This version of Phandalin is set five years or so after that adventure, making use of many of the original Phandalin locations and NPCs even as it adds new places and new characters to the mix. If you have your own version of Phandalin in your campaign, make any adjustments necessary to this episode for continuity.

of Tresendar Manor still the talk of the town, the characters have no problem finding people with opinions on the fate of the previous Acquisitions Incorporated franchise.

The information presented in the "Recent Events in Phandalin" section can guide the NPCs' responses to the characters' questions. But beyond being sources of information, many of the NPCs in this episode have the potential to interact with the characters as allies, foes, or potential employees when their franchise comes together at the end of the episode. You should feel free to add your own NPCs as well, or change the ones provided to better fit the story you want to create with your players.

BRAWN MCGABLE

Brawn (N male human **bandit**) is a middle-aged former member of the Redbrand Ruffians, a bandit gang that did their best to set up a reign of terror in Phandalin some years ago. Brawn came very late to the Redbrands' operation, and thus did only a little intimidation work with the locals before adventurers defeated the bandits and cleared their hideout in the dungeon of Tresendar Manor. He served a sentence on a work gang for his involvement with the bandits, but his affable personality won over many in town by the time of his release. He thus stayed on in Phandalin, where he works doing odd jobs and keeping a close eye on local goings-on.

Development. Brawn knows a great deal about Tresendar Manor, including the location and layout of its dungeon. Characters who talk to him about his past can