

# LOST MINE OF PHANDELVER (SUMMARY)

## 1 Introduction

### Summary

**Phandelver Pack** 500 years ago, an agreement between humans, dwarves, and elves to channel magical energy in the Wave Echo Cave.

**Orc Invasion** Orcs and evil wizards invaded the cave in attempt to take over it's power. The cave was destroyed in the process and it's location was lost.

**Rockseekers Find the Cave** Gundren and his brother's have found the location of the Wave Echo Cave.

**The Black Spider** A mysterious villain who controls a network of bandits and goblins, have followed the Rockseekers and want the Echo cave for themselves.

### Quests

**Meet me in Phandalin** Gundren Rockseeker recruits the players to escort his wagon of mining supplies to Phandalin for *10gp each*. Gundren and his bodyguard Sildar Hallwinter leave ahead of they players and ask them to take the wagon to Barthen's Provisions.

### NPCs

**Gundren, Tharden, and Nundro Rockseeker**  
Dwarven archaeologist who have discovered the location of the Wave Echo cave

**Sildar Hallwinter** Older human fighter hired by Gundren to escort him in his travels.

## 2 Part 1: Goblin Arrows

While on the road to Phandalin, on the Triboar trail, the players get ambushed by Cragmaw tribe **goblins**, whom have captured Gundren and Sildar and brought back to their hideout. The players deal with the ambush and follow the trail to the Cragmaw hideout. Once rescued, Sildar informs them of the background and that Gundren and the map were taken to Cragmaw Castle.

### Monsters

**Bugbear** AC: 16, HP: 27, Speed: 30ft.

STR[15](+2)

DEX[14](+2)

CON[13](+1)

INT[8](-1)

WIS[11](+0)

CHA[9](-1)

Stealth +6, Survival +2, Passive Perception: 10, 200xp

**Surprise Attack:** if surprised, target takes an extra 2d6 damage from the attack.

**Morningstar:** +4 to hit, 2d8+2 piercing

**Goblins** AC: 15, HP: 7, Speed: 30ft.

STR[8](-1)

DEX[14](+2)

CON[10](+0)

INT[10](+0)

WIS[8](-1)

CHA[8](-1)

Stealth +6, Passive Perception: 9, 50xp

**Scimitar:** +4 to hit, 1d6+2 slashing

**Shortbow:** +4 to hit, 1d6+2 piercing

**Wolves** AC: 13, HP: 11, Speed: 40ft.

STR[12](+1)

DEX[15](+2)

CON[12](+1)

INT[3](-4)

WIS[12](+1)

CHA[6](-2)

Perception +3, Stealth +4, Passive Perception: 13, 50xp

**Keen Hearing and Smell:** advantage on perception checks.

**Pack Tactics:** advantage on attack when another wolf is around.

**Bite:** +4 to hit, 2d4+2 piercing, target must succeed DC 11 Strength saving throw or be knocked prone.

- 3 Part 2: Phandalin
- 4 Part 3: The Spider's Web
- 5 Part 4: Wave Echo Cave