

Module Guide

Module Order

1. The Lost Mines of Phandelver

- i. Party level at start: 1
- ii. Party level at finish: ~4

2. The Hoard of the Dragon Queen

- i. Party level at start: ~4
- ii. Party level at finish: ~10 or 11

3. The Rise of Tiamat

- i. Party level at start: ~10 or 11
- ii. Party level at finish: Should beat the adventure at 20

Module Guides

The Lost Mine of Phandelver

Backstory that is passed down through time (False Backstory)

The myth of the wave echo cave is this: the mines were discovered long ago when mountain trolls began settling in the cave. A group of adventurers heard about a man that was taken by a troll, and were hired to rescue the man from the cave and bring him back home. However, when they found the cave, the adventurers discovered that this was no ordinary troll cave; the cave had a natural magical property coming from it, which gave its gems strange magical properties.

The adventurers began to spread the rumor about the cave, and eventually a group of dwarves of the Rockseeker clan, accompanied by gnomes, began operating in the mine for the high value gems. The dwarves, not caring about the magical properties of the gems, allowed a group of mages to operate the mines, and craft the "Forge of Spells", which was a forge that could disenchant the magical gems and store their properties to enchant items and weapons. The mine prospered for many years. The pact between the Rockseekers, gnomes, and mages, would become known as Phandelver's Pact.

Eventually though, the mages in the mines grew hungry for power, and sought to use the gems to create unseen and experimental spells. They created the Brazier of Green Flame, which was known to be unpredictable in its enchanting. The dwarves and gnomes grew suspicious...

One day, as the mages were experimenting, the flame exploded violently, sending a deadly magical blast throughout the mines, killing every dwarf and gnome that operated in the mine. The wave of magic had a second property as well: the magic morphed and mutated the living beings in the mines into horrifying monsters that forever wander the cave...

Gunden Rockseeker, a direct ancestor of the dwarves who first explored the mines, has recently uncovered a map leading to the wave echo cave, and now seeks adventurers to guide him there...

True Backstory:

The story that has been passed down about the wave echo cave is but a myth created by the powerful mages that sought to protect its treasure. While exploring the mines, a group of dwarves found... something. Something so sacred, so powerful, that they knew the world must never know about it. The dwarves left the item in possession of the mages, who locked it away within the mines. The mages then rigged the Brazier of Green Flame to violently erupt, vaporizing each creature, including the mages, within the mine.

The green flame, however, did not mutate the bodies of the deceased. The mages, knowing the secret must be protected, used a combination of large gems to be enchanted into Summoning Stones, which would summon monsters to protect the mines.

The Treasure, of course, was the chromatic egg of Thelduin the Dragon.

Module Modification

- The wave echo cave holds the location of the chromatic egg, locked away in a room protected by a *Spectator*.
 - Along with the egg, the party finds a holy mace and some scale mail armor. This breastplate is the first piece of The Armor of Prophecy.
- The party should still seek to destroy the main bad guy in the module, *Nezznir The Black Spider*
 - Nezznir has been safe guarding the egg as he is secretly a member of The Way of the Dragon (The cult wishing to summon Tiamat to the mortal realm)
- The party does not hatch the egg, rather the DM decides the best time for the egg to hatch
- Phandalin, the main town in the module, should become the party's headquarters from now on, as they'll be returning here several times.

The Hoard of the Dragon Queen

Backstory

The Way of the Dragon has been gaining infamy throughout the sword coast. They have been teaming up with thieves across the land to plunder and steal from small towns and villages. They seem to have uncovered and resurrected a great evil that they use as a tool to terrifying villages to submit to their needs. This great monster that the people describe is a resurrected dragon: A Dracolich. One of the next targets of the Cult is now the well-known city of Phandalin, where a group of adventurers recently killed one of the Cult's leaders.

The cult plans to ransack the town and add whatever treasures they find to the massive hoard they've been collecting to offer up to their goddess, Tiamat, upon her arrival.

Traveling Through the 1st Layer of Hell

To give the party a taste of Tiamat, I allowed them to find a portal to the Nine Hells inside the *Dragon Hatchery* dungeon. The party is guided by a wearer of purple named Mondath, and she guides the party through the Cave of Greed up to Tiamat's Throne room. Tiamat, presented to the party as a human, enters the mind of each party member and offers them treasures untold

at the price of worshipping her. She does not show signs of empathy for those that choose not to worship her (unless one of them is a worshiper of Bahamut), rather she shows a general distaste for the party and casts them out of her castle, which also serves as the entrance for the second layer of Hell.

For more guidance on the nine hells and Tiamat's domain, click the link below:

[https://en.wikipedia.org/wiki/Tiamat_\(Dungeons_%26_Dragons\)#Dungeons_.26_Dragons_5th_edition_.282014-.29](https://en.wikipedia.org/wiki/Tiamat_(Dungeons_%26_Dragons)#Dungeons_.26_Dragons_5th_edition_.282014-.29)

Module Modifications

- The original town under attack is *Phandalin* rather than *Greenest* as the module states
 - This puts the party on the Northern side of the map rather than the Southern side to keep the party from making a two-month road trip later on
 - The blue dragon is instead a blue dracolich.
 - It is detrimental that the party surrender *all* of their loot to the cult
- The entire point of this module is that the party discovers the plans of the cult, however that sounds boring to regular players. To give them a motive, we have them chasing the Cult all over the sword coast to regain their loot as well as steal the entire hoard for themselves.
- The Dragon Hatchery cave is just a cultists hideout, since there are no dragons in the module.
- In Waterdeep (in the middle of the module) the first Sword Coast council meeting should take place rather than later on in *The Rise of Tiamat*. This saves from boredom later on in the next module.

The Rise of Tiamat

Backstory

My run through of this module is currently in progress.

Up to this point, the party has one of five pieces of the Armor of Prophecy, the entire hoard of the dragon queen, and the first council session completed.

Changes so far:

- Rather than 5 dragon masks (Skyrim much?), we have the 5 pieces of the Armor of Prophecy, that are worn by one individual or separate party members to give them power ups against dragons (which they'll be fighting a lot of).