

4. RUINED BARRACKS

The Cragmaw goblins make use of every bit of available space in the castle.

The southwest tower of the castle is little more than a heap of rubble. Several ragged bedrolls are scattered across the remaining floor space, and a small, twisting passage leads east through the ruins.

Three **goblins** bunk here. Though the rubble appears dangerous, the tower is stable, and the eastern passage is safe.

DEVELOPMENTS

Any loud noises here attract the attention of the goblins in area 7. One goblin comes to investigate the disturbance. If it doesn't return, or if it spots trouble and sounds the alarm, the others investigate.

AWARDING EXPERIENCE POINTS

Divide 150 XP equally among the characters if the party defeats these goblins.

5. STOREROOM

Caravans raided by the Cragmaws along the High Road and the Triboar Trail supply provisions for the castle.

Old casks of salted meat and sacks of rotting grain fill this storage area. Among the supplies, you see a bloody suit of chain mail, a heavy crossbow, and an unsheathed longsword with the emblem of Neverwinter worked into its hilt.

Though the stores here are not edible by human standards, the goblins can tolerate them when fresher food isn't available.

One small cask is filled with an exceptional dwarven brandy, which the goblins overlooked because of its size. The cask contains the equivalent of twenty glasses. A character who imbibes a glass of brandy regains 1 hit point, but a character who drinks two glasses within 1 hour becomes poisoned for 1 hour.

Sildar's Gear. The chain mail and longsword belong to Sildar Hallwinter. Sildar is grateful if at least his longsword is returned to him.

6. HOBGOBLIN BARRACKS

The Cragmaws are a mixed tribe of goblinoids, with a handful of bugbears lording over larger numbers of miserable goblins and a few hobgoblins. The hobgoblins plan to dispose of the bugbears and take over someday, but for now, the bugbears are too strong a threat.

Four plain straw pallets and bedrolls are lined up on the floor of this barracks. Brackets on the walls hold a number of weapons—spears, swords, morningstars, and more. The north wall shows signs of damage, but the floor is swept clean of rubble.

Four **hobgoblins** are quartered in this room. Because their goblin neighbors are always getting into fights, they don't pay attention to noise in areas 2 or 3. However, they are quick to defend their tower if any intruders appear, or to respond to an alarm raised by the goblin sentries.

TREASURE

Mounted to the walls are five spears, four longswords, three morningstars, two greatswords, and a fine quarterstaff. The quarterstaff is engraved with stylized feathers, is surprisingly light (1 lb.), and worth 10 gp.

AWARDING EXPERIENCE POINTS

Divide 400 XP equally among the characters if the party defeats the hobgoblins in this room.

7. BANQUET HALL

The lord of the castle once entertained his guests here, throwing lavish banquets and dances. Now this place is a foul goblin mess hall.

The western portion of this large hall ends in a wall of rubble, but the remainder is still intact. This must once have been the castle's banquet hall, with a soaring ceiling twenty-five feet high. Two large wooden tables with plain benches stand in the middle of the room, and a brass brazier full of glowing coals is tucked into one corner. Dirty dishes, half-full stewpots, moldy heels of bread, and grawed bones cover the tables.

This hall holds seven miserable **goblins** and their leader—a fat, cantankerous **goblin** with 12 hit points named Yegg. Yegg is the chief cook for the Cragmaws, and he viciously bullies his unwilling assistants as they go about the work of putting food on the tribe's table. If Yegg is killed, any goblins left alive flee to the east or west, avoiding the north door because of the trap in area 2.

AWARDING EXPERIENCE POINTS

Divide 400 XP equally among the characters if the party defeats the goblins in this room.

8. DARK HALL

Even by day, this area has no exterior light. The boxed text assumes that the characters have darkvision or a light source.

This high, narrow hall looks as if it might have been part of a chapel or shrine at one time. Angelic figures are sculpted along the room's upper reaches, looking down on the floor below. To the north, heavy curtains block a matching pair of archways. Between the archways is a cracked but ornately carved stone brazier.

This chamber contains a **grick**—the special pet of the goblin Lhupo (area 9). The grick likes to climb up to a ledge hidden in the shadows of the statuary in the higher reaches of the room. It quietly observes intruders that enter the area before dropping down to strike. Compare the grick's Dexterity (Stealth) check to the characters' Wisdom (Perception) checks (or their passive scores) to determine who among them is surprised. The grick knows that goblins are not to be eaten unless Lhupo says so. The rest of the Cragmaws are terrified of Lhupo's pet and hurry through this room, preferably in twos or threes.

Any cleric who examines the chapel's decor can attempt a DC 10 Intelligence (Religion) check to identify the deities that were once revered here: Oghma (god of knowledge), Mystra (goddess of magic), Lathander (god of dawn), and Tymora (goddess of luck). This is an obvious sign that the builders of the castle were human.

DEVELOPMENTS

If combat erupts here, the goblins in area 9 cannot be surprised.

TREASURE

The stone brazier contains a mound of coal, buried under which is a gold statuette of a sun elf (100 gp) wrapped in crimson cloth. A goblin hid the figurine here, hoping his fellow goblins wouldn't steal it from him.



HOBGOBLIN

A *detect magic* spell reveals that the statuette is imbued with divination magic. Any non-evil creature grasping the statue can ask it a question and receive a telepathic response, as though it had cast *augury* (see the rulebook for a description of this spell). Once a creature has asked its question and received a response, it can never activate the statuette again.

AWARDING EXPERIENCE POINTS

Divide 450 XP equally among the characters if the party defeats the grick.

9. GOBLIN SHRINE

Goblins have no use for human gods, so the Cragmaws have rededicated this place to Maglubiyet, the god of goblins and hobgoblins.

This chamber occupies the northern tower of the castle. A stone altar stands in the middle of the room, covered with bloodstained black cloth. Golden ritual implements—a chalice, a knife, and a censer—are carefully arranged on top of the altar. Two archways to the south are covered with heavy curtains.

This shrine is home to Lhupo (a **goblin** with 12 hit points) and two ordinary **goblins** that serve as his “acolytes.” They all wear filthy robes over their armor, but none of them possess divine powers (although Lhupo claims to hear Maglubiyet speaking to him). If the goblins heard the characters fighting the gricks in area 8, they hide behind the altar and attempt to surprise the characters. Otherwise, all three goblins are kneeling before the altar, praying to their evil god.

The bloodstained cloth completely covers the stone altar, the sides of which are engraved with images of the same gods reflected in the decor found in area 8.

TREASURE

The chalice, knife, and censer are human-made art objects worth 150 gp, 60 gp, and 120 gp, respectively.

AWARDING EXPERIENCE POINTS

Divide 150 XP equally among the characters if the party defeats the goblins.

10. POSTERN GATE

This side entrance to the castle is locked but unguarded.

On the south side of the old castle, an overgrown path leads to a passage that climbs up into the wall. A large iron door stands here, sheltered from direct outside attack. Arrow slits ten feet above the ground overlook the path.

The iron door is locked. It can be opened with thieves' tools and a successful DC 15 Dexterity check, or knocked down with a successful DC 25 Strength check.

Arrow Slits. Any character who pauses and listens near the arrow slits hears, from area 7, an occasional clatter of crockery and angry goblins arguing over whether the dishes need cleaning. The goblins aren't keeping watch



from these arrow slits. However, if the characters make a lot of noise or commotion, such as knocking down the door, the goblins come and look. If they see intruders outside, they shout an alarm.

11. RUINED TOWER

Dusty canvas (marked with a “C” on the map) hides the northern entrance to this area, blending in with the surrounding stonework and rubble. A character who succeeds on a DC 15 Wisdom (Perception) check spots a footpath leading up to the hidden entrance. If the characters are actively searching the outside of the castle for a hidden entrance, they can make a DC 10 Wisdom (Perception) check to spot the canvas “door.”

This tower has almost completely collapsed, although the ground floor still has a little open space. Rotting crates and ancient barrels show that provisions were once stored here. A heavy curtain blocks a crumbling area to the south, and an intact door leads east. To the north, a short passage through the rubble ends before a screen of canvas.

12. GUARD BARRACKS

The creatures here keep watch from the arrow slit, so any characters creeping around the east side of the castle are likely to be spotted and attacked.



OWLBEAR

A stone brazier full of coals glows in the middle of this small barracks. Four straw pallets are lined up along the east wall. The wall to the south has collapsed, but a barred wooden door in that direction is still clear. A curtain hangs in an archway to the north.

Two **hobgoblins** stand guard in this room. They are smart, tough, and loyal to King Grol. At the start of combat, one hobgoblin runs to warn the king in area 14, then returns 2 rounds later to rejoin the fray.

This area was once a parlor for the castle's human occupants, though its rotted furnishings were broken up by the Cragmaws and used for firewood.

AWARDING EXPERIENCE POINTS

Divide 200 XP equally among the characters if the party defeats the hobgoblins.

13. OWLBEAR TOWER

The door to this room is held shut with a heavy wooden bar—a subtle warning that danger lies beyond. When the bar is lifted, the creature in the room awakens and lets out a terrible roar.

The arrow slits here are shuttered, leaving the room dark. The boxed text assumes that the characters have darkvision or a light source.

The upper floors of this tower have collapsed to create a hollow silo at least thirty feet high, and the upper reaches of the room are lost in shadows. Dust, rubble, and broken glass cover the floor, and old worktables and bookshelves lie strewn to the south. In the middle of the room is a hulking beast that looks like a mangy bear with an owl's head. It rears up and roars when it sees you.

The Cragmaws have captured an **owlbear** and confined it to this tower. The room is kept dark to keep the beast calm, but King Grol doesn't know what to do with it yet. If a character throws it fresh meat, the owlbear devours the food. Otherwise, it attacks the first creature it sees in the doorway.

This room was once a library and workshop, but nothing of its original contents remains intact.

DEVELOPMENTS

If the characters open the door and stay out of the owlbear's way, it flees the castle (most likely through area 11). The creature attacks anything that gets in its way.

TREASURE

All that remains of the tower's second floor is a jagged ledge, upon which sits a battered wooden chest. The chest is hard to see from the floor, requiring a successful DC 15 Wisdom (Perception) check to notice. The chest is unlocked and contains 90 ep, 120 gp, a *potion of healing*, a *scroll of silence*, and a *scroll of revivify*.

AWARDING EXPERIENCE POINTS

Divide 700 XP equally among the characters if the party defeats the owlbear or releases it.

14. KING'S QUARTERS

Any character who listens at the door hears two voices in a heated discussion—a loud, growling voice demanding payment for something, and a silky smooth reply.

This chamber has been set up as a crude living space, with thick furs thrown on the floor to serve as carpets, old trophies hanging on the walls, a large bed to the north, and a brazier of coals burning brightly. A round table with several chairs stands to the south near the door. Near the table, on the floor, is an unconscious dwarf who looks badly beaten.

King Grol is a fierce old **bugbear** with 45 hit points. He rules the Cragmaws through pure intimidation. Age has stooped his shoulders and hunched his back, but he remains surprisingly agile and strong. He is demanding and vindictive, and no Cragmaw dares to cross him.

Grol is attended by Snarl, a **wolf** with 18 hit points, and a **doppelganger** disguised as a female drow. The doppelganger, Vyerith, is a messenger from the Black Spider, come to collect Gundren Rockseeker and the map of Wave Echo Cave from King Grol. Grol wants to sell the map instead of surrendering it, and he and the drow are negotiating a price. Vyerith first wants to question Gundren to find out if anyone else knows the location of

the mine. Then the doppelganger intends to kill the dwarf and destroy the map.

If the villains have been warned that an attack is imminent, Vyerith hides behind the door to the northeast, leaving it open a crack and hoping to attack an intruder from the rear. Grol holds Gundren hostage, ready to kill the dwarf if the characters don't back off.

Arrow Slits. The arrow slits are 15 feet above the ground outside, and the creatures here aren't keeping watch. They are unlikely to notice intruders moving around the exterior of the castle.

Northwest Room. This partially collapsed chamber was once a comfortable bathroom. It still contains a large tile tub, unused by the castle's current occupants.

Unconscious Dwarf. Near the southwest corner of the room is Gundren Rockseeker, a dwarf **commoner**. He is unconscious but stable at 0 hit points.

DEVELOPMENTS

If Grol is killed, Vyerith tries to kill Gundren and flee with the map, heading toward area 11 and escaping through the concealed canvas door. If cornered, the doppelganger fights to the death rather than allow itself to be captured.

If Gundren is revived, he thanks the party for coming to his rescue but won't leave Cragmaw Castle without his map. Unfortunately, he doesn't know where King Grol has hidden it (see the "Treasure" section).

TREASURE

Hidden under Grol's bed mattress is a stitched leather sack containing 220 sp, 160 ep, three *potions of healing*, and Gundren's map to Wave Echo Cave.

AWARDING EXPERIENCE POINTS

Divide 950 XP equally among the characters if the party defeats King Grol, the wolf, and the doppelganger.

Award an additional 200 XP to the party if the characters rescue Gundren Rockseeker and escort him safely back to Phandalin.

RETURNING WAR BAND

You can add a complication in the form of a hobgoblin war band returning home, just as the characters are preparing to leave. This war band consists of three **hobgoblins** led by Targor Bloodsword, a **hobgoblin** with 20 hit points. Targor also has two **wolves** as pets.

The hobgoblins have no treasure, but 1d4 of them carry bloody sacks, each containing a severed elf head. The severed heads are trophies from the hobgoblins' recent victory over an elf hunting party.

Clever characters might try to reason with Targor by urging him to think of himself as Grol's successor rather than Grol's avenger. Targor has long aspired to lead the Cragmaw tribe, so he might do the adventurers the favor of not killing them, provided one or more characters succeed on a DC 15 Charisma (Persuasion) check.

AWARDING EXPERIENCE POINTS

Divide 500 XP equally among the characters if they defeat the hobgoblin war band or come to terms with Targor.

WHAT'S NEXT?

If Gundren Rockseeker survives the ordeal at Cragmaw Castle, he offers the characters his thanks and asks that they escort him back to Phandalin and then venture to Wave Echo Cave to learn the fate of his brothers, Nundro and Tharden. He knows that someone called the Black Spider orchestrated his capture and hopes that the characters stop the villain. Upon returning to Phandalin, Gundren offers the characters 25 gp each for their assistance and promises the party a 10 percent share of the mine's wealth once his operation there is up and running.

Whether the characters sought the information from Agatha or Reidoth, negotiated with Hamun Kost, or recovered Gundren and his map from Cragmaw Castle, they now know the location of Wave Echo Cave. The only thing left for them to do is seek out the old dwarven delve and discover for themselves who the Black Spider is, and why he's so interested in the Lost Mine of Phandelver.



PART 4: WAVE ECHO CAVE

Fifteen miles east of Phandalin, in the deep vales of the Sword Mountains, lies Wave Echo Cave. The rich mine of the Phandelver's Pact was lost five hundred years ago during orc invasions that devastated this part of the North.

In the centuries since, countless prospectors and adventurers have searched for the lost mine, but none succeeded until the Rockseeker brothers found the entrance a month ago. Unfortunately, the Rockseekers did not realize they were being trailed by spies working for Nezznar, the Black Spider, and they inadvertently led the drow villain to their prize. Nezznar and his followers dealt with the two Rockseekers who were guarding their find, then arranged for Gundren's ambush. Learning of the adventurers' involvement with Gundren or their exploits in and around Phandalin, the Black Spider has given orders for the characters to be dealt with. Meanwhile, Nezznar has begun his exploration of Wave Echo Cave.

The drow is searching for the Forge of Spells, where the human mages of old Phandalin enchanted dwarven weapons and gnome gadgets. However, Nezznar's exploration has been hindered by the restless undead and dangerous monsters that lurk in Wave Echo Cave, forcing him to proceed with great caution.

The adventurers now have the chance to aid Gundren, avenge his kin, and put a stop to the nefarious schemes of the Black Spider. And of course, the hoard of powerful magic rumored to be hidden in the mines is a rich prize.

CHARACTER LEVEL

This part of the adventure is designed for characters of at least 4th level and assumes that each character has earned at least 2,700 XP. If the adventurers skipped too many of the optional investigations and encounters in part 3, they might not be 4th level, and many of the encounters in this section might be difficult for them.

EXPERIENCE POINT AWARDS

In this part of the adventure, XP is awarded for overcoming monsters, as in parts 2 and 3. However, XP awards for monsters is not given in the encounter description. Instead, the amount of XP that a monster is worth is noted in its stat block (see appendix B). You calculate the award by totaling the value for each monster the characters overcome. Additional XP awards, and the reasons for them, are described in the text, under the "Awarding Experience Points" heading.

WANDERING MONSTERS

Monsters roam through all areas of the mine. Random encounters remind players that monsters aren't

necessarily confined to specific areas, and that no part of the dungeon is safe. Encounters with wandering monsters are an effective way to keep the players and characters on their toes, alleviate player boredom, and tax party resources. However, having too many random encounters can become tedious, so use them sparingly.

If the characters spend a long time in a given area, you can check for wandering monsters by rolling a d20. On a roll of 17–20, an encounter takes place. Conversely, if the players seem restless, you can decide that an encounter occurs. Roll a d12 and consult the Wandering Monsters table to determine what the party meets.

WANDERING MONSTERS

d12 Roll	Result
1–3	Stirges (2d4)
4–5	Ghouls (1d4)
6	Gricks (1d4)
7–8	Bugbears (1d4)
9	Skeletons (1d6)
10	Zombies (1d6)
11–12	Ochre Jelly (1)

GENERAL FEATURES

The mine is cold, damp, and surprisingly drafty. A noticeable breeze blows through many of its passages, flowing from area 1 toward area 16.

Ceilings. Tunnels are 10 feet high unless noted otherwise. Rooms have 20-foot-high ceilings, while natural caverns have 30-foot-high ceilings dotted with stalactites.

Doors. Unless noted otherwise, all doors are 6 feet tall, 4 feet wide, and made of six-inch-thick cut slabs of stone fitted with iron handles and hinges. The doors are low and wide—perfect for dwarves.

Walls. The walls are hewn stone. In a few areas (14, 15, 19, and 20), they are dressed with well-fitted stone blocks.

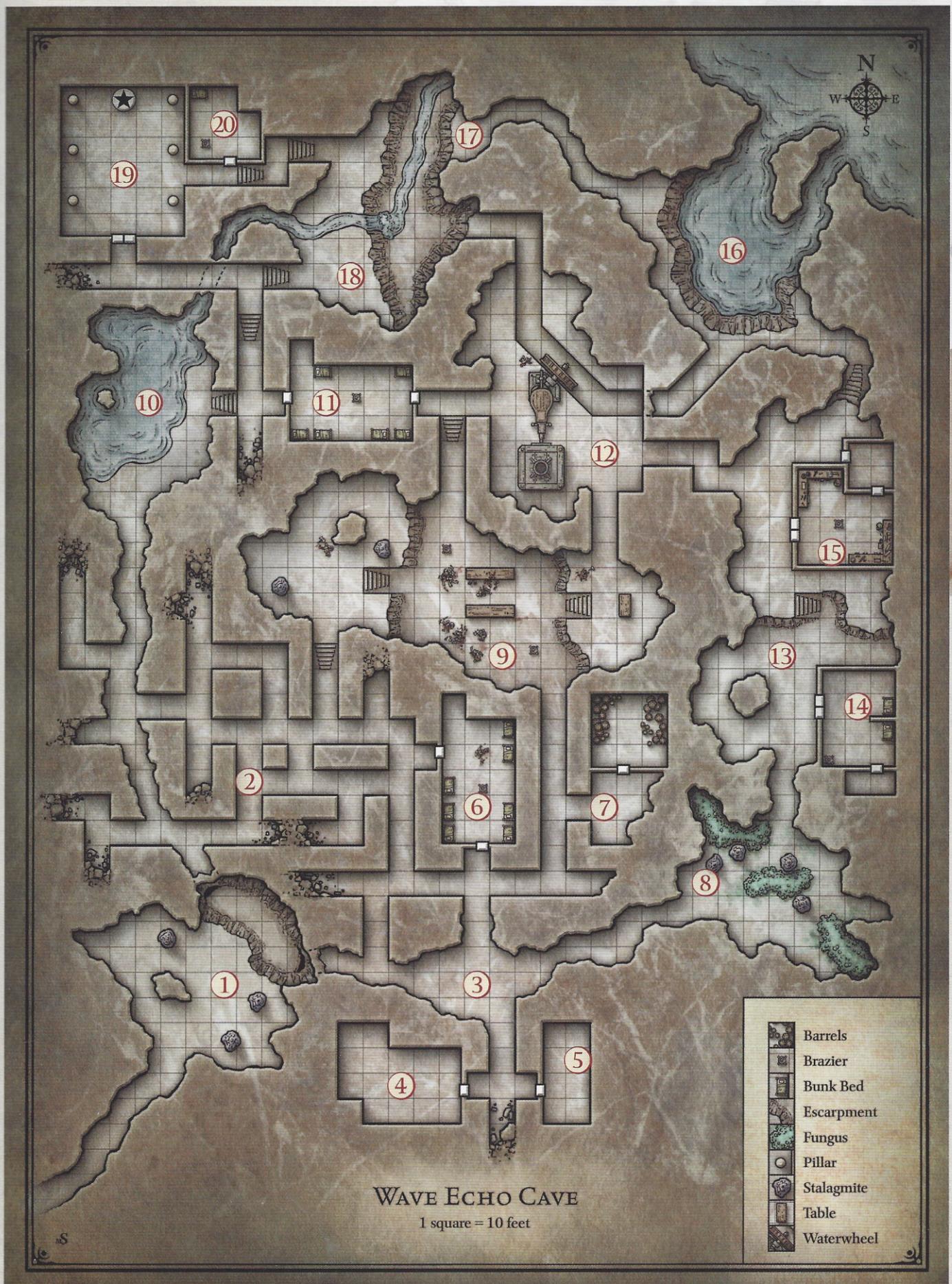
Floors. All floors are smooth, natural stone.

Light. None unless otherwise indicated. The boxed text assumes that the characters have light sources or darkvision.

Stalagmites. Found in many of the natural caverns, these spires of rock rise up from the floor and can be used for cover (see "Cover" in the rulebook).

KEYED ENCOUNTERS

All the encounters in this part of the adventure are keyed to the map of Wave Echo Cave.



BOOMING WAVES

All good dungeons have characteristics that make them unique, and Wave Echo Cave is no exception. The rhythmic thunder of pounding waves echoes throughout the mine, loud enough to make the stone underfoot shiver. Waves come about two minutes apart, growing louder toward the northeast.

Wave Echo Cave is nowhere near the ocean, but a water-filled cavern deep in the mine is connected to an underground hot spring. That spring boils over continuously to produce a surge that slams into a narrow funnel, making a sound like breaking surf. Describe this sound to players on occasion. It will pique their curiosity and lure them toward its source, drawing them deeper into the mine as a consequence.

1. CAVE ENTRANCE

Whether the characters follow Gundren's map or receive directions to Wave Echo Cave from another source, their initial approach leads them to a narrow tunnel whose entrance is hidden within the Sword Mountain foothills.

The entrance tunnel leads into a large cavern supported by a natural pillar of rock and containing three stalagmites. In the western part of the cave, behind the column of rock, are three bedrolls and a heap of ordinary supplies—sacks of flour, bags of salt, casks of salted meat, lanterns, flasks of lamp oil, pickaxes, shovels, and other gear. Amid the supplies, you see the body of a dwarf miner, dead for at least a week.

The northeastern section of the cavern has collapsed, forming a ten-foot-wide, twenty-foot-deep pit. A sturdy hemp rope is tied off around a nearby stalagmite and dangles down the side of the pit, at the bottom of which is a rough-hewn tunnel heading northwest and east.

This was the campsite of the Rockseekers. The dead dwarf is Tharden, Gundren's brother, who was killed by the Black Spider. Gundren's other brother, Nundro, was here as well and is currently the Black Spider's prisoner in area 20.

The dwarves' supplies are potentially useful, but not particularly valuable.

Open Pit. Climbing up or down the wall of the pit without a rope requires a successful DC 15 Strength (Athletics) check. A character who fails the check by 5 or more falls and takes 1d6 bludgeoning damage per 10 feet fallen, landing prone at the bottom. The tunnel at the bottom of the pit leads northwest toward area 2 and east toward area 3.

TREASURE

Tharden wears a pair of *boots of striding and springing*. In his haste to explore the rest of Wave Echo Cave, Nezznar overlooked them.

2. MINE TUNNELS

This maze of passages is an old section of Wave Echo Cave's original mine site.

This area consists of numerous intersecting passages. The ceilings here are only six feet high, and several of the passages end in partially excavated rock faces.

The dead-end passages are places where the miners gave up and decided to move on to other spots. Patiently lurking in one is an **ochre jelly**. When the party enters this section of the mine, the jelly begins to stalk the group, instinctively waiting for an opportunity to attack a lone target.

3. OLD ENTRANCE

The tunnel that runs south was the original entrance to Wave Echo Cave, but it was buried by the destruction that wracked the mines centuries ago. A pitched battle was fought here when the orcs stormed the mines. The dead still lie where they fell.

Many tunnels intersect at this natural, thirty-foot-high cavern. The walls are carved with simple reliefs showing dwarf and gnome miners hard at work. Below them, nearly two dozen skeletons in rusted scraps of armor are scattered across the cavern floor. Some are dwarf skeletons, while others are orc remains. Half a dozen large brass lanterns stand in niches or on ledges around the cavern, but none are lit.

Clinging to the ceiling like bats are ten **stirges**. The monsters find scant living prey in the mines, and they are ravenous. If the characters are looking down at the skeletons on the floor, the stirges are likely get the drop on them. Any character who isn't watching the ceiling is surprised unless his or her passive Wisdom (Perception) score is higher than the stirges' Dexterity (Stealth) check total (roll once for all of them). Characters who aren't surprised hear a flapping noise as the stirges descend to attack.

The lanterns and the carvings of miners at work were meant as a welcome to newcomers.

4. OLD GUARDROOM

This guardroom once protected the nearby entrance to the mine, but it was overrun early in the fighting when the orcs attacked.

Splintered stone benches and heaps of rubble from a partially collapsed ceiling fill this room. Amid ruined stone bunks and toppled weapon racks are the bones of several dwarves and orcs.

In the round after any living creature enters this chamber, the bones begin to stir and knit together, forming nine **skeletons**. They fight until destroyed.

5. ASSAYERS' OFFICE

The mine's assayers worked here, weighing and assessing ore samples and paying the minors for their labor.

This chamber was once an office or storeroom of some kind. A large stone counter bisects the room, set with three dusty balance scales made of iron. Cubbyholes carved into the north wall are stuffed with dusty paper scraps. Several long-dead corpses—gnomes and orcs by their look—are sprawled across the floor.

The centuries-old paper in the cubbyholes disintegrates if touched, but a character who reads Dwarvish can see faint markings on a few scraps, recording weigh-ins and disbursements.

TREASURE

Behind the counter sits a locked iron strongbox, requiring thieves' tools and a successful DC 20 Dexterity check to open. This pay chest was overlooked in the fighting and contains 600 cp, 180 sp, 90 ep, and 60 gp.

6. SOUTH BARRACKS

This was a miners' barracks, where the skilled delvers working in Wave Echo Cave rested between shifts. Any character who listens at the partially open door hears faint crunching and splintering sounds with a successful DC 10 Wisdom (Perception) check.

Old stone bunks in orderly rows line the walls of this chamber, and a corroded iron brazier full of old coals stands near the middle of the room. The bones of a half dozen dwarves and orcs lie strewn about, clad in scraps of armor. Three gray, hunched figures squat among the remains, pawing at the scraps and gnawing on the bones.

Three **ghouls** from the pack in area 9 are here, cracking and gnawing on the ancient bones of the fallen in the vain hope that some tasty morsel of marrow remains. The ghouls, eager for a fresh meal, attack immediately.

7. RUINED STOREROOM

Despite the destruction all around, the northern part of this storage area has survived intact.

The eastern wall of this chamber has collapsed into a mass of rubble. To the north, a door stands ajar, leading to a good-sized storeroom. Dusty kegs are tucked neatly against the walls, all of them cracked and split open from age.

It's not comfortable, but the storeroom is a secure resting place. No monsters come this way. Moreover, the storeroom door is in good shape and can easily be blocked or barred from the inside.

The contents of the kegs have long evaporated.

8. FUNGI CAVERN

This cave has hindered Nezznar's explorations. The drow suspects that the mine's magic workshops are close by, but he's reluctant to risk dealing with the monsters here.

Dense carpets of weird fungi cover large sections of the floor in this cavern. The growth includes puffballs a foot across, weird shelf fungus growing on stalagmites, and large stalks and caps a good five feet tall. Some of the puffballs glow with an eerie green phosphorescence.

Most of the fungi is harmless, and the green-glowing fungi allow creatures to see the entire cavern without the aid of darkvision or a light source.

Poison Gas. Whenever a creature attempts to cross the cavern, the carpets of fungi that cover most of the floor release poisonous gas into the air. Each creature in the cavern must succeed on a DC 11 Constitution saving throw or take 3d6 poison damage and be poisoned for 10 minutes.



GHOUL

minutes (see the rulebook for more information on the poisoned condition). The gas disperses after 1 minute, but until then, any living creature that ends its turn in the cavern must repeat the saving throw.

9. GREAT CAVERN

This cave once served as the banquet room, meeting area, and mead hall for the miners.

Steep escarpments divide this large cavern into three sections—high ledges at either end, and a lower section in the middle. Carved stone stairs climb up to the ledges. Two large tables stand in the middle section, along with a pair of old braziers. A smaller table stands on the eastern ledge. The skeletal remains of dozens of dead warriors—dwarves, gnomes, orcs, and ogres—attest to the fierceness of the fighting that took place here long ago.

Seven **ghouls** lurk in the shadows on the western ledge. They notice any light or noise elsewhere in the cave and quickly bound down to attack. The undead are hungry and fight until destroyed.

The escarpments are 10 feet high and require a successful DC 12 Strength (Athletics) check to climb. A creature that falls or is knocked from the top of a ledge takes 1d6 bludgeoning damage and lands prone.

10. DARK POOL

Treasure is concealed in this water-filled cave.

A still pool fills much of this cavern. The water is dark, revealing little of what might lie within. The shore of the pool consists of a thin layer of broken shells from strange, pale mussels, and a fishy odor hangs in the air.

A passage leads south from this area, and a set of steps climbs up to the east. A sluggish stream flows out of the cave to the northeast.

The pool is 20 feet deep in the middle. The stream to the northeast is 3 feet deep, and the ceiling of the passage is 2 to 3 feet above the water. Characters can easily wade through the stream to area 18.

A character who explores the pool finds an old skeleton lying on the bottom, 10 feet from the shore and under 10 feet of water. These are the remains of a human wizard from old Phandalin who died defending the mines against the orc attackers. Several orc arrows are still lodged in the skeleton's ribcage.

TREASURE

The skeleton wears two platinum rings (75 gp each) and clutches a *wand of magic missiles* in its bony fingers.

11. NORTH BARRACKS

The eastern door is barricaded from inside the room and requires a successful DC 20 Strength check to force open. A character who listens at either door and succeeds on a DC 10 Wisdom (Perception) check hears gruff voices speaking Goblin and talking about how hungry they are.

Old stone bunks line the walls of this barracks, which is lit and heated by a glowing iron brazier in the middle of the room.

If the party enters from the west, add:

Across the room is another door, this one blocked by a barricade made from the remains of a wooden table.

Five **bugbears** reside in this chamber. They are loyal minions of Nezznar. This room marks the front line in the Black Spider's assault on Wave Echo Cave, and the bugbears are here to prevent ghouls, zombies, or other undead from troubling their master in his lair (area 19).

Like area 6, this was formerly a barracks for miners. Nezznar's bugbears removed the corpses they found here and built the barricade.

TREASURE

The largest bugbear carries a pouch containing 15 cp, 13 ep, and a *potion of vitality*.

12. SMELTER CAVERN

Like the fungi cavern at area 8, this chamber poses a serious obstacle that prevents Nezznar from reaching his objective—the Forge of Spells (area 15). The drow is still formulating a plan to get past the undead guardians in this area.

A blast furnace and a mechanical bellows powered by a waterwheel dominate this large chamber. The furnace is cold and dark, but heaps of coal are piled nearby, along with carts full of unrefined ore. The waterwheel sits in a ten-foot-wide channel cut into the floor of the room, but the channel is dry. Passages exit to the west, south, and east. The empty channel exits to the north and east.

More than a dozen withered corpses are scattered around the room. These slain dwarves and orcs are still wearing the remnants of their armor. Floating above them is a skull engulfed in green flame.

Eight of the fallen dwarf warriors are **zombies**. They rise and pursue any living creatures that enter the room, but they do not pursue creatures outside this area for more than 1 round. In addition, a far more intelligent undead guards this area: a **flameskull**. This creature was a servant of the human wizards allied with the Phandelver dwarves and gnomes, and it continues to act on ancient instructions to prevent intruders from passing through.

This impressive chamber was the heart of the Wave Echo Cave mining operation. Here, the dwarves melted down their ore to refine ingots of silver, gold, and platinum. The dry channel is where the dwarves diverted the stream from area 18 to power the waterwheel here. That in turn operated the bellows that fed the furnace.

The channel's bottom is 5 feet below floor level, and no ability check is required to scramble in or out. Characters in the channel can follow it out of this room to the north or to the east, though the ceiling is only 5 feet high after the channel exits this room.

13. STARRY CAVERN

The structural damage and the skeletal remains in this area are evidence of the destructive spell battle fought here centuries ago when the orcs and their mercenary wizards stormed the mines.

Glittering minerals in the ceiling of this large cavern catch the light and send it back to create the impression of a starry night sky. Dozens of skeletons—many crushed under fallen debris—are scattered across the floor.

The cave is large enough that it contains two freestanding structures. Each of these stone buildings is proportioned for human use, as opposed to the dwarf-sized doorways and furnishings you've seen elsewhere in the mines. Both structures have battered and blackened masonry walls, their double doors cracked and scorched.

The cavern is divided by an escarpment, into which a flight of stairs has been cut. Passages lead out of this area to the north, south, and west.

The damaged buildings are described in areas 14 and 15. Minerals in the ceiling are pretty, but they are neither magical nor valuable.

Any character proficient in Arcana can sense a subtle aura of magic in this cavern. (A *detect magic* spell reveals the same.) The aura becomes stronger as one approaches the northern building (area 15).

14. WIZARDS' QUARTERS

The doors leading into this area are cracked, their iron hinges partially melted. Wrenching or smashing open the doors requires a successful DC 15 Strength check.

Dust, ash, walls blackened by fire, and heaps of debris beneath the sagging ceiling show that this room was damaged by a destructive blast. The furnishings—tables, chairs, bookshelves, beds—are charred or splintered, but otherwise well preserved. A scorched iron chest stands near the foot of one of the beds.

This room contains the restless spirit of the last wizard to die here: **Mormesk the wraith**. He is not immediately visible but rises up out of the floor when a living creature enters the room.

Mormesk was a powerful mage until he met his end in the spell battle at the climax of the orc attack. Centuries of anger have poisoned his soul, transforming him into a hate-filled apparition.

Mormesk leads the undead that haunt Wave Echo Cave. The wraith spends his time here because the treasure he had amassed in life is in the scorched chest (see the "Treasure" section). No longer corporeal, he cannot touch or possess the wealth he enjoyed in life.

This building served as a guesthouse for visiting wizards working in the Forge of Spells (area 15), most of whom were humans from nearby cities. The furnishings are all human proportioned.



FLAMESKULL

ROLEPLAYING MORMESK

Mormesk speaks in grave whispers. When the wraith first rises up from the floor, it says, "Your presence is offensive to me, your life forfeit. My treasures are mine alone, not yours to plunder!" If the characters make no attempt to reason with the wraith, it attacks.

If the characters try to reason with the wraith, it listens to what they have to say, provided they have not harmed it in any way or seized any of its property. The wraith is irrevocably evil, so the only way the characters can stay its spectral hand is to offer it something a former wizard would consider valuable in exchange for their lives. Mormesk values magic items (particularly scrolls), spellbooks, and arcane knowledge. Whatever the gift, a character must succeed on a DC 10 Charisma (Persuasion) check to convince the wraith of its value.

Regardless of what the characters offer it, the wraith won't relinquish the wooden pipe in the scorched chest. It will, however, part with the coins and gems if the characters agree to kill the spectator in the Forge of Spells. (The wraith doesn't explain what a spectator is. It merely points toward area 15.) Once it receives its gift, the wraith allows characters to peruse its books and keep the secret map in one of them (see the "Treasure" section).

TREASURE

The scorched chest is unlocked and contains 1,100 cp, 160 sp, 50 ep, three diamonds (100 gp each), and a wooden pipe adorned with platinum filigree (150 gp).

A handful of magically preserved tomes remain on the shelves. Most are just histories, but one has a map sewn into its cover. The map's presence can be discerned with a successful DC 12 Intelligence (Investigation) check. The map shows the location of a dungeon of your own creation. When the characters finish their explorations here, this old map can lead them to their next adventure.

15. FORGE OF SPELLS

Here is where the wizards allied with the dwarves and gnomes of the Phandelver's Pact channeled the magic of these caverns to enchant dwarfen arms and gnome gadgets. The northernmost door is scorched and cracked, its iron hinges partially melted; forcing it open requires a successful DC 15 Strength check. The western double doors are just as damaged but stand slightly ajar.

This large workshop was badly damaged by the ancient spell battle that laid waste to the mine. Worktables taking up two corners of the room are scorched, and the plaster has been burned off the masonry walls. In the middle of the room, a stone pedestal holds a small brazier in which an eerie green flame dances and crackles. The brazier and its pedestal appear to have been untouched by the forces that destroyed this area.

Behind the brazier of green flame floats a spherical creature measuring roughly four feet in diameter. Four eyestalks protrude from its central mass, two on each side. In the center of the body is a large eye that stares at you.

"Hello," says a thick, burbling voice inside your head.

The monster that guards this room is a **spectator**. One of the human wizards who worked in the Forge of Spells summoned the creature to guard the magic items created and stored here. When the mine was sacked, the orcs disturbed the delicate magic in the area, unhinging the spectator's grip on reality. It has become deranged and believes that the mine is still in use, ignoring all evidence to the contrary.

The wraith (area 14) wants to drive off or kill the spectator, but so far, the creature has easily handled the assaults of Mormesk's zombies and ghouls while seeing nothing strange about undead roaming the mine. If the party attempts to remove anything from this area, the spectator attacks. If the spectator is blinded somehow, it disappears back to its home plane, convinced that it can no longer perform the task for which it was summoned.

With a successful DC 15 Charisma (Deception) check, a character can trick the spectator into thinking one or more party members are wizards or miners who work for the owners of Wave Echo Cave, sent to terminate the spectator's employment. If the deception succeeds, the spectator believes it is released from its obligations, and it disappears and returns to its home plane.

Brazier of Green Flame. A successful DC 15 Intelligence (Arcana) check identifies the brazier as the source of the magic that suffuses the surrounding caverns. This magic has waned over the years, to the extent that it can no longer be harnessed to permanently enchant magic items. However, any nonmagical weapon or armor bathed in the green flame for at least 1 minute becomes a *+1 weapon* or *+1 armor*, respectively, for 1d12 hours (see appendix A). The brazier cannot be removed from the Forge of Spells.

Northern Room. This small room is a separate workspace, where items being prepared for enchantment were polished, lacquered, and otherwise finished. Like the main workshop, it has been almost completely destroyed.

TREASURE

On the worktable in the southeast corner of the room are the last items the spectator was charged to protect: *Lightbringer* and *Dragonguard*.

Lightbringer. This *+1 mace* was made for a cleric of Lathander, the god of dawn. The head of the mace is shaped like a sunburst and made of solid brass. Named *Lightbringer*, this weapon glows as bright as a torch when its wielder commands. While glowing, the mace deals an extra 1d6 radiant damage to undead creatures.

Dragonguard. This *+1 breastplate* has a gold dragon motif worked into its design. Created for a human hero of Neverwinter named Tergon, it grants its wearer advantage on saving throws against the breath weapons of creatures that have the dragon type.

16. BOOMING CAVERN

The sound of pounding surf that gives Wave Echo Cave its name can be traced to this water-filled cavern.



SPECTATOR