

LOST MINE OF PHANDELVER (SUMMARY)

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1 Introduction

For a more information on the details of the adventure, please refer to the "Lost Mine of Phandelver" campaign manual. This document is meant to be a quick guide to use during play, to facilitate finding monster stats, treasures, and NPC names and events.

1.1 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.

1.2 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.

1.3 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.

2.1 Goblin Ambush

On the Triboar trail, **four goblins** hide and attempt to ambush (roll for stealth) the players. Two of the goblins rush for melee attacks, the other two use their shortbows. The last surviving goblin attempts to flee and joins the other goblins at the Cragmaw hideout (*area 2*).

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

2.2 Cragmaw Hideout

1. Cave Mouth

Goblins are suppose to keep watch, but are distracted in *area 2*.

Reward: 75xp for finding the Cragmaw Hideout.

2. Goblin Blind

Two goblins (with a possible third) are guarding the entrance to the cave. Surviving goblin will attempt to run into the cave and release the wolves from *area 3*.

3. Kennel

Three wolves are chained up in this area, and will attempt a DC 15 (10 on failure) strength check every round to attempt to break free from the chains.

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.

4. Steep Passage

There is a steep passage leading to *area 6*, and the players can see the bridge in *area 5*. A perception check can be done to spot the goblin hiding on the bridge (contest by the goblin's stealth check).

5. Overpass

A single **goblin** is hiding on the bridge. If he spots the players, he runs to *area 7* which triggers to flood event. Players within 10 ft. of *area 3* or *4* can attempt a DC 10 DEX save, otherwise players must attempt DC 15 STR save or take 1d6 bludgeoning damage from the rushing water.

6. Goblin Den

There are **five goblins** and the second in command Yeemik (goblin with 12hp) in this area. Yeemik wants to get rid of Klarg and become the new leader of the hideout. Yeemik has 15sp and 3 gold teeth worth 1gp each.

Sildar is held prisoner here, and Yeemik uses him as leverage to convince the players to kill Klarg. Sildar offers 50gp to escort him back to Phandalin.

7. Twin Pools Cave

There are **three goblins** guard the pools used to flood the cave. As soon as a fight breaks out here, one of the goblins flees to warn Klarg in *area 8*.

8. Klarg's Cave

There are **two goblins**, one **wolf** named Ripper (Klarg's pet) and Klarg the **bugbear** in this area. If Ripper is killed, Klarg attempts to escape to *area 3* via the chimney. The **Lionshield Coster supplies** can be found in this room. Among the supplies, there's a treasure chest.

Klarg, the 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

*Reward: Treasure chest containing 600cp, 110sp, **two potions of healing (heals 2d4+2 hit points)**, and a jade statuette of a frog worth 40gp*

Reward: 275xp for defeating Klarg

2.3 NPCs

Klarg Bugbear in charge of the Cragmaw hideout, reports to King Grol.

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

Yeemik Goblin second in command at the Cragmaw hideout, wants to become leader.

3 Part 2: Phandalin

Players arrive in the town of Phandalin which is being threatened by a gang called the Redbrands, headed by a mysterious figure called Glasstaff. Phandalin is where the players will gather information about the story and possibly get some side-quests.

3.1 The Town of Phandalin

Stonehill Inn

The Stonehill inn is the local inn for the town of Phandalin. It has six rooms available (Sildar takes one). The proprietor is Toblen Stonehill and is a good source of information about Phandalin, the Redbrands. The people in the inn have some interesting gossip and information to share:

Narth, old farmer Sister Garaele has left town recently and came back wounded and exhausted.

Freda, a weaver The Redbrands harass almost every business in town except for the miner's exchange, they seem to be scared of Halia.

Elsa, gossipy barmaid Daran Edermath at the orchard, is a former adventurer.

Lanar, a miner Orcs have been seen on the east end of the Triboar trail. Harbin Wester is looking for people to drive them away.

Trilena, innkeeper's wife Thel Dendrar, local wood-carver, was murdered by the Redbrands because he stood up to them when they harassed his wife. His wife, daughter, and son have gone missing.

Pip, innkeeper's son Qelline's son is friends with Pip. He told Pip about a secret Redbrand tunnel in the woods.

Barthen's Provisions

Barthen's, run by Elmar Barthen, is the biggest trading post in Phandalin. It sells most common items, anything that is less than 25gp.

Elmar is sad to hear the news about Gundren, and is familiar with his work. He is annoyed with the Redbrands and tells the player they like to hang out at the Sleeping Giant.

Reward: Elmar gives every player 10gp upon delivering the supplies.

Edermath Orchard

Daran Edermath is concerned with the Redbrands and their leader Glasstaff, and knows they hang out by the Sleeping Giant and have a safe house under Tresendar Manor.

Quest: Old Owl Trouble. Prospectors at the ruins of Old Owl Well have been chased from the area by undead and strange magical phenomenon.

Lionshield Coster

The Lionshield Coster is owned by the Lionshield merchant company. The ship and sell finished goods and this is the place to get weapons and armor.

Reward: If the stolen goods found in Cragmaw hideout are returned here, Linene gives the players a 50gp reward, and promises to help them in anyway she can.

Miner's Exchange

This is where miners come to trade their valuables. The guildmaster is a human woman named Halia Thornton, who desires to run the town and the Redbrands (a DC 15 insight check reveals her true motives).

Quest: Halia's Job Offer. Halia promises 100gp for the players to eliminate Glasstaff and returns with evidence.

Alderleaf Farm

The players meet Qelline Alderleaf. She can provide a lot of information about the town and the Redbrands. She is willing to let the players stay in her hayloft if they prefer not to stay at the inn. Her son, Carp saw a tunnel which he believes leads to the secret hideout of the Redbrands, underneath Tresendar Manor.

Quest: Reidoth the Druid. Reidoth, a druid studying the ruins of Thundertree, has the information about Cragmaw Castle and possibly the Wave Echo cave the players are looking for.

Shrine of Luck

Phandalin's only temple is a little shrine to the goddess of luck and good fortune, Tymora, under the care of Sister Garaele. Garaele wants to see the Redbrands leave town, she's a member of the Harpers, a scattered network of adventurers that fight for justice.

Quest: The Banshee's Bargain. Bring the banshee Agatha a suitable gift and ask her for information about the location of a spellbook belonging to a legendary mage named Bowgentle. The reward for the player's effort is three potions of healing.

Townmaster's Hall

Harbin Wester was elected as Phandalin's only form of government. The hall has a small jail used to jail Redbrands and Glasstaff, if captured.

Quest: Orc Trouble. Harbin wants people to clear a band of orcs near Wyvern Tor. The reward is 100gp.

Quest: Finding Cragmaw Castle. Sildar offers 500gp for the players to find the location of Cragmaw Castle and drive off the chieftain.

Quest: Finding Iarno. Iarno Albrek disappeared recently while exploring the area around Tresendar Manor. Sildar wants him found, dead or alive.

3.2 Redbrand Ruffians Hideout

Sleeping Giant Tap House

The Sleeping Giant is where the players first encounter and fight some Redbrand ruffians. **Four ruffians** taunt and attack the players.

Redbrand Ruffian AC: 14, HP: 16, Speed: 30ft.
STR[11](+0)
DEX[14](+2)
CON[12](+1)
INT[9](-1)
WIS[9](-1)
CHA[11](+0)
Intimidation +2, Passive Perception: 9, 100xp
Multiattack: The ruffian makes two melee attacks.
Shortsword: +4 to hit, 1d6+2 piercing

Tresendar Manor

Tresendar Manor is an ancient, abandoned, ruined, large home owned by the Tresendar family, which the Redbrands have converted the cellar into their hideout. Stairs from what once was the kitchen leads down to the cellar *area 1*.

Secret doors require a DC 15 perception check to discover, or a DC 10 if the players are actively looking at the walls.

1. Cellar

Nothing in this room gives away the presence of the Redbrands. The barrels contain salted pork, beef, flour, sugar, apples, and ale. Heavy investigation of this area will alert the ruffians in *area 2*.

Treasure: The 10 ft. deep cistern contains a waterproof satchel hanging from a rope which contains **a potion of healing (heals 2d4+2 hit points)** and **a potion of invisibility (1hour, 50gp)**.

2. Barracks

Three ruffians are resting in this room. If the players make too much noise in *area 1*, the ruffians will be ready to surprise the players.

Treasure: 27 gp, 28 sp, two garnets worth 10 gp each. Three scarlet cloak hang from the bunks.

3. Trapped Hall

There is a trap in the middle of the hall. A DC 15 perception or investigation check is required to spot the trap. Maneuvering around the trap once discovered requires a DC 10 acrobatics check. Triggering or failing the acrobatics check requires a DC 15 dexterity saving throw to catch the edge. Failing the saving throw, player falls 20 feet into the pit and takes 2d6 bludgeoning damage.

Reward: 100 XP for surviving the trap.

4. Tresendar Crypts

Three skeletons are guarding the door that leads to *area 5*. They attack the players unless they are wearing the scarlet cloaks or speak the secret password "Illefarn".

Skeleton AC: 13, HP: 13, Speed: 30ft.
STR[10](+0)
DEX[14](+2)
CON[15](+2)
INT[6](-2)
WIS[8](-1)
CHA[5](-3)
Vulnerability: bludgeoning
Immunity: poison
Darkvision 60 ft., Passive Perception: 9, 50xp
Shortsword: +4 to hit, 1d6+2 piercing
Shortbow: +4 to hit, 1d6+2 piercing

Treasure: Amid the bones in each sarcophagus is a platinum signet ring (50 gp).

5. Slave Pens

Two ruffians are waiting and trying to surprise the players that come in. Three human commoners are being held prisoner (Mirna Dendrar and her two teenage children). Cell doors can be opened with a DC 10 sleight of hand lock pick, or forced open with a DC 22 strength check.

Quest: Mirna's Heirloom. Mirna has no reward for the players but possibly has a valuable heirloom in south-east Thundertree, in an abandoned alchemy shop that was overrun with undead.

Reward: 100 XP if the Dendrars make it back to town alive.

6. Armory

Armory stockpile of weapons for the Redbrands. A rack in the room holds twelve spears, six shortswords, four longswords, six light crossbows, eight quivers (20 bolts).

7. Storeroom and Work Area

This is where the Redbrands keep their stolen goods. There's nothing much of value other than a stack of thirty beaver pelts worth 2 gp each.

8. Crevasse

A nothic, lured by the magical effect emanating from the crevasse, lurks nears the west ends of the two bridges. He hides behind the large columns and uses *Weird Insight* to discern players secrets. He would rather not fight and negotiate with the player, through telepathy, asking for food.

Nothic AC: 15, HP: 45, Speed: 30ft.

STR[14](+2)

DEX[16](+3)

CON[16](+3)

INT[13](+1)

WIS[10](+0)

CHA[8](-1)

Arcana +3, Insight +4, Perception +2,
Stealth +5

Truesight 120 ft., Passive Perception: 12,
450xp

Multiattack: Makes two attacks with its
claws

Claws: +4 to hit, 1d6+3 slashing

Rotting Gaze 30 ft., DC 12 constitution
saving throw, 3d6 necrotic

Weird Insight Target must contest decep-
tion check with nothic's insight check. If
nothic wins, it learns one fact about the
target.

Keen Sight Has advantage on perception
checks

The southern bridge is ridged to collapse when stepped on (DC 15 investigation check reveals this). Falling into the crevasse deals 2d6 bludgeoning damage. In the crevasse is the body of Thel Dendrar (Mirna's husband), and a wooden chest.

Reward: 450 XP for defeating or negotiating with the nothic.

Treasure: Wooden chest contains: 160 sp, 120 gp, five malachite gems (15 gp each), two **potions of healing**, a **scroll of augury**, and a **+1 longsword**.

9. Guard Barracks

The room has **Three bugbears** (leader is named Mosk) working for the Black Spider, sent to keep an eye on the Redbrands. They are harassing a **goblin** named Droop, he falls unconscious at the sight of the players, and if revived, he hides and avoids the fight.

Treasure: 33 sp, and Mosk's eye patch is made of semi-precious stones worth 50 gp.

10. Common Room

Four Redbrand Ruffians are distracted, drinking and playing knucklebones, so the players can surprise them.

Treasure: 75cp, 55 sp, 22 ep, 15 gp, gold earring set with a ruby (30 gp).

11. Wizard's Workshop

A rat (AC 10, 1 hit point) which is Iarno's familiar, runs to *area 12* to warn him when the players enter. The room has a bunch of alchemy tools and apparatus (not worth much). Some books and scrolls detailing alchemical processes to make potions of invisibility. Also another book written in dwarvish describes the lost mine of Phandelver, and Phandelver's Pact.

12. Glasstaff's Quarters

If the players surprise Glasstaff (Iarno), either by killing the rat before it warns him, or through the secret entrance to his quarters, they can fight him.

Evil Mage AC: 12, HP: 22, Speed: 30ft.

STR[9](-1)

DEX[14](+2)

CON[11](+0)

INT[17](+3)

WIS[12](+1)

CHA[11](+0)

Saving throws Int +5, Wis +3

Skills Arcana +5, History +5

Passive Perception: 11, 200xp

Spellcasting: 4th level, DC 13 Int save,
+5 to hit with attacks

Cantrips: light, mage hand, shocking
grasp

1st Level: charm person, magic missile

2nd Level: hold person, misty step

Quarterstaff: +1 to hit, 1d8-1 bludgeon-
ing

Iarno has a **staff of defense** (+1 AC, 10 charges, cast *mage armor* for 1 charge or *shield* for 2 charges). If Iarno is:

Surprised The players can fight him. If he is reduced to 8 or fewer hit points, he surrenders, valuing his life over anything.

Not surprised, warned Iarno grabs his staff and notes, and escapes through the secret door, to *area 7, 8, and 1*. If the nothic is still alive, he instructs it to stop the players. In *area 1*, he grabs the hidden satchel in the cistern if it's still there.

The black spider letter was left on the desk (read from the book). Sildar Hallwinter arranges for Iarno to be incarcerated in the Phandalin townmaster's hall.

Treasure: 180 sp, 130 gp, silk pouch containing five carnelians (10 gp), two peridots (15 gp), one pearl (100 gp), a **scroll of charm**, a **scroll of fireball**, and Iarno's **staff of defense**

3.3 NPCs

Carp Alderleaf Ten year old halfling, son of Qelline, wants to become an adventurer, knows the location of the Redbrand hideout.

Daran Edermath Fit, silver-haired half-elf, fighter, lives in a cottage by the apple orchard.

Elmar Barthen Lean balding, 50 year old human owner of Barthen's Provisions.

Halia Thornton Human female guildmaster of the Miner's guild, has ambitions to become leader of Phandalin and the Redbrands.

Harbin Wester Fat, pompous human banker and town-master of Phandalin, who is afraid of the Redbrands.

Iarno Albrek (Glasstaff) Short, dark bearded human male wizard, fellow member and traitor to the Lord's Alliance and secret leader of the Redbrands.

Linene Graywind Runs the Lionshield Coster, rewards players for returning the stolen goods from the Cragmaw Hideout.

Mirna Dendrar Human female being held in the Redbrand hideout. Her husband was murdered after defying them.

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

Sister Garaele Elf cleric of Tymora (goddess of luck).

Toblen Stonehill Friendly young human male Proprietor of the Stonehill Inn. Came to Phandalin to prospect but decided to run the inn instead. He is upset about the Redbrands, and that Harbin Wester hasn't done anything about them.

Qelline Alderleaf Forty-five year old halfling, wise and hospitable female, owner and farmer of Alderleaf farm. She knows everything about the town.

4 Part 3: The Spider's Web

At this point, the players are following up on leads they have learned from in Phandalin. The players should have the following quests available to them:

Agatha's Lair Sister Garaele wants the players to seek out the banshee Agatha north of the ruins of Conyberry and ask about Bowgentle's spell book.

Old Owl Well Daran Edermath wants someone to investigate what is happening near the ruins of Old Owl Well.

Thundertree Qelline Alderleaf suggested the players consult Reidoth the druid at the ruins of Thundertree to ask about the location of Cragmaw Castle or the Wave Echo cave.

Wyvern Tor Harbin Wester wants players to chase away the orc encampment near Wyvern Tor.

Gundren Rockseeker Sildar Hallwinter wants to continue the search for Gundren, Cragmaw Castle, and find the map of the Wave Echo cave.

4.1 The Tribor Trail and Encounters

While traveling to various locations, encounters may happen. Players travel 24 miles per day. Roll a d20 once per day and once per night to determine if an encounter happens (17-20). Upon an encounter, roll a d12 to determine which of these encounters happen:

day: 1-2 / night: 1-3 Stirges (1d8 + 2)

day: - / night: 4 Ghouls (1d4 + 1)

day: 3-4 / night: - Ogre (1)

day: 5-6 / night: 5 Goblins (1d6 + 3)

day: 7-8 / night: 6 Hobgoblins (1d4 + 2)

day: 9-10 / night: 7-8 Orcs (1d4 + 2)

day: 11 / night: 9-10 Wolves (1d4 + 2)

day: 12 / night: 11-12 Owlbear (1)

4.2 Agatha's Lair

Agatha's lair is located on a trail leading north from Conyberry. (*For more content, Agatha's lair could be the "Woodland Manse" from the Dragon of Icespire Peak adventure*). Agatha will answer one questions the players have.

If they ask about Bowgentle's Spellbook for Sister Garaele: Agatha traded it to a necromancer named Tsernoth in the city of Iriaebor more than a hundred years ago but doesn't know what's happened to it since. That's all the information Sister Garaele needs. Agatha is able to answer any other question the players have but only one.

Reward: 200 XP for persuading Agatha to answer their question.

4.3 Old Owl Well

Hamun Kost is a necromancer studying the ruins at Old Owl Well. The ruins consist of an old abandoned and destroyed watchtower, with **12 zombies** inside. Kost is in his purple tent studying. If the players provoke or fight him or the zombies, Kost will defend himself but generally he is not wanting to fight.

Hamun Kost the Red Wizard AC: 12, HP: 22, Speed: 30ft.
STR[9](-1)
DEX[14](+2)
CON[11](+0)
INT[17](+3)
WIS[12](+1)
CHA[11](+0)
Saving throws Int +5, Wis +3
Skills Arcana +5, History +5
Passive Perception: 11, 200xp
Spellcasting: 4th level, DC 13 Int save, +5 to hit with attacks
Cantrips: light, mage hand, shocking grasp
1st Level: charm person, magic missile
2nd Level: hold person, misty step
Quarterstaff: +1 to hit, 1d8-1 bludgeoning

Zombie AC: 8, HP: 22, Speed: 30ft.
STR[13](+1)
DEX[6](-2)
CON[16](+3)
INT[3](-4)
WIS[6](-2)
CHA[5](-3)
Immunity: poison
Darkvision 60 ft., Passive Perception: 8, 50xp
Undead Fortitude: If zombie is reduced to 0, it makes a CON saving throw with DC 5 + damage taken (unless damage is radiant or critical hit). On success, the zombie drops to 1 hit point instead.
Slam: +3 to hit, 1d6+1 bludgeoning

If the players choose to negotiate with Kost, he wants the orcs at Wyvern Tor removed because they are hindering his research. Additionally, he wants to ask Agatha who built the tower at Old Owl (If the players ask her, answer is Arthindol).

Reward: 200 XP for discovering Kost and his zombies (reported back to Daran Edermath). 800 XP for defeating Kost and his zombies.

Treasure: In Kost's tent, leather bag containing 35 sp, 20 ep, 20 gp, 5 pp, one pearl (100 gp), a **potion of healing**, a **scroll of darkness** in a bone tube, a jeweled box (25 gp), and a **ring of protection**.

4.4 NPCs

Hamun Kost Evil mage and necromancer at the Old Owl Well, red-robed, sallow skin, shaved head, tattoo on his forehead of necromantic symbol.

5 Part 4: Wave Echo Cave