

# ESSENTIALS KIT COMPANION

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## DUNGEON MASTER'S HANDBOOK

**Introduction:** *The Essentials Kit Companion*, is a gaming aid designed to assist the DM when running the adventure in the fifth edition *Essentials Kit*. This companion gives advice for new and old DM's alike, giving them the tools they need to help make their campaign easier to run.

*A Dungeon Master Aid*

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# Contents

<b>Introduction</b>
Why the Essentials Kit?
Additional Game Aids
Abbreviations
<b>Running the Essentials Kit</b>
Quests
XP Values & Difficulty
<b>The Adventure Opening</b>
<b>Quests &amp; Key Locations</b>
Starter Quests
Follow-up Quests
Key Locations
<b>Expanding the Adventure</b>

<b>2</b>	<b>Quick &amp; Dirty Quests</b>	<b>19</b>
2	The Five Room Dungeon	19
3	Non-Combat Encounters	21
3	Combat Encounters	22
	Random Encounters	24
<b>6</b>		
6	<b>Integrating the Starter Set</b>	<b>25</b>
7	Adult Green Dragon	30
<b>10</b>	Adult White Dragon	<b>32</b>
<b>11</b>	<b>Continuing the Game</b>	<b>34</b>
11		
12	<b>Multiclass Characters</b>	<b>35</b>
16		
<b>18</b>	<b>Creature Tokens</b>	<b>38</b>

## Credits

Written by Andrew J Sneath

Some artwork Publisher's Choice Quality Stock Art ©Rick Hershey / Fat Goblin Games.

***Disclaimer.*** The author is not responsible for the consequences of a wandering white dragon who can appear at any time. Seriously; if you are not ready to fight it, hide until it has gone away.



## Dungeon Master's Handbook

# Introduction

Welcome to the DM's Handbook for *Dragon of Icespire Peak*; the adventure from the **Essentials Kit** for the Fifth Edition Dungeons & Dragons roleplaying game. Inside this book you will find a few notes and pointers which may help you (the Dungeon Master) prepare for this adventure, and a selection of **Encounter Sheets**; one for each combat-based encounter in the adventure.

To be able to use this resource you will need a copy of the adventure *Dragon of Icespire Peak*; available both in the Essentials Kit, and as a digital purchase on **DnD Beyond**.

This resource is for the eyes of the Dungeon Master only. If you are not planning to run the adventure as a Dungeon Master, please stop reading now.

## Why the Essentials Kit?

At the launch of the 5th Edition of the Dungeons & Dragons game, Wizards of the Coast released the Starter Set. The Starter Set; the same as the Essentials Kit, is a boxed set contains a rule book, adventure, dice, and character sheets for player characters. Over the years the Starter Set has introduced many people to this edition of Dungeons & Dragons; some of whom are experienced gamers, others who are new to the hobby.

Years later we see another boxed set released by Wizards of the Coast aimed to introduce the game to players old and new. The Essentials Kit. But why would we spend more money on a product that is much the same. What are we getting?

Just as with the Starter Set, the Essentials Kit is an ideal introduction to the game for anyone who is new to Fifth Edition, or Dungeons & Dragons in general. The same as the Starter Set, the Essentials Kit includes all the core material you will need to start playing, and costs less than any one of the three core rule books. With the material included in the box you can run the game with up to five other players; using pre-generated characters, from levels 1 to 6. Unlike the Starter Set, you get rules for playing a fifth character class (Bard) along with extra subclass options. The rules go up to 6th level (the Starter Set only allows you to get to 5th level), and you get a new set of rules (Sidekicks) previously unseen within the 5th edition of the game.

### What is Included?

If you have already purchased the Essentials Kit and picked up this as an afterthought – you will know. But if you are still undecided, please read on.

The Essentials kit includes two books. The rules book and the adventure; *Dragon of Icespire Peak*. Both is a beautifully colour, soft-bound book which both look and feel great to read.

You get a collection of cards which can be handed out to players – each detailing the goals of an adventure, the details of a sidekick, or the properties of a magic items, etc. All of these help the players keep track of what is going on. Bundled in with these is a slip case to store the cards within.

Next you get a two-sided poster map – which was noticeably lacking from the Starter Set. The map gives a player's view of both the Neverwinter region and the settlement of Phandelver.

Another welcome addition is a DM Screen; which gives the DM something to hide his notes behind. The screen includes stunning artwork on one side, whilst the other displays useful information to help the DM run the game.

The dice included in the boxed set is an improvement on those in the Starter Set. A larger number of dice are included, including two twenty-sided dice, four six-sided dice, and a percentile ten-sided die; all in addition to one of each other type of dice.

Finally, you get codes allowing you to get a free electronic copy of the adventure, bonus adventures, and money off an electronic copy of the Player's handbook. These are available at **DnD Beyond**.

As with the Starter Set, you will not have access to all the options available in the core Dungeons & Dragons game, but enough is provided in the to run the adventures included.

# Dragon of Icespire Peak



## Additional Game Aids

Though not essential, it is advisable to pick up a few extra bits and pieces which are not included in the Essentials Kit. These include:

### Dice

You can never have too many dice. Though the Essentials Kit comes with a decent set of dice, additional dice are useful, especially for when rolling damage for spells where lots of dice can come in handy.

### Dice Tower

A purely optional addition to the game table, dice towers come in various sizes, and can cost anything from very little to a lot depending on the make and model. The idea behind a dice tower is to drop the dice in the top and let it bounce down the inside of the tower before landing in a small area at the bottom where you can read the result. This reduces the odds of anyone fixing their dice rolls, whilst also decreasing the chance of dice falling off the table on the floor. Not everyone likes them, but many find them helpful.

### Figures

Traditionally, D&D is played by many using what is called Theatre of the Mind. The Dungeon Master describes the scene, and then the players each confirms where they are and narrate what they are doing. In combat this can become messy, especially as more and more participants are involved in the scene. This can place a lot of pressure on the Dungeon Master as they need to keep track of where everyone is in relation to everyone else, whilst keeping track of the hit points for each creature along with any condition effects they may be under. Figures can go part way to making this task a lot easier as they can be placed down on the table in relation to where everyone generally is. Figures can be painted miniatures, pieces from a board game, or even dice or beads. A midway solution are pawns or skinny-minis. Flat but sturdy alternatives to true miniatures; which generally sit in a base or stand. Though it is possible to purchase official miniatures this is not essential. So-long-as everyone understands what each figure represents that is all that is important.

A collection of tokens are found at the back of this book. These can be printed, stuck to card and cut out to help with visualising combat scenes.

### Battle Map

A battle map is normally a wipe-able sheet with a grid of 1-inch squares on it. As they are wipeable. White-board markers can be used on them to draw walls and doors; making it easy for the players to see the size and shape of rooms as they explore a dungeon. Combined with figures (below) they make running a combat scene a lot easier.

## Abbreviations

The people who create and play D&D often use abbreviations or acronyms in place of the various key terms found in the game. Below are a few the more popular ones. This list is by no means exhaustive but will help you understand what people are talking about when reading the various forums and social media groups set up for Dungeons and Dragons.

**5E.** *Fifth Edition.* The current edition of the game at the time of this document being written. Other similar abbreviations include 1E, 2E, 3E, 3.5, and 4E.

**AC.** *Armor Class.* Numerical value used to denote how well protected a creature is in combat. This is based on the type of armor the creature is using and their Dexterity modifier. The number represents the target number of DC of the d20 roll to successfully hit the creature.

**AD&D.** *Advanced Dungeons & Dragons.* An old term used to refer to the first and second editions of the game. These were released alongside a version of the game often referred to as BECMI (basic D&D). Both versions of the game were amalgamated into a single version when third edition was released.

**BECMI.** *Basic D&D.* Refers to an earlier edition D&D that existed alongside the first and second editions of the game. Otherwise called Basic D&D the letters represent titles of the five boxed sets that the rules were released in; Basic, Expert, Companions, Masters, and (Guide to) Immortality.

**CHA.** *Charisma.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Charisma represents likability and strength of personality.

**CON.** *Constitution.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Constitution represents stamina and general health.

**CoS.** *Curse of Strahd.* One of the official adventures for the fifth edition of Dungeons & Dragons. Takes place in the Ravenloft campaign setting.



# Dungeon Master's Handbook

**Crit.** *Critical Hit.* When a player or DM rolls a natural 20 on a d20 in combat. Results in double the number of dice being rolled to determine how much damage is inflicted.

**d4.** *4-Sided Dice.* One of the types of dice used to play the game. Also, d6, d8, d10, d12, and d20; each used to refer to dice with the stated number of sides.

**d00.** *Percentile Die.* Also sometime referred to as the d%. A d00 is a ten-sided die with numbers 01 to 00 instead of 1 to 0. Rolled together with a standard d10 to get a result between 1 to 100.

**D&D.** *Dungeons & Dragons.* The name of the game you are playing.

**DEX.** *Dexterity.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Dexterity represents both reaction time and hand-eye coordination.

**DH.** *Dragon Heist.* One of the official adventure books for the fifth edition of Dungeons & Dragons. First part of the Waterdeep adventure path detailing adventures within and underneath the fabled city of Waterdeep.

**DM.** *Dungeon Master.* The player who runs or facilitates the adventure.

**DMG.** *Dungeon Master's Guide.* One of the three core books that form the Dungeons & Dragons roleplaying game. The DMG is filled with all the advice and game secrets that the DM needs to successfully create and run adventures for the game.

**DotMM.** *Dungeon of the Mad Mage.* One of the official adventure books for the fifth edition of Dungeons & Dragons. Second part of the Waterdeep adventure path detailing adventures within and underneath the fabled city of Waterdeep.

**FR.** *Forgotten Realms.* One of the original fictional worlds in which the dungeons and dragons game takes place. Forgotten Realms has a huge amount of fictional and game related lore written for it. It is the background setting for the Lost Mine of Phandelver.

**GGtR.** *Guildmaster's Guide to Ravnica.* A supplementary book for the Dungeons & Dragons game. A setting book detailing the world of Ravnica.

**GoS.** *Ghosts of Saltmarsh.* One of the official adventure books for the fifth edition of Dungeons & Dragons. An anthology of classic adventures written for previous editions, all brought up to date for the fifth edition.

**HotDQ.** *Hoard of the Dragon Queen.* One of the official adventures for the fifth edition of Dungeons & Dragons. First half of the Tyranny of Dragons story line. Set in the Sword Coast region of the Forgotten Realms.

**HP.** *Hit Points.* A numerical representation of how close to death a character or other creature is. When this value hits 0, the character or creature is either dead or dying.

**INT.** *Intelligence.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Intelligence represents the ability to reason and remember details.

**LMoP.** *Lost Mine of Phandelver.* The adventure included in the Starter Set. Focused on the same region as the Essentials Kit, and covers levels 1 to 5.

**MM.** *Monster Manual.* One of the three core books that form the Dungeons & Dragons roleplaying game. The MM contains a huge number of creatures ready for the Dungeon Master to include in their adventures.

**MToF.** *Mordenkainen's Tome of Foes.* A supplementary book for the Dungeons & Dragons game. Contains a detailed look at key conflicts that define the worlds of Dungeons & Dragons, adds additional race options for players characters, and expands the content available in the MM.

**NPC.** *Nonplayer Character.* One of the many characters in the game controlled by the Dungeon Master. NPCs can range from the commonly peasants to villainous antagonists.

**OGL.** *Open Game Licence.* The legal licence used to share a common framework of rules which the game is based on. Books written for Dungeons & Dragons by third party publishers must follow a strict set of rules and guidelines to be allowed to use the OGL. Failure can and most likely result in legal action taken by the owners of the Dungeons & Dragons roleplaying game.

**OotA.** *Out of the Abyss.* One of the official adventures for the fifth edition of Dungeons & Dragons. Set in the Underdark region of the Forgotten Realms.



# Dragon of Icespire Peak

**OSR.** *Old School Renaissance.* A sub-genre of rpgs released through the OGL. These have their roots in the early days of Dungeons & Dragons, and often mirror the 1E, 2E or BECMI editions of the game in both game design and presentation.

**PC.** *Player Character.* One of the characters controlled by the players other than the Dungeon Master. If Dungeons & Dragons was a TV series, the PCs would be the protagonists.

**PHB.** *Player's Handbook.* One of the three core books that form the Dungeons & Dragons roleplaying game. The PHB includes all the rules required to create Player Characters and play the game.

**PoTA.** *Princes of the Apocalypse.* One of the official adventures for the fifth edition of Dungeons & Dragons. Set in the Sword Coast region of the Forgotten Realms.

**RAW.** *Rules as Written.* The literal wording of the rules as they are written in the game.

**RAI.** *Rules as Intended.* The intentional meaning of the rules as intended by the game designers. This may not be the same as RAW.

**RoT.** *Rise of Tiamat.* One of the official adventures for the fifth edition of Dungeons & Dragons. Second half of the Tyranny of Dragons story line. Set in the Sword Coast region of the Forgotten Realms.

**RPG.** *Roleplaying Game.* A game of adventure based on imagination, improvisation, roleplaying and dice rolling.

**SCAG.** *Sword Coast Adventurer's Guide.* A supplementary book for the Dungeons & Dragons game. The first true setting book for the fifth edition. Details the Sword Coast region of the Forgotten Realms setting.

**SKT.** *Storm King's Thunder.* One of the official adventures for the fifth edition of Dungeons & Dragons. Set in the Sword Coast region of the Forgotten Realms.

**SRD.** *System Reference Documents.* A set of core rules drawn from the core books available for game developers to use for free as a part of the OGL.

**STR.** *Strength.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Strength represents raw muscle power and the ability to lift, drag or carry heavy loads.

**TAC.** *Touch Armor Class.* An old rule or term; not currently used in fifth edition.

**TfYP.** *Tales from the Yawning Portal.* One of the official adventure books for the fifth edition of Dungeons & Dragons. An anthology of classic adventures written for previous editions, all brought up to date for the fifth edition.

**THAC0.** *To Hit Armor Class 0.* A largely obsolete term; was used back in the first and second edition versions of the game. Not commonly used in fifth edition as the rules for AC have changed since then. A lot of older gamers will talk about THAC0 with mixed feelings.

**ToA.** *Tomb of Annihilation.* One of the official adventures for the fifth edition of Dungeons & Dragons. Set in the jungles of Chult

**TPK.** *Total Party Kill.* When every player character in the current game is killed at the same time.

**VGtM.** *Volo's Guide to Monsters.* A supplementary book for the Dungeons & Dragons game. Contains a detailed look at key monster types, adds additional race options for players characters, and expands the content available in the MM.

**WGtE.** *Wayfarer's Guide to Eberron.* A supplementary book for the Dungeons & Dragons game. A setting book detailing the world of Eberron. Only available at DnD Beyond. This is the precursor to the Eberron: Rising from the War.

**WIS.** *Wisdom.* One of six ability scores that define the natural aptitude of all characters and creatures in the game. Wisdom represents general perception; noticing hidden details whilst understanding and emphasising with others.

**XGtE.** *Xanathar's Guide to Everything.* A supplementary book for the Dungeons & Dragons game. Adds a large number of supplementary rules for both players and the Dungeon Master.



## Dungeon Master's Handbook

# Running the Essentials Kit

### Quest Log

Quest Name	Quest Type	Page	Completion
Axeholm	Follow-up Quest (Job Board)	12	Kill or drive out monsters in the fortress
Butterskull Ranch	Follow-up Quest (Job Board)	16	Return Alfonseto Phandelver, or kill the orcs in his ranch
Dragon Barrow	Follow-up Quest (Job Board)	20	Retrieve Lady Alagondar's <i>dragon slayer</i> longsword
Dwarven Excavation	Starting Quest (Job Board)	22	Warn Dazlyn and Norbus of the white dragon
Gnomengarde	Starting Quest (Job Board)	26	Obtain one magic item from the gnomes
Logger's Camp	Follow-up Quest (Job Board)	34	Deliver supplies to the camp and have Tibor sign for them
Mountain's Toe	Follow-up Quest (Job Board)	36	Escort Don-Jon Raskin safely to the mine
Umbrage Hill	Starting Quest (Job Board)	43	Deliver a note to Harbin from Adabra
Woodland Manse	Follow-up Quest (Job Board)	44	Eradicate the evil dwelling in and around the manse

### Key Location Log

Location Name	Who/What Leads to the Location	Page
Circle of Thunder	Xanth the Centaur, or Grannoc's Map	18
Falcon's Hunting Lodge	Woodland Manse Quest	24
Icespire Hold	Vision at Shrine of Savras	30
Shrine of Savras	Phandalin Tales, or Mountain's Toe	38
Tower of Storms	Phandalin Tales	40

When running the Essentials Kit there are a few things which are not covered in the boxed set which are helpful if pointed out.

### Quests

When running *Dragon of Icespire Peak* it can be quite a task to keep track of all the various adventure goals and side quests available. The quest cards help a lot. However having them all listed together can make the task all that bit easier. To this end, the **Quest Log** table above lists all the quests in adventure. Each entry includes the name of the quest, the type of quest, what page the quest is given on, and a general note about what is required to complete the quest.

### Key Locations

In addition to the Quests, there are a few locations detailed in *Dragon of Icespire Peak* which the players may choose to visit and explore. These are listed in the **Key Locations log** table.

### Locations by Level

Quest/Location	Desired Level
Axeholm	5th
Butterskull Ranch	3rd
Circle of Thunder	6th
Dragon Barrow	5th
Dwarven Excavation	1st
Falcon's Hunting Lodge	-
Gnomengarde	1st
Icespire Hold	6th
Logger's Camp	3rd
Mountain's Toe Mine	4th
Shrine of Savras	1st to 6th
Tower of Storms	3rd
Umbrage Hill	3rd
Woodland Manse	5th or 6th



## Locations by Level

It is also a good idea to keep in mind that each quest and location are balanced towards particular character levels. For example, the starter quests are geared for the first couple of levels, whilst those that follow are aimed at higher levels. The **Locations by Level** table helps present this in a simplified manner.

## XP Values & Difficulty

If the *Dragon of Icespire Peak* is run as written, managing character level advancement is a ‘no brainer’. By default, the adventure assumes you will be using the **milestone awards** with characters levelling up after set goals (i.e. a set number of quests) have been completed. However, some Dungeon Masters prefer to award experience points. For those that do, the section titled **Gaining Levels** on page 7 of the Essentials Kit rule book is worth reading. If you choose to award experience having the XP value of each encounter listed would be extremely useful. It would save you having to sit down and work them out. To make your life easier, these are presented in this companion in the tables through pages 14 to 17.

These tables look at each encounter, giving both the XP Award (the amount of experience awarded for the encounter), and the XP Difficulty (used for calculating how difficult the encounter will be).

Official guidance on how XP Difficulty is calculated is found in the rules for building encounters; both in the *Dungeon Master’s Guide* and the free *Basic Rules*. For your convenience a breakdown of this guidance is included on pages 22 to 23. The pages discussing the quests within the Essentials Kit show the values already calculated for you for each encounter.

If you are concerned with the characters not being the right level for each quest, use milestone awards instead of experience points. It will make your job as Dungeon Master a lot easier.

## Milestone Awards

The Dungeon Master’s Guide explains that as the DM you do not have to award XP to the player characters. Instead of awarding XP, simply allow them to advance one level when they achieve a significant goal within the story. This is called Milestone Awards and is a much easier way of levelling up characters. Dragon of Icespire Peak assumes that you are going to use Milestones.

The points where the player characters gain a level are shown in the section titled **Leveling Up** on page 11 of the adventure *Dragon of Icespike Peak*.

## XP Award vs. XP Difficulty

Combat encounters are measured by two types of XP.

**XP Award** refers to the amount of XP (experience points) awarded to a group of player character’s when they are victorious.

**XP Difficulty** refers to the amount of XP used to calculate how difficult the encounter is for a group of player characters. These figures are compared against the number of characters and their average level to calculate out the difficulty category of the encounter. Refer to the tables on pages 8 to 9 to calculate the difficulty category.

Regardless as to whether you use Milestones or XP Awards, understanding the XP Difficulties will help you understand how challenging an encounter is likely to be.

The tables on the next two pages detail the challenge categories for encounters based on the XP Difficulty and the number of Player Characters in the group. Refer back to these when you have identified the XP Difficulty for a particular encounter. This will tell you whether an encounter is likely to be easy, medium, hard, or deadly. As with all things in D&D; these are only guidelines. Bad planning and bad dice rolls can turn an easy encounter into one that kills all the characters in the group. Whereas good planning and luck can save the day even when the odds are stacked against the player characters.



# Dungeon Master's Handbook

## XP Difficulty (1st Level Characters)

-- Number of Characters --				
XP Difficulty	2	3	4	5
50 - 74	Easy	-	-	-
75 - 99	Easy	Easy	-	-
100 - 124	Medium	Easy	Easy	-
125 - 149	Medium	Easy	Easy	Easy
150 - 199	Hard	Medium	Easy	Easy
200 - 224	Deadly	Medium	Medium	Easy
225 - 249	Deadly	Hard	Medium	Easy
250 - 299	Deadly	Hard	Medium	Medium
300 - 374	Deadly	Deadly	Hard	Medium
375 - 399	Deadly	Deadly	Hard	Hard
400 - 499	Deadly	Deadly	Deadly	Hard
500 +	Deadly	Deadly	Deadly	Deadly

## XP Difficulty (2nd Level Characters)

-- Number of Characters --				
XP Difficulty	2	3	4	5
100 - 149	Easy	-	-	-
150 - 199	Easy	Easy	-	-
200 - 249	Medium	Easy	Easy	-
250 - 299	Medium	Easy	Easy	Easy
300 - 399	Hard	Medium	Easy	Easy
400 - 449	Deadly	Medium	Medium	Easy
450 - 499	Deadly	Hard	Medium	Easy
500 - 599	Deadly	Hard	Medium	Medium
600 - 749	Deadly	Deadly	Hard	Medium
750 - 799	Deadly	Deadly	Hard	Hard
800 - 1099	Deadly	Deadly	Deadly	Hard
1100 +	Deadly	Deadly	Deadly	Deadly

## XP Difficulty (3rd Level Characters)

-- Number of Characters --				
XP Difficulty	2	3	4	5
150 - 224	Easy	-	-	-
225 - 299	Easy	Easy	-	-
300 - 374	Medium	Easy	Easy	-
375 - 399	Medium	Easy	Easy	Easy
400 - 449	Medium	Easy	Easy	Easy
450 - 599	Hard	Easy	Easy	Easy
600 - 674	Hard	Medium	Medium	Easy
675 - 749	Hard	Hard	Medium	Easy
750 - 799	Hard	Hard	Medium	Medium
800 - 899	Deadly	Hard	Medium	Medium
900 - 1124	Deadly	Hard	Hard	Medium
1125 - 1199	Deadly	Hard	Hard	Hard
1200 - 1599	Deadly	Deadly	Hard	Hard
1600 - 1999	Deadly	Deadly	Deadly	Hard
2000 +	Deadly	Deadly	Deadly	Deadly

## XP Difficulty (4th Level Characters)

-- Number of Characters --				
XP Difficulty	2	3	4	5
250 - 374	Easy	-	-	-
375 - 499	Easy	Easy	-	-
500 - 624	Medium	Easy	Easy	-
675 - 749	Medium	Easy	Easy	Easy
750 - 999	Hard	Medium	Easy	Easy
1000 - 1124	Deadly	Medium	Medium	Easy
1125 - 1249	Deadly	Hard	Medium	Easy
1250 - 1499	Deadly	Hard	Medium	Medium
1500 - 1874	Deadly	Hard	Hard	Medium
1875 - 1999	Deadly	Hard	Hard	Hard
2000 - 2499	Deadly	Deadly	Deadly	Hard
2500 +	Deadly	Deadly	Deadly	Deadly

# Dragon of Icespire Peak



## XP Difficulty (5th Level Characters)

XP Difficulty	2	3	4	5
500 - 749	Easy	-	-	-
750 - 999	Easy	Easy	-	-
1000 - 1099	Medium	Easy	Easy	-
1100 - 1499	Medium	Easy	Easy	-
1500 - 1999	Hard	Medium	Easy	Easy
2000 - 2199	Hard	Medium	Medium	Easy
2200 - 2249	Deadly	Medium	Medium	Easy
2250 - 2499	Deadly	Hard	Medium	Easy
2500 - 2999	Deadly	Hard	Medium	Medium
3000 - 3299	Deadly	Hard	Hard	Medium
3300 - 3749	Deadly	Deadly	Hard	Medium
3750 - 4399	Deadly	Deadly	Hard	Hard
4400 - 5499	Deadly	Deadly	Deadly	Hard
5500 +	Deadly	Deadly	Deadly	Deadly

## XP Difficulty (6th Level Characters)

XP Difficulty	2	3	4	5
600 - 1199	Easy	-	-	-
1200 - 1799	Medium	-	-	-
1800 - 2799	Hard	Easy	-	-
2800 - 3599	Deadly	Easy	-	-
3600 - 5399	Deadly	Medium	-	-
5400 - 7199	Deadly	Hard	-	-
7200 - 8399	Deadly	Hard	Easy	-
8400 - 14399	Deadly	Deadly	Easy	-
14400 - 21599	Deadly	Deadly	Medium	-
21600 - 33599	Deadly	Deadly	Hard	-
33600 - 35999	Deadly	Deadly	Deadly	-
36000 - 71999	Deadly	Deadly	Deadly	Easy
72000 - 107999	Deadly	Deadly	Deadly	Medium
108000 - 167999	Deadly	Deadly	Deadly	Hard
168000 +	Deadly	Deadly	Deadly	Deadly

## Understanding the Difficulties

Understanding what the difficulty categories mean is essential for gauging how well a group of characters will fare in a fight. Cross reference the XP Difficulty against the appropriate XP Difficulty table for the level of the player characters. This will give you the difficulty category based on the number of characters in the group. For example, an encounter with an XP Difficulty of 450 would be a Medium category challenge for a group of four 2nd level characters. The same encounter would be a Deadly encounter for a group of four 1st level characters.

There are four categories. Page 82 of the *Dungeon Master's Guide* defines these as:

**Easy.** An easy encounter doesn't tax the characters' resources or put them in serious peril. They might lose a few hit points, but victory is pretty much guaranteed.

**Medium.** A medium encounter usually has one or two scary moments for the players, but the characters should emerge victorious with no casualties. One or more of them might need to use healing resources.

**Hard.** A hard encounter could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

**Deadly.** A deadly encounter could be lethal for one or more player characters. Survival often requires good tactics and quick thinking, and the party risks defeat.

## 2 to 5 Characters

These calculations assumes an average group size of 2 to 5 characters. As you read through *Dragon of Icespire Peak* you may note that some of the encounters include Sidekicks when determining the number of creatures encountered. For these encounters include Sidekicks as characters in these tables.

It is assumed here that group of 3 or more players will not be using the Sidekicks rules. If this is not the case, or there are more than 5 players, the guidelines starting on page 22 will help calculate the challenge categories for larger groups.



## Dungeon Master's Handbook

# The Adventure Opening

After the table of contents, the first 10 pages of the adventure book is packed with useful advice and information to help you run *Dragon of Icespire Peak*. This includes:

### General Advice

The first two pages of the book (2 and 3) cover the basic advice you need to be aware of as the Dungeon Master when running the adventures in the Essentials Kit. It gives a brief but good overview of what your role is as the Dungeon Master and how to improvise ability checks.

The first part describes what is expected from you. Namely, you have three core roles to fulfil. It is important to note that though you are playing the roles of the various creatures that will oppose the characters, you are not the opponent. Your role is to simply play and represent the various creatures the players will face during the course of the game.

This second part is very useful to make a note of. At some point you will need to ask the players to make an ability check which has not been mentioned in the text of the adventure. Pay attention to the description of the difficulty classes for ability checks. Get your head around this and you will be empowered when it comes to ruling whether a character can or cannot do something.

**The Golden Rule.** As the Dungeon Master you should always try to avoid saying no. Instead try answering with “yes, but...”, or “you can certainly try that”. If necessary, follow this up by asking them to make an ability check.

### Setting Overview

Page 4 gives a brief but solid introduction to the setting where the adventure is based; the lands around the city of Neverwinter. Enough material is presented here to help you understand the setting without having to wade through hundreds of pages in a dedicated setting book. If you like the setting and wish to expand your understanding; you could invest in a copy of the *Sword Coast Adventurer's Guide*, but to be honest, for now you can do without it. Everything you need to know about the immediate area is included in this overview.

**The Map.** Page 5 includes a map of the region, with all the points of interest marked out for you as the Dungeon Master. Keep this map hidden from the eyes of the players. The version of the map for their eyes is on the poster map included in the box.

1 hex on this map is equal to 5 miles. A standard group of characters can travel 5 hexes in a single day if they travel at standard pace. They can increase that to 6 hexes a day if they travel at a fast pace (suffering a -5 penalty to their passive Wisdom (perception) scores. Or they can travel 4 hexes a day if they move at a slow pace (gaining the ability to use stealth).

### Starting the Game

Page 6 gives some good advice on what you need to do before the game starts. The first session (often referred to as session 0) is all about creating the player characters and understanding how they know each other.

This page also gives some good advice on what you should do in advance to prepare for the next session.

### Phandelver Overview

The next five pages (7 to 11) give you a tonne of advice and information around the settlement the players characters will use as their home base; namely the settlement of Phandelver. Make a note of the various locations and personalities. Having a better understanding of these will help you run the various encounters the players will take part in as they travel around the settlement. Some of the key activities the player characters will want to get involved in when in town include (but are not limited to):

- Find somewhere to stay overnight.
- Resupply and repair equipment.
- Meet and check up on people they met previously.
- Look for new quests to go on.

**Phandalin Tale.** The table on page 9 is worth mentioning. Three of the rumours included in this table lead to key locations the player characters may wish to investigate. Make use of it where you feel it would help move the game forward. Do not be afraid to pick a specific tale if you want them to head out in a particular direction. You do not have to be dictated to by the roll of a die.



# Quests & Key Locations

After the opening pages, the bulk of the adventure book is taken up by a collection of quests and key locations. Together these form the meat of the adventure. It is advisable to read through these at least once to get an understanding of what to expect as the players embark on each quest, exploring the lands around the settlement of Phandelver.

This section can be broken down into Starter Quests, Follow-up Quests, and Key Locations.

## Starter Quests

The first three quests available to the characters are the starter quests that appear on the job board outside the townmaster's hall. As noted on page 11 of *Dragon of Icespire Peak*, once the player characters have completed two of these quests the follow-up quests appear on the job board.

## Dwarven Excavation

The objective for this quest is straightforward enough. Warn the dwarves Dazlyn Grayhard and Norbus Ironrune about the dragon. This can be completed relatively quickly, warning the dwarves and returning to Phandelver to collect their reward and gain a level. Savvy players will take advantage of this to gain a level before they undertake the sub-quest offered by the dwarves.

The **Dwarven Excavation** table lists the XP Award and XP Difficulty of the combat encounters within the temple.

## Dwarven Excavation

Encounter	XP Award	XP Difficulty
E5. Temple	450	450
E7. Secret Tunnel	450	450

**When Orcs Attack.** This encounter deserves mentioning on its own due to the varied number of orcs. The encounter states that the number of orcs present in this encounter is equal to the number of characters (including sidekicks). To calculate the XP Award and XP difficulty of this encounter refer to the table titled **Variable Encounter (When Orcs Attack)**.

## Variable Encounters

Some of the encounters presented in Dragon of Icespire Peak are written as variable encounters. These are encounters where the number of creatures present is determined by the level and/or number of characters present. For example; “*The number of orcs is equal to one plus one for every character in the group*”. This helps scale the encounter to the strength of the characters; avoiding it being too strong or too weak. This is a great tool, helping the Dungeon Master as it reduces the headache of worrying whether the characters are ready (at the right level) for an encounter when they get to it. After all no Dungeon Master want to see their campaign end prematurely by all the characters being killed in a single encounter.

However, varied encounters can be a two-edged sword. They can be a little tricky to balance and presenting a breakdown of their XP values is not as straightforward as fixed (nonvariable) encounters. To set up and understand the challenge category of a variable encounter we need to understand what the XP value for the encounter is with each variation. This can be compared against the number of characters.

To help you understand the relative strength (challenge category) of a varied encounter, a separate table is included which can be referenced for the encounter in question. For example; the When Orcs Attack encounter is addressed by the table below. Refer to the number of orcs the encounter will include, and from that you can see what the XP Award and XP Difficulty is going to be for that encounter.

## Variable Encounter (When Orcs Attack)

Number of Orcs	XP Award	XP Difficulty
1	100	100
2	200	500
3	300	600
4	400	800
5	500	1,000
6	600	1,200
7	700	1,750
8	800	2,000
9	900	2,250
10	1,000	2,500



# Dungeon Master's Handbook

## Gnomengarde

The objective for this quest is to collect a magic item from the gnomes and return it to Harbin Wester. However the gnomes will not give the player character's a magic item unless they first rescue Gnerkli and end Korboz's madness. This quest requires them to explore Gnomengarde and solve the riddle of king Korboz's madness.

The **Gnomengarde** table lists the XP Award and XP Difficulty for the one combat encounter in this quest.

## Gnomengarde

Encounter	XP Award	XP Difficulty
G8. Mimic and Mushrooms	450	450

## Umbrage Hill

The objective for his quest is straight forward. Travel to the windmill on Umbridge hill and escort the midwife who lives there to the safety of Phandelver. However, as with the other starter quests things are never that easy.

The midwife (Adabra Gwynn) refuses to leave the windmill. However, enterprising players will be able to convince her to give them a signed letter stating that she is safe. If they do this Harbin will honor the quest and reward the characters.

The additional problem is that Adabra is trapped inside her home; a manticore is outside trying to break in. To get to Adabra the characters must first deal with the Manticore.

The obvious solution to many players will be to fight the Manticore. However this a powerful creature and could prove to be a challenge to a party of 1st or 2nd level characters. They may think to try bribery as outlined in the quest.

The **Umbrage Hill** table lists the XP Award and XP Difficulty for the one combat encounter in this quest.

## Umbrage Hill

Encounter	XP Award	XP Difficulty
Umbrage Hill (Manticore)	700	700

## Follow-up Quests

The six follow-up quests appear on the job board after the characters have completed the first two starter quests.

## Axeholm

This is a simple and straightforward quest. Explore the abandoned fortress and clear it out of any dangers that lurk within.

The **Axeholm** table lists the XP Award and XP Difficulty of the combat encounters within the abandoned fortress. For encounters listed as "Varies" refer to the appropriate **Variable Encounter** table.

## Axeholm

Encounter	XP Award	XP Difficulty
A5. West Hall	Varies	Varies
A9. Stirge in the Smithy	25	25
A14. Throne Room	Varies	Varies
A19. Ghoul Den	Varies	Varies
A22. Upper Bastion	Varies	Varies
A24. Haunted Hall	1,100	1,100
A26. Ghoul bath	Varies	Varies
A28. Castellan's Bedchamber	Varies	Varies

## Variable Encounter (Ghouls)

Number of Ghouls	XP Award	XP Difficulty
1	200	200
2	400	600
3	600	1,200
4	800	1,600
5	1,000	2,000
6	1,200	2,400
7	1,400	3,500
8	1,600	4,000
9	1,800	4,500
10	2,000	5,000



# Dragon of Icespire Peak

## Variable Encounter (Giant Spiders)

Number of Spiders	XP Award	XP Difficulty
1	200	200
2	400	600
3	600	1,200
4	800	1,600
5	1,000	2,000
6	1,200	2,400
7	1,400	3,500
8	1,600	4,000
9	1,800	4,500
10	2,000	5,000

## Variable Encounter (Stirges)

Number of Stirges	XP Award	XP Difficulty
1	25	25
2	50	75
3	75	150
4	100	200
5	125	250
6	150	300
7	175	438
8	200	500
9	225	563
10	250	625

## Butterskull Ranch

This is another relatively straightforward quest. Rescue Alfonse Kalazorn and either convince him to Phandelver or rid his ranch of orcs.

This quest gives the Dungeon Master a great amount of flexibility in how the orcs are spread out across the ranch. The **Butterskull Ranch** table lists the XP Award and XP Difficulty of the combat encounters within the ranch.

## Butterskull Ranch

Number of Orcs	XP Award	XP Difficulty
1	100	100
2	200	500
3	300	600
4	400	800
5	500	1,000
6	600	1,200
7	700	1,750
8	800	2,000
9	900	2,250
10	1,000	2,500

## Dragon Barrow

Another straightforward quest, the player characters must explore the barrow and retrieve the magical longsword which once belonged to a famed dragon slayer.

The **Dragon Barrow** table lists the XP Award and XP Difficulty of the combat encounters within the barrow.

## Dragon Barrow

Encounter	XP Award	XP Difficulty
D2. Will-o'-Wisps	1,350	2,700
D4. Skeletal Surprise	50	50
D8. Dragon Slayer	2,300	2,300



# Dungeon Master's Handbook

## **Loggers Camp**

At the start of it, this quest is straightforward and simple. Deliver supplies to Tibor Wester at the Logger's Camp and get a signature to say they have been delivered. Unfortunately the camp has been attacked by beasts native to the area, and Tibor needs rescuing.

The **Loggers Camp** table lists the XP Award and XP Difficulty of the combat encounters on the way to and within the camp.

## **Loggers Camp**

Encounter	XP Award	XP Difficulty
A Boar-ing Encounter	700	700
L3. Office and Tool Storage	450	450
L6. South Camp	1,350	2,700

## **Mountain's Toe Gold Mine**

As with quite a few quests in this adventure this quest starts out quite simple and straightforward, however complications arise. The characters simply need to escort Don-Jon Raskin safely to the mine. Technically this is all they need to accomplish to complete the quest. The complications that arise can be addressed by the player characters, or they can walk away from them. The players have that choice.

The **Mountain Toe** table lists the XP Award and XP Difficulty of the combat encounters within the mine.

It is important to note; the **Variable Encounter (Wererat Den)** table on this page includes both the Wererats and the Giant Rats within the XP Award and XP Difficulty values. This is provided as well as separate tables for the Wererats and Giant Rats. This is because depending on the actions of the players characters encounter area M4 could be run as two separate encounters, or one combined encounter.

## **Mountain Toe**

Encounter	XP Award	XP Difficulty
M1. Guard Post	900	1,350
M4. Wererat Den	Varies	Varies
M11. Carrion Crawler	450	450
M13. Rat-infested Cave	125	250

## **Variable Encounter (Wererats)**

Number of Wererats	XP Award	XP Difficulty
2	900	1,350
3	1,350	2,700
4	1,800	3,600
5	2,250	4,500
6	2,700	5,400
7	3,150	9,450
8	3,600	10,800
9	4,050	12,150
10	4,500	13,500
11	4,950	14,850

## **Variable Encounter (Giant Rats)**

Number of Rats	XP Award	XP Difficulty
4	100	200

## **Variable Encounter (Wererat Den)**

Number of Wererats	XP Award	XP Difficulty
2	1,000	2,000
3	1,450	3,625
4	1,900	4,750
5	2,350	5,875
6	2,800	7,000
7	3,250	9,750
8	2,700	11,100
9	4,150	12,450
10	4,600	13,800
11	5,050	15,150

# Dragon of Icespire Peak



## Woodland Manse

This quest revolves around solid traditional goal without any complications or twists; remove all the monsters from the location. It is a simple “go in a kill all the bad guys” quest.

The **Woodland Manse** table lists the XP Award and XP Difficulty of the combat encounters within this area.

Most of the encounters have a varied number of creatures depending on the number of characters in the group. Use the appropriate Varied Encounter table to calculate the XP values for any specific encounter. The **Varied Encounter (Wizard's Laboratory)** table should be used for area W10. as it includes both the anchorite of Talos and the twig blights.

## Woodland Manse

Encounter	XP Award	XP Difficulty
W1. Pumpkin Patch	2,250	4,500
W5. Dining Room	Varies	Varies
W8. Courtyard	Varies	Varies
W10. Wizard's Laboratory	Varies	Varies
W14. Upstairs Hall	Varies	Varies
W18. Guest Room	Varies	Varies

## Variable Encounter (Needle Blights)

Number of Needle Blights	XP Award	XP Difficulty
1	50	50
2	100	150
3	150	300
4	200	400
5	250	500
6	300	600
7	350	875
8	400	1,000
9	450	1,125
10	500	1,250
11	550	1,650
12	600	1,800

## Variable Encounter (Stirges)

Number of Stirges	XP Award	XP Difficulty
3	75	75
6	150	300
9	225	563
12	300	900

## Variable Encounter (Wizard's Laboratory)

Number of Twig Blights	XP Award	XP Difficulty
3	775	1,550
6	850	1,700
9	925	2,312
12	1,000	3,000
15	1,075	3,225
18	1,150	3,450
21	1,225	3,675

## Variable Encounter (Twig Blights)

Number of Twig Blights	XP Award	XP Difficulty
1	25	25
2	50	75
3	75	150
4	100	200
5	125	250
6	150	300
7	175	438
8	200	500
9	225	563
10	250	625
11	275	825
12	300	900

## Variable Encounter (Vine Blights)

Number of Vine Blights	XP Award	XP Difficulty
1	100	100
2	200	500
3	300	600
4	400	800
5	500	1,000
6	600	1,200
7	700	1,750
8	800	2,000
9	900	2,250
10	1,000	2,500
11	1,100	3,300
12	1,200	3,600



# Dungeon Master's Handbook

## Key Locations

There are five key locations included in *Dragon of Icespire Peak*. These locations are generally hidden from the characters until the characters reach a specific goal or point in the adventure.

### Circle of Thunder

This location is a high-level area (level-6), and may be led here by Xanth the Centaur (Dragon Barrow) or Grannoc's Map (Woodand Manse), by following Gorthok's trail (Falcon's Hunting Lodge).

The **Circle of Thunder** table lists the XP Award and XP Difficulty of the combat encounters within the circle.

Most of the encounters have a varied number of creatures depending on the number of characters in the group. Use the appropriate Varied Encounter table to calculate the XP values for any specific encounter. Both tables include all the creatures in the encounter in the calculations.

### Circle of Thunder

Encounter	XP Award	XP Difficulty
Yargath's Patrol	Varies	Varies
C1. Henge	Varies	Varies
(Gorthok the Thunder Boar)	2,300	2,300

### Variable Encounter (Yargoth's Patrol)

Number of Orcs	XP Award	XP Difficulty
2	900	1,800
4	1,100	2,200
6	1,300	3,250
8	1,500	3,750
10	1,700	5,100
12	1,900	5,700
14	2,100	6,300
16	2,300	6,900
18	2,500	7,500
20	2,700	8,100
22	2,900	8,700
24	3,100	9,300

### Falcons Hunting Lodge

This location is linked to the Woodland Manse quest. It is also mentioned in entry 4 in Phandalin Tales. Both of these can lead the characters here.

There are no combat encounters in Falcon's Hunting Lodge.

### Variable Encounter (Henge)

Number of Twig Blights	XP Award	XP Difficulty
2	1,450	2,900
4	1,500	3,000
6	1,550	3,875
8	1,600	4,000
10	1,650	4,950
12	1,700	5,100
14	1,750	5,250
16	1,800	5,400
18	1,850	5,550
20	1,900	5,700
22	1,950	5,850
24	2,000	6,000

### Icespire Hold

This location is where the characters can find the dragon Cryovain; assuming they have not defeated the dragon at a different location. This is essentially the endgame for the adventure. Either the characters defeat Cryovain, or they loose.

Finding Icespire Hold is not the easiest thing to do. The characters are likely to find it through one of two ways. Either they receive a vision at the Shrine of Savras, or they may spot the hold if they come within 1 hex of it. Alternatively you can one of the two story hooks; Captured Orc, or Tymora's Luck, to help the players find the hold if they are struggling. Both are discussed in the opening section to this area.

The **Icespire Hold** table lists the XP Award and XP Difficulty of the combat encounters within the hold.

The exact number of reavers the characters will encounter depends on how they infiltrate the hold. The reavers are not stupid. They will team up to fight off the characters if they see them coming. A Variable Encounter table for the reavers is provided; showing both the XP Value and XP Difficulty based on how many reavers are present during an encounter.

### Icespire Hold

Encounter	XP Award	XP Difficulty
H4. Gatehouse Barracks	Varies	Varies
H6. Barbican	Varies	Varies
H12. Audience Chamber	75	150
H20. Roof	2,300	2,300

# Dragon of Icespire Peak



## Variable Encounter (Stone-Cold Reavers)

Number of Reavers	XP Award	XP Difficulty
1	700	700
2	1,400	2,100
3	2,100	4,200
4	2,800	5,600

## Shrine of Savras

This location is not linked to any quests. Characters may travel here through one of the entries in the Phandalin Tales table on page 9 of the adventure.

The **Shrine of Savras** table lists the XP Award and XP Difficulty of the combat encounters within the shrine.

The encounters for this location vary based on the number of characters and their level. Refer to the appropriate Variable Encounter table to find the XP Value and XP Difficulty for the encounter in the courtyard.

## Shrine of Savras

Encounter	XP Award	XP Difficulty
S2. Courtyard	Varies	Varies
S6. Northeast Tower	100	100

## Variable Encounter (1 Ogre)

Number of Orcs	XP Award	XP Difficulty
2	650	1,300
4	850	1,700
6	1,050	2,625
8	1,250	3,125
10	1,450	4,350
12	1,650	4,950

## Variable Encounter (2 Ogres)

Number of Orcs	XP Award	XP Difficulty
3	1,200	2,400
9	1,800	5,400
12	2,100	6,300
15	2,400	7,200
18	2,700	8,100
21	3,000	9,000

## Variable Encounter (3 Ogres)

Number of Orcs	XP Award	XP Difficulty
4	1,750	4,375
8	2,150	6,450
12	2,550	7,650
16	2,950	8,850
20	3,350	10,050
24	3,750	11,250

## Variable Encounter (4 Ogres)

Number of Orcs	XP Award	XP Difficulty
4	2,200	5,500
8	2,600	7,800
12	3,000	9,000
16	3,400	10,200
20	3,800	11,400
24	4,200	12,600

## Tower of Storms

This location is not linked to any quests. Characters may travel here through one of the entries in the Phandalin Tales table on page 9 of the adventure.

The **Tower of Storms** table lists the XP Award and XP Difficulty of the combat encounters within the tower.

One of the encounters have a varied number of creatures depending on the number of characters in the group. Use the Varied Encounter table to calculate the XP values for this encounter.

## Tower of Storms

Encounter	XP Award	XP Difficulty
T1. Haunted Cave	1,100	1,100
T5. Harpies' Aerie	Varies	Varies
T7. Moesko the Anchorite	700	700
T10-T14. Shipwrecks	1,350	2,700

## Variable Encounter (Harpies' Aerie)

Number of Harpies	XP Award	XP Difficulty
1	200	200
2	400	600
3	600	1,200



## Dungeon Master's Handbook

# Expanding the Adventure

*Dragon of Icespire Peak* has a lot of game material included and will keep you busy for more than a few sessions. Even if you got together once a week, it could take you several months to work your way through the material provided. But what if you wanted to expand the adventure, with additional quests for the players to go on? You may even want to throw in a few quests of your own. Is this possible? How would you do it? Would it effect the adventure? Let's answer each of these questions in turn.

### Is it Possible?

The simple answer is yes, it is! The great thing about Dungeons and Dragons is that it is a game that you as the DM can customise and adapt as you feel fit. Rules and guidelines are there to help you shape (or reshape) the adventures to how you prefer them to be run. But within those mechanics you are free to change anything that would improve the game experience for you and your players. That includes adding additional quests, or even expanding the quests included in the adventure. Perhaps there a new threat a short distance away that needs to be dealt with. Or perhaps a set of chambers hidden beneath a secret trapdoor.

### Would it Effect the Adventure?

There are two things to consider when looking at how additional material would affect a game. First is the story, second are the mechanics.

When adding in a new element to an adventure, have a quick think about how this is likely to affect the overall story. Does it fit the location? Does it contradict or add unnecessary complications to the story arc? Basically, does it make sense?

Next you need to consider the mechanics. Will this additional quest or encounter add anything to the game which throws a spanner in the works from a mechanical point of view? Does the addition of a new magic item cause any problems, such as make a character over powerful?

If the answer to these questions is positive; no problems would arise from it. Then add it in. If one of them suggests that it would cause a problem, you should leave it out. As the Dungeon Master, only you can make that decision. The flow of the adventure will differ from one group of players to the next. And if you are not sure, perhaps add in a small quest, or a couple of encounters to test the water. Or perhaps just leave the adventure as is. At the end of the day, the decision is yours.

### How Would You Do It?

There are several options when it comes to adding in additional quests or encounters.

You can take any adventure written by someone else, and so long as it is the right level for the characters, make the necessary changes to the story and drop it in. For examples of short scenarios go to DnD Beyond. Amongst all the articles are various free to use encounters and mini quests.

But what if you wanted to add in material yourself? For this you would need to buy the core rules or grab a copy of the free-to-download *Basic Rules*. (Details on how to get this is covered later). Using the guidance in these books you can write your own material and create your own adventures.

However, if you did not want to go quite this far, and you wanted something you could adapt and throw together at short notice; the material on pages 19 to 23 may be of use. This includes guidelines on designing side-quests, a few quick and dirty encounters you can use to create a small adventure. It also includes random encounter tables for you to throw incidental encounters in the direction of the players on the fly. Guidance on how to use this material starts with the section titled *Quick & Dirty Quests*.



# Quick & Dirty Quests

The material presented here can be used to help create your own side quests and incidental locations.

- **The Five Room Dungeon** is a quick and easy method that Dungeon Masters can use to create small adventures based around five fundamental encounter types.
- **Non-Combat Encounters** include ready made encounters which could be dropped into an adventure.
- **Combat Encounters** covers guidelines on how to create combat encounters based on the level and number of characters taking part in the adventure.
- **Random Encounters** gives sample encounter tables which can be used to liven up a dull and boring journey from A to B.

## The Five Room Dungeon

The idea behind the five room dungeon is quite simple. A balanced adventure, dungeon or side-quest only needs five encounters. These encounters provide a variety of tasks to challenge the characters. They also help tell a complete story from start to finish.

Before we can start designing the encounters we need to answer two very basic questions:

- What type of dungeon do we want to use?
- What plot will drive the story behind the adventure?

## The Dungeon Type

First, we need to decide what type the dungeon is. The range of possibilities is only limited by your imagination. Traditionally a dungeon is an enclosed area. For example; it could be a tower, a cave complex, or an abandoned house. However, think outside the box. The use of the word dungeon can be a figure of speech. A dungeon does not literally have to be a dungeon. Each room does not have to be a chamber with a ceiling, walls and a door. The dungeon could be a town district, a marketplace, or even a tavern room. The rooms could be a street, a market stall, or a group of people.

This sets the theme for the dungeon. It tells us what fits the dungeon, and what looks out of place.

## The Plot

Next, we need to decide on a plot device which drives the story. Whereas the type gives the location of the adventure; the plot gives a reason for the characters to get involved. In a traditional dungeon, the plot would probably be; explore the unknown, defeat the evil, or rescue the damsel. In a nontraditional dungeon, the plot could be; follow a mark, find a rare purchase, or form an alliance. Again, the only limit is your imagination.

## The Five Rooms

With the first two steps complete, we can start creating the rooms. Each room has its own purpose within the dungeon:

1. The Guardian
2. The Puzzle
3. The Hazard
4. The Climax
5. Resolution

**The Guardian.** Here we have a room or encounter that is often used to kick-start an adventure. In a traditional dungeon this could be a creature guarding the first chamber. A guard or sentinel at the gate is a perfect example of this. Alternatively, this could be a minor creature that has made the room its lair. In a less traditional dungeon the creature could be street thugs harassing street vendors. Or how about an exotic beast that escapes its cage in the city market. Think outside the box and let your imagination free. Whatever you decide upon the creature represents an obstacle to overcome. Once dealt with the story can progress.

**The Puzzle.** With this room the characters encounter something which challenges their minds. This could be a riddle or obstacle course that prevents progress. It could also be a roleplay situation. The characters need to roleplay to negotiate to pass safely.

When designing the puzzle it is advisable to take care. It is easy to say a puzzle completely blocks the way on. But what happens if the characters fail. There is a risk the adventure will come to a stop and the players fail. This is okay in some adventurers as it supports the plot. But generally



# Dungeon Master's Handbook

there should always be a way on. Instead consider a setback. A loss of gear or treasure are good examples. Perhaps the characters are delayed; added drama if time is critical to the plot. Think outside the box and make the setback fit the puzzle.

**The Hazard.** In this room the characters encounter a hazard or trap that could put their lives at risk. If a hazard, the characters face an obstacle they must use their abilities to bypass. Balancing across a narrow beam, climbing a wall, or swimming through a flooded section are all examples. Unlike Puzzles which require role-play to bypass, a hazard requires a successful ability check or saving throw. If they fail a character is likely to suffer the effects of a condition or hit point loss.

**The Climax.** The climax is to penultimate room in the five room dungeon. Here the characters face the final challenge before they reach the end. This is usually a creature of some sort; the end level boss as it were. The creature here should be a higher challenge than the guardian. The characters should be pushed as this is not an easy fight.

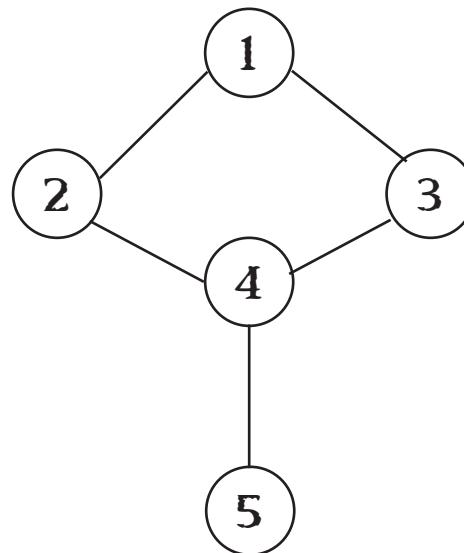
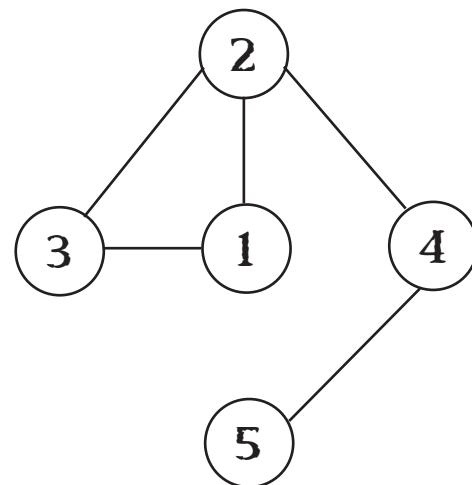
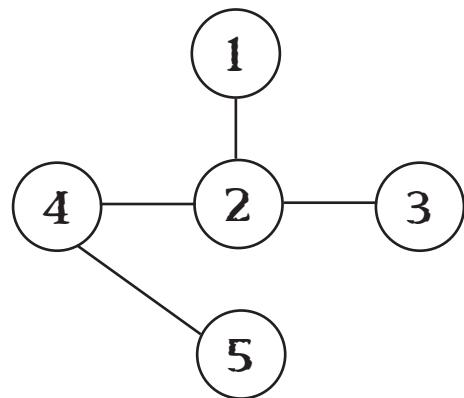
**Resolution.** The final room represents the resolution of the plot. Here the characters will either receive their reward, or encounter a plot twist. Either way the current goal of the story is met; though the seed to a new adventure may be included here. If this room represents treasure, it could an actual treasure room. However, it could also be something quite different such as an agreement with an NPC, or a key piece of information. A plot twist represents a change in direction for the campaign and is a useful tool to lead into to a follow-up adventure.

## Mixing Things Up

The five room dungeon does not have to be five rooms in this order. They can be mixed up a bit, though the climax and resolution should always be at the end. Additionally, the rooms do not have to be presented in a linear fashion. The first few rooms could be attempted in any order with the final section opening once they are all completed. To the right are three examples of this:

## The Sixth Room

It is possible to add a sixth room to the dungeon; the empty room. This serves as a place of rest for the characters as they progress through the dungeon. The empty room can also represent a choice, connecting various other rooms in the dungeon.





## Expanding the Adventure

This formula is extremely versatile and can be used to create much bigger dungeons. Why not create a ten room dungeon, or a fifteen room dungeon. Add in a few empty rooms and your players may not realise you have used this formula. The guardian is a minor fight. The puzzle and hazard work as they are. The climax is a difficult fight. The resolution a treasure hoard, a twist in the storyline, or simply a way on to the next section.

## Non-Combat Encounters

The following are example encounters that can be used when designing adventures. If an encounter causes a character to suffer damage as a result of failure, use the **Damage by Level and Severity** table on the Dungeon Master's Screen to calculate the amount of damage.

### Abandoned Bedroom.

This room is filled with the furnishing typically found in a bedroom. A bed, along with a small desk, chair, wardrobe, and chest is found here. However, the chest is a **mimic**, which attacks anything that tries to open it.

### Chess Room

The characters come across a 40- by 40-foot room. The floor is covered by alternating black and white squares. Each square is 5- by 5-foot in size.

To cross the room a character must move from one square to the next across the room. They may pick either colour. But once they do, they must stick to squares of that colour. If they step on a square of a different colour they take necrotic damage and find themselves back at the beginning. The amount of damage suffered depends of the level of the characters and the severity of the puzzle.

### Fountain

A fountain dominates the area. Next to the fountain is a small table with a bronze cup sitting on it. Next to the cup lies a scroll of parchment; on which are the words: *Pay well and drink from the cup.*

If a character throws a silver piece into the fountain, and then uses the bronze cup to drink the water, they are restored  $2d8+2$  hit points. A character may only benefit from this once per long rest. Any water the characters attempt to bottle or transport away loses all its magical properties. It only works if a silver piece is donated and they drink from the cup.

If a donation is not made the character instead gains a level of exhaustion. If the cup is stolen it magically returns to the fountain at the start of the next day. Likewise, the same is true for the parchment should it be taken or destroyed. Coins thrown into the fountain can be retrieved, however a character gains a level of exhaustion from doing this, and the coins taken from the fountain return at the start of the next day.

A character can only benefit from the effects of the water once. This resets after a long rest.

### Riddle Door

A door blocks the way on. The door is locked and requires a DC 20 Dexterity check if anyone with a set of thieves' tools attempts to bypass the riddle. If the check to pick the lock fails, the character suffers poison damage from a needle trap. The trap resets after it is triggered.

Next to the door is a stone plinth with six indents set into it. Scattered on the floor at the base of the plinth are six clay tokens, the right size and shape to fit in these indents. Each token has a single letter engraved on it. These read as F, F, O, S, T, and T.

To open the door, the characters must place the tokens on the plinth in the right order. The correct order is O, T, T, F, F, and S. (Each token is the first letter of the numbers one to six).

### Toxic Gas

A room is filled with a green poisonous gas, which chokes and blinds any who stay in it for too long. To continue the characters must pass through this room.

Starting with the round the characters enter the gas, each round (on their initiative) they must attempt a DC 15 Constitution saving throw. If this fails, they suffer damage and gain the blinded condition.

This encounter could be made more dangerous by adding in creatures to fight, or obstacles to bypass.

### Walking the Beam

A large chasm prevents the characters from moving ahead. To pass the chasm they must walk across a narrow beam that is fixed to either side. This requires a DC 15 Dexterity check to walk across without falling off into the pit below and suffer damage from the fall.



# Dungeon Master's Handbook

## Combat Encounters

A combat encounter is typically an area where the characters must fight one or more creatures before they progress to the next point of the game. Some combat encounters are optional. Others block the way forward and must be attempted to allow the adventure to progress.

The easy way to build an encounter is to take an existing one and swap out the creatures with others. But this only works if you are swapping them for the same number of creatures of the same challenge rating. But what if you want to build your own encounters completely from scratch.

Building a combat encounter can be a daunting task if you have never done it before. Both the *Dungeon Master's Guide* and the *Basic Rules* go into detail as to how this is done. It is relatively straight forward, but it does require a certain amount of math. The tables on pages XXX through to XXX have removed much of the math to make the job of understanding the encounters easier.

To create your own encounters from scratch you need to understand the math behind them. This section breaks down the math in an attempt to clarify what both the *Dungeon Master's Guide* and *Basic Rules* are saying. This can be broken down into four steps.

## Challenge Category.

The first step is to calculate the XP Thresholds which define how challenging an encounter must be to fit one of the four challenge categories. These are calculated using the **XP Thresholds by Character Level** table below.

### XP Thresholds by Character Level

Character Level	----- Encounter Difficulty -----			
	Easy	Medium	Hard	Deadly
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	400
4th	125	250	375	500
5th	250	500	750	1,100
6th	300	600	900	1,400

Find the appropriate level of the characters. The four numbers to the right of this show the minimum value for the XP Difficulty by category. This assumes there is only one character. For groups of 2 or more characters, multiply these values by the number of characters.

**Example.** For a group of four 2nd level characters, the minimum value for the XP Difficulty for each category is; 500 (easy), 1,000 (medium), 1,500 (hard), and 2,000 (deadly).

To make things easier, the tables below have these already calculated for you; assuming you have a group of 2 to 5 characters.

### XP Thresholds (Two Characters)

Character Level	----- Encounter Difficulty -----			
	Easy	Medium	Hard	Deadly
1st	50	100	150	200
2nd	100	200	300	400
3rd	150	300	450	800
4th	250	500	750	1,000
5th	500	1,000	1,500	2,200
6th	600	1,200	1,800	2,800

### XP Thresholds (Three Characters)

Character Level	----- Encounter Difficulty -----			
	Easy	Medium	Hard	Deadly
1st	75	150	225	300
2nd	150	300	450	600
3rd	225	450	675	1,200
4th	375	750	1,125	1,500
5th	750	1,500	2,250	3,300
6th	900	1,800	2,700	4,200

### XP Thresholds (Four Characters)

Character Level	----- Encounter Difficulty -----			
	Easy	Medium	Hard	Deadly
1st	100	200	300	400
2nd	200	400	600	800
3rd	300	600	900	1,600
4th	500	1,000	1,500	2,000
5th	1,000	2,000	3,000	4,400
6th	1,200	2,400	3,600	5,600



# Dragon of Icespire Peak

## XP Thresholds (Five Characters)

Character Level	----- Encounter Difficulty -----			
	Easy	Medium	Hard	Deadly
1st	125	250	375	500
2nd	250	500	750	1,000
3rd	375	750	1,125	2,000
4th	625	1,250	1,875	2,500
5th	1,250	2,500	3,750	5,500
6th	1,500	3,000	4,500	7,000

Once calculated, keep these numbers handy to one sine as you will come back to them for each encounter you plan to build for the same group of characters at this level.

## XP Value.

The second set is to calculate the XP Value for the encounter. If (as the Dungeon Master) you are going to award XP instead of using milestones; this is the number of experience points awarded for defeating the creature(s) in the encounter. Either way the XP Value is a necessary calculation as it is used to calculate the XP Difficulty in step three.

The calculation to work out the XP Value is straightforward. Simply look at the Challenge of each creature and total the XP value listed in parentheses for each creature.

**Example.** An encounter including four Challenge  $\frac{1}{4}$  creatures (50 XP each), and two Challenge 1 creatures (200 xp) would have an XP value of 600.

## XP Difficulty.

This is the most difficult part of the process; calculating the XP Difficulty calculated by multiplying the XP Value. The number the XP value is multiplied by is related to the number of creatures in the encounter. Refer to the **Encounter Multiplier** table below to get this multiplier.

## Encounter Multiplier

Number of Creatures	XP Multiplier
1	x 1
2	x 1.5
3 to 6	x 2
7 to 10	x 2.5
11 to 14	x 3
15 or more	x 4

**Example.** The previous example has 5 creatures, giving it a multiplier of x2. This makes the XP Difficulty 1,200.

## Finishing the Encounter

The final step is to compare the XP difficulty against the minimum values calculated for the challenge categories in step one.

**Example.** Continuing with the previous examples; the encounter has an XP Difficulty of 1,200. This is equal to or greater than 1,000 (medium), but lower than 1,500 (hard). The encounter falls within the Medium category.

It is at this stage that you can adjust the number of creatures in the encounter to fine tune it. This would be necessary if the encounter was too easy or too difficult for what you had in mind.

**Example.** Looking at the encounter we have built, it is a little weaker than desired. The encounter is close to the final goal of the quest, and we need it to be more challenging for the characters. We can adjust the encounter by adding in another Challenge 1 creature. This brings the XP Value to 800, and the XP Difficulty to 1,800. This is equal-to or greater than 1,500 (hard), but lower than 2,000 (deadly). The encounter falls within the Hard category. Alternatively, we could have added another two challenge  $\frac{1}{4}$  creatures. The XP Value becomes 700, less than the previous calculations. But as there are now seven creatures, the multiplier in step 3 becomes 2.5; bringing the XP Difficulty to 1,750. This is also an encounter that falls in the Hard category.

To build encounters above 6th level, you will need to get a copy of the *Dungeon Masters Guide*, or the (free) *Basic Rules*.



# Dungeon Master's Handbook

## Random Encounters

The world is a dangerous place, and characters run the risk of encountering all sorts of creatures. Sometimes they will encounter creatures as they travel; others will be drawn to their location as they camp for the night.

As the characters travel across the wilderness, ask them to decide their marching order; allowing you to identify who is in the lead and who is at the back. When the characters camp for the evening, ask them which characters are keeping watch through the night and in which order. This information will help should a random encounter take place.

To determine if a random encounter takes place rolls a d20; once for the daytime, and again for the evening. On a roll of 17-20 a random encounter takes place. If it does consult the appropriate table and roll to determine what is encountered. The die rolled is based on the level of the characters:

### Dice Roll on Table

Level of Characters	Type of Die Rolled
1 - 2	1d6
3 - 4	1d8 + 2
5+	1d8 + 4

### Wilderness Encounters (Forests)

Day Roll	Night Roll	Creatures	Number
1 - 2	1 - 3	Stirges	1d8 + 2
3 - 4	4	Giant Rats	1d8 + 2
5	5 - 6	Twig Blights	1d8 + 2
6 - 7	7	Vine Blights	1d4 + 2
-	8	Harpies	1d4 + 1
8 - 9	9 - 10	Giant Spiders	1d4 + 1
10 - 11	-	Ogre	1
12	11 - 12	Ankheg	1

### Wilderness Encounters (Grasslands)

Day Roll	Night Roll	Creatures	Number
1 - 2	1 - 3	Stirges	1d8 + 2
3 - 4	4	Giant Rats	1d8 + 2
5 - 6	5 - 6	Cows	1d6 + 3
7 - 8	7	Orcs	1d4 + 2
-	8	Ghouls	1d4 + 1
9	9 - 10	Ogre	1
10 - 11	-	Ankheg	1
12	11 - 12	Manticore	1

Use the **Encounter Distance** table on the Dungeon Master's Screen to determine how close the creatures are to the player characters when an encounter occurs.

### Wilderness Encounters (Hills)

Day Roll	Night Roll	Creatures	Number
1 - 2	1 - 3	Stirges	1d8 + 2
3	4 - 5	Giant rats	1d8 + 2
4 - 5	-	Boars	1d6 + 3
6 - 9	6 - 8	Orcs	1d4 + 2
-	9	Harpies	1d4 + 1
10 - 11	10	Ogre	1
12	11 - 12	Manticore	1

### Wilderness Encounters (Mountains)

Day Roll	Night Roll	Creatures	Number
1 - 2	1 - 3	Stirge	1d8 + 2
3 - 8	4 - 7	Orcs	1d4 + 2
9	8 - 9	Giant Spiders	1d4 + 1
-	10	Harpies	1d4 + 1
10 - 1	-	Ogre	1
12	11 - 12	Manticore	1

### Wilderness Encounters (Ruins)

Day Roll	Night Roll	Creatures	Number
1 - 2	1 - 3	Stirges	1d8 + 2
3 - 4	4	Giant Rats	1d8 + 2
5	5 - 6	Vine Blights	1d4 + 2
6 - 7	7	Giant Spiders	1d4 + 1
-	8	Ghouls	1d4 + 1
8 - 9	-	Carriion Crawler	1
10	9 - 10	Will-o'-Wisp	1
11	12	Manticore	1
12	12	Banshee	1

### Wilderness Encounters (Swamps)

Day Roll	Night Roll	Creatures	Number
1 - 3	1 - 2	Stirges	1d8 + 2
4 - 6	3 - 4	Giant Rats	1d8 + 2
7 - 10	5 - 6	Orcs	1d4 + 2
11	7 - 8	Giant Spiders	1d4 + 1
-	9 - 10	Ghouls	1d4 + 1
12	11 - 12	Will-o'-Wisps	1



# Integrating the Starter Set

One of the great things about being a Dungeon Master is the ability to rework adventures, changing details, until they tell the sort of story you want.

If you happen to own a copy of the Starter Set, you have the option of merge the adventures for both boxed sets together. This is particularly favourable if you have a group who have played neither *Lost Mine of Phandelver* or *Dragon of Icespire Peak*. But how would you go about doing this?

The following guidance assumes you have both the Starter Set and the Essentials Kit.

**The Starter Set Companion.** If you have a copy of the Starter Set and have not already done so, grab a copy of the *Stater Set Companion*. The advice and material in this product will be helpful when running *Lost Mine of Phandelver*; either as a stand along adventure, or as part of a combined adventure. This is also available from the Dungeon Master's Guild.

## Understanding the Differences

The first step is to understand the differences between both boxed sets. Not a difficult task and one which can be completed quite easily once you familiarise yourself with both boxed sets.

From a rules point of view both boxed sets are essentially the same; at least for the most part. Both use the same game engine (they are both 5th Edition Dungeons & Dragons), it is just that some elements of the rules are presented in slightly different way.

## Creating Characters

The Starter Set does not include any mechanics for character creation. It instead assumes that the players will be playing one of the five pre-generated characters as given in the Starter Set. The rules for character advancement are incorporated into the character sheets for these characters, telling the players how their stats and traits change as they progress from one level to the next. Some players may find this somewhat restricting

The Essentials Kit however includes the full mechanics for creating characters from scratch; with the addition of a fifth character class not included in the Starter Set.

This means you have a group of sample characters that can be run as is; ideal for inexperienced groups who do not have the time to create characters from scratch. But alongside that you have the added advantage of allowing players to create their own characters from the ground up.

## Character Options

The Starter Set includes five backgrounds for characters, and a selection of 53 spells across two classes (Cleric and Wizard). The Essentials Kit gives five backgrounds and 64 spells across three classes (Bard, Cleric and Wizard). When combined, this increases the number of backgrounds to 6, and the number of spells to 75. These are listed on the following page. Spells marked \* only appear in the essentials Kit. Spells marked \*\* only appear in the Starter Set.

## Sidekicks

The major addition to the rules included in the Essentials Kit is that of mechanics for Sidekicks. This enables single players to play. It also gives a group added resources should the You allow them to take on sidekicks. These compliment the rules in the Starter Set.

## Character Advancement

The adventure in the Starter Set assumes by default that character progression is managed by awarding experience points for defeating creatures and meeting set objectives. The adventure in the Essentials Kit assumes the use of Milestone Awards instead.

Both systems have their advantages, and it is more a case of personal preference as to which you should use. The key is to look at both adventures and how much experience can be earned by competing each quest.

Look at the likely sequence of quests and where this will place the characters on their level progression. Of course, to decide you must first plan which order the quests will likely be played. The term "likely" is important here because the exact sequence of quests will be heavily influenced by the decisions your players make. Either way this is a very personal decision as you may decide to not include certain quests based on personal preference. This is a step you will need to return to later.



# Dungeon Master's Handbook

## Bard Spells

Bard Cantrips (0-Level)	1st Level	2nd Level	3rd Level
Light	Charm Person	Hold Person	Dispel Magic
Mage Hand	Comprehend Languages	Invisibility	Fear *
Mending	Cure Wounds	Knock *	Major Image *
Minor Illusion *	Detect Magic	Lesser Restoration	Sending *
Prestidigitation	Disguise Self *	Shatter *	
Vicious Mockery *	Faerie Fire *	Silence	
	Feather Fall *	Suggestion	
	Healing Word		
	Identify		
	Longstrider *		
	Silent Image *		
	Sleep		
	Thunderwave		

## Cleric Spells

Cleric Cantrips (0-Level)	1st Level	2nd Level	3rd Level
Guidance	Bless	Aid	Beacon of Hope
Light	Command	Augury	Dispel Magic
Mending *	Cure Wounds	Hold Person	Massing Healing Word
Resistance	Detect Magic	Lesser Restoration	Protection from Energy **
Sacred Flame	Guiding Bolt	Prayer of Healing **	Remove Curse *
Thaumaturgy	Healing Word	Silence	Revify
	Inflict Wounds	Spiritual Weapon	Spirit Guardians
	Sanctuary	Warding Bond	
	Shield of Faith		

## Wizard Spells

Wizard Cantrips (0-Level)	1st Level	2nd Level	3rd Level
Acid Splash *	Burning Hands	Arcane Lock *	Dispel Magic
Dancing Lights	Charm Person	Blur	Fear *
Fire bolt *	Comprehend Languages	Darkness	Fireball
Light	Detect Magic	Flaming Sphere	Fly
Mage Hand	Disguise Self *	Hold Person	Haste *
Minor Illusion *	Feather Fall *	Invisibility	Lightning Bolt
Poison Spray *	Identify	Knock *	Major Image *
Prestidigitation	Longstrider *	Levitate *	Protection from Energy **
Ray of Frost	Mage Armor	Magic Weapon *	
Shocking Grasp	Magic Missile	Misty Step	
	Shield	Shatter *	
	Silent Image *	Spider Climb	
	Sleep	Suggestion	
	Thunderwave	Web	

\* Spell only appears in Essentials Kits

\*\* Spell only appears in Starter Set



## Reworking the Adventure

Once you understand the subtle differences to how the rules are presented between the two boxed sets you are ready to start merging both adventures. There are several ways it could be done. However you choose to do it, it is worth considering the following:

### The Redbrands

A major difference between both adventures is the existence and role of the Redbrands in the settlement of Phandalin. Their inclusion in *Lost Mine of Phandelver* is central to the characters making a name in Phandalin and unlocking the various quests they need to embark on before they can locate the Wave Echo Cave. In *Dragon of Icespire Peak* however, the Redbrands are not mentioned, they appear to be missing. Either the adventure in the Starter Set is set before that in the Essentials Kit, or at a later date. Either way, this effects the tone and mood of Phandalin. With the Redbrands present we see a settlement oppressed and down-trodden, sourly needing heroes to rescue them. Without the Redbrands Phandalin is a quiet and peaceful settlement.

Though the Redbrand menace is not addressed until the second chapter of *Lost Mine of Phandelver*, it is a big enough story point that it should be considered before the content of chapter 1.

There are three options to handling this story conflict:

**Exclude Chapter 2.** The easiest way would be to exclude the second chapter of *Lost Mine of Phandelver*. This has a minor effect on one of the follow-up quests specifically the hidden treasure at Thundertree. It also has a moderate effect on the ongoing story-arc of the adventure; specifically introducing the Black Spider who is mentioned in a letter in Glasstaff's study.

**Modify the Redbrands.** One alternative is to modify the role of the Redbrands in the story. They are still based in the dungeon beneath the ruins; however, they only appear on the scene part way through the story arc. Have them appear whilst the player characters are out on one of the starter quests for *Dragon of Icespire Peak*. Ideally the Redbrands should have turned up and taken over the town by the point the characters complete their first starter quest. So long as they collect their reward, they will progress to 2nd level and be ready to take on the Redbrands.

One major plot complication is the true identity of Glasstaff. The whereabouts of the missing Iarno Albrek and the big reveal in area 12 of the Redbrand Hideout would need to be adjusted slightly. Iarno is Sildar's contact in Phandalin. He has been travelling around the Neverwinter region for the last few months, returning to Phandalin from time to time. During this time Iarno has secretly been working for the Black Spider and only recently returned to Phandalin with the Redbrand ruffians in tow to take over the settlement. Glasstaff has not made a public appearance, instead letting his ruffians do all the legwork in town. Instead Iarno stays hidden in the hideout directing the ruffians as they go about harassing the people of Phandalin.

**Start Out of Town.** The third option is to use the starting point for *Lost Mine of Phandelver* as the starting point for the campaign. The characters start in Neverwinter and travel to Phandalin with a supply wagon. After a brief detour (Goblin Arrows; *Lost Mine of Phandelver*), they continue onwards to find Phandalin a settlement terrorised by these ruffians. This lessens the impact of the first two starter quests in *Dragon of Icespire Peak* but keep the Redbrands as written in the Starter Set.



# Dungeon Master's Handbook

## Goblin Arrows

Once you have decided how to deal with the Redbrands in your combined adventure, the next step is to work out how the first chapter of *Lost Mine of Phandelver* fits in with *Dragon of Icespire Peak*.

If you opted to exclude chapter 2, or modify the Redbrands, it makes sense to start the campaign in Phandalin. This is the starting point as presented in *Dragon of Icespire Peak*. In this scenario you could add in chapter one of *Lost Mine of Phandelver* by the inclusion of a new quest appear on the job board outside the townmaster's hall. For example:

**Late Arrival from Neverwinter.** A group of travellers from the city of Neverwinter are late. There were expected over two weeks ago. The group includes a dwarf called Gundren Rockseeker and a human Sildar Hallwinter. track down the missing group and ensure their safe return to Phandalin.

The characters must travel the road heading towards Neverwinter. Several days out they come across the signs of battle with a pair of horses dead on the road, and a wagon pushed off the road in a ditch. The horses are as described in Goblins Arrows, and the wagon has several goblin arrows sticking out of it. Any goods the wagon may have once carried have been removed. These have been taken by the goblins and are stored in Cragmaw Hideout in area 8. From this point on run this chapter as written with the above changes included.

If you chose to have the characters start out of town, run this chapter exactly as written in *Lost Mine of Phandelver*. The characters will hit 2nd level when they deliver the goods to Elmar Barthen at Barthen's Provisions. Rescuing Sildar Hallwinter and escorting him to Phandalin gives them a reward of 50 gp.

## The Settlement of Phandalin

The fact that Harbin is locked in his office out of fear of the white dragon fits in well with the Rebrands running amok in Phandalin.

In *Dragon of Icespire Peak* Sister Garaele is out of town. However she is a quest giver in *Lost Mine of Phandelver*. Either have her present in Phandelver, or have her quest to speak with Agatha given via the job board.

## The Rebrand Hideout

Where chapter 2 of *Lost Mine of Phandelver* fits in depends on the decisions made on how the Redbrands are going to be used.

If you opted to drop chapter 2, you may wish to have the note from the Black Spider show up somewhere else. Perhaps have it crop up in Cragmaw Castle. Otherwise proceed with the various quests as presented in *Dragon of Icespire Peak*.

## The Spider's Web

The third chapter of *Lost Mine of Phandelver* should be introduced after the player characters hit 3rd level. This is the point where the quests in chapter 3 can be woven in with those in *Dragon of Icespire Peak*. These can be added using the job board, or through the NPCs as presented in *Lost Mine of Phandelver*.

With the added quests, character progression needs to be adjusted slightly. See Character Advancement on the following page.

## The Wave Echo Cave

This chapter is specifically designed for characters at 4th level. This quest should only become unlocked after the characters rescue Gundren from Cragmaw Castle.

The hidden map in area 14 (the Wizards' Quarters) is an ideal opportunity to show the characters the location of Icespire Hold.



# Dragon of Icespire Peak

## Character Advancement

The easiest method to manage character advancement is to use milestones. Each time the character achieve a milestone there is a chance they will gain a level. Whether they do or not depends on which milestone is achieved and their current level when it is achieved. For example:

- Characters gain a level if they defeat Klarg and his allies at Cragmaw Hideout. They only gain a level if they are below 3rd level. If they are 3rd level or higher, completing this milestone has no effect on their level.
- Characters gain a level if they capture Iarno Albrek and deliver him alive to Sildar Hallwinter in Phandalin. They only gain a level if they are below 3rd level. If they are 3rd level or higher, completing the milestone has no effect on their level.
- Characters gain a level each time they complete a starting quest from the job board outside the Townmaster Hall. They only gain a level if they are below 3rd level. If they are 3rd level or higher, completing the milestone has no effect on their level.
- Characters achieve a milestone and gain a level each time they complete three follow-up quests. They only gain a level if they are below 6th level. If they are 6th level or higher, completing this milestone has no effect on their level.
- Characters gain a level if they defeat King Grog and rescue Gundren Rockseeker. They only gain a level if they are below 6th level. If they are 6th level or higher, completing the milestone has no effect on their level.
- Characters gain a level If they free the Wave Echo Cave from the Black Spider and clear it out of all dangers. They only gain a level if they are below 6th level. If they are 6th level or higher, completing the milestone has no effect on their level.
- Characters gain a level if they slay Cryovain the white dragon.

This should allow the characters to reach 6th or 7th level by the time they reach the end of both adventures. This puts them in the right place for Storm Lord's Wrath,; the follow on adventure to the Essentials kit available on DnD Beyond.

## Scaling up the Dragons

With a longer adventure, and more creatures for the characters to oppose, the dragons include n both adventure may feel a little weak. This can be addressed by increasing either one or both of the dragons from young to adult.

### The Green Dragon

Venomfang is a dangerous fight for characters when they are meant to first meet him. However the fight is not an assure victory for Venomfang. Many groups have reported besting the young green dragon after a couple of rounds. This is especially true where the groups plan ahead and manage to score a few lucky dice rolls.

If you wish to raise the difficulty of the challenge Venomfag poses, make them an adult green dragon instead. However, be warned that this will make a fight for 3rd level characters very difficult and could easily result in a total party wipe. The player characters will need to resort to diplomacy or avoid the area all together.

If venomfang is turned into an adult dragon, their lair will need to be adjusted. Place a large hole in the base of area 7 (Dragon Tower) of Thundertree. Below this is a large underground cavern filled with roots and vines. This is where Venomfang lairs.

### The White Dragon

If you only level up one of the two dragons, this is the one you should consider first. A young white dragon will be an easy fight for a group of four or five 6th level characters. Upgrading the dragon from young to adult will tip the balance back from being an easy fight to a deadly fight. Though you may not be comfortable with the fight becoming deadly; the threat of a dragon should never been taken lightly. These are creatures of legend, and fighting one should be a dangerous endeavor. However, if you wanted to give the players a better chance of survival, remove the dragons lair actions. After all, the white dragon has not been here fr long, and they will not as yet shaped the area they have claimed as their lair.

Area H20 (Roof) in Icespire hold is certainly large enough to serve as the lair for an adult white dragon. No adjustments are required for this location.



## Dungeon Master's Handbook

# Adult Green Dragon

### VENOMFANG (ADULT GREEN DRAGON)

Huge dragon, lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

**Saving Throws** Dex +6, Con +10, Wis +7, Cha +8

**Skills** Deception +8, Perception +12, Persuasion +8, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

#### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Poison Breath (Recharge 5–6).** The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

#### LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# Dragon of Icespire Peak



The forest-loving green dragons sometimes compete for territory with black dragons in marshy woods and with white dragons in subarctic taiga. However, a forest controlled by a green dragon is easy to spot. A perpetual fog hangs in the air in a legendary green dragon's wood, carrying an acrid whiff of the creature's poison breath. The moss-covered trees grow close together except where winding pathways trace their way like a maze into the heart of the forest. The light that reaches the forest floor carries an emerald green cast, and every sound seems muffled.

At the center of its forest, a green dragon chooses a cave in a sheer cliff or hillside for its lair, preferring an entrance hidden from prying eyes. Some seek out cave mouths concealed behind waterfalls, or partly submerged caverns that can be accessed through lakes or streams. Others conceal the entrances to their lairs with vegetation.

## Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot sec-

tion of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

## Regional Effects

The region containing a legendary green dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Thickets form labyrinthine passages within 1 mile of the dragon's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns.
- Each 10-foot-cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the dragon's path.
- Rodents and birds within 1 mile of the dragon's lair serve as the dragon's eyes and ears. Deer and other large game are strangely absent, hinting at the presence of an unnaturally hungry predator.

If the dragon dies, the rodents and birds lose their supernatural link to it. The thickets remain, but within 1d10 days, they become mundane plants and normal difficult terrain, losing their thorns.



## Dungeon Master's Handbook

# Adult White Dragon

### CRYOVAIN (ADULT WHITE DRAGON)

Huge dragon, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

**Saving Throws** Dex +5, Con +11, Wis +6, Cha +6

**Skills** Perception +11, Stealth +5

**Damage Immunities** cold

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**Challenge** 13 (10,000 XP)

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

#### ACTIONS

**Multiaction.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Cold Breath (Recharge 5–6).** The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

#### LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



## Dragon of Icespire Peak

White dragons lair in icy caves and deep subterranean chambers far from the sun. They favor high mountain vales accessible only by flying, caverns in cliff faces, and labyrinthine ice caves in glaciers. White dragons love vertical heights in their caverns, flying up to the ceiling to latch on like bats or slithering down icy crevasses.

A legendary white dragon's innate magic deepens the cold in the area around its lair. Mountain caverns are fast frozen by the white dragon's presence. A white dragon can often detect intruders by the way the keening wind in its lair changes tone.

A white dragon rests on high ice shelves and cliffs in its lair, the floor around it a treacherous morass of broken ice and stone, hidden pits, and slippery slopes. As foes struggle to move toward it, the dragon flies from perch to perch and destroys them with its freezing breath.

### Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Freezing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.
- Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.

- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

### Regional Effects

The region containing a legendary white dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Chilly fog lightly obscures the land within 6 miles of the dragon's lair.
- Freezing precipitation falls within 6 miles of the dragon's lair, sometimes forming blizzard conditions when the dragon is at rest.
- Icy walls block off areas in the dragon's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

If the dragon wishes to move through a wall, it can do so without slowing down. The portion of the wall the dragon moves through is destroyed, however.

If the dragon dies, the fog and precipitation fade within 1 day. The ice walls melt over the course of 1d10 days.



## Dungeon Master's Handbook

# Continuing the Game

So, your players have completed all the adventures within *Dragon of Icespire Peak* and defeated the dragon Cryovain. What's next? Well, there are two things you will need; the rules to play beyond 6th level, and an adventure to run.

### The Rules for Free

If you are new to Dungeons & Dragons and you have a limited budget, you may not wish to splash out a lot of money on the core books. But equally so you still wish to have extra options beyond those in the Essentials Kit and continue playing after completing the *Dragon of Icespire Peak*.

A free to download pdf containing the basic elements of the Player's handbook is available online at:

<http://dnd.wizards.com/articles/features/basicrules>.

These basic rules incorporate all the core races, classes and spells, along with the key rules required to allow people to play from 1st to 20th level. As a free to download product this is amazing value for money.

Additionally, the full contents of the basic rules, along with bonus material taken from the Player's Handbook is available to use for free at:

<https://www.dndbeyond.com>,

DnD Beyond is the official online resource for Dungeons and Dragons. It is free to set up an account. And though it is possible to purchase all the books online, it costs nothing to create an account and immediately have a fully usable copy of the rules ready to play.

Finally, look at for the free *Elemental Evil Player's Companion*. The free to download book is available at <http://www.dmsguild.com>, and includes a number of official character options not included in the core rules. It is worth noting that the contents of this book is incorporated in the free material on DnDBeyond.

### Buying the Core Books

The first port of call if you want to reach into your wallet is to pick up a copy of the *Player's Handbook*. This hard-back book includes all the elements required for players to create their own characters, greatly expanding the range of material beyond what is available in the Essentials Kit. Not only will the players be able to create their own characters

from scratch, but they will have access to a whole range of character options; races, classes, backgrounds, etc., that are not included in the Essentials Kit.

The second two books to pick up are the other two core books. First is the *Dungeon Master's Guide* which includes all the advice and material you will need as the Dungeon Master to create your own adventures. This is highly recommended when you are ready to expand the game with your own adventures. In addition to this is the *Monster Manual*; a weighty tome filled with hundreds of creature entries, essential reading for any Dungeon Master wishing to create or run further adventures.

### Beyond the Core Books

Beyond this are several books, the choice of which will depend on which direct you wish to go in as a Dungeon Master. If you like the Forgotten Realms (the backdrop and setting for *Lost Mines of Phandelver*), you would not go far wrong by picking up a copy of the *Sword Coast Adventurer's Guide*. This book details the Sword Coast, a huge region of the Forgotten Realms setting, empowering you as a Dungeon Master with lore around the setting, whilst also giving extra player options to expand on the material already available in the Player's Handbook. If you are looking for more player content, consider *Xanther's Guide to Everything*. Or alternatively, expand on the section of creatures available to you with either *Volo's Guide to Monsters*, or *Mordenkainen's Tome of Foes*.

### The Ongoing Adventure

Continuing the adventure is quite easy. Many adventures already written could easily be adjusted to continue after Cryovain is defeated. Page 48 of *Dragon of Icespire Peak* lists these. However, there is a series of three adventures on DnD Beyond which follow on directly from *Dragon of Icespire Peak*. These are:

Storm Lord's Wrath (Levels 7 to 8)

Sleeping Dragon's Wake (Levels 9 to 10)

Divine Contention (Levels 11 to 12)

It is certainly worth looking into using these adventures to continue the story. Certainly when you consider that all of these are free thanks to the voucher provided in the Essentials Kit.



# Multiclass Characters

## Multiclass Characters

A quick and easy way to have characters progress beyond 6th level is to allow them to multiclass. A Multiclass character is one which has two or more classes. For example; Bob has a character called Aerinthis Swiftbow. Aerinthis is an elven fighter. On reaching 6th level Bob decides to start taking levels in a different class. Aerinthis has been learning how to sneak about and will start taking levels in the rogue class. When Aerinthis reaches 7th level, they take one level in rogue. They are now a 6th level fighter/1st level rogue. But they are also a 7th level character.

The multiclass rules can be used at any point. A character does not have to wait until they are 6th level until they decided to multiclass. For example, Aerinthis could have chosen to start taking levels in rogue at 5th level. In which case by the time they reach 7th level they could be a 4th level fighter/3rd level rogue. Or even a 4th level fighter/2nd level rogue/1st level bard. The path the character takes is decided by the player.

If this is a route you wish to take, look at multiclassing rules below.

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

## Multiclassing Prerequisites

Class	Ability Score Minimum
Bard	Charisma 13
Cleric	Wisdom 13
Fighter	Strength 13 or Dexterity 13
Rogue	Dexterity 13
Wizard	Intelligence 13

## Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5

**Note.** The multiclassing rules presented here are for the five character classes presented in the Essentials Kit. To multiclass with other classes refer to the multiclass rules as presented in the *Player's Handbook*.

## Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the **Multiclassing Prerequisites** table. For example, a bard who decides to multiclass into the cleric class must have both Charisma and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.



# Dungeon Master's Handbook

## Multiclassing Example

Gary is playing a 4th-level fighter. When his character earns enough experience points to reach 5th level, Gary decides that his character will multiclass instead of continuing to progress as a fighter. Gary's fighter has been spending a lot of time with Dave's rogue, and has even been doing some jobs on the side for the local thieves' guild as a bruiser. Gary decides that his character will multiclass into the rogue class, and thus his character becomes a 4th-level fighter and 1st-level rogue (written as fighter 4/rogue 1).

When Gary's character earns enough experience to reach 6th level, he can decide whether to add another fighter level (becoming a fighter 5/rogue 1), another rogue level (becoming a fighter 4/rogue 2), or a level in a third class, perhaps dabbling in wizardry thanks to the tome of mysterious lore he acquired (becoming a fighter 4/rogue 1/wizard 1).

## Experience Points

For games where character advancement is determined by xp, the experience point cost to gain a level is always based on your total character level, as shown in the **Character Advancement** table, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

## Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the rogue and the bard have a d8, so if you are a rogue 5/bard 5, you have ten d8 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a fighter 5/cleric 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

## Multiclassing Proficiencies

Class	Proficiencies Gained
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Wizard	-

## Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the **Character Advancement** table above, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character, which is +3.

## Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the **Multiclassing Proficiencies** table.

## Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and the **Spellcasting** feature has additional rules when you multiclass.

## Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

# Dragon of Icespire Peak



## Multiclass Spellcaster

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-

**Spells Known and Prepared.** You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a bard 4/wizard 3, for example, you know two bard cantrips and four 1st-level bard spells based on your levels in the bard class. As a 3rd-level wizard, you know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

If a cantrip of yours increases in power at higher levels, the increase is based on your character level, not your level in a particular class.

**Spell Slots.** You determine your available spell slots by adding together all your levels in the bard, cleric, and wizard classes, and a third of your fighter or rogue levels (rounded down) if you have the Eldritch Knight or the Arcane Trickster feature. Use this total to determine your spell slots by consulting the **Multiclass Spellcaster** table on the following page.

If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower-level spell that you cast, like burning hands, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned bard 4/wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level bard spells. You can use the spell slots of those levels to cast the spells you do know — and potentially enhance their effects.



## Dungeon Master's Handbook



Boar



Boar



Boar



Boar



Boar



Boar



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Needle Blight



Vine Blight



Vine Blight



Stirge



Stirge



Stirge



Stirge



Stirge



Stirge



Stirge



Stirge



Stirge



Stirge



## Creature Tokens



Boar



Boar



Boar



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Needle Blight



Needle Blight



Needle Blight



Needle Blight



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# Dungeon Master's Handbook



Orc



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Anchorite of Talos



Anchorite of Talos



Anchorite of Talos



Anchorite of Talos



Anchorite of Talos



Orc



Orc



Orc



Orc



Orc



Orc



Orc



Orc



Orc



Orc

## Creature Tokens



Will-o'-wisp



Will-o'-wisp



Will-o'-wisp



Will-o'-wisp



Will-o'-wisp



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Twig Blight



Ghoul



Ghoul



Ghoul



Ghoul



Name



Ghoul



Ghoul



Ghoul



Ghoul



Ghoul



## Dungeon Master's Handbook



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Giant Spider



Banshee



Banshee



Banshee



Vine Blight



Vine Blight

## Creature Tokens



Ogre



Ogre



Ogre



Ogre



Ogre



Ogre



Manticore



Carrion Crawler



Young White Dragon



Wererat



Wererat



Wererat



Wererat



Wererat



## Dungeon Master's Handbook



Gorthok the Thunder Boar



Stirge



Stirge



Wererat



Stirge



Stirge



Wererat



Adult Green Dragon



Adult White Dragon



Wererat



Wererat



Ankheg



Ankheg



Ankheg

## Creature Tokens



Vine Blight



Vine Blight



Wererat



Wererat



Wererat



Vine Blight



Vine Blight



Wererat



Wererat



Wererat



Harpy



Harpy



Harpy



Harpy



Harpy



Human Female



Human Male



Dwarf Male



Elf Female



Halfling Female



Human Female



Human Male



Dwarf Female



Elf Male



Halfling Male



Vine Blight



Vine Blight



Vine Blight



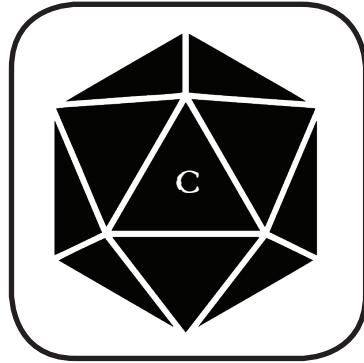
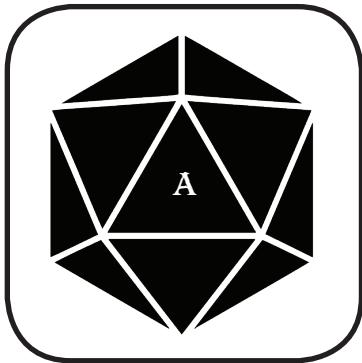
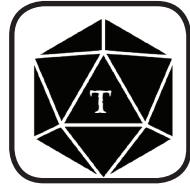
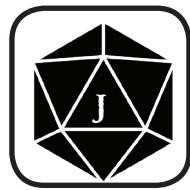
Vine Blight



Ochre Jelly

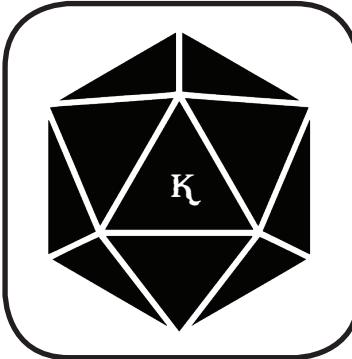
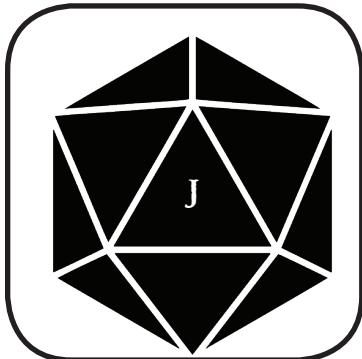
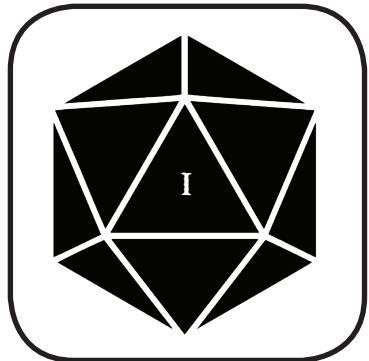


## Dungeon Master's Handbook



Generic Tokens

## Creature Tokens



Generic Tokens