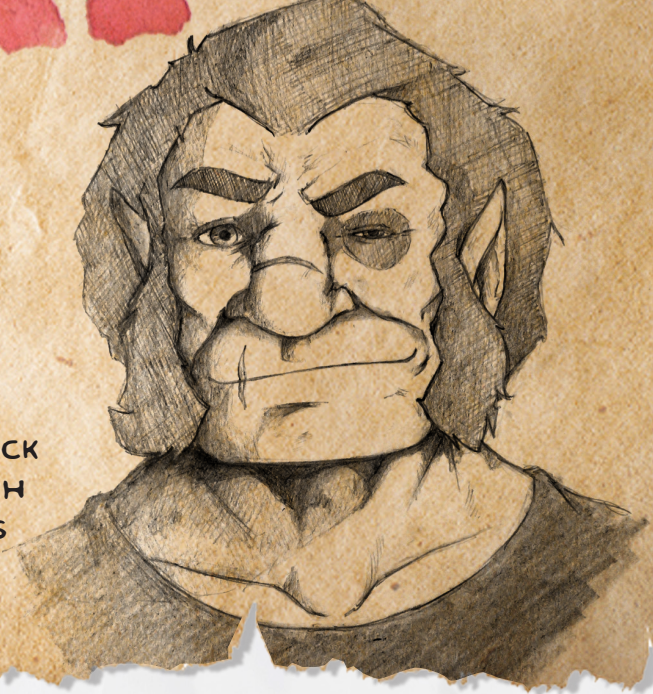


BART

BART IS A HALF-ORC WITH PROMINENT MUTTON CHOPS WHO LOOMS OVER ALL BUT THE TALLEST OF PARTY MEMBERS. HIS SHOULDERS ARE BROAD, SCARRED, AND MUSCLED, STRETCHING A PLAIN BUTTON-UP COTTON SHIRT WITH A WINDING PATTERN ACROSS THE COLLARBONE. HIS APRON IS SPOTTED WITH FADED STAINS. HE LOOKS LIKE HE'S BEEN IN A FIGHT: BLACK EYES AND A SPLIT LIP, BRUISES DOWN HIS ARMS. THROUGH ALL THAT ROUGHNESS, THOUGH, THE THING THAT STANDS OUT THE MOST ABOUT BART IS THE GENTLE, WELCOMING SMILE HE GIVES TO TIRED TRAVELERS.



“ Believe it or not, my roots are in the city, but it didn't suit me none, so a long time ago I teamed up with a few young bucks and set out on an adventure. It was me, a bunch of gnomes, and a local sheriff from around here named Clint, always questin', hardly restin'. We had a good run, but when it came time to hang up our spurs and part ways, I decided to stay here in Phandalin and set up shop. Business is slow, but living's cheap. It's mostly prospectors and treasure hunters visiting out this way, but things have gotten a bit rougher 'round here recently. ”

Q&A WITH BART

ABOUT GUNDREN

Q. GUNDREN SENT US. CAN WE TURN IN THE SUPPLIES HERE?

A. Oh, the supplies! Load 'em up, I've got the coin for you; Gundren left it with me before heading out.

Q. HAVE YOU SEEN GUNDREN OR THE ROCKSEEKER BROTHERS?

A. The brothers? Yeah, I seen them. They've been in and out of here for a while. Gundren left to chase a lead, and his brothers are out in the wilderness. They're about due for a resupply any day now, come to think of it.

Q. SO YOU'RE IN BUSINESS WITH GUNDREN AND HIS BROTHERS?

A. Sure thing, we're in business of sorts. I'm storing their supplies 'til they break ground on whatever it is they're sniffing up.

Q. WHY WOULD THE ROCKSEEKERS NEED THESE MINING SUPPLIES?

A. They think they're onto something big, something that might bring some life to this old ghost town. What exactly, though? Not sure. They've been a lil' cagey, a bit secretive. I think if someone beat them to their prize, it'd be harder for them Rockseekers to stake their claim.

ABOUT THE INN

Q. SO YOU'RE THE INNKEEPER HERE?

A. Sure thing. I run this inn and the general store. It's a fun job. See, the art of hospitality is all about making people feel welcome... and I'm a friendly guy.

Q. WHERE DID YOU LEARN TO COOK?

A. My mama taught me when I was just a tyke. She runs a bakery back in the big city.

Q. HOW'S YOUR MOTHER DOING?

A. Aw, she's doing just fine. Still, she's gettin' on - I want to send her some money to help her out, but things is tight here as it is. We keep touch by way of letters. Say, y'all are adventurers, right? When you're done with whatever business you got in Phandalin, I might have a letter for you to deliver to her. Damn bandits hit the mail caravans sometimes.

Q. WHAT'S YOUR SECRET RECIPE?

A. Mama gave it to me. It's love.

Q. HOW DID YOU END UP RUNNING THE INN AND THE LOCAL STORE?

A. Lots of people leaving Phandalin lately, one way or another. The shopkeep, Annette, passed away about three years ago, bless her, and there just wasn't nobody else to run the place. Shame, too. If the town had been big enough to have a proper cleric, maybe a clinic, she'd have lived. The inn's empty most nights, too, so the shop helps cover costs.

Q. HOW LONG HAVE YOU RUN THE INN?

A. Near on five years now. I picked it up when I settled down from adventuring.

ABOUT ADVENTURING

Q. YOU WERE AN ADVENTURER?

A. It's behind me now, but me and my old crew ran the Wyvern outta Wyvern Tor. They oughta call it Empty Tor, that's how good a job we did. Turns out the quiet life suits me better, though.

Q. WHERE DID THE REST OF YOUR PARTY GO?

A. Ah, well... y'all can visit ol' Thurmun in the graveyard. I think Fleetwish - gnome names, I know - took to the trails. Haven't seen her in years. Gregory, he settled down in a temple in some city half the world away. Good for him. We write each other sometimes, when we can afford the postage.

Q. THE WYVERN KILLED THURMUN?

A. Yeah, it was a nasty fight. It was much stronger than us even though we had the numbers. Wyverns are big fellas, but we managed to pen it in with nets. Even then it was still close... too close, to losing everyone. But you get used to losing friends in the adventuring business. I guess that's part of why I finally listened to mama's advice and settled down. That and the fact the last job paid enough to buy the inn. I do miss the pay sometimes.

Q. ANYTHING YOU REGRET ABOUT LEAVING ADVENTURING BEHIND?

A. Well, just this one thing. I lost my axe in the tumble with the wyvern. Called 'er Hew, because she hewed right through just about anything wood. Y'all know how useful that is in the adventurin' line of business, but aside from that, I guess I just get a little wistful sometimes on account of never getting to set her down proper when I gave up the business.

ABOUT THE REDBRANDS

Q. ANYTHING INTERESTING HAPPENING AROUND TOWN?

A. Well there's the matter of them down-low dirty sons of - sorry, minding my language. These Redbrands got me awfully worked up. Thugs, all of 'em, scaring people left and right. It ain't proper. They even took the sheriff - my pal Clint - I know it. There'd be a lot more good going on if it weren't for that townmaster, if you ask me. Coward lets the Redbrands have the run of the place and do as they please, and he ain't done a damn thing about Clint.

Q. WHAT DO YOU THINK OF THE REDBRANDS?

A. Damn them. They don't care a bit for any of us, and they've just gotten more members and meaner the longer they're left to themselves. They might keep the beasties from out there on the prairie from wandering into town, but at what cost to us honest folk?

Q. HOW'D YOU GET HURT?

A. Just a tussle with a gaggle o' red boys, tryin' to find out where they took Clint. They kidnapped him! I know it! But I guess I'm getting soft since hanging up my adventurin' axe, because they up and waylaid me.

Q. WHAT EXACTLY HAPPENED TO CLINT?

A. Clint wanted to keep an eye on old Grista who runs the Sleeping Giant Taphouse, so I kept him company and watched his back. It's not exactly the most welcoming watering hole, chock full of red boys all day and night. But after we'd had a few and it was getting late, we packed up and went our own ways... I ain't seen him since.

Q. DIDN'T YOU TELL ANYBODY?

A. I told the townmaster Harbin, but he didn't believe me on account of I didn't see it happen. He says Clint must've just wandered out of town. What a crock.

Q. ARE YOU A STRONG FIGHTER?

A. When it ain't three on one, I sure am.

Q. WHY DON'T YOU JUST LEAVE?

A. This is my home. I built a life here.

Q. WHY HAVEN'T YOU DONE ANYTHING ABOUT THE REDBRANDS?

A. No one ain't safe from them. If I start something again, maybe it'll be Molly or her mama sportin' a black eye this time, or Buddy... Anyway, I ain't got the manpower to wipe 'em out - they got so many numbers practically overnight.

Q. WHAT DO THE REDBRANDS WANT?

A. They're mostly out-of-town mercenaries. They want to bleed us dry.

Q. WHO'S LEADING THE REDBRANDS?

A. I don't know, but Clint reckoned none of those swaggerin' knuckleheads around town has the brains to be a leader, that's why we was looking into Grista, maybe she knows.

Q. WHO'S GRISTA?

A. Before she let the Redbrands settle in her Taphouse, maybe I'd have an answer for ya. Not sure I know who she is anymore.



HOW DOES BART FEEL ABOUT...

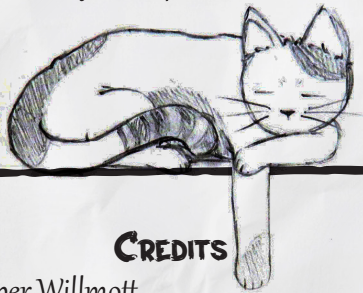
MOLLY! Molly's just the best lil' assistant manager anyone could ask for. Kinda reminds me of when I was just an anklebiter helping my mama, but I figure she's a sight less lazy than I was in those days.

BUDDY! Oh, kindly be gentle with my Buddy there. Sister Garaele says he is Ae-es-a-matic, which means he don't breathe good.

CLINT! Clint and I go way back. Been friends now for... Shoot, since before I set up shop. He's a good man, rock steady, wants to keep Phandalin safe for everyone - that's probably why he asked his family to leave town.

HARBIN... I didn't vote for him, that's for damn sure.

GRISTA... I don't know how any self-respectin' townie could let the red boys set up in their business like that.



CREDITS

WRITER: Amber Willmott

ART: Duncan Lanis

STEEL PATRONS: Aclian Lore, BlackbirdofTx, Brian Smith, Caitlin Bellinger, Craig Savage, David Dyer, Jill Potter, Joe Lazar, Justin Rossman, krishna chivukula, Kyle Somers, Luke Hermann, Luke Rule, Michael Dodds, Paul Carmichael, Paul S, Phillip Brown, Platypulogist, Scott Thomas, SonOfSofaman, Steve Yahner, Symplectos, Thomas Dutton, Tim, William Bond, xFreshyJx

EVERYTHING ELSE: Matthew Perkins

ORIGINALLY PUBLISHED: 01/09/2022

LATEST VERSION: 01/09/2022

LEGAL

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute,

GUNDREN! The brothers are a good sort. I like honest business, and they're upfront. Just about the most I could ask from anyone.

SISTER GARAELE! Real sweet gal! Some people you go and ask to bury a body with ya. Ol' Sister Garaele's about the only one I can think of who takes me up on that on the regular. Haha, stop lookin' at me all bug-eyed. She's the gravekeeper in this here town.

MUM! A good man loves their mama as much as she loves them. Always remember that.

GREGORY! I like hearing from the man because there ain't nothing funnier than hearing gossip from a place you don't live. Big city temple politics are something else.

FLEETWISH! Now there's a soul made for the open road! I'm not sure what Fleetwish would think of me being settled down with a job — she'd probably think I needed rescuin'.

copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.