

Adventures by FishPirate - Supplement I: People of Phandalin



NPCs, Backgrounds, Feats, and Adventure Hooks for Phandalin

by Christopher M. Davidson, J.D.

Phandalin is a great location from which PCs can adventure. The information in this supplement can be used in conjunction with Lost Mine of Phandelver, After Lost Mine, other adventures set in and around Phandalin, or used to add more flavor to any town.

Nine of the NPCs featured in this supplement can be found in Lost Mine of Phandalin and ten others were introduced in After Lost Mine, but each has added information. The rest of the material here is new. Adventures by FishPirate - Supplement II: Monsters and Adventures Near Phandalin will examine the wildlife and monsters of the surrounding area as well as additional backgrounds, feats, and adventure hooks.

New NPCs;
2 New Backgrounds;
2 New feats;
3 New Adventure Hooks



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This adventure supplement is brought to you by **FishPirate**

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Thanks to everyone who downloaded this product.

Dedicated to DMs that spend more time creating than playing.

Please review this supplement so we can make the next one better. Check out [After Lost Mine](#) and future items. -FishPirate

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“Villages are great because I am a big deal in villages. Once I was blamed for burning one to the ground. You must understand that it was not my fault. Yes, I was responsible for the orcs poisoning the villagers and subsequently many of them becoming undead, but the fire was not me.”

–Herschel Morgan, former adventurer, wandering spirit, & habitual liar

This Product

Adventures By FishPirate Supplement I: People of Phandalin is a supplement to the adventure series, After Lost Mine, and is based upon the details of the NPCs and town of Phandalin in Lost Mine of Phandelver (LMOP). This product also makes use of The Sword Coast Adventurer’s Guide (SCAG) and provides references to the publication as appropriate. Although those products help to add flavor, they are not necessary to enjoy and use this supplement.

This supplement is written as though the events of After Lost Mine have not happened yet. If you use this supplement after playing through After Lost Mine, some of the NPCs may be dead. In fact, if things did not go well for the players in the second part of After Lost Mine, the whole town of Phandalin may be the new home of the Ghost Tribe of Orcs. If that is the case, then perhaps use the information in the supplement to populate another village or to create NPCs to help a party retake Phandalin from the orcs.

The Town of Phandalin

Phandalin is described beginning on page 14 of Lost Mine of Phandelver and is built on the ruins of an older settlement, which was overrun by orcs hundreds of years ago. The current frontier settlement has grown out of the ruins in the last four years as settlers have move in to restore the town. Most of the inhabitants are farmers, woodcutters, fur traders, and prospectors. Until recently, there were also bandits who were presumably killed or driven out by the PCs during their actions in LMOP.

There are currently 48 wooden building that were built by the current inhabitants. Ruins of old stone buildings remain throughout town and are mostly crumbling stone walls covered by ivy and briars. A large ruined manor house sits on a hill on the east end of town. There appears to be some recent activity here, perhaps the start of the restoration of the manor house. The remains of a stone wall encircle the town though it contains large gaps, especially at Alderleaf Farm. The militia spends time each day repairing the wall, but it is far from ready to repel attackers.

NPCs

Phandalin is inhabited by 240 people: 210 commoners, 10 members of the militia, 5 town leaders, and 15 members of the Wolves. New people continue to periodically arrive in town.

Commoners and Militia

There are 130 able-bodied commoners in town (men, women, and teenagers) and 80 noncombatants. Included in the 130 commoners located in Phandalin are Toblen Stonehill, Elmar Barthen, Linene Graywind, and Qelline Alderleaf, who are all briefly introduced in LMOP and described in the entries below.

Toblen Stonehill, the proprietor of the Stonehill Inn, is a short, friendly, young human male who is originally from Triboar. After trying his hand at mining, Toblen decided he would have better chances running an inn. He has a wife, Trilena, and a son, Pip. Toblen spends too much time each night trying to keep his gossipy barmaid, Elsa, from spreading tales about other members of the town. Toblen knew Charla's lover, Hawk, and remembers tales of the strange blizzard in the woods, but does not know that Charla is from Triboar or that she was with Hawk. Trilena helps out with the inn, but almost never enters the bar unless it is empty, as she hates the behavior of people who are drunk.

Elmar Barthen, a lean and balding 50 year-old human male, is the owner of Barthen's Provisions, which is the town's largest trading post. Elmar has most necessary pieces of adventuring gear for sale, but he does not sell weapons. In fact, Elmar wants nothing to do with weapons because he once accidentally killed a beautiful faerie while hunting. Elmar is assisted by two young clerks, Ander and Thistle, who often run afoul of Linene Graywind.

Ander hopes to learn to craft weapons and sell them but, there does not seem to be anyone in town to teach him. Thistle knows he does not have the patience to learn such a skill, so he dreams of being a fence for stolen weapons. Unlike Ander, Thistle has found someone in town to teach him and has already taken the first steps on his career path.

Linene Graywind is a sharp-tongued 35 year-old human woman who runs the Lionshield Coster trading post of Phandalin. Linene is picky about those to whom she sells weapons and is concerned about some of the interactions she has had with Ander and Thistle. She recently had to tell Thistle that he is not allowed around her shop because she believed him to be casing the place. Linene does not get along with most of the other

women of the town because she does not know how to talk about anything aside from buying and selling goods, the characteristics of various materials used in weapon making, and the qualities of particular weapons.

Qelline Alderleaf is a wise 45 year old halfling farmer. She is kind and seems to know about everything that goes on in town. Qelline's son, Carp, is ten years old and wants to be an adventurer like his father, who has been "adventuring" in various towns for several years. Qelline is a longtime friend of Reidoth, a druid that recently left Phandalin for Thundertree. Although the ladies of the town love Qelline's produce and always enjoy her pleasant conversation, the wives are all convinced she is out to take their husbands. Her kindness and playful nature is often mistaken for flirting and she would never intentionally do anything to harm the marriage of another.

The Phandalin Militia consists of ten members who have some experience as caravan guards or as adventurers along the Sword Coast. All of them have made their way to Phandalin with dreams of more autonomy in their lives and/or of riches. Each enjoys some level of control of his or her daily schedule and is dedicated to protecting and helping rebuild Phandalin. With the defeat of the Redbrand Bandits, the militia has regained control of the town and restored peace. When members are not at one of three wall posts, they are working to rebuild the wall.

None of the militia members have much experience as the caravans they previously worked were rarely attacked. Most of their adventures consisted of long walks in the woods and the occasional killing of a snake or lone wolf. One of the members, Roman Harp, feeds any information he can scrape together to Halia and/or Lost Laura depending on how he thinks he will be reimbursed. Halia pays him in copper and Laura pays him with affection.

Town Leaders

Five of the NPCs introduced in LMOP are considered leaders of the town: Daran Edermath, Halia Thornton, Sister Garaele, Sildar Hallwinter, and Harbin Wester, all of which are further described here. Four other town leaders were introduced in After Lost Mine and are also further described here. The stat blocks for eight of the nine town leaders can be found in the appendix.

Daran Edermath is a silver-haired half-elf and retired adventurer who now keeps an orchard just outside the northwest wall of Phandalin. He is well over one hundred years old and although his original home was in Neverwinter, Daran has served as a marshal and herald in the lands of the Dragon Coast. Daran is an inactive member of the Order of the Gauntlet, but he continues to remain aware of the activities in and around Phandalin and occasionally sends information to his former order.

Elizabeth Baker recently approached Daran about the possibility of Daran training students at a martial academy if Elizabeth were to open one at the manor. Daran told her that keeping an orchard was a full-time job, but he knew that she knew he would consider it. He is very interested in the offer and hopes Elizabeth approaches him again soon.

Halia Thornton is an ambitious and calculating female agent of the Zhentarim who is trying to bring Phandalin under her control. As a front, Halia operates the Miner's Exchange, which serves as a trading post and the town's unofficial records office. From the Miner's Exchange, Halia is able to monitor the land transactions and the comings and goings of most of the town. She buys information from Roman Harp, but knows most of it is useless. Halia also had another informant in town who was supposed to have some very "expensive" information about someone's identity, but he disappeared last week.

Sister Garaele is a scholarly and zealous young elf who is responsible for the care of the Shrine of Luck, which is Phandalin's only temple. As a member of the Harpers, Sister Garaele regularly reports on events in and around Phandalin. Sister Garaele has recently begun to suspect that there is something going on at the Miner's Exchange and has started to spy on it at odd hours. While spying outside early this morning, Sister Garaele suddenly fell asleep. When she awoke in her bed, she had a mark on her neck like a bug had bitten her and there was some delicious tea waiting on her. Since that time, Sister Garaele is less concerned with the Miner's Exchange and more concerned with spreading her faith.

Sildar Hallwinter is a human warrior who was recently held prisoner by goblins. If the PCs rescued him, Sildar, who naturally fills a void in leadership as an agent of the Lord's Alliance, is established at the Townmaster's Hall. Sildar is a male of 50 years with a kind heart who was formerly in the griffon cavalry of Waterdeep. He wants to help civilize Phandalin by restoring law and order, which will return the town to a center of wealth and prosperity.

Harbin Wester is a fat pompous old fool of a banker who was elected by the people of Phandalin to be townmaster for a year, which means he acts as judge for minor disputes and maintains official records. His powers have been greatly limited first by Halia, who quickly took control of recording property records, then by the Redbrands, who previously terrorized the town, and now by Sildar, who is trying to restore law and order. Harbin preferred the short time period when he controlled the records and the law and gave the orders. With all that has happened, Harbin is planning on leaving town, but wants to find some way to leave with more than he has, no matter the source.

Charla “The Cold” is a 24 year old sorceress from Mirabar (SCAG 50). She grew tired of the materialism of that city and left at an early age. After travelling to Triboar with a merchant caravan, Charla met and fell in love with a ranger, Hawk, who protected the woods around Triboar. Charla lived happily with Hawk for almost two years.

When Charla learned that Hawk was killed by a pack of wolves, she broke down and discovered her power as a wizard, which erupted into a blizzard in and around her home. Once Charla calmed down, there was nothing left of her home. Long-time residents of Triboar still refer to that strange weather incident as the ‘ice explosion.’

Scared and alone, Charla wandered west towards the coast in hopes of going to Neverwinter, but she never made it that far. When Charla wandered into Phandalin, she felt a sense of calm in the almost empty ruins and became one of the town’s first settlers almost four years ago.

Charla quickly began to master her control of cold and used it everyday as she went out to clear the large number of wolves and orcs in the area around Phandalin. Unknown to all, if it were not for Charla, Phandalin would not have been resettled without dozens if not more deaths from wolves. As the days turned into years and she found fewer wolves and orcs to kill, Charla stopped going out and began to create works of art out of ice.

Although her anger has subsided, Charla has had very little interaction with the other people of the town. Most people only think of Charla as an aloof hunter who used to have a limitless supply of wolf hide for sale, but who now is rarely seen outdoors. Charla decided that she wants to participate more in the affairs of the town and is planning to talk soon to Sildar about how she can use her powers to help Phandalin.

Amos Ansel is the mostly forgotten child of a mostly forgotten but very dead minor noble from Waterdeep, Dalton Ansel. Amos’ parents were murdered when he was 4. Bruce, the only servant of Amos’ parents to survive the attack, packed up what valuables he could and left Waterdeep in the night with Amos.

The pair made their way to an old cabin in the woods outside Waterdeep where Bruce then raised Amos for almost ten years. Last year, the authorities finally caught Bruce and wrongly executed him for the murder of Amos’ parents. Amos is not even aware that Bruce was taken, thinking instead that he was killed by the bear that Amos found while looking for Bruce. Amos was unable to kill the bear, but has a scar on his left cheek as a reminder.

Amos, now 15, began to drift and only ended up in Phandalin a month ago. He tried to join the Wolves, but was turned down. In the process, he became infatuated with Ariel, who barely noticed him. Amos dreams of one day returning to his noble heritage, something Bruce stressed to Amos daily, by becoming head of the town. He knows he needs to impress Sildar and the rest of the town. If he does, he thinks it will be easy to become townmaster. From there, Amos thinks nothing can stop him.

“Lost” Laura is a 17 year-old human female whose parents fled Thundertree 30 years ago when Mount Hotenow erupted. They stayed in and around Helm’s Hold. When Laura was 7 years old, both of her parents disappeared and Laura was taken in by a group of people who were spellscarred. Over time these people, including Laura, joined the Dragon Cult. Two years ago, the members of the group were assigned to travel to different towns to begin to recruit members. Laura was sent to Phandalin with her lover, but he went out for a walk and never returned. Since that time, Laura has been trying to recruit members without bringing too much attention to herself.

Laura has not been successful on either course. So far, Laura has not even remotely convinced anyone to join and has also caused almost everyone in the town to realize she is a cult member and also to feel sorry for her. Almost everyone in Phandalin, even most children, refer to her as Lost Laura because they see a beautiful girl that is full of kindness, but that is wasting her efforts on seemingly evil goals. No one has bothered to see if Laura is truly “lost” or if she is just blindly following the path cult set her on.

Laura thinks she wants to leave Phandalin and join other members of the cult in Thundertree, but is no longer sure of anything. If anyone gives Laura attention and takes the time to have a real conversation with her, Laura will give up on the cult and try to get her life together. Laura wants to be part of a cause. With time and hard work, Laura could be a productive member of Phandalin and a wonderful companion. Otherwise, Laura will soon be truly lost.

Elizabeth Baker, aka Bonita, is a middle-age human recently retired to Phandalin with the hope of living in peace. During her career as an assassin, Bonita killed many men for gold and has amassed a small fortune as a result of shrewd negotiations, always fulfilling her contracts, and rarely spending her earnings. Elizabeth wants to open up a bakery in Phandalin and is also negotiating to acquire and rebuild the manor and in time, turn it into an academy. She is not sure what she wants taught there, but she hopes to create some sort of legacy.

Elizabeth has begun to take an interest in the activities of the Miner’s Exchange, which led to her breaking in and learning there is an outside organization that is hoping to have great influence over Phandalin. Although Elizabeth is trying to move beyond her old ways, she has killed a spy and put an innocent woman to sleep just in the last week.

The Wolves

The Wolves, a law abiding group of fifteen hunters and explorers, are based in Phandalin. Generally, five members hunt wolves while exploring east of town, five hunt and explore north, and five sell products in Phandalin or traveled west towards the coast to trade. Five of the members were introduced in After Lost Mine but their descriptions are expanded here. The other ten members are introduced and described here. Full stat blocks for four of the members are included in the appendix.

Hunters to the East

Snal is an 18 year-old human druid who is somewhat playful and does not spare a single thought for the business end of the Wolves. His father served one of the noble families in Waterdeep but was murdered trying to defend the noble who was also murdered. Unknown to both Amos Ansel and Snal, the murdered noble was Amos’ father.

Snal barely remembers his father and sometimes feels guilty for leaving his mom and sister, but these thoughts quickly fade when he hears Lebon talk about the Way of the Wolves. The druid will not allow the indiscriminate killing of wildlife, but knows that it is sometimes permissible. Snal wears cloth and brandishes a quarterstaff.

Snal will try to protect his twin sister Ariel, but not if it means losing his own life. He is not selfish, Snal just has problems concentrating. Snal is happy that Ariel recently found him and quickly accepted Lebon’s teachings about the Way of the Wolf. Five years ago, Snal heard Lebon preach about the cunning of wolves and has followed Lebon ever since. The two now help each other understand the wonders of their powers.

Ariel, an 18 year-old human, is the newest member of the group and is trying to impress Lebon, who only took her in because her brother, Snal, convinced Lebon it would be for the best and because Ariel seemingly embraced the Way of the Wolf after just one sermon. Ariel has no interest in the Way, but will do almost anything to keep her cover.

Ariel is trying to find information about the location of the Forge of Spells for her employer, a wealthy gnome in Waterdeep known as "The Book," nicknamed for the way he constantly reads and for the little black leather book in which he keeps details about every employee, contact, enemy, and debtor he has attained. Ariel's current plan is to attract a promising suitor to protect her and comfort her while she continues searching for the Forge of Spells. Until she finds a suitor, Ariel is working with the Wolves, which allows her to explore and also provides an income.

So far, no one in Phandalin has caught Ariel's attention, but she continues to look for a strong and loving (easily manipulated) companion. Ariel is not evil, but she is greedy, lazy, and willing to cut corners. Ariel wears brown and green cloth under a wolf hide cloak that has been dyed brown and green. She has a short sword, but prefers her hand crossbow. Ariel very much loves being alive and will flee if necessary. She has no interest in the Wolves other than using them for her own goals.

Larm is a 6'6" human barbarian of 25 years hailing from the north. Larm's small tribe, which contained only a dozen warriors, was subsequently secluded for years after an avalanche blocked the road to the south. When a party of explorers entered their territory after the road was cleared, Larm's people, who had forgotten about their previous promise to trade in peace with their southern neighbors, killed the explorers and then attacked the neighbors to the south.

In retaliation, a party of twenty warriors from the neighbors wiped out Larm's tribe while they slept. Larm only escaped because he was away fulfilling his right of passage into manhood in the tribe. Larm returned as the massacre was ending. In the darkness, the attackers could not see Larm as he hunted them one by one.

Only fifteen of the attackers made it out of Larm's village. Only ten made it back home. Larm had thought about a suicidal attack on the village of his neighbors, but the spirit of his grandfather led him away from his intended target and Larm soon passed out in the snow. When he woke, Larm had lost his desire for vengeance and heard a beautiful female voice singing about finding a purpose in life.

Larm rose and startled a passing wagon train of carnival people. The voice Larm had heard belonged to an attractive older bard. Larm agreed to join the carnival if he could hear the rest of the song. The bard sang that song and many others over the years and Larm soaked up their meanings while he fell in love. Larm wanted to do something that would cause bards to sing his deeds, but he could not decide what he wanted to do. He also did not want to leave his best friend and lover, the bard. Several years later, the bard died and Larm was crushed, but he knew it was time to seek his destiny. Larm left the carnival to travel to a new settlement that he hoped would be the scene of his epic deeds.

Larm traveled to Phandalin to hunt the plentiful wolves of which he had heard bards singing, but since he arrived six months ago, Larm has seen very few wolves. Larm is well built, wears hide armor, has a greataxe, and will not leave the field of battle as long as there is an enemy still alive on it. Larm quickly became enamored with Feather, one of the other Wolves, and her beautiful voice that sings of lands and creatures completely foreign to Larm.

Lebon is a human male in his late 30's who is the leader of the Wolves and an occasional priest of sorts for some vague religion, the Way of the Wolf, that seeks to destroy wolves and lycanthropes. He is intent on finding and killing a werewolf that killed his wife and child about ten years ago. Lebon was so filled with grief that he went to a local temple to search for answers. The temple took Lebon in and trained him in their ways, but over time Lebon began to have angry outbursts and was asked to leave.

Taking what he learned from the temple and combining it with the vague teachings of some texts he found, Lebon created the Way of the Wolf, which teaches that your pack is your family and you must protect your family from other packs. Lebon seeks revenge on the werewolf and he has decided that this punishment will be expanded to include all wolves. He has crafted the message of the Way of the Wolf to convince followers that wolves are a threat to his own pack of followers.

Although Lebon is obsessed with killing wolves, he seldom goes that far in his sermons anymore. Instead, he talks about the good that can come from hunting wolves and selling their remains. None of the Wolves realize how fanatical Lebon truly is. Lebon does care for the members of the Wolves and believes he must do what he can to protect them as members of his tribe.

Unknown to Lebon, Charla already killed the werewolf he seeks. Charla did not realize it was a werewolf or that she actually killed it. She saw a very large wolf and tried to kill it, but thought she missed.

Lebon wears a chain shirt under his wolf cloak and points his mace when he talks. He does not really have any attachment to Phandalin except as a base of operations from which to hunt.

Feather is a female eladrin bard who was accidentally transported from the realm of the Feywild and stranded here. When Feather sings, she can charm those who hear her. Although she misses her home in the Fey, Feather is very happy when she is in the woods with the Wolves. Feather does not enjoy the hunt as much as she does the companionship. She loves to hear the stories of her companions as much as she loves sharing her own through her detailed songs.

Feather worries that Amber is not as happy here as she is and wants to help her longtime friend get home. She also wants to hear the songs of great bards of the Sword Coast. Feather wants to ask Larm to take her to the Bardic College of New Olamn near Waterdeep (SCAG 123), but she fears Amber will be mad.

Merchants

Amber is female eladrin fighter who was stranded with Feather after walking through a waterfall. Amber does not like the weather here or the constant killing of wolves. She also is bored with the mundane village of Phandalin. She suspects that Charla has magic powers and wants to talk to her about it. Amber uses her misty step power as often as she can in the hope of making it back home. Because Feather is focusing more and more on Larm, Amber is helping the Wolves more with business and less with killing wolves.

Ingrid is female gnome (rock) bard. She left her parents and three siblings to follow Feather and Amber after encountering them in the forest near her home not far from Phandalin. Ingrid has always had a knack for music and her instrument of choice is the shawm (SCAG 124) but is embarrassed to call herself a musician after hearing the beautiful music of Feather. Although she has never had an urge for adventure, Ingrid will follow her new friends anywhere. Ingrid would prefer to hunt with Feather, but Lebon will not allow her because it is too dangerous.

Haergrim Bonedust is a male shield dwarf barbarian. The Bonedust family of dwarves were driven from the Yund Clan decades ago and were forced to make their home high in the Sword Mountains. Haergrim's parents were the sole merchants in the small settlement and often had to travel to caravan routes to trade with humans for foodstuffs.

When young, Haergrim would travel with his parents and younger sister on the trade trips and became fascinated with the customs of the humans. When he became old enough to venture on his own, Haergrim joined a trade caravan and eventually became one of its guards. Being a guard on the caravan led him to encounter many more humans and their variety of customs and traditions.

Although Haergrim still thirsted to learn more about the variety of humans and their customs, he also grew weary of the easy life among the humans. When he heard Lebon preach about the need to have a purpose in life, Haergrim left to help rebuild a settlement at Phandalin. Haergrim is proud that he is able to contribute to the settlement at Phandalin and also to continue his parent's work of being a merchant. Haergrim's skill as a merchant has made him the Wolves' main trader to humans and dwarves.

Sathra Bonedust is a female shield dwarf barbarian and is **Haergrim Bonedust's** younger sister. Unlike her brother, Sathra enjoyed the quiet life with her parents and the rest of the Bonedust. Sathra enjoyed the attentions of Mordraen, her favorite male cousin, and was betrothed to him. Sathra was very happy until an alliance was made between the Bonedust and the rest of the Yund Clan, which resulted in Mordraen marrying the youngest daughter of the chief of the Yund. Since having her heart broken, Sathra has been very hesitant to trust anyone other than her brother.

Sathra joined Haergrim in Phandalin earlier this year because she needed to get away from the clan and became enthralled with the idea of the hunt as described in Haergrim's letters. Unlike Haergrim, Sathra has no interest in trade and never participates in that activity, but acts as a guard for the trade party. Sathra is trying to adjust to life away from the tribe and wants to try to make it on her own for a while but she is not sure the next step.

The Explorer is a male elf warlock from the High Forest east of Yartar who seeks a passage to the Feywild to be closer to his patron, Oberon (SCAG 138). After finally collecting all the items necessary and finding a possible crossing point, The Explorer opened a portal behind a waterfall, but as he tried to cross over to the Fey, Amber and Feather fell through the portal from the other side and landed on The Explorer, causing him to lose his concentration. The portal closed before The Explorer could pass through to the Feywild.

The Explorer became convinced that Amber and Feather were sent by Oberon to help him become more powerful and better prepared for the journey to his patron in the Feywild. After following Amber and Feather for months, The Explorer settled in Phandalin with his two "guides." When the three were accepted as members of the Wolves, The Explorer was very pleased to be a hunter like his patron and thought he understood why Oberon had delayed his passage to the Feywild - The Explorer had to become a great hunter first.

Now that The Explorer is beginning to realize that Lebon is using him as a guard and not as a hunter, he is rethinking his situation. The Explorer is concerned that he may have missed his chance to make it to the Feywild. For now, The Explorer waits for Amber and Feather to show him his next step.

Hunters to the North

Fariel Blossom is a female halfling (lightfoot) druid who is a member of the Emerald Enclave (SCAG 127). Several months ago Fariel came to Phandalin from her home in the woods to see the progress being made to restore the old town. She was so impressed with the change that she stayed the night and met several of the Wolves. Fariel realized she needed friends that were not fauna and flora and joined the Wolves. She is not sure how long she will stay, but she enjoys the company of her new friends and likes teaching them about the plants, trees, and animals they encounter on their journeys.

Although Fariel is a supportive member of the Wolves, she is concerned that the number of actual wolves in the area has decreased enough that there will soon be an imbalance. At that time, Fariel will have to decide a new course of action.

Charlos is a male half-elf (moon) monk from Yartar. Charlos is a member of the Dark Moon, which is a monastic order devoted to Shar. Because many people misunderstand followers of Shar, Charlos keeps his membership a secret. Charlos also never speaks about the loss of all of his family and friends or how that loss drove him to seek solace from the Dark Moon.

Charlos seeks to help others who are dealing with the terrible pain of loss. He came to Phandalin because he assumed that many people who are willing to settle in such a frontier village have faced pain and suffering and that he can be useful. Charlos understands the concerns of Fariel and Merryl about the depletion of the wolves in the area. He also senses that Lebon is dealing with a great loss and he wants to try and get Lebon to open up about whatever is eating his soul. As such, Charlos will wait to talk to him about the dangers of killing many more wolves.

Rorryn Raergel is a 34 year old human fighter from Yartar. After participating in a ruthless attack on an unarmed caravan, Rorryn left the bandit gang of which he was a member. He fled the area and became very depressed and eventually attempted to kill himself with poison.

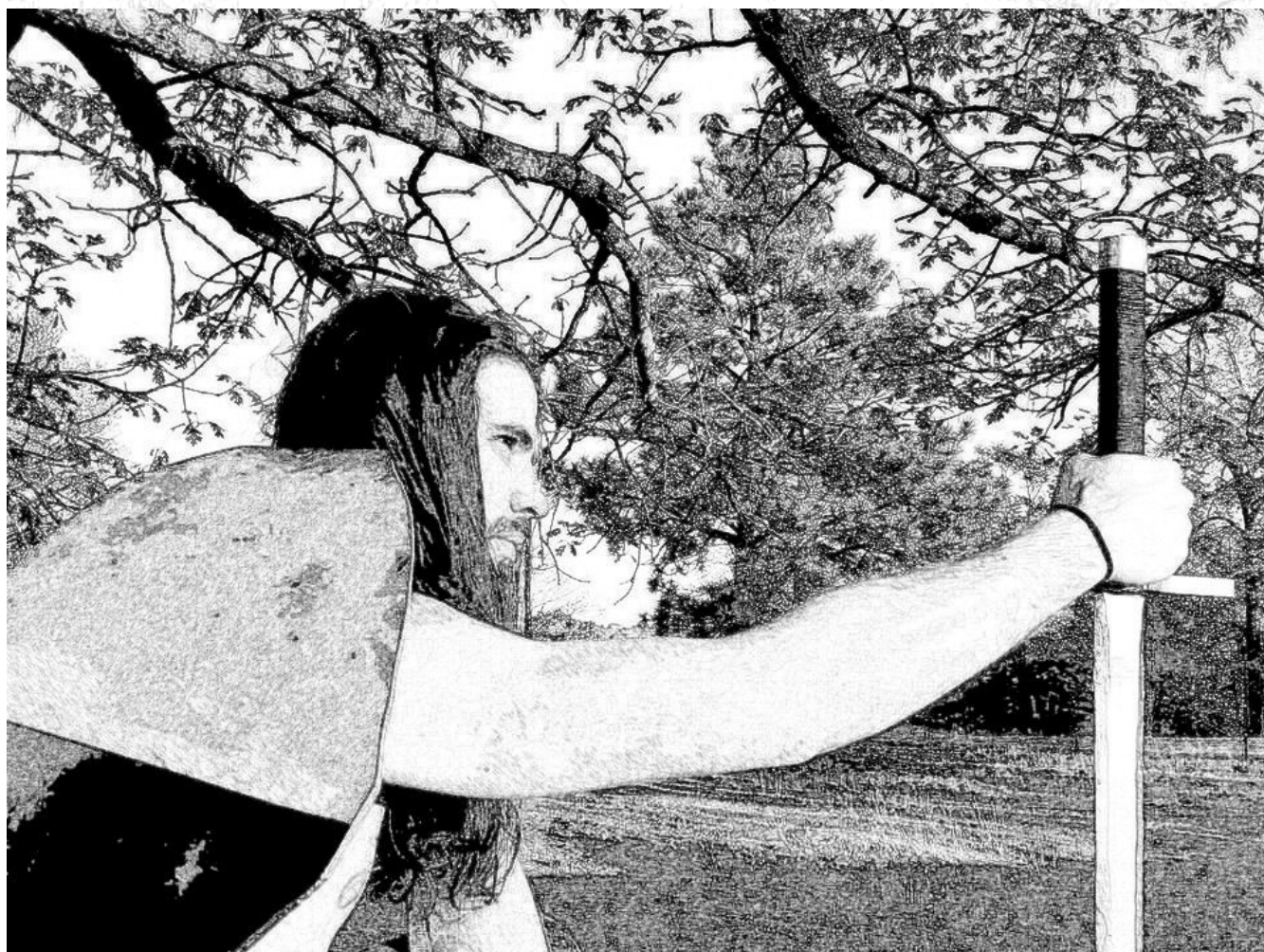
When the poison did not work, Rorryn figured a higher power wanted him to live. The first person Rorryn met on the street after he recovered from the poison was Charlos, who sensed Rorryn needed to talk. It did not take much time for Rorryn to let out the agony of grief that he felt. Rorryn pledged to go with Charlos to find ways to help others deal with their own loss.

Augustus Corel is a human rogue who has drifted for so long that he is not entirely sure where he is from. Augustus shuns physical labor to the point he cannot even fathom why those with such jobs don't drop dead from exhaustion. He believes gold solves all problems and that the key to happiness is to obtain enough gold to make problems go away. As stealing is the easiest way to get gold, Augustus therefore has taken the path of a thief.

Currently, Augustus's gambit is to skim gold off of the profits from the Wolves while also stealing from almost everyone in town. Augustus is using Thistle to move the stolen items and plans on blaming him for everything.

Merryl is a female human ranger from near Yartar. Like Rorryn, Merryl was helped by Charlos and pledged to help him in his quest to help others. Merryl was responsible for escorting travelers through the woods near Yarta. An entire family was brutally killed when she accidentally led them into an ambush by goblins. Merryl escaped by running as soon as she sensed the ambush. The family was not so lucky.

Charlos helped Merryl get over the grief and Merryl now believes she must help others to make up for the loss she caused. She has a poisonous snake companion and, like Fariel, is becoming concerned about over hunting the wolves in the area. Merryl hopes to become a member of the Harpers, but has yet to meet one.



Backgrounds

Sword Coast Wolf Hunter

You have spent much time in the pursuit of the elusive wolves of the Sword Coast. You have studied their habits and their habitat and understand them. You hunt them not because you hate them or seek to wipe them out, but because they are a worthy foe and hunting them makes you stronger. You honor them by properly breaking down their remains and ensuring they are reused and making their hides into a lasting testament to the wolf.

What drove you to become a hunter of the noble wolves of the Sword Coast? Are you the descendant of a great hunter or did you seek one out for training? Perhaps you encountered a lone wolf and became enchanted by its power and cunning.

Skill Proficiencies: (Pick three) Investigation, Nature, Perception, Survival

Languages: Sign Language of the Wolves

Equipment: A skinning knife, a specially prepared wolf's skin cloak, worn set of warm clothes, and a belt pouch containing 5 gp.

Feature: Shelter from the Hunt

As a Sword Coast Wolf Hunter, you are known throughout the area for your skills and the people of the land value your contributions to their survival. You and your companions can expect to receive food and shelter from other hunters and from many farmers.

You may have trained with the Wolves of Phandalin and you thus have a place to stay when in the area. While near Phandalin, you can call on the other members' assistance, provided the assistance is not unreasonable and you are still in good standing with the Wolves.

Suggested Characteristics

Sword Coast Wolf Hunters are shaped by their times in the outdoors. Their study of the lives and anatomy of wolves affect their habits and ideals. They may appear to be somewhat of a loner but that appearance hides their true selves.

d4 Personality Trait

- 1 I belong in the wild and often do not follow social customs.
- 2 I get anxious if I spend too much time in the same place unless it is with those closest to me.
- 3 I often eat the food of others if left out.
- 4 I study problems and use my intellect to solve them.

d4 Ideal

- 1 **Tradition.** I value the rules and ways of the past. (Lawful)
- 2 **Loyalty.** I believe in being devoted and faithful.
- 3 **Instincts.** I value my inclinations over the input of others. (Any)
- 4 **Freedom.** I believe choices should not be restrained. (Chaotic)

d4 Bond

- 1 I would die to protect my group.
- 2 I owe my life to the leader of my group who took me in.
- 3 Everything I do is to ensure others are free.
- 4 Once I mate, it is for life.

d4 Flaw

- 1 I am the alpha (fe)male and others must follow me or beat me into submission.
- 2 I submit completely to the leader of the pack.
- 3 I am territorial and do not trust outsiders.
- 4 I follow my instincts without listening to others.

Wandering Follower of a Path

You have spent much time wandering while spreading the tenets of your faith. You do not care as much about creating converts to your beliefs as you do to accomplishing some goal. Converts are useful to reaching your goal but it is accomplishing the final goal that is what your efforts go towards.

You may choose a deity, but most wandering priests are followers of a way or path that leads to the fulfillment of their goal. Choose a goal such as the destruction of some creature or race or specific evil (or good) such as an ancient artifact. What drove you down your path? Was your family or tribe destroyed by the object of your obsession? Will the goal give you or mankind freedom or salvation? Perhaps you seek revenge for some past wrong.

Skill Proficiencies: Deception, Religion, Performance, Persuasion,

Equipment: A trinket, a set of common clothes, a note containing the basic outline of your path, and a belt pouch containing d20 + 5 gp.

Feature: Drawing a Crowd

As a Wandering Priest, you are known as a great orator and people will come to listen to you even if they disagree with your path. If you give at least two days notice (1 day if in a city), you can gather a crowd of 1d20 people (1d100 if a large city) to hear you speak.

Suggested Characteristics

Although often surrounded by crowds of people, wandering priests rarely have lasting relationships unless they are able to keep a small group of like-minded followers around them.

d4 Personality Trait

- 1 Nothing can make me give up on my quest.
- 2 I am often longwinded and prone to hyperbole.
- 3 I may (or may not) be tolerant of the faith of others as long as the faith does not interfere with my path.
- 4 Any discussion I am a part of usually ends up being about my path.

d4 Ideal

- 1-2 **Future.** All of the traditions of the past are only useful if they assist the path. (Chaotic)
- 3-4 **Destiny.** Nothing can lead me from my path. (Chaotic)

d4 Bond

- 1 I would die to fulfill my goal.
- 2 I owe my life to my followers who I expect to die for our goal.
- 3 Everything I do is for my goal.
- 4 I expect my followers to do exactly what I order.

d4 Flaw

- 1 I am obsessed with meeting my goal to the detriment of everything else.
- 2 I cannot see the forest for the trees.
- 3 My obsession makes me blind to the needs of others.
- 4 I follow my instincts without listening to others.

Feats

Cold Survivor

You have adapted to the cold and have resistance to damage from cold.

Wolf Hunter

You have spent much time studying and hunting wolves and know their habits including how they fight.

Wolves have disadvantage on attack rolls against you and you have advantage on attack rolls against them.

Adventure Hooks

The Hunt

The Wolves are nearing a time of decision. There are fewer and fewer wolves in the area around Phandalin and several members of the Wolves are concerned. Lebon intends to kill all of the wolves until he finds and kills the werewolf that killed his wife. Charlos will talk to Lebon but does not believe the time is right. Fariel and Merryl will not go to Lebon behind Charlos' back.

If the PCs talk to the Wolves other than Lebon about how hunting is going, the conversation will drift towards disappointment and concern about how it seems they have to go farther and farther away from Phandalin to find wolves. They also mention that they see an overabundance of rabbit and deer but do not hunt these animals unless it is on a return trip from a failed wolf hunt.

If the PCs discuss the issue with Lebon he will quickly get defensive. For every question after the first four questions about the depletion of wolves, there is an additional 10% chance that Lebon will no longer be able to contain his emotions. Once this happens, roll a d8 and check the chart below.

d8

- | | |
|-----|---|
| 1-3 | Lebon says "Enough," and walks away. |
| 4-5 | Lebon breaks down in tears and tells the reason why he must kill the wolves. |
| 6-7 | Lebon tells the PC to mind his own business or he and the Wolves will make him. |
| 8 | Lebon attacks the PC that asked the last question. The other Wolves will not intercede unless any other PC besides the target attacks Lebon or if it appears Lebon is about to be killed. |

If the PCs get Lebon to talk about the werewolf, he will beg them to help him find and kill it. He will offer a reward of 500 gp for proof it has been killed and 1000 gp if he gets to kill it. He has not seen any evidence of the werewolf since he has arrived in Phandalin but knows it is in the area because he believes it would not leave its territory. Lebon shares that he used to think it was Charla because she was one of the first settlers and was such a successful hunter, but ruled her out because he watched her during a full moon and he saw no signs of her being a werewolf. If asked, Lebon will admit that he has never actually asked Charla if she had ever seen the werewolf during her hunts

If asked, Charla will tell the story of the very large wolf she saw and if the word werewolf is mentioned she will admit that the animal she saw could very well have been one. Charla will tell the PCs exactly where she saw the wolf. If the PCs travel to the area which is just north of town in an area the Wolves never hunted because it was too close to Phandalin, they will find the skeleton of a man after 1d4 hours of searching. A successful nature check (or any reasonable skill check) against a DC 12 will halve the amount of time it takes. Around the neck of the skeleton is a necklace that Lebon can identify as previously belonging to his wife.

Once Lebon has the necklace, he will give the PCs 500 gp. He will call a meeting of the wolves and divide his remaining 500 gp among them and thank them for their service to his dead wife. He will tell his tale and explain how he may have misled some of them. He will then stab himself in the heart with a dagger and fall over dead.

After Lebon's death, some of the Wolves will continue hunting in Phandalin while others will move on. Charlos will not handle this additional loss well and he, Fariel, and Merryl might become adversaries of the PCs. The DM should find ways to continue to use the Wolves in his campaign. Divide 1200 xp among the PCs.

Assist an Assassin

It is obvious that there is some sort of construction project beginning at Tresender Manor. What is not so obvious is the activity going on under the manor.

Elizabeth Baker is not trying to hide the fact that she is interested in acquiring and renovating Tresender Manor, but she is also not advertising the fact. PCs can find out that Elizabeth has brought in a dwarf engineer to determine how much work will be needed to rebuild the manor. The dwarf has begun examining the site and is pleased with the remaining structure, but has some concerns about the integrity of the area under the manor.

There are several man made rooms and several natural tunnels and caves under the manor. The dwarf will have to add some supports in these areas to support the weight of the rebuilt manor without any problem. What concerns the dwarf is that there appear to be signs that something large has created a tunnel system under the basement. Although the dwarf assures Elizabeth that he can brace the ground appropriately, he cannot guarantee that the creature that created the tunnels will not continue to bore out beneath the supports or that it will not enter the basement and then possibly the house.

Although Elizabeth does not want to ask for help, if the PCs start asking questions or snooping around the manor, then Elizabeth will ask them to investigate the tunnel system. This will require the PCs to use a shovel (of which there are several in the basement) and dig up several feet of loose dirt at one of the four tunnel entrances in the basement. The tunnels were dug by an umber hulk, which is waiting a few feet under the loose dirt at one of the tunnel entrances. Roll a d4. On a 1, the **umber hulk** is at the tunnel entrance at which the PCs are digging. The umber hulk will attack 1 round after the digging starts and will gain surprise.

Once underground, the PCs see a freshly dug tunnel system connected to four entrances in the basement as well as a main tunnel that descends at a steep angle for 100 feet. Every round in the main tunnel, have each PC make a dexterity check of DC 10 or fall and slide the rest of the way down the tunnel.

The main tunnel ends above a horizontal tunnel with a diameter of eight feet. The tunnel walls form an almost perfect circle and the floor is covered in two to three feet of freshly disturbed dirt. A PC making an appropriate Intelligence Check against DC 10 recognizes the tunnel as being made by a purple worm. The worm passed through and is now miles away to the south. The tunnel runs east near Wyvern Tor where it descends deep into the Underdark. It also runs west for several hundred yards before it turns south. The DM can use this tunnel to lead the PCs to an Underdark adventure to the south or the tunnel can be used by the PCs to return to Phandalin after completing After Lost Mine IV.

The PCs can use climbing gear to get back out of the tunnel and return to the basement. Once the dwarf is notified of the death of the umberhulk and of the worm tunnel, he will meet with Elizabeth and then leave town to get additional workers. Elizabeth will give the PCs 100 gp for killing the umberhulk and will also start observing them to determine if any would be good candidates to help her start the academy.

Land Dispute

Elizabeth is not the only inhabitant of Phandalin with an eye on acquiring the manor. Halia also wants the property and has even filed a claim on it, although the claim is filed in the exchange and not with the townmaster. Elizabeth has filed the papers to purchase the manor with the townmaster. If Sildar is alive, then he will enforce Elizabeth's claim over Halia's. If Harbin is still in control as townmaster, then he will find a way to defer to Halia. This will create a showdown between several prominent NPCs and the PCs will probably have to take sides.

Several of the NPCs have connections to various organizations and it is possible that if the PCs make an enemy of a NPC, they will also make an enemy of an entire organization. These organizations will not forget and will seek revenge on the PCs. The DM should create NPCs and plot points for future interactions with the PCs.



Appendix

Inhabitants of Phandalin

(130) Commoners

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive perception 10

Languages Common

Challenge 0 (10 XP)

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft.
Hit: 2 (1d4) bludgeoning.

(10) Militia

Armor Class 15 (chain shirt)

Hit Points 10

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive perception 12

Languages Common

Challenge 1/8 (25 XP)

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft.
Hit: 4 (1d6 + 1) piercing.

Daran Edermath, Member of the Order of Gauntlet (Fighter)

Armor Class 17 (splint)

Hit Points 58

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive perception 12

Languages Common

Challenge 3 (700 XP)

Multiattack. Daran makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft.
Hit: 7 (1d8 + 3) slashing.

Halia Thornton, Member of the Zhentarim

Armor Class 17 (splint)

Hit Points 52

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive perception 12

Languages Common

Challenge 3 (700 XP)

Multiattack. Halia makes two flail attacks.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft.
Hit: 7 (1d8 + 3) bludgeoning.

Sister Garaele, Elf Harper agent (Priest of Tymora)

Armor Class 13 (chain shirt)

Hit Points 24

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

Spells 5th Level Spellcaster. Spell Save DC 13. +5 to hit.

Cantrips: Light, Sacred Flame, Spare the Dying

1st Level (4 slots) Bless, Command, Cure Wounds, Healing Word

2nd Level (3 slots) Aid, Guiding Bolt, Prayer of Healing

3rd Level (2 slots) Mass Healing Word, Mass Healing Word

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft. Hit: 3 (1d6) bludgeoning.

Sildar Hallwinter, member of Lords' Alliance

Armor Class 18 (plate)

Hit Points 48

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +2, Wis +2

Senses passive perception 10

Languages Common

Challenge 3 (700 XP)

Multiattack. Sildar makes two attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. Hit: 10 (2d6 + 3) slashing.

Amos Ansel, Human Male, (LN Noble)

Armor Class 15 (breastplate)

Hit Points 10

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12(+1)	18 (+4)	10 (+0)	10 (+0)	17 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive perception 10

Languages Common, Orc

Challenge 1/8 (25 XP)

Rapier *Melee Weapon Attack:* +3 to hit, reach 5 ft. Hit: 5 (1d8 + 1) piercing.

Charla “The Cold,” Human Female (LG Mage)

Armor Class 12

Hit Points 45

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive perception 11

Languages Common, Orc, Gnomish, Draconic

Challenge 6 (2,300 XP)

Dagger *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. Or range 20/60. Hit: 4 (1d4 + 2) piercing.

Spells 9th Level Spellcaster. Spell Save DC 14. +6 to hit.

Cantrips: Chill Touch, Friends, Light, Ray of Frost.

1st Level (4 slots) Magic Missile, Magic Missile, Sleep, Sleep.

2nd Level (3 slots) Cloud of Daggers, Cloud of Daggers.

3rd Level (3 slots) Lightning Bolt, Lightning Bolt, Sleet Storm,

4th Level (3 slots) Ice Storm, Ice Storm, Ice Storm

5th Level (1 slot) Cone of Cold

“Lost” Laura, Human Female (CN Dragon Cult)

Armor Class 15 (studded leather)

Hit Points 60

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Multiattack Laura makes two melee attacks with her scimitar and one with her dagger.

Scimitar *Melee Weapon Attack:* +5 to hit, reach 5 ft. Hit: 6 (1d6 + 3) slashing

Dagger *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. Or range 20/60. Hit: 5 (1d4 + 3) piercing.

Bonita Baker, Human Female (N Assassin)**Armor Class** 15 (studded leather)**Hit Points** 80**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5**Skills** Acrobatics +7, Deception +4, Perception +4, Stealth +11**Damage Resistance** Poison**Senses** passive perception 14**Languages** Thieves cant, Common, Draconic**Challenge** 8 (3900 XP)**Sneak Attack** Bonita Deals an extra 13 (4d6) damage when it hits a target and has advantage on the roll.**Multiattack** Laura makes two shortsword attacks.**Shortsword** Melee Weapon Attack: +7 to hit, reach 5 ft.

Hit: 6 (1d6 + 3) piercing, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Ariel, Human Female Spy**Armor Class** 12**Hit Points** 27**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +4**Senses** passive perception 16**Languages** Common, Elvish**Challenge** 1 (200 XP)**Multiattack:** The spy makes two melee attacks.**Shortsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft.

Hit: 5 (1d6 +2) piercing.

Hand crossbow. Ranged weapon attack: +4 to hit, range 30/120 ft. Hit: 5 (1d6 +2) piercing damage.**Snal**, Human Male Druid**Armor Class** 11 (studded leather)**Hit Points** 27**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4,**Senses** passive perception 14**Languages** Common, Druidic, Elvish**Challenge** 2 (450 XP)**Dagger** *Melee Weapon Attack:* +2 to hit, reach 5 ft. Hit: 3 (1d6) bludgeoning.**Spells** 4th Level Spellcaster. Spell Save DC 12. +4 to hit.**Cantrips:** Guidance, Poison Spray, Resistance, Thorn Whip**1st Level** (4 slots) Animal Friendship, Cure Wounds, Healing Word, Speak With Animals.**2nd Level** (3 slots) Animal Messenger, Flame Blade**Larm**, Human Male Berzerker**Armor Class** 13 (hide armor)**Hit Points** 67**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Str +4, Dex +5, Wis +2**Skills** Athletics +4, Deception +4,**Senses** passive perception 10**Languages** Common, Elvish**Challenge** 2 (450 XP)**Multiattack:** The berzerker makes three melee attacks:two with his scimitar and one with its dagger. **Scimitar** *Melee Weapon Attack:* +5 to hit, reach 5 ft. Hit: 6 (1d6 +3) slashing.

Lebon, Human Male Priest

Armor Class 13 (chain shirt)

Hit Points 27

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

Spells 5th Level Spellcaster. Spell Save DC 13. +5 to hit.

Cantrips: Light, Sacred Flame, Spare the Dying

1st Level (4 slots) Bane, Guiding Bolt, Inflict Wounds, Shield of Faith

2nd Level (3 slots) Blindness/Deafness, Spiritual Weapon, Spiritual Weapon

3rd Level (2 slots) Mass Healing Word, Mass Healing Word

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft. Hit: 3 (1d6) bludgeoning.

What's Next?

Many possible adventures in the surrounding area and the creatures that make those adventures exciting can soon be found in Adventures By FishPirate - Supplement II: Monsters and Adventures Near Phandalin.

Existing Adventure

What happens when a tribe of orcs is scared from its home under Wyvern Tor? They invade Phandalin of course. In After Lost Mine II: Orcs Invade Phandalin, the PCs get the chance to save Phandalin. For this and other adventures and supplements, search for Christopher Davidson at dmsguild.com

FISHPIRATE

