

THE LOST MINE OF PHANDELVER

THIS CONTAINS SPOILERS FOR THE ADVENTURE

Background

For centuries, rumors of buried riches have attracted treasure seekers and opportunists to the area around Phandalin, but no one has ever succeeded in locating the lost mine. In recent years, people have resettled the area. Phandalin is now a rough-and-tumble frontier town.

The characters, Atreox and Regan, are mercenaries in the city of Neverwinter when their dwarf patron and friend, Gundren Rockseeker, hires them to escort a wagon to Phandalin. Gundren has gone ahead with a warrior, Sildar Hallwinter, to attend to business in the town while the characters follow with the supplies. The characters will be paid 10 gp each by the owner of Barthen's Provisions in Phandalin when they deliver the wagon safely to that trading post.



PART 1 - GOBLIN ARROWS

In the city of Neverwinter, a dwarf named Gundren Rockseeker asked you to bring a wagonload of provisions to the rough-and-tumble settlement of Phandalin, a couple of days' travel southeast of the city. Gundren was clearly excited and more than a little secretive about his reasons for the trip, saying only that he and his brothers had found "something big," and that he'd pay you **ten gold pieces** each for escorting his supplies safely to Barthen's Provisions, a trading post in Phandalin. He then set out ahead of you on horse, along with a warrior escort named Sildar Hallwinter, claiming he needed to arrive early to "take care of business."

You've spent the last few days following the High Road south from Neverwinter, and you've just recently veered east along the Triboar Trail. You've encountered no trouble so far, but this territory can be dangerous. Bandits and outlaws have been known to lurk along the trail.

Party has done mercenary work for Gundren before

Scene: Day 2, 10am, sunny day, Atreox driving the wagon, Regan ranging either side

Immersion: the smell of grass and dirt, dried by the sun

You've been on the Triboar Trail for about half a day. As you come around a bend, you spot two dead horses sprawled about fifty feet ahead of you, blocking the path. Each has several black-feathered arrows sticking out of it. The woods press close to the trail here, with a steep embankment and dense thickets on either side.

Binding action: Regan will stealth in the woods and approach to try and glean what happened without giving away his location

The saddlebags have been looted. Nearby lies an empty leather map case.

Immersion: the touch of well made leather, supple to hand

Combat: party is surprised, but prevail, with Regan almost knocked unconscious since he was ahead

Binding action: being mercenaries, they ignore the goblins tracks and head to Phandelver to complete the mission and get paid

PART 2 - PHANDALIN

The rutted track emerges from a wooded hillside, and you catch your first glimpse of Phandalin. The town consists of forty or fifty simple log buildings, some built on old fieldstone foundations. More old ruins—crumbling stone walls covered in ivy and briars—surround the newer houses and shops, showing how this must have been a much larger town in centuries past. Most of the newer buildings are set on the sides of the cart track, which widens into a muddy main street of sorts as it climbs toward a ruined manor house on a hillside at the east side of town.

As you approach, you see children playing on the town green and townsfolk tending to chores or running errands at shops. Many people look up as you approach, but all return to their business as you go by.

Scene: Day 2, 4pm, two hours before sundown

Immersion: social, Regan remarks about the optimistic settlers building a life atop the ruins

Binding action - deliver the goods, then rest for the night



Barthen's Provisions

Elmar Barthen, english common accent

The frontier town of Phandalin is built on the ruins of a much older settlement. Hundreds of years ago, the old Phandalin was a thriving human town whose people were firmly allied with the dwarves and gnomes of the Phandelver's Pact. However, the same orc horde that sacked the mines at Wave Echo Cave laid waste to the settlement, and Phandalin was abandoned for centuries.

In the last three or four years, hardy settlers from the cities of Neverwinter and Waterdeep have begun the hard work of reclaiming the ruins of Phandalin. A bustling frontier settlement has grown up on the site of the old town, and is home now to farmers, woodcutters, fur traders, and prospectors drawn by stories of gold and platinum in the foothills of the Sword Mountains. Unfortunately, more than a few bandits and brigands have settled here as well, taking advantage of the fact that the area has no local lord or authority to chase them off. A gang known as the Redbrands has controlled Phandalin for the past two months, extorting and bullying everyone in town. The gang is led by a mysterious figure known to the townsfolk as Glasstaff.

Barthen also mentions that two more Rockseeker brothers, Nundro and Tharden, are camped somewhere outside town. Barthen hasn't seen them in a tenday and expects the brothers to return "any day now" to resupply. The shopkeeper also tells them that the Redbrands are making it hard on everyone, shaking down local businesses and flouting the townmaster's authority.

Options immersing

- Find and rescue the dwarves

- Confront the Redbrands (Sleeping Giant taphouse)
- Try and contact the brothers, or wait in town until they arrive

Regan persuades Elmar for a reward - something up to 25Gp in value for each of 1 & 2

Scene: Day 2, 5pm, one hour before sundown

Immersion: Elmar wishes them good luck, but has a look of consternation that he has agreed to rewards

Binding actions - investigate the taphouse, intimidate the Redbrands

Sleeping Giant taphouse

Grista, surly female dwarf with irish accent

The Sleeping Giant is a ramshackle taproom at the east end of town. Four human ruffians linger on the covered porch, perched on empty ale barrels or leaning against the wall. They all wear grimy scarlet cloaks, their sullen stares fixed on you as you approach.

One of the thugs spits on the ground. "Well, well," he snarls. "Here's a whole pack of little puppies. What do you want, puppies? Come here to bark at us?"

Regan attempts to intimidate the Redbrand Ruffians and fails

Severely wounded, the heroes hold off the ruffians, with Regan using his trademark luck to take down two of them outside the tavern. 2 of the 4 ruffians flee due to their wounds and losing their friends.

Regan takes a short sword and studded leather

Grista tells the party of the ruffians hiding in Tresendar Manor

Binding action: party goes to the inn before sundown

In the center of town stands a large, newly built roadhouse of fieldstone and rough-hewn timbers. The common room is filled with locals nursing mugs of ale or cider, all of them eyeing you with curiosity.

Stonehill Inn - Toblen Stonehill, high pitched indirect loud voice

Scene - 6pm, sun is starting to set, the rough table is slightly sticky with ale

Binding action: Regan searches for rumours and information on the Redbrand Ruffians

Rumour 1 - "Orc raiders have been seen on the east end of Triboar Trail. The townmaster is looking for someone to run them off."

Rumour 2 - "The Redbrands hassle every business in town, except for the Phandalin Miner's Exchange. They don't want trouble with Halia Thornton, who runs it."

Options immersing

- Find and rescue the dwarves
- Confront the Redbrands in their hideout
- Try and contact the brothers, or wait in town until they arrive
- Ask the Townmaster about the job
- Go to Phandalin Miner's Exchange

Party takes a long rest

Scene: Day 3, 6am dawn, clear day

Binding action: go to Townmaster, then Miner's Exchange to determine which job is lowest risk, highest pay

Townmaster's Hall

Harbin Wester, fat human, weasly corporate voice

The townmaster's hall has sturdy stone walls, a pitched wooden roof, and a bell tower at the back. Posted on a board next to the front door is a notice written in Common. It reads: "REWARD—Orcs near Wyvern Tor! Those of a mind to face the orc menace should inquire within." The notice bears the town's seal and an indecipherable signature.

Immersion: Harbin smells of sweat under his fine clothes, masked by perfume

Atreox uses insight to learn that Harbin is intimidated by the Rebrands

Phandelver Mining Exchange - Halia Thornton, charismatic but calculating human woman

Scene: 7am, smells of metal and dust in the trading post

Atreox & Regan fail the insight check on Halia, but Regan convinces her to up the reward to 125 GP

Binding action: go to the Redbrand hideout

Redbrand hideout

1. Scene: 8am, in the cellar, Atreox feels that the place is not deserted

The door opens onto a five-foot-wide landing fifteen feet above a large cellar, with stone steps descending to the floor in two short flights. Another door stands beneath the stairs to the north. A large stone cistern occupies the western part of the room, whose walls are lined with kegs and barrels.

Binding action: search a room for treasure, found satchel but made too much noise from the barrels

Combat: were not surprised and defeated the enemies, looting them

Time: 8:10am

3. Pit trap, 8:10am

Thick dust covers the flagstones of this somber hallway. The walls are decorated with faux columns every ten feet, and the double doors at the west end of the hall are sheathed in copper plate, now green with age. A relief carving of a mournful angel graces the doors.

Regan triggered the pit trap but saved himself in time. Atreox needed guidance and luck to get past the pit trap.

4. Trensendar crypts 8:15am

Three large stone sarcophagi stand within this dusty crypt, and propped up against each sarcophagus is a human skeleton clad in bits of rusty mail. False columns along the walls are carved in the image of spreading oak trees. The double doors in the southeast corner are sheathed in tarnished copper plate.

Combat: the party crushes the skeletons easily

5. Slave pens

This long room is partitioned into three areas, with iron bars walling off the north and south. Filthy straw lines the floors of those cells, the hinged doors of which are secured by chains and padlocks. A pair of

disheveled human women are held in the cell to the south, while a human boy is confined to the north. All are dressed in plain gray tunics and have iron collars fitted around their necks.

A heap of discarded clothing is piled carelessly against the far wall.

Scene: 8:20am, sound of groaning from the captives, a boy crying in his sleep

Combat: ruffians were ready due to hearing combat, but party not surprised and defeated them easily

Regan unlocks the doors and escorts the prisoners out safely. They learn about the wizard leading the group and also the hidden heirloom

Options immersing

- **Find and rescue the dwarves**
- **Try and contact the brothers, or wait in town until they arrive**
- **Complete the Townmasters quest on orcs**
- **Complete the quest for Halia Thornton**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruins**

6. Armoury 9:00am, Regan senses that there is more than meets the eye here, and feels a slight cold draft coming from the wall. Atreox takes some ammunition and Regan finds the secret door.

7. 9:05am Storeroom

This area is the north end of a large natural cavern, but it has been finished with dressed stone block walls and a flagstone floor. Several barrels are stored against the walls here, along with a number of empty crates, straw for packing, hammers, pry bars, and nails.

The cavern continues for some distance to the south. You can make out several passages that open up off the larger cavern, and what looks like a deep pit or crevasse in the floor.

8. Chasm 9:10am, constructed walls turn to natural stone walls that are damp and a little slimy to touch, feel a breeze on the face

A cold breeze fills this large natural cavern, carrying with it the faint scent of decaying flesh. A crevasse divides the cavern and is flanked by two rough stone columns that support the twenty-foot-high ceiling. Two arched wooden bridges span the chasm

Binding action: Regan stealth and scouts the room, succeeds at stealth, see the monster and comes back and discusses with Atreox. Weapons drawn they go forward.

Regan persuades the nothic to negotiate and throws over a ration packs to get information about the Redbrands and how to find them. The nothic tells them of the secret door. The party rests for a short rest and levels up to third level.

The leader of the Redbrands is a human wizard known as Glasstaff, so named because his magic staff is made of glass. (Only Iarno Albrek and the Black Spider know Glasstaff's real name.) Glasstaff's chambers are in the western end of the stronghold (see areas 11 and 12).

A mysterious figure called the Black Spider has hired the Redbrands to frighten off adventurers and intimidate the locals, for reasons unknown. The Black Spider has sent bugbears to reinforce the Redbrands and provide extra muscle (see area 9).

The Redbrands have a handful of captives in a holding area "near the old crypts," which are guarded by skeletons (see areas 4 and 5).

12. Iarno's room, 10:20am, the party hears a mage reciting the words of a spell under his breath

The walls of this bedchamber are covered with drapes of scarlet cloth. The furnishings include a small writing desk with matching chair, a comfortable-looking bed, and a wooden chest at the foot of the bed. Sitting at the desk is a short, dark-bearded human male in robes, studying a tome. He wears a princely mantle of ermine. A beautiful glass staff leans against his chair, within easy reach.

Combat: party surprises Iarno and knocks him out first round. Regan ties him up and they search the room.

Various papers and notes are stacked neatly on the desk, mostly consisting of Iarno's written orders to apothecaries and alchemists in nearby settlements for more materials for his workshop. The characters also find a letter signed with the Black Spider's symbol.

Lord Albrek,

My spies in Neverwinter tell me that strangers are due to arrive in Phandalin. They could be working for the dwarves. Capture them if you can, kill them if you must, but don't allow them to upset our plans. See that any dwarven maps in their possession are delivered to me with haste. I'm counting on you, Iarno. Don't disappoint me.

Atreox attunes the staff of defense.

11. Wizard's Workshop, 11:25am, Regan feels a small presence disappear when he enters the room

This room appears to be a wizard's workshop. A large worktable set up with alembics, retorts, distillation coils, and other alchemical devices, all of it stewing and bubbling away. Bookshelves are crowded with sheaves of parchment and strange-looking tomes.

10. Common room, 11:30am, Regan feels a worn wood door scuff slightly off the floor as it cracks open

Several worn tables and chairs are scattered around this large room. Wooden benches are drawn up against walls decorated with draperies of brown and red, and several ale kegs are propped up and tapped.

Four tough-looking human warriors wearing scarlet cloaks are gathered around one of the tables. A stack of coins and trinkets is heaped upon the tabletop between them.

9. Guard barracks

Combat: Regan bursts in on the drunken ruffians, gaining surprise, and killing 3 but the last one flees into the following room, alerting the inhabitants there. The party prevails by using the scroll of fireball, igniting the room and killing Droop, the goblin.

This barracks contains four roughly built wooden bunks, with heaped-up blankets and dirty dishes scattered about. A strong smell of unwashed bodies and rotten meat fills the air. Three tall, furry humanoids are lounging among the mess, barking orders at a sad little goblin that demeans itself for their amusement. Your sudden appearance causes the goblin to faint.

The bugbear divulges the location of **Cragmaw castle**. Party has a key to open all doors in the hideout. The party goes back to question the wizard, who complies and tells them:

The Black Spider is a drow (dark elf).

The Black Spider sent three bugbears to help Iarno keep the population of Phandalin under control, but the Redbrands have managed without them. The bugbears know the way to Wave Echo Cave, but Iarno does not.

The Black Spider is searching Wave Echo Cave for the Forge of Spells. Dwarves and gnomes of the Phandelver's Pact used the magical forge to fashion powerful magic items. No other members of the Lords' Alliance know of Iarno's betrayal

Phandelver, Midday

The party turns him over to Halia Thornton and collects their reward. They then return to Barthen's Provisions and tell him the job is done. Barthen promises to reward them once he is sure they are dealt with, and urges them to find the dwarves, since the brother's have not returned.

Stonehill Inn, 12:20pm, taking stock of the situation with an ale. Short rest.

- **Find and rescue the dwarves (Item worth 25gp + another for the Rebrands)**
- **Try and contact the brothers, or wait in town until they arrive**
- **Complete the Townmasters quest on orcs near Wyvern Tor (100gp)**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruin**
- **Journey to Cragmaw Castle**
- **Investigate the Black Spider**

They then set off to try and pick up the goblin trail and find their employer.

PART 1 - GOBLIN ARROWS (AGAIN)

Goblin trail

Goblin trail, 2:30pm, Atreox picks up the goblin trail, Regan ranges out front. Immersion - Atreox notes the irregular footprints of 12 goblins dragging two humans.

Regan finds the snare trap and avoids it, and then is wary, moving slowly looking for traps. He doesn't find the pit trap, but is agile enough not to fall in.

1. 4pm, Goblin's hideout, the smell of roasting meat emanating from the cave - it is inhabited!

Following the goblins' trail, you come across a large cave in a hillside five miles from the scene of the ambush. A shallow stream flows out of the cave mouth, which is screened by dense briar thickets. A narrow dry path leads into the cave on the right-hand side of the stream.

Binding action: Regan will stealth ahead into the entrance of the cave.

Goblin hideout

2. 4:05pm, Goblin Blind, Regan is unnoticed and surprises them, killing them before they can attack

On the east side of the stream flowing from the cave mouth, a small area in the briar thickets has been hollowed out to form a lookout post or blind. Wooden planks flatten out the briars and provide room for guards to lie hidden and watch the area—including a pair of goblins lurking there right now

3. 4:10pm, Kennel, Regan feels rough stone under his hands as he peers around the corner, and feels a squaihing under his feet, dog shit!

Just inside the cave mouth, a few uneven stone steps lead up to a small, dank chamber on the east side of the passage. The cave narrows to a steep fissure at the far end, and is filled with the stench of animals. Savage snarls and the sounds of rattling chains greet your ears where three wolves are chained up just inside the opening. Each wolf's chain leads to an iron rod driven into the base of a stalagmite.

Binding action: search the room after dispatching the wolves

Combat: Atreox and Regan kill the wolves using bolts and arrows, then move into climb the fissure. Regan attempts it but isn't strong enough and falls, taking a little damage. Atreox climbs it athletically.

8. 4:15pm, Klarg's cave, Atreox peers into the gloom, realises he can't see and needs Regan up with him. Climbing back down, he grabs the rope from Regan, and sends it down so Regan can climb up.

4:20pm, the party surprises Klarg and his goons, taking them down in a couple of rounds thanks to a Lucky crit on Klarg himself. They search the supplies and take a sample of the brand on the box but leave them there.

7. 4:25pm Twin Pools Cave, party changes to Atreox in front with his staff as a light source to explore

This cavern is half filled with two large pools of water. A narrow waterfall high in the eastern wall feeds the pool, which drains out the western end of the chamber to form the stream that flows out of the cave mouth below. Low fieldstone walls serve as dams holding the water in. A wide exit stands to the south, while two smaller passages lead west. The sound of the waterfall echoes through the cavern, making it difficult to hear.

6. 4:30pm, Goblin Den, one of the goblins flees over the bridge and into the main area and is pursued by the party. Regan shoots him and now wants to rush in but Atreox danger sense tingles as he peers into the gloom.

This large cave is divided in half by a ten-foot-high escarpment. A steep natural staircase leads from the lower portion to the upper ledge. The air is hazy with the smoke of a cooking fire, and pungent from the smell of poorly cured hides and unwashed goblins.

Highlights - Atreox uses two breath weapons hitting three goblins both times, rolls a 1 for damage each time. Regan's Sleep only affects 2 goblins. On 1 HP, the leader withdraws to the captive, trying to convince party that he will kill him and wants to negotiate. Atreox sees his true motivations using Insight and smashes him to a pulp with his staff.

Aftermath

Sildar, kindhearted human warrior of 50 years, and is grateful when the party unties him, telling them all he knows and asking them to escort him to Phandalin for 50gp.

- *The three Rockseeker brothers (Gundren, Tharden, and Nundro) recently located an entrance to the long-lost Wave Echo Cave, site of the mines of the Phandelver's Pact.*
- *Klarg, the bugbear who leads this goblin band, had orders to waylay Gundren. Sildar heard from the goblins that the Black Spider sent word that the dwarf was to be brought to him. Sildar doesn't know who or what the Black Spider is.*

- *Gundren had a map showing the secret location of Wave Echo Cave, but the goblins took it when they captured him. Sildar believes that Klarg sent the map and the dwarf to the chief of the Cragmaws at a place called Cragmaw Castle. Sildar doesn't know where that might be, but he suggests someone in Phandalin might know.*
- *Sildar's contact in Phandalin is a human wizard named Iarno Albrek. The wizard traveled to the town two months ago to establish order there. After the Lords' Alliance received no word from Iarno, Sildar decided to investigate.*

Along the journey back, Atreox, being a straight shooter, mentions he already knows the way to Cragmaw, and that Iarno was working with the Black Spider, a drow.

6pm, the party arrives back at Phandalin before nightfall, going straight to Stonehill Inn.

Binding actions - party takes a long rest, then Sildar wants to go Lionshield Coster for the loan, Barthen's Provisions and also the Townmaster's place, before setting out to Cragmaw Castle for Gundren.

Scene: Day 4, 6am, Phandalin town, sunny day, Barthen's Provisions. Barthen is glad to see Sildar, and has heard of the Redbrand's demise. He grants the party one of the rewards. Atreox takes silk rope, Regan a climber's kit!

6:30am, Lionshield Coster

Hanging above the front door of this modest trading post is a sign shaped like a wooden shield with a blue lion painted on it.

Linene, 35 year old woman with a scolding voice, when the party show her the brand on the supply box and tell her where they are, she gives them 25gp. The party spends the coin on some upgrades and Sildar gives them the 50gp reward for the escort.

7:00am Townmaster's office

After consulting with Harbin, Sildar pays the party 200gp for the news of Iarno, and urges them onto Cragmaw to find Gundren. He gives his backstory:

*As an agent of the Lords' Alliance, his goal is to bring law and order to Phandalin. As such, he **wants to find the lost mine of Wave Echo Cave and help the Rockseeker brothers put it back into production**, believing that bringing prosperity to the region will help civilize the town.*

*Sildar also encourages the characters to keep up the pressure on the Cragmaw goblins. **He offers the party a 500 gp reward if they can locate Cragmaw Castle and defeat or drive off the tribe's chieftain.***

Mission log

- **Find and rescue Gundren**
- **Try and contact the other brothers**
- **Complete the Townmasters quest on orcs near Wyvern Tor (100gp)**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruin**
- **Journey to Cragmaw Castle and defeat the goblin chieftain (500gp)**
- **Investigate the Black Spider**

Sildar provides the party a map of the area



Since both finding Gundren and the reward for driving off the goblin chief kill two birds with one stone, the party decide to set off for Cragmaw Castle with the directions they got from the bugbear leader.

PART 3 - THE SPIDER'S WEB

Cragmaw Castle

8am, heading north to Cragmaw, Regan ranging out ahead stealthily, Atreox at the ready 60 feet behind.

Random encounters

Day 4 - night - Atreox on watch, using light on his staff (range 20 feet). Perception 10. 5 orcs attack in the night having tracked them during the day. They get the jump on the party and surprise them.

Highlights - one of the orcs circles around to a sleeping Regan, coming to smash him with a heavy overhand strike with his greataxe. Regan luckily hears it just in time to dodge (uses Hero's Luck). But being prone he takes some damage before getting into the fight. The pair fight off the surprise ambush, but not without using some resources.

Day 5, 8pm, after an uneventful second day of travel, they arrive outside of Cragmaw castle in darkness. Binding actions: scout the perimeter (Regan well ahead) and look for a way to get in without alerting guards.

In the dim light from Atreox's cantrip, Regan stealthily investigates the walls and finds a concealed door in the north side.

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.

Immersion: the wind swirls around the fortress, whistling in the ruined tower

Binding action: Regan peeks behind curtain, and then behind locked door before deciding what to do.

Regan scouts all the corridors stealthily, noting doors and curtains, before coming back to Atreox.

Binding action: party takes the East door, Regan attempting to open while being stealthy, Atreox 20 feet behind with light cantrip on his staff.

14. King's Quarters, 10:05pm

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

a loud, growling voice demanding payment for something, and a silky smooth reply

Binding action: thinking the dwarf is Gundren, party attempts to surprise the occupants and attacks

Combat: the wolf is not surprised and acts first, the other two humanoids are surprised (even with Atreox's disadvantage). This is a tough fight, and with Atreox being downed and no means of healing, Regan manages to defeat the bugbear and wolf, but the doppelganger kills Gundren and flees with the map to the cave. Remaining uses of Hero's Luck are used.

Plot Armour: Gundren is not killed, but knocked unconscious.

Regan bars the door, gives Atreox a healing potion and they hole up until Gundren wakes up in 4 hours. During that period there is a random encounter - one hobgoblin guard loyal to King Grol the bugbear comes to the door. Regan manages to deceive him by imitating the 'drow' doppelganger that he is the guest of Grol, who is using the privy in the other room.

When Gundren awakes, he is glad to be saved, but dismayed at losing the map. He tells the party of his goal of reclaiming the mine and also learning of the fate of his brothers, and offers them a 10% share if they can recover the map or find some other way to get to location. Ideally The Black Spider could be defeated in the process.

Since the party are not sure if the doppelganger removed the map from the building (it did), logically they would like to search the fortress for it and the map. They escort Gundren outside the fortress using the same way they came in, and bid him hide and wait so they can take him back to Phandalin. They then return to explore the fortress.

12. Guard barracks, 2:20am, Regan hears the sound of heavy breathing coming from the other side of the curtain. It sounds like someone sleeping. Regan surprises the two hobgoblin guards, killing the one on duty

and intimidating the sleepy one into confirming that no drow passed through here. They leave him tied up and check the door to the south.

13. Owlbear tower, 2:25am, Atreox lifts the bar to the room, knowing they need to search everything.

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.

Combat: the Owlbear reacts first and does serious damage to both before they take it down. Searching the room reveals a hidden chest with treasure but no map. They quaff potions of healing, Atreox decides using his shield would be prudent, and they set out to check the rest of the fortress.

8. 2:30am, Regan listens but hears nothing, then stealthily opens the door and the hall is black so Atreox steps forward with his light spell. The atmosphere is oppressive and creepy in the dim light.

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.

Binding action: Atreox check out the Brazier, Regan behind the curtains,

Combat: they are both surprised by the Grick hiding in the shadows. They fight it off, and it flees to its master in the north room, alerting the goblins who hide. Regan enters the room, kills the grick but does not see the goblins.

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

Atreox investigates the altar, and the two are surprised by the goblins. The party fights them off, killing the head priest and forcing the other two to flee into the next room. Chasing them down the party kills one, then the second flees and forgets about the tripwire, and cannot dodge the cave-in. It is killed and the party can breathe for a second. They go back into the altar room to rest.

The guards are alerted by the cave-in, and Yegg, the goblin leader, sends two goblins to investigate. One sees the dead body of a goblin and assumes they accidentally tripped it when he reports back. The other goes to where our heroes are resting. Failing to charm or kill him, he escapes to alert the rest of the Goblins in the main hall.

Hearing shouts of many goblin voices, the party flees the castle to cut their losses. They find Gundren, and take a short rest, with Gundren using his darkvision to be the scout. The party rests until dawn.

Day 6, 6:00am, it is overcast and raining.

Binding actions. Suspecting that the goblins will be on alert, Regan is going to drink the invisibility potion and sneak in the concealed door to assess the defences. Atreox will wait out of eyesight. Gundren gives regan a horn to carry and blow if in trouble.

Regan detects a goblin hiding behind a curtain. Regan smashes a crate in a corner and hides in the other corner. One of them hears his footsteps as he brushes through the curtain, and calls out. Regan uses his new Lucky feat to reroll initiative. The goblin tracks him though and directs his friends, one of them managing to injure Regan as he flees deeper into the castle.

With good stealth and plenty of luck, Regan moves through the castle and can hear the goblins alerting a large number of their comrades in different rooms, until the castle is abuzz with enemies - too many for Atreox and Regan to handle. Not seeing anything like a drow or a map, but knowing the castle was not fully searched, he escapes out the same door and returns to Atreox and Gundren. They all agree it is best to return to Phandelver.

Day 7, midday, getting close to Phandelver on the Triboar Trail, Regan is scouting ahead and spots a huge ogre, blocking their way. Knowing Atreox and Gundren can't stealth, which means they can't really go around it, they decide to take it head on, leaving Gundren hiding in the bushes. The party flanks and defeats the ogre without so much as a scratch. They then continue on to Phandalin and to the Stonehill Inn, where they take a long rest.

Back to Phandalin

Day 8, 6am party moves through the town to talk to the various personalities, while Gundren consults with Sildar at the Townmasters place. Sildar pays the party for defeating the bugbear chief of Cragmaw. Regan pays off some of his debt to Atreox, who then buys some plate mail.

Quest options

- **Complete the Townmasters quest on orcs near Wyvern Tor (100gp)**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruin**
- **Goal: Find Wave Echo Cave and Investigate the Black Spider**

The map to Wave Echo Cave nowhere in sight, Gundren implores the party to try and find leads. While Atreox is getting fitted for his plate, Regan uses his network to put out the word on the both the cave location, and the Black Spider.

Day 8, 10am, Atreox and Regan come back together to visit the other parts of Phandalin. Starting with the Shrine of Luck, where sister Garalae, a pretty young elf with an Irish accent, asks the party to journey to get information from a banshee regarding an important spellbook. She offers three potions of healing. The party take the quest, and Regan convinces her to give them one potion up front in case they run into trouble.

Day 8, 11am, Eldermath Orchard, Darran the softly spoken retired elven warrior, thanks the party for their party in bringing Glasstaff to justice and speaks of undead troubling the Old Owl Well. He has nothing to offer, but talks of a dangerous magical artifact to be found there. Atreox, without an offer of pay, makes no promises and is brusque with Darran (while mentally noting the potentially powerful magical item)

Day 8, midday, party goes back to Sleeping Giant taphouse for lunch. Regan tries to find out any rumours, but his subtlety is lost on the townsfolk. Atreox bellows - anyone have a job? Only Lanar, a miner, pipes up about the orc trouble mission posted on the Townmaster's hall (which the party already knows about).

Day 8, 1pm, Alderleaf farm. Qelline, a middle-aged female halfling, thanks the party for ridding the town of the Redbrand presence. When asked about Wave Echo Cave, *she suggests that they visit Reidoth and ask for his help, "since there's not an inch of the land he doesn't know."* *She tells the characters that Reidoth recently set out for the ruins of a town called Thundertree, just west of the Neverwinter Wood. The ruins are about fifty miles northwest of Phandalin, and she provides directions so the characters can easily find the place.*

At last, a lead! The party consults the map of the surrounding area provided to them by Sildar. Gundren and Sildar are excited to hear the party is heading out.

Open quests

- **Goal: Find Wave Echo Cave and Investigate the Black Spider**
- **Deliver a jeweled silver comb to a banshee, Agatha, in exchange for information about Bowgentle's spellbook (2 healing potions)**
- **Complete the Townmasters quest on orcs near Wyvern Tor (100gp)**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruin**
- **Find Reidoth the Druid near Thundertree ruins, to ask about Wave Echo Cave**
- **Investigate Old Owl Well, undead might be guarding a powerful magical item**

Party plans: since they accepted pre-payment of a healing potion, Atreox insists they must fulfill Garalae's quest near Conyberry, and if they have time, check out Old Owl Well and Wyvern Tor.

Conyberry

Travel times:

- 3.5 days to Thundertree
- 2 days to Conyberry, then 1 day to Old Owl Well and 0.5 days to Wyvern Tor

Day 10, midday, Conyberry ruins, raining and overcast. Regan says to Atreox 'man, this place gives me the creeps' as they turn north on the little trail into the woods where Agatha lives.

The forest grows dark and still as the trail winds deeper into the trees. Heavy vines and thick layers of moss drape the branches, and the air is noticeably colder than it was in the ruined village. Rounding a bend in the trail, you see a screen made from the warped branches of trees standing close together, woven into a domelike shelter in the shadows. A low doorway leads inside.

Binding Decision: Regan will enter stealthily first, then Atreox. Regan's uneasiness translates to poor skill at stealth, and he manages to make noise as he moves inside.

A home of sorts is sheltered within the dome of woven branches. It is sparsely furnished with chests, shelves, a table, and a reclined couch, all of it old and of elven craft.

Binding Decision: Regan will hold out the silver comb, imploring, we are no threat, we come with gifts!

The air grows cold, and a powerful feeling of dread grips you. A cold, pale light flickers in the air, rapidly taking on the form of a female elf, her hair and robes waving in a spectral wind. She might have been beautiful once, but a hateful expression twists her features now. "Foolish mortals," she snarls. "What do you want here? Do you not know it is death to seek me out?"

Regan persuades Agatha they are no threat and offers up the silver comb for information.

The ghostly figure smiles with cold amusement. "Very well," she says. "I know that you seek many things. Ask me one question, and I will give you an answer."

Asking about Bowgentle's spellbook yields this:

Agatha tells them that she traded the book to a necromancer named Tsernoth from the city of Iriaebor more than a hundred years ago. She does not know what became of the book afterward.

Atreox feels certain she is telling the truth. They leave the comb on their way out, contract fulfilled. And head south through the mountains to the Old Owl Well.

Old Owl Well

Day 11, midday, Old Owl Well

As you crest a low ridge, you spy the crumbling ruins of an old watchtower standing amid the rugged hills. The place is so old that the walls are only mounds of rubble enclosing a courtyard of sorts, adjacent to the broken stump of an old tower. A colourful tent has been set up in the middle of the courtyard, but no one is in sight.

Immersion roll: smell, the heat of the midday sun baking on the dirt gives off a dry, dusty smell of earth and stone.

Binding Decision: investigate the courtyard, and if clear Regan stealth into the tent

When investigating the courtyard. The smell of decay wafts over them as zombies shamble out of the ruined tower!

Combat: Regan damages one before Atreox turns all but four of them with his channel divinity of Tempus. The evil mage comes out of the tent. Atreox recognises his tattoos as necromantic symbols, of the Red Wizards of Thay. When asked 'what is the meaning of this'? Atreox roars back, 'your kind disgust me, getting the dead to do your dirty work!' The wizard joins the battle, paralysing Atreox for his insolence!

The party prevails with minimal damage, and Regan knocks down the wizard with an arrow as he flees. They take a short rest, and Regan attunes his new Ring of Protection +1, taken from the wizard. They then head west to Wyvern Tor.

Wyvern Tor

Day 12, 1am, near Wyvern Tor. Party hides and takes a long rest until morning. Atreox fails a survival check to find a safe place and avoid a random encounter, of which a hungry owlbear emerges from the brush to surprise them and attack. Atreox was on watch, so his light cantrip provides sight.

The owlbear does serious damage to prone Regan, resting, but using many spells, the party manages to make it flee before Atreox finishes it with a guiding bolt. They decide to do a better job of holing up, and take a long rest.

Day 12, midday near Wyvern Tor, very well hidden in the forest. The party, feeling refreshed, start searching the hill for the orc camp, Regan doing the tracking.

2pm, the party finds the camp.

The faint smell of smoke hangs on the air as you ascend a rugged ridge on the lower slopes of the hill. Fifty yards away, a cave mouth opens up at the bottom of a ravine. Hunkered down by a boulder twenty yards outside the cave, keeping watch, is a single orc.

Binding Decision: Regan stealths closer, and if the orc is alone, ambushes it. Atreox waits some 60 feet back until Regan signals him.

Combat: Regan surprises the lone sentry, but misses his attack, so Atreox blasts him dead with a guiding bolt from distance.

They then peer into the cave to determine their next steps. The cave is lit from the entrance in the sun for the first part, and then dimly lit in the back corners of the cave. They can see a group of orcs talking around a fire. Regan successfully stealths in and sees all enemies, while Atreox hangs in the back, having already boosted the party with Aid and ready for combat.

Combat: with a weak surprise round (sleep spell only 1 orc, and hold person failing), the party expends a lot of spell slots to prevail, helped by taking out the leader quickly which made the others flee. Hideous Laughter FTW on the ogre.

2:15 pm, Concerned that the orcs may return, the party plunders the cave and moves out quickly, heading back to Phandalin without incident 2 days later.

Phandalin

Day 14, 6am, Phandalin. Party returns to each of the quest givers before going back to the Inn and resting.

Day 14, 6pm, Phandalin. Party notifies Gundren and Sildar that they are heading to Thundertree ruins to pick up the trail for Wave Echo Cave. Gundren has given up on ever seeing his brothers alive given how much time has passed...

- **Goal: Find Wave Echo Cave and Investigate the Black Spider**
- **Recover Mirna's heirloom (emerald necklace) in an alchemy shop in Thundertree ruin**
- **Find Reidoth the Druid near Thundertree ruins, to ask about Wave Echo Cave**

[DM focus areas]

- More careful on Spellcasting and free hands
- Using Sentinel
- Additional encounter chances every hour and during short rest if not in safe house

Thundertree Ruins

Random encounters - time passes uneventfully on the potentially dangerous Triboar trail until the final night before arriving... 3 hungry wolves decide to ambush the party while Atreox is on watch and he is able to sense them approach and wake Regan before they pounce! Both characters get bitten, but they drive the wolves off without too much trouble and without using any resources, saving them for the ruins.

Day 17, 6am, Thundertree ruins

Gradually, the trail becomes an old, overgrown lane winding between dilapidated buildings choked in vines and brush. Ahead of you, in the middle of the settlement, rises a steep hill, upon which stands a stone tower with a partially collapsed roof and an adjoining cottage. A dirt road hugs the base of the hill and wends its way between old stone houses, many of which are roofless ruins with interiors open to the weather. Other buildings appear more or less intact. The whole place is eerily silent

Binding Decision. Regan is going to scout 60ft ahead and attempt to stealthily identify the alchemy shop or Reidoth. They will go building by building.

1. Western Cottage, 6am

Cowering in the shadow of an old tree is a crumbled stone cottage with no roof. Weeds are rampant here.

Immersion: skin, Regan touches the ruined door frame and feels the door is wet and slimy and swollen

Binding Decision: Regan will glance in the doorway of the ruined cottage. He notices two twig blights and is unsure of their intentions but since they aren't attacking and the cottage is not what he is looking for, he moves on.

2. Blighted Cottages, 6:05am

These ruined, side-by-side cottages look as though they might have been the homes of prosperous shopkeepers or well-off farmers in their time. All that remains are collapsed walls and piles of debris. Several young trees have grown up in the midst of the ruins.

Immersion - Regan has a weird tingle down his spine that the harmless looking plants aren't that harmless, and he gets the creeps.

Combat: 8 twig blights attack, although the sixth sense saves Regan from surprise. The party emerges with a few scratches, especially Regan who was *am-bush*-ed.

Binding decision: party searches in case this is an alchemy shop.

3. Blighted Horse, 6:10am

A weathered signboard by the door of this large building shows the faded image of a workhorse holding a flagon of ale. The building is sagging and dilapidated, but it is more intact than the ruins across the road.

Immersion: Regan turns to Atreox and says "fancy an ale? Might make exploring this crumbling ruin a little more fun!" Atreox responds bluntly "stay on the objective"

Binding Decision: usual approach, Regan scouts stealthily and will signal Atreox if it is clear or his attention is needed

Combat: Regan didn't spot the ash zombies and signals Atreox to come in, and they slowly get to their feet and attack! They dispatch them without using any resources, but Regan is by now a little bloodied.

Binding decision: search the place

4. Druid's Rest, 6:20am

This small house appears to be in better condition than the ruined and dilapidated structures nearby. The doors are reinforced with heavy iron bands, and thick shutters protect the windows.

Immersion: Regan feels the cold iron fortifying the door and wonders why this place is so protected

Binding Decision: Regan attempt to pick the lock, otherwise call Atreox over and knock

The party calls out and knocks, and the druid lets them in when they mention the townsfolk of Phandalin. Reidoth warns them of the threats in the area, and when asked about Wave Echo Cave, he offers to guide them there if they drive off the green dragon in this town.

The party decides to take a short rest before tackling the dragon.

7. Dragons Tower, 7:25am

At the top of the hill stands a round tower with a cottage attached. Both are in good condition, although half of the tower's roof is gone. A door leads into the cottage, and several arrow-slit windows are visible in the tower. You can't help but notice an eerie quiet in the area and a strange, acrid smell in the air.

Immersion: Regan tries to make light of the situation with a joke but Atreox silences him. 'Prepare yourself Regan. One never jokes when facing one of my ancestors. This will be your sternest test yet'.

Binding Decision: no stealth here, draw weapons and move inside, looking for the slightest sign of a dragon. Venomfang waits for them at the top of the tower, and taunts them as they approach.

Combat: neither party is surprised. The party flanks the dragon, with Atreox casting a spiritual weapon to add to the melee. Regan plays a deadly cat and mouse game of attacking, then hiding or running down the narrow stairs to avoid being attacked. After both players going down, but with healing word and potions available, they manage to damage the dragon to almost half health. Knocking Atreox down again, and unable to find the pesky halfling within range, and no breathe weapon to pour down the stairs, the young dragon decides it is not worth continuing to be at risk with such a small lair at stake, and decides to fly off. The party rode almost all their luck to prevail.

With his last healing potion, Regan brings Atreox back to consciousness, and the two search the meagre dragon hoard before going back to the druid's to rest. He agrees to accompany them to Wave Echo Mine when they are ready.

4pm After rest, the party want to look for the Alchemy shop.

5. 4pm, Blighted Farmhouse

This ruin looks as if it might once have been a farmhouse.

It is now half swallowed by a dense thicket, with trees growing up through its ruined foundations. The lane continues south a short distance past the ruin before ending in an overgrown field.

Immersion: sight - the trees look unusually thick and almost seem to be growing in real time and moving

Binding: Regan to stealth and just make sure this is a farmhouse and not an alchemy shop. Regan notices more twig blights in the building, but cannot be sure this is not what they are looking for just from the doorway.

Combat: Regan surprises the twigs, and casts a minor illusion of fire, and the twig blights, not being bright, flee the house!

6. Ruined store, 4:05pm

At an intersection near the middle of the village, a narrow lane winds up the steep hillside to the north. Directly to the south is a ruined building that might have been a store or workshop. Webs stretch across the lane, from the building to the trees on the north side of the road.

Immersion: the smell of fresh rain is a welcome one as the party approach the webs, which are glistening from the moisture. Atreox makes a survival check and senses the web strands seem to be larger than normal.

Binding: The party move through the webs carefully and into the building.

Combat: even with their guard up, the giant spiders surprise the party! Easily busting through the web snares, the party kills one and drives the other one off.

Binding: search the building. It is not what they are looking for.

8. Old Smithy, 4:10pm

A wide chimney and rotted piles of firewood jumbled outside the walls of this sagging building suggest that it was a smithy in its day.

Immersion: damp rot smell wafts up from the fire wood piles. This smithy is in disrepair a long time.

Binding action: Atreox, being a martial type, wants to search the smithy, and busts in the back door.

Combat: two ash zombies are here. Regan is fast and catches one prone before it rises. Nothing here, the party moves on.

9. Herbalist, 4:15pm

This ruined shop is cluttered with sagging storage shelves and broken furniture. Shards of glass and pieces of pottery glint in the weeds and rubble next to rotted books and casks.

The party searches the shop and finds the heirloom to take back to Mirna. Feeling confident and with life left in the day, the party decides to search the rest of the ruins in search of treasure, knowing that there will be some inhabitants here.

13. Cultist quarters, 4:30pm

This small farmhouse appears to be just another empty home at first glance. However, all the doors are shut and windows shuttered.

Immersion: Regan smells human sweat in the air on the way to the farmhouse.

Binding action: Regan stealths around to find an entrance, picking a door if necessary, while Atreox hangs back. Regan remains hidden but cannot pick any doors and therefore cannot get in. Atreox tries to bust down the door but is unsuccessful, but since the dragon flew away, the cultists have left. Eventually Atreox opens a door to find the place hastily packed up and no one there.

10. Old square, 4:35pm

On the east side of town, the lane opens up to form a small square. Several ruined buildings surround the south side of the square, but a larger, intact structure to the north looks like a barracks. One lane leads southeast, another heads southwest around the hill in the middle of the town, and a third way meanders north. In the middle of the square, leaning to one side ever so slightly, is a weathered wooden statue of a warrior clutching a spear and shield.

The characters cannot identify the hero, and leave the statue alone.

11. Old Garrison

The barracks appears to have weathered the years better than most buildings in town. Its rooftop features a simple battlement, and arrow-slit windows confirm that it was built to serve as a small keep in times of emergency.

Immersion: smell of smoke drifting in from outside the ruins. Regan turns to Atreox - 'last stop before we leave this place? Might be something good in there, looks like a garrison'. Atreox nods and grunts.

Binding: Regan listens at the door before opening.

Combat: the last of the garrison rise as ash zombies and attack! The party take a few scrapes, but prevail. They search the place but nothing is salvageable, so they head back to the druid's place, before heading to Phandalin first.

Random encounters:

Night 1 - 6 orcs

Day 2 - 2 ogres

Day 20, 6pm

The party makes it back to Phandalin after being knocked around by the ogres, and with the druid safely hidden during the encounters. They head to Gundren and let him know of next steps, and they take a long rest and level up (Lvl 5) ahead of the journey to Wave Echo Cave the next morning.

PART 4 - WAVE ECHO CAVE

Day 21, 4pm, Wave Echo Cave

Reidoth leads them the 15 miles east without incident, sticking to the brush that he knows well. Bidding them good luck and farewell, the druid leaves them at the cave entrance.

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.

Immersion: Atreox turns to Regan. 'This is it. The payload after these tendays. Stay sharp, the brothers didn't return, probably for a reason. But there be riches in here, I can sense it.'

Decision: there is no light here, so Atreox enters the room with his helmet lit for vision, and Regan staying in the dim light 20ft away stealthily. They search the cavern, including the body, before testing the rope.

Finding the dead dwarf's boots of striding and springing, Regan pesters Atreox to wait until he attunes them. Thankfully no wandering monsters disturb them.

2. 5pm, Mine Tunnels

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.

Immersion: Regan's danger avoidance sense starts tingling as they explore the mine tunnels, and both are on high alert.

Combat: an ochre jelly drop attacks Regan after Atreox moves along the shaft, but Regan is not surprised and they quickly dispatch it.

3. 5:05pm, Old Entrance

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.

Immersion: Atreox feels the crunch of debris under his boots as he moves forward to investigate the skeletons.

Combat: Stirges surprise Atreox, but Regan manages to spot them and *sleep* the majority of them. But three of them attach to Atreox and manage to bloody him from the blood loss.

4. 5:15pm, old guardroom

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.

Action: Atreox's helmet brushes against the 6 ft high door that was clearly designed for dwarves, as he enters the room, checking the ceilings carefully before investigating the bodies.

Combat: Atreox uses the oly power of Tempus to destroy 6 of the 9 skeletons, with Regan mopping up the rest. Party takes a short rest and are safe in the room.

5. 6:20pm, Assayer's office

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.

Action: Regan listens at the door, hearing nothing, Atreox enters and sees dwarven script on the papers, but cannot read it. Searching the room, Regan finds and unlocks the strongbox after 2 attempts.

8. 6:30pm, Fungi Cavern

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.

Action: Atreox, smelling the musty fungi, moves carefully through to scan the whole cavern. This releases a poison gas, which poisons him, sending him fleeing back out of the tunnel after noting the exit to the north. Regan, always hanging 20 feet back, avoids this.

Atreox makes a medicine check and realises he can just wait out the poison, which they do before moving on.

6. 6:40pm, South Barracks

Regan listens at the door and hears crunching and splintering sounds. Atreox heads in first, staff drawn.

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.

The party dispatches the ghouls quickly, then explores the maze of mining tunnels around the area.

9. 7:40pm, Great Cavern

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.

Action: Atreox will investigate, Regan in the shadows. The 7 ghouls rise from the bodies, surrounding the slow to react Atreox and attack!

Combat: The party backs up against the stairs and Atreox turns undead to make it a more manageable fight. Even splitting the ghouls in two, this was a tough fight! Atreox was paralyzed twice and is very wounded. One turned ghoul fled and the party was too weak to chase.

The party takes a short rest and uses some healing. Luckily, they are not disturbed.

7. 8:50pm, Ruined Storeroom

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.

Action: party investigates storeroom. Other than being relatively safe, there is nothing there.

12. 8:55pm, Smelter Cavern

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.

Action: scan the exits, then investigate the bellow.

Combat: as Atreox enters he notices the flameskull, and 8 zombies rise from the floor to attack. The zombies get destroyed by Atreox's channel divinity, but the flameskull gets a fireball off that knocks Atreox down and damages Regan. Regan's booming blade rapier finishes off the flameskull, then the party retreat to the storeroom to take a long rest.

7. 6am, Ruined storeroom

15. 6:05am, Forge of Spells

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.

Action: Atreox will insight and Regan will parley with the creature. Regan's insight picks up that the Spectator is fulfilling an obligation, and is able to bluff it into thinking it is no longer needed. Using a minor illusion cantrip to prove he is a wizard, that satisfies the Spectator, who disappears.

Action: Regan investigates the brazier and using Arcana guesses its property. The party takes the time to enchant their gear, for 12 hours, as well as picking up the magical items.

13. 6:20am, Starry Cavern

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.

Action: Atreox and Regan explore the cavern. Listening at the doors to the second building. Regan hears nothing, and cannot open the doors. Atreox fails to open the door, but Reggan, the weak but lucky halfling, manages to pry it open. Atreox grunts "I loosened it for you".

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.

Action: approach cautiously to inspect the chest.

Encounter: Mormesk the wraith appears and speaks:

Your presence is offensive to me, your life forfeit. My treasures are mine alone, not yours to plunder!"

Failing insight checks, the party believe they have to confront Mormesk, and attack. Atreox makes a religion check and realises it is a wraith with life drain abilities and shouts at Regan - 'avoid it's attacks at all costs'!

Combat: using Shield of Faith and the Staff of Defense, the newly magical weapons dispatch the wraith without the party taking a hit. The party moves out after taking the wraith's treasure.

16. 6:30am, Booming cavern

A narrow ledge overlooks a large cavern that houses a surging, seething body of water. The rhythmic booming heard throughout the mines is louder here. At regular intervals, a fresh surge of water funnels into this chamber and slams against the wall just below the ledge. The echo suggests that this cave might be one arm of a much larger cavern to the northeast.

Action: the party navigates carefully around the pool.

17. 6:35am, Old Streambed

This passageway is barely four feet high and is obstructed by rounded boulders and pebbles. It might have been a streambed, though no water flows here now.

The party doubles back to avoid Atreox getting stuck in the low tunnel.

11. 6:45am, North Barracks

Action: Atreox attempts to bust down the door but fails, alerting the inhabitants. Regan cannot either. The party turns to a different route and have to go back through the maze of mine shafts.

10. 7:00am, Dark Pool

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.

Action: the party edges with backs against the wall around the pool. Coming to another door, Regan listens but hears nothing. Atreox opens the door, not seeing anything, but hearing creatures attempting to be stealthy.

Combat: the bugbears get some solid hits in, but Regan's damage is too much and they take them down.

The party takes a short rest.

18. 8:05am, Collapsed Cavern

A wide rift fills the eastern half of this cavern. A stream pours out of the west wall, then tumbles down into the rift and flows out again to the north. Several ropes are secured to iron stakes along on the western edge of the rift, leading down to the chasm floor.

Action: party advances cautiously. They see a humanoid and a bugbear in the dimlight.

Combat: neither party is surprised, but the drow calls out an alarm to the bugbears below. Reading the thoughts of Atreox, he knows they are here for the mine and tries to warn his boss. The party takes them down, the drow just before making it to the next room thanks to Regan's pace in his new boots.

Action: the party investigate what the creatures were searching for. Regan with his expertise in perception finds the gauntlets under the rubble. Atreox dons them gladly, and they rest up in the bugbears barracks.

Regan leads them to where the drow doppelganger was headed.

19. 9:30am, Temple of Dumathoin

Six cracked marble pillars line the walls of this hall, at the north end of which stands a nine-foot-tall statue of a dwarf seated on a throne, a mighty stone warhammer across his lap. Large emeralds gleam in the statue's eyes.

Action: party investigates the statue.

Two bugbears stand by the table, flanking a dark elf dressed in black leather armor and robes. He clutches a black staff with a carved spider at the top and frowns as he sees you.
"It seems that I must deal with you myself. A pity it must end this way."

Combat: the party make quick work of the bugbears and spiders, but Nezznar casts invisibility and flees. With some great perception, and the use of spirit guardians when close, he is taken down. The party strips him of his items, binds him and searches his quarters.

20. 9:45am, Priest's quarters.

Aftermath

Party frees Nundro and heals Nezznar for questioning. He reveals he is the Black Spider and tries to convince them to free him. The party is resolute. After resting briefly, the party bring Nundro and Nezznar back to Phandalin, handing the latter over to Sildar, and the former over to his brother Gundren.

The Townmaster grants the party Tresendar Manor, which they will restore using money from the 10% share of the mine that will start flowing.