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Sleeping giant inn phandalin

Edit Share Phandalin, Sword Coast North[1] Sleeping Giant was a tap house in Phandlin. [1] The location[edit source] Tavern was located at the end of the main street east of Phandion, which ended in Tresendar Manor. It had a veranda with a few barrels of beer on display. [1] Atmosphere[edit source] Redbrand ruffians often visited the faucet house, and many townshouses tried to discourage others from going there. The bar was as dirty and dangerous as its harsh residents. [1] History[edit source] In 1491 THE DR,[1] the pub was owned by a dwarf named Grista. [1] Appendix[edit source] Notes[edit | edit source] ^ Pages 30u201231 Lost Mine of Phandelver describe the eruption of Mount Hotenow (1451 DR) as 30 years ago, However, pages 103 and 179 acquisitions incorporated, later source, states that the events described in the adventure happened five years after both Lost Mine of Phandelver and Princes of the apocalypse. Since the latter is explicitly provided for in 1491 DR, and given this answer by Ed Greenwood about dating adventures, this wiki will use 1491 DR for events related to this sourcebook. Links[edit | edit source] Community content is available under CC-BY-SA, unless otherwise noted. A dilapidated faucet that is a dirty, dangerous watering tap at the end of Phandil's main street. When the heroes arrived, they discovered that the Sleeping Giant was a familiar meeting of the Redbrands. Ever since the heroes ran away from the Redbrands, business has been extremely poor. Some townspeople think that the basement of this pub is being used as a plot site for the remaining Red Signs, others think the owner was linked to the gang. The inn is run by Grist. Lost Mine of Phandelver Mars Mars 2016-11-13T01:49:44Z 2016-11-22T19:39:02Z This dilapidated faucet is a dirty, dangerous irrigation hole at the end of Phandalin's main street. It is loaded by Redbrand robbers and runs a grumpy female dwarf named Grista. If the characters decide to visit the site, start a meeting of Redbrand Ruffians. Community content is available within CC-BY-SA, unless otherwise stated. This dilapidated faucet is a dirty, dangerous watering hot water at the end of Phandaly's main street. It is loaded by Redbrand robbers and runs a grumpy female dwarf named Grista. If the characters decide to visit the site, start a meeting of Redbrand Ruffians. Within a day or so of adventurers' arrival in Phandalin, confrontation with Redbrands becomes inevitable. This can happen in many different ways:After talking to an NPC series in the city, the characters decide to confront the Redbrands in the Sleeping Giant tap. The characters decide to examine Tresendar Manor. Skip the meeting and go straight to Redbrand Hideout. If the In Redbrands, a gang of thugs looking for them out and picking a fight on the street. Start this meeting as the characters leave one of the places in the city. If the characters confront the Redbrands on Sleeping Giant, read: The Sleeping Giant is a dilapidated taproom at the eastern end of town. Four human thugs stay on a covered porch, perched on empty beer barrels or leaning against a wall. They all wear dirty scarlet cloaks, their grumpy eyes staring at youOne of the robbers spits on the ground. Well, all right, he's going to die. Here's a whole box of little puppies. What do you want, puppies? Did you come here to bark at us? If Redbrands confront the characters on the street, read: As you head back to the street, you will see four armed thugs waiting for you. They're all people who wear dirty red sloaky, hands on their guns when they're watching you. One of the thumpers spits on the ground. It's time for you to enjoy, strangers. Give us your things and be on your way. Continue insulting and baiting as long as you want. Redbrands attack in a round or two if the characters don't. Neither side is surprised, because it is clear that a fight is about to take place. The group consists of four redbrand thumpers. If three of them are defeated, the last one flees towards Tresendar Manor.Redbrands, who are captured or enchanted by the characters, can pass on useful information. (See sidebar Co redbrands know on page 20.) Townmaster Harbin Wester won't want to keep Redbrand prisoners until he knows the whole gang has been defeated, but the characters can easily convince or intimidate him into locking up any prisoners they capture for at least a few days. If characters kill thumbs, most members of the city are grateful. The exception is the city master, who is afraid of redbrand retaliation. Harbin doesn't hit the characters, but warns them not to cause trouble. ENTER POINTS EXPERIENCEDvite 400 XP equally between characters if the party defeats the thumbs. If the characters charm or successfully question any of the Redbrands, they can learn the location of their hiding place under Tresendar Manor, as well as the following useful information:Leader Redbrands is a human guide known as Glasstaff, so named because his magic stick is made of glass. (Only Larno Albrek and The Black Spider know Glasstaff's real name.) Glasstaff's chambers are located at the western end of the fort (see areas 11 and 12). A mysterious character named Black Spider hired Redbrands to scare adventurers and intimidate locals for unknown reasons. The black spider sent bugbears to strengthen redbrands and provide additional muscles (see area 9). The lower part of the complex is guarded by a hideous eye monster (see area 8). Redbrands have a handful of captives in a holding area near old crypts that are guarded skeleton (see areas 4 and 5). Side 2 Border town of Phandalin is built on the ruins of a much older settlement. Hundreds of years ago, old Phandalin was a thriving human city whose people were firmly associated with the dwarves and dwarves of the Phandelver Pact. However, the same ore horde that ransacked the mines in the Wave Echo cave ravaged the settlement and Phandalin was abandoned for centuries. In the last three or four years, perennial settlers from the cities of Neverwinter and Waterdeep have begun the hard work of re-creation the ruins of Phandaly. The bustling border settlement grew up on the site of the old town, and is now home to farmers, lumberjacks, fur traders and prospectors drawn stories of gold and platinum in the foot hills of sword mountain. Unfortunately, more than a few bandits and robbers have settled here as well, taking advantage of the fact that the area has no local master or authority to chase them away. The gang known as the Redbrands have been controlling Phandalin for the past two months, blackmailing and bullying everyone in the city. The gang is led by a mysterious figure known to townsmans as Glasstaff.When the characters first arrive in Phandalin, read: The track emerges from a wooded slope and you catch your first look at Phandalin. The city consists of offorty or fifty simple log buildings, part built on old terrain stones. Another old ruin-crumbling stone wall covered in ivy and briars-surround newer houses and shops, shows how it must have been a much larger city associate professor of the past. Most of the newer buildings are located on the side of the rovers, which extends into the muddy main street, which climbs towards the destroyed manly house on a hill on the east side of the city. As you approach, you see children playing on the greenery of the city and townspeople who tend to work or shop. A lot of people look up as you approach, but they all go back to your business as you go. If Sildar Hallwinter is on the sidelines, add: Sildar seems much calmer. Friends, he says, let's make sure we stay. I'm told the innkeeper is very quaint. Sildar's plan is to rest at the Stonehill Inn, then search Phandalin for clues to the missing wizard, Inarn Albrek. When his investigation reaches an impasse, he will meet with townmaster Harbin Wester (see Town Hall section). During this part of the adventure, the characters can visit different places in Phandalin and talk to the NPC there. (See City Description for details.) The city is small enough that it only takes a few minutes to walk from one end to the other. However, the characters arrive late in the day and can't get to more than one or two places before it's time to look for accommodation for the night. Some locales that characters should visit include the following: If the characters have a car full of supplies from the Meet Me in Phandalin adventure hook, they are destined to be delivered to this store. Lionshield Coster. If the characters obtained the stolen goods from the Cragmaw hideout, they might want to return them to the rightful owner. Stonehillinnin. If the characters have Sildar Hallwinter with them, the knight suggests that he go to this inn to find accommodation. If the characters are otherwise looking for a place to eat and sleep, they will find that Stonehill seems to be the best available option. Meeting in PHANDALINWhen the characters are looking at Phandalin, you don't have to watch how much time you spend in each place. Instead, imagine you're directing an old Western movie. Your goal is to introduce several scenes in which adventurers walk to a shop or salon and meet people there. By interacting with these NDCs, adventurers learn what NPC need or what information they want to share, and then they can move on to the next location. These scenes are a series of role-playing meetings that take place over several days of game time. To get started, ask the players where they want to go and what they want to do in the city. For example, you could tell them: There's an inn, town halls, shrines, general shops and department stores, and a few other houses and businesses. Where do you want to go? When players select a site, see the description in the following section, introduce the NPC there, and let the interactions begin. Stonehill Inn. If players aren't sure what their characters should do, encourage them to start at the Stonehill Inn. NPC there are indicators that can direct characters to various adventurous opportunities and important rumors that can be found in other parts of the city. By visiting the inn, the characters will learn what other places they should visit. Redbrand whiners. Sooner or later, adventurers will come across the robbers who run Phandalin. All you have to do is choose when the thurs show up. After the characters have had the opportunity to visit several places in the city and talk to the townspeople, they may decide to go looking for Redbrands. If they do, start the Red Brand Ruffians meeting. Alternatively, if the characters are reluctant to look for ruffians, redbrands may come looking for them at the time of your choice. Search for Cregmaw Castle. The characters might want to search Cragmaw Castle to find and save Gundren Rockseeker. Most townssurers are intrigued by the red signs and no one in town knows the location of Cragmaw Castle. Qelline Alderleaf, Sildar Hallwinter and Halia Thornton can offer suggestions on how the party might find someone who knows the place. Here is a brief overview of the most important Phandion NPC and their importance for Stonehill Elmar Barthen Own trading station; owes money to the party if you use Meet Me in Phandalin adventure hookDaran Edermath member of the Order of the Gauntlet with the quest for partyLinene Graywind running a trading post and offering a reward for getting her supplyHalia Thornton member Zhentarim with the quest for partyQelline Alderleaf Useful pint, whose son, Karp , knows the secret path to the Redbrands' sister GaraeleeEl spiritual ofTymora and Harper's agent with the quest for harbin wester townmaster phandalin's party with the quest for partySildar Hallwinter member of the Alliance of Lords' with two quests for partyroleplotion PHANDALIN CPC If you not sure how to run an NPC, a good way to get started is to have character yourself, or to welcome yourself adventurers in Phandaly and ask who they are and what they want. You don't have to be an actor or stand-up comedian to get good drama or humor from your NPC, but if you want to ham it up, here's some advice: Relax. Feel free to impress your players with your thespian skills (or lack thereof). Get into the NPC brain. Imagine how they might respond to the characters, and try to be realistic. It's going to get a long way to go. Frown, smile, growl, shake eyelashes, pout, cross your eyes, rub your hands together - whatever it takes to bring your NPC to life. Try different voices. Borrow distinctive speech patterns from real life, movies and TV. Adjust the volume as needed. NPC can be loud, soft-spoken, or something in between. Keep the game moving. Let the player control interactions with the NPC. Phandalin is small so characters can visit multiple places and NPC throughout the day. If players decide to split their characters, they can cover more territory, but you'll need to take turns each interaction for each player. Splitting the party also makes redbrand Ruffians meeting potentially more dangerous. Dangerous.

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