

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.

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.

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*).

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.

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.

Reward: 275xp for defeating Klarg

The **Lionshield Coster supplies** can be found in this room. Among the supplies, there's a treasure chest containing 600cp, 110sp, **two potions of healing** (heals

2d4+2 hit points), and a jade statuette of a frog worth 40gp.

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.

Locations

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.

NPCs

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.

Harbin Wester Townmaster of Phandalin. Older human fighter hired by Gundren to escort him in his travels.

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

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

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.

4 Part 3: The Spider's Web

5 Part 4: Wave Echo Cave