



PHANDELVER REMIXED

a new adventure through the mines

by megan z. worsley

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1. The adventure

The players are based in the town of **Phandalin**, which sits upon a **chalk mine**. Phandalin used to be a small village, but the chalk from the mines has fuelled decades of construction, so the town has grown into a prosperous centre of trade. However, something sinister threatens to disturb the peace: townsfolk have been **disappearing** without a trace, and there are rumours that a **criminal gang of orcs** could be responsible.

The opening

The players start at the bar of the tavern, **The Chalk Horse**. The players could be locals or outsiders in this town. The owner, a small, friendly dwarven woman named Bertha Rockseeker, is uncharacteristically gloomy. She tells the players that her son, **Gundran Rockseeker**, a strong young man who is tall for a dwarf, hasn't come home in two days, and she is worried sick. Could he have been targeted by the **criminal gang**?

2. The hidden plot

All is not what it seems in Phandalin. Some characters in the story may know **pieces** of this information, but it's up to the players to piece together the full picture. Don't worry if the players figure out some of these secrets immediately; if the players have a good understanding of what's really going on, you should create situations where they must **use** this knowledge to get the outcome that they want.

The chalk mine disaster

Phandalin has been ruled by the **Hallwinter house** for generations, and the family made their wealth from the mines, while forcing the miners to work in unbearable conditions. Seventy years ago, a portion of the mine caved in, killing almost a hundred miners. At the time, the **chalk mine disaster** made the Hallwinter family so unpopular that the mine was forced to close. Now, few of the surviving miners are still alive, so to most people, the disaster feels like distant history. A few years ago, **Sildar Hallwinter**, the new lord of the house, reopened the mine without much opposition. But not all of the townspeople have forgotten what his family did...

Sildar Hallwinter and the mines

Sildar Hallwinter has been **luring young, strong people** to work in the mines, offering lucrative contracts. When these miners arrive, they are prevented from leaving and forced to sleep in tiny bunkers within the mines, with barely enough food to survive. Most of these victims have been poor and isolated, so their disappearance hasn't caused much stir, but as more and more townspeople go missing, the Hallwinter family's dark secret is becoming harder to hide...

The “criminal gang of orcs”

Sildar Hallwinter has used his connections throughout the town to spread rumours that a **criminal gang of orcs** are responsible for the disappearances. Casting blame on the orcs has helped Sildar to draw attention away from his mining operation, but eventually, he is also hoping to raise support for imprisoning and enslaving orcs, so that he can continue his exploitation out in the open. However, this web of lies has made Sildar Hallwinter some enemies in the town...

The rebels

A group of townspeople, both orcs and other races, have banded together to **resist** Sildar Hallwinter’s rule. They believe that the Hallwinter family does not deserve to rule the town, and that it should be run by the people instead. These rebels **meet in secret** in their own homes; some rebels also have secret attics or basements. The rebels are led by **Joanie**, a serious orc woman who is determined to take down the Hallwinter house...

The chalk hill

This town is climbing ever higher on a hill of soft chalk, and each new building is held together by mortar mixed from the precious chalk dust that the Hallwinter house is hollowing out from under their feet. This growth cannot last, and recently, the townspeople have felt **tremors** shaking the walls of their homes...

The old miners

The chalk mine disaster may be just a passing thought to the townspeople, but the mines remember. As the tunnels carve ever deeper into the chalk hills, the swirls of white dust seem to trace out the faces of the miners who were crushed. Deep in the mines where nobody hears, the new miners whisper to each other: **old bones are stirring** in these tunnels...

3. The town

Here are the important features of Phandalin:

- The town is on the side of a chalk hill. The **Hallwinter house** is higher up the hill than the rest of the town.
- At the foot of the hill is the entrance to the **chalk mines**, which extend deep under the town.
- The tavern where the players start is the social hub of the town, and it is on a busy **main road**.
- The safehouses of the **rebels** are scattered across town.

If the players want to explore further, you could fill out Phandalin with other businesses typical of a medieval town.

The townsfolk

Shopkeepers and other townsfolk all have different opinions and amounts of information about current events. Some examples:

“The Hallwinter family and their chalk mine have made our town **prosperous**. I’m proud of what this town has become.”

“I am **suspicious** of Sildar Hallwinter reopening the mines. Don’t people remember what his family did?”

“This town is much more **dangerous** than it was back in my day. Someone needs to sort out that criminal gang.”

The rebels

The players might encounter the **rebels** through various routes: they might choose to investigate the “criminal gang” further and hear reports of orcs gathering in secret, or they might simply see a nervous figure checking over their shoulder furtively. The rebels will **avoid harming** regular townsfolk, but they will **distrust** the players until they prove that they are loyal to the rebel cause.



4. The mines

The mines are a tangle of snaking tunnels through the chalk hill beneath the city. Near the top is a **central chamber**, from which the mining operation is coordinated. Other features include **bunkers** for the miners to live in, and a **heavily guarded room** from which the owner of the mine can conduct his business.

The guards

The miners are kept in line by **armed guards**, who show no mercy to any troublemakers. However, these guards are focused on preventing the miners from **breaking out**, so they may not be quite so prepared to deal with people **sneaking in**...

The chalk

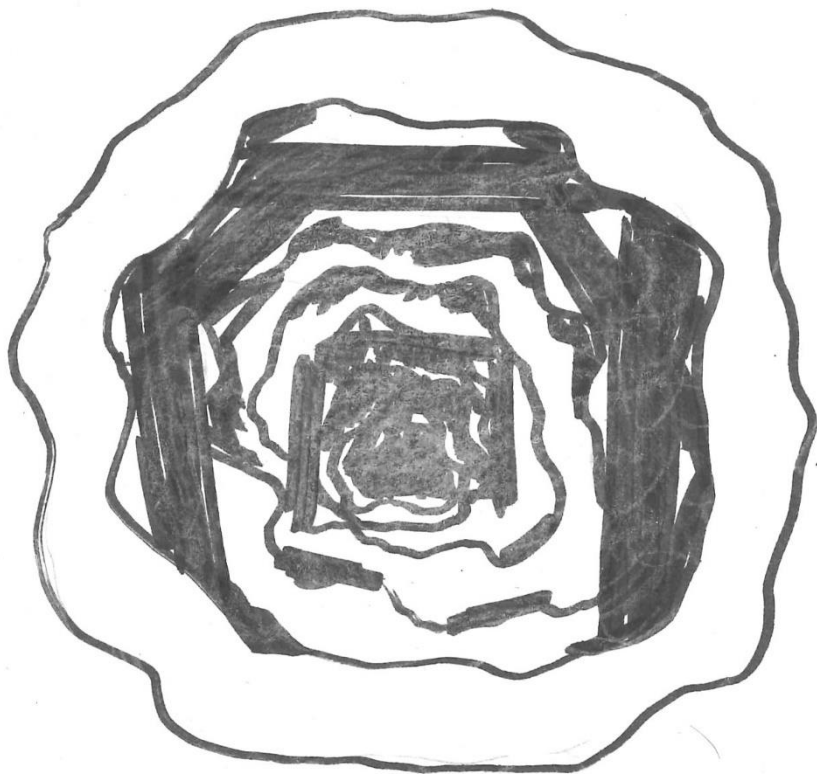
Chalk is an extremely soft rock. Any disturbances to the walls of the mines might send clouds of **dust and debris** into the air, obscuring the players' vision, or even cause parts of the tunnels to **collapse**. If there is a cave-in, parts of the town above might also collapse into the ground.

The new miners

The workers trapped in the mines are desperate to **escape** from their underground prison. They are likely to cooperate with the players, but since they are untrained civilians who have seen the violence of the guards first hand, some of them may be **unwilling to take risks**.

The old miners

The miners who died in the chalk mine disaster live on in the chalk hills, and they cannot rest until they take **revenge** on the owner of the mines. These **undead beings** may pose a threat to the players at first, but if the players can channel them towards their intended target, they will leave the players alone.



5. Questions to think about

Where is Gundran Rockseeker?

Gundran Rockseeker is presumably somewhere in the mines, but **where**? Who might have **seen him** last, both in the town and in the mines? As the players search for him, you can lead them through the world in interesting directions.

Who is Sildar Hallwinter?

Is Sildar gathering wealth and influence in Phandalin purely for its own gain, or is he **chasing** something else? When the players confront him, how will he **fight back**?

How are the orcs treated in Phandalin?

The lies spread by Sildar obviously mirror racist propaganda in the **real world**. For your group, is it best to gloss over the details of this prejudice, or even remove the references to orcs entirely? Or would the players like this plot to be fleshed out in more detail, so they can enjoy the catharsis of defeating a racist politician in the fantasy world? Since this is a sensitive topic, it might be best to **check in** with the players in advance.

How do the old miners interact with the world?

Are they skeletons? Ghosts? How sympathetic do they appear to the players and the new miners? What **vengeance** do they seek: do they simply want to see Sildar dead, or do they want to take the whole mine down with him? If so, what will become of the rest of Phandalin if they succeed?

this booklet was written and illustrated by megan z. worsley.

this adventure is completely free to reuse and rework, so long as you don't use my words without attribution. however, most of the character names are from the Lost Mines of Phandelver, so i recommend that you remove these first.

many thanks to Millie Yule, dear friend and game master extraordinaire, for helping me to write this. check out her ttrpg company Destined to Tale, and her supernatural mystery game set in medieval times, Legendarium!

A starter campaign for rules-lite tabletop games

Do you have a group of friends that are desperate to try tabletop roleplaying games? Do you want to get them started on a classic fantasy starter campaign like the Lost Mines of Phandelver, but you prefer rules-lite TTRPG systems with a “**play to find out what happens**” philosophy? Look no further!

Phandelver Remixed is a **short, system-agnostic adventure** aimed at players who are new to tabletop games, and game masters who like to go with the flow. Set in a classic fantasy mining town, the themes of **wealth, exploitation, and social unrest** drive the players deeper into the mines, but the story leaves plenty of space for your own creativity to run wild.

What will become of Phandalin? Find out together at the table!