
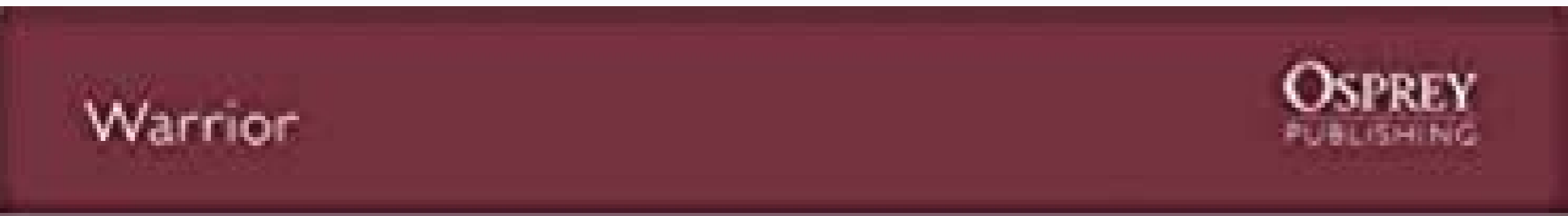


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Polish Winged Hussar 1576–1775



Richard Brzezinski • Illustrated by Velimir Vuksic



It is designed for PC levels 1 - 5 and has a good mix of wilderness, dungeon, and village encounters with a decent story. Handout 8: Puzzle Key (solved). Used to unlock a magical door. How convenient. You do. Plus, with the publication of The Dragon of Icepire Peak from the D&D Essentials Kit, the two are perfect adventure companions. Here are a few of my favorites. I've expanded the local map and included a roster of every resident of the town's 40+ buildings. Made with cut wood blocks, then spray-painted silver, with model paint details. Hopefully, you can use them to inspire your own epic adventure. Session 9 - During the Festival of Greengrass, the goblin army invades Phandalin. Most handouts provided further motivation for the players to want to hunt down the main villain, Nezzar, since he has no contact with the players until the last chapter. Part 2: Phandalin The characters arrive in Phandalin to find it terrorized by the Redbrands, a gang of miscreants led by a mysterious figure called Glasstaff. This resource is invaluable. (We played every other week for only 2 hours per session, the limit of a kid's D&D focus) We hope that you have as much fun and excitement when you run this adventure. This PDF includes all of the monsters encountered in the Lost Mine of Phandelver. Several of these leads point to Cragmaw Castle, which is the stronghold of King Grol, leader of the Cragmaw goblins. If you want a more in-depth analysis of the charts, check out my Dungeon Master Resource Page. If there is anything else that you think I should have here to help you run your own campaign, please leave a comment. These dragons are found throughout Tales From the Yawning Portal, except the Blue, who is in the novel Godcatcher. If compared with the real dungeon, the risen water level might help party find ways to bypass certain areas. You can download Lost Mines of Phandelver Pdf with complete content through the following link. They are great for handing out to players (as they explore each section) so that they can better visualize the encounter. Basically, it is a modified version of 4th edition Minion rules where each combatant requires "x" number of hits to kill (hobgoblins take 1 hit, hobgoblins take 2, etc). Dwarven runes translate to: Phandelver Forge of Spells I did not hand this out but, I used this as my source for the previous handout, in case you wanted to make your own ruined map. Handout 6: Found on Hobgoblin General following Goblin Siege of Phandalin Handout 7: Black Spider Map of Lost Echo Mine, found on Black Spider's desk. And the streaming of his actual gameplay sessions is the only one I can watch, even over Critical Roll! I would kill to play in his campaign. Feel free to use any, all, or none of these extras that I used to run the adventure. There are two files for the Equipment Lists. Handout 10: Mormesk's final journal entry. First, I keep all the important Player Character Stats on this cheat sheet. Basic Geography, Known Factions, Currency, Major Gods, the Standard Calendar, and a Brief History of the World are included. That's about it. More importantly, they recover Gundren Rockseeker's map to the lost mine, or learn the mine's location from one of the other leads they unearth during part 3. From the gods, factions, races, nations, geography, and history of the fabled land of Faerun, Jorphdan is the omnipotent god of trivia. Session 14 - The thrilling conclusion. In the rare event that I can't find what I need, I will use the Dungeon Masters Guild which is their sister site. One of the best sandbox adventures, and it takes place in the same town? Rogues prowl the dark alleyways of teeming cities such as Neverwinter and Baldur's Gate. The PDF is blank, so that you can pencil in your own PC stats. I've removed any reference to a specific date, so that you can set your campaign whenever you want. They include Monster Stat sheets, Encounter Lists, Village Rosters, Rules Synopses, Campaign Setting Overviews and more. They rescue Sildar and learn from him that Gundren and his brothers discovered a famous lost mine. Many people asked how I ran my Siege of Phandalin that occurs in Session 9. Use it to plan out the timeline of your campaign; never miss a festival, celebrate every holiday, and maybe even create a few new holidays (based on the Player's actions, of course). This helps me keep track of every room at a glance; including Monsters, Traps, Treasure and Experience Points that can be found or earned in each room. Nothing keeps players on their toes better than some random thing jumping out from the shadows. Seth Skorkowsky - This is a kick-ass site that dives into a ton of great stuff such as DM tips, player advice, RPG Philosophy, adventure reviews and overviews. Session 3 - The Mercs invade the peaceful village of Phandalin, try to be Murder Hobos, and pick a fight with the local gang of thugs. For the map key, see the Phandalin Village Roster above. The center binder holds four important handouts. I have been replacing all of my original and lost D&D materials using this website. On the roads and rivers of the Realms travel minstrels and peddlers, merchants and guards, soldiers, sailors, and steel-hearted adventurers carrying tales of strange, glorious, faraway places. Matthew Colville - This is by far and away, the best channel for getting advice about being a dungeon master. Good maps and clear trails can take even an inexperienced youth with dreams of glory far across the world. The Phandalin Battle Chart. Session 10 - The newly dubbed Saviors of Phandalin search for the mysterious four-fingered man and find the bum who owes them \$50. Just use the Search Bar to type in whatever you need to find and get the full description and statistics of that item. Adventure Resources This is a complete overview of our experience playing this adventure. Lost Mines of Phandelver Pdf contains stories about dungeons and dragon adventures. The Lost Mine of Phandelver (as well as most of the published adventures) takes place in the official D&D setting, The Forgotten Realms. His channel just won an ENnie award for best online content! Jorphdan - Jordan the ph is silent has one of the best channels that delves into the lore of the Forgotten Realms. The thing I miss most about the Old School D&D modules is the Monster Stat Sheet included in the back. I added 10 more. Then they trash the only good inn in town. I often keep the website tabs open on my phone or tablet to refer to them as needed during a game. There are five sections: The Campaign Diary - The full Tale of the Saviors of Phandalin as they attempt to collect on a \$50 debt. Go support your hobby and buy all the books! Next, is a homebrewed Critical Hit / Fumble Chart. Sildar knows only that Gundren and his map have been taken to somewhere called "Cragmaw Castle". Plus, I met him once and he is a truly great guy, so I'll try to help him out. The adventure lists about a dozen NPCs in the village of Phandalin. The Handouts - The module came with one handout to give to the players. Part 4: Wave Echo Cave That lost underground complex is now overrun by undead and strange monsters. PDF - Party Character Stats Stay back! Everything on this side of the screen is mine. If you prefer to type your own, you can recreate them using Microsoft Excel. Once you've downloaded it, you can read it anytime and anywhere offline. I use this all the time. His videos are always fun to watch and his interlaced skits are the only ones that are actually funny. PDF - Sword Coast Codex Welcome to Forgotten Realms 101. They mostly come in PDF format but some have a print on demand option. Most D&D settings are somewhere between those two extremes: worlds of medieval high fantasy with knights and castles, as well as elven cities, dwarven mines, and fearsome monsters. YouTube Channels There are a number of excellent YouTubers who produce good, useful content related to roleplaying games and D&D specifically. Here is a complete Equipment List from the Player's Handbook. To add to it's difficulty and mystery. Forgotten Realms Wiki - Every article of fact, trivia, and lore relating to the Forgotten Realms (where the 5th edition adventures are set) can be found here. No more forgetting a cool trap or missing a key plot point because it was buried in the text. Session 5 - Gather round while we replay the entire Phandalin section and then go off in search of the creator of the Forgotten Realms. PDF - Rules FOUR PAGE Who needs a Player's Handbook now? Even farms and freeholds within a day's walk of a city can fall prey to monsters, and no place is safe from the sudden wrath of a dragon. TPK, here we come. Session 6 - The Mercs find the ruined town of Thundertree, the spirit of Ed Greenwood in a batty old druid, and, holy crap, a green dragon! Session 7 - We start with a TPK, then battle a very colorful sorcerer and take on the dragon! At level 2! And they steal some dragon eggs. Not that he needs it. I wanted a simple, basic set of rules that evoked the chaos of war without all the added math. A few set up future adventure hooks. Amid a wilderness of jagged, snow-capped peaks, alpine forests, lawlessness, and monsters, the coast holds the greatest bastions of civilization, including the coastal city of Neverwinter. And if you like these Resources pages, then check out the ones I've created for the other campaigns I'm running at the D&D Campaign Resources Page. PDF - Critical Hit-Fumble Table Thanks to Seth Skorkowsky (see below) for this bad-ass damage chart. Kobold Fight Club - Wandering Monsters are a staple of D&D. This is a region of adventure, where daring souls delve into the wreckage of ancient strongholds and explore ruins of long-lost cultures. Clerics in the service of gods wield mace and spell, questing against the terrifying powers that threaten the land. Websites Roll 20 D&D 5th Edition Compendium - Roll 20 is one of the best virtual tabletop systems and they have compiled a complete listing of every rule, monster, spell, and more that is D&D. Thousands of restless would-be heroes from backcountry farmsteads and sleepy villages arrive in Neverwinter and the other great cities every year in search of wealth and renown. Each month is listed by it's proper name, followed by it's common name, and the real world counterpart. First, is a brief (4 page) Rules Synopsis that includes info on Adventuring and Combat basics to help new players learn and veteran players remember some of the core rules of D&D. Skill checks require year to translate. The Online Resources - I've included links to some excellent websites that can help you run your game, along with some awesome YouTube channels that will improve your skills as a DM. The Charts - DM Resources Up next are all the charts and tables for the DM eyes only. Next, this Master Encounter List has all the keyed encounter areas of the adventure. Session 8 - The party arrives back in Phandalin to find that everything is not as it seems. I've included the adventure-specific charts and a blank copy if you prefer to make your own. PDF - Monster Stats Sheet Blank PDF - Encounter List Blank PDF - Village Roster Blank PDF - Calendar Forgotten Realms - Bonus! This is a blank calendar (6 pages) for use in the Forgotten Realms setting. The purpose of this side of the puzzle will not be solved until several adventures later. While it can be fun to role play the shopping spree, usually it's just easier for players to look it up and tell me what they bought. Developer: DND Beyond Website: The Lost Mine of Phandelver is the introductory adventure for the 5th Edition Starter Set. Just showing off some of the other props given to my players. No more forgetting a special ability, hunting through the book for a single stat, or

Running back and forth when running combat with two or more monsters.
Lost Mine locations are in black, Icespire ones are in red, Nezzar the Black Spider is there with his loyal followers, exploring the mines and searching for the legendary Forge of Spells. Here are a few that I use all the time. A number of interesting NPCs can also be found in Phandalin, laying the hooks for short adventures in part 3. The world of the Forgotten Realms is one such setting, and that's where the story in this adventury takes place. The adventurers have the opportunity to avenge Gundren Rockseeker, to ensure the prosperity and security of Phandalin by clearing the rich mine of its monsters, and to put an end to the troublemaking of the Black Spider—if they can survive the dangers of the Lost Mine of Phandelver. This single page will make running the adventure ten times easier. Yip, yip, yip! Drivethru RPG - This is an excellent source for finding all the OSR D&D adventures and modules from every edition, but especially 1st and 2nd edition. The Charts - All of the charts and tables that I use to run the campaign. The clues the characters picked up in Phandalin can lead them to spy on a mysterious wizard at the ruins of Old Owl Well, seek the advice of a dangerous banshee, oust a band of ores lurking at Wyvern Tor, and investigate the ruins of the town of Thundertree. PDF - Phandalin Battle Chart The massive Siege of Phandalin, where epic heroes and DM headaches are made. The Village Roster. Online Resources There are a number of excellent additional resources available online to help you be a better DM. Handout 7A &7B: Same map written in phonetic Drow and English. This is the translated version of the map that will lead to the Dwarven ruin of Khondrukar. Capt Corajus -Pronounced Captain Courageous, this channel is an excellent place to learn about the Old School Revival that is finding its way into more and more D&D campaigns. This two-page Overview gives your players the common knowledge that a person living in the Realms would know. This will be used when the players go through the Forge of Fury in Tales From the Yawning Portal. In the maps section, I include a merged map that depicts all the locations of both adventures. By adding the sandbox-style message board and the rampaging white dragon to the Lost Mine storyline, you can create an absolutely epic campaign that should take players up to 8th level and beyond. Fell magic, deadly monsters, and cruel local rulers are all perils that you face when you travel in the Forgotten Realms. Your players will become heroes as they save the village of Phandalin from hordes of goblins, doppelgangers and worse; all led by a sinister and maniacal Drow mage. Written in Drow. Session 2 - The Mercs with No Name sack a goblin cave, collect some second-hand furniture and find an NPC that I call Captain Exposition. Crest is the symbol for the Netherese, my end-game villains. The Handouts Handout 1: Wanted Poster outside Townmaster Hall Handout 2: First Black Staff Letter, found in Redbrand Hideout (only handout in the printed adventure) Handout 3: Dragon Cult Diary, found in Thundertree. Perfect for researching the people, places, and events of the world’s greatest fantasy setting. Wizards plunder the ruins of the fallen Netherese empire, delving into secrets too dark for the light of day. He has plenty of other things on his channel, such as reviews and advice about the 5th edition D&D adventures, a series on creating your own world, and collaborations with other YouTubers. This method only requires the use of the D20 die and this chart (and about 50 optional minis). Session 4 - The Mercs storm the Thug Hideout, pet some monsters, obtain the world’s ugliest valet, and play a wild game of Liar’s Dice. This is what the solved puzzle looks like when reversed. And a ton of ghouls. Here you will find out about all the original D&DC adventures as well as ways to incorporate the elements of Old School style of play into your game. I designed the map to wrap around a real book to disguise the fact that it was a map and to allow for the players to find a second, hidden handout (#10) inside. The characters must deal with the ambushers and then follow their trail back to the goblins’ hideout. Session 12 - The Saviors negotiate with Nezzar, the evil puppet master, by stabbing him with a sword. He also discusses several other RPG systems, including Call of Cthulhu, Cyberpunk, and Star Traveller. Given by Sildar following Doppelganger Ambush. Plus, it keeps the murder-hobos from killing your shopkeepers. The link does offer virtual books for sale, but the entire database is fully searchable and completely free. Or maybe it’s both. And yes, there will be a quiz at the end. The regional map shows just a tiny part of this vast world, in a region called the Sword Coast. His love of RPGs is evident in every syllable of every word. The Redbrands try to run the characters out of town, so the characters return the favor and storm the Redbrandlair. But the tables provided in most modules are pretty boring. Not a handout per se. And if my players ever read my Setting Synopsis, they would learn that this is the symbol of Talos, the God of Chaos. Each piece was found throughout the final dungeon, usually on the skeleton of a wizard. The Player Maps have all hidden locations, traps, and secret areas removed. Kobold Fight Club uses math, algorithms, and magic(?) to create memorable and unique random encounters for any level. I usually print them using a variety of construction and specialty papers cut to fit my printer. There are 64 pages that toll the story of adventure and how to play the game. No peeking, you conniving, cheating, double-crossing, lily-livered, dice-fudging, min-maxed, hobo-murdering, meta-gaming PCs! For further explanation of any of these tables, go to my Dungeon Master Resource Page. The Maps - All the maps that I used to run The Lost Mine of Phandelver, including some custom maps. Here the characters discover that the Black Spider is a drow adventurer named Nezznar, and that the Cragmaw goblins work for him (drow are elves who hail from a realm deep underground). This shows the top of the hill of the Tresendar Manor ruins. DM Map Dungeon 1: Cragmaw Hideout Player Map Dungeon 1: Cragmaw Hideout DM Map: Village of Phandalin Player Map: Village of Phandalin This map expands the village of Phandalin, including more shops and townsfolk. It will be unlocked by solving the reverse side of the puzzle, as seen here. PDF - Monster Stats Phandelver So, many forgettable details, forgotten no longer. Dragons, giants, demons, and unimaginable abominations lurk in dungeons, caverns, ruined cities, and the vast wild places of the world. The humming metal pays off, secret villains are revealed, and there’s lots of ominous foreshadowing. For those of you who prefer to make their own lists, here are links to clean, blank versions of all these charts. Obviously, prices can be adjusted, based upon the availability of the item and the quality of the shop. His series on Running the Game is phenomenal, and covers every topics from running a simple hack-and-slash dungeon to an open sandbox adventure and even a deep, sophisticated politically-motivated Game of Thrones style campaign. Mormesk gives lots of cryptic clues to his history and his plans, and delivers a strange prophecy of the future, or maybe the past. Campaign Diary Session 1 - Our merry band of mercenaries manages to lose their patron in five minutes and violate the Geneva Convention in ten. It helps me plan encounters and keep things balanced, especially when running things on the fly. Lost Mines of Phandelver Pdf is made in the light format and readable scan for fans of this adventure & game story. Known roads may be well traveled, but they aren’t necessarily safe. Refer to my How To Run a Fantasy Siege post for more info. Handout 4: Second Black Staff Letter, found after Doppelganger Ambush Handout 5: Ancient Map of Lost Echo Mine. Theses two-pocket folders hold each player’s character sheets, spell cards, handouts, and other PC related items. The Maps DM Map of the Exterior Locations Player Map of the Exterior Locations. PDF - Phandalin Village Roster My expanded map of the village of Phandalin, including more shops and townsfolk. Handout 9: Book Cover Map found in Mormesk’s chamber in the final dungeon. You can see it attached to my DM screen below. The Calendar PDF is 6 pages (2 months per page). The Handouts can be printed as is or used as a starting point for your own creative spin. When my players go through The Forge of Fury (see Handout 9) they will discover a door like the one found in LMoP. Lost Mine of Phandelver is divided into (4) four parts Part 1: Goblin Arrows The adventurers are on the road to the town of Phandalin when they stumble into a goblin ambush. Locations that need to be found are removed. This is also where I stole the Game On! tag that ends all my posts. Here is a clean version of the map for you to add your own names and descriptions to. This is the chart that I used to track all the combatant of that glorious battle. Session 11 - The Saviors finally get to Chapter 5, only to find zero treasure; just strange chunks of humming metal. After 20 sessions that took over a year to complete, we finally concluded the epic Lost Mine of Phandelver. In case you do want to run both “Lost Mine of Phandelver” & “Dragon of Icespire Peak”, here is a merged map that shows all locations for both adventures. They discover that the goblins (who belong to the Cragmaw tribe) have captured their dwarf friend Gundren Rockseeker and his escort, a human warrior named Sildar Hallwinter. It includes the basic equipment commonly available for purchase. Our heroes risk it all to save the village they call home. The Charts - Player Resources Prior to every campaign, I give my players a folder for their character. Wreckage of a technological civilization. The new roster lists a several more shops, class and level listings of the important NPCs, a few gossipy details, and a rundown of every combat-capable citizen (typed in bold) that will come to bear during my campaign’s goblin invasion. Session 13 - Having defeated Nezzar, The Saviors continue to search the dungeon, obsessed with finding more mysterious humming metal. The back side of each piece was painted as well. Although this is included in the Rules FOUR Page, some have asked for this chart separeately. Mine! My precious... I won’t let the nasties players seeeze you. And the evil spider god, Lolth, shows up. PDF - Encounter List Phandelver You’l actually have to click on the PDF link to see Chapters 4 & 5. This puts all of the relevant combat data for every creature in the adventure all in one place. Part 3: The Spider’s Web Provides the characters with several short adventures in the region around Phandalin as they search for more information about the Black Spider and the dwarves’ lost mine. PDFs - Equipment List & Equipment List Gear And no more role-playing the ever-exciting haggling encounter! Last, is the Setting Synopsis. This is a tremendous source for inspiration to add favor and spice up your campaign. In a hidden stronghold beneath an old manor, they find that Iarno “Glasstaff” Albrek, the leader of the Redbrands, is taking his orders from someone called the Black Spider and that the Black Spider wants the adventurers out of the picture. This was hidden inside the previous book handout, waiting for the players to find. Clockwise from the top: The Zeitbrille (Goggles of Glory?), Chuy the Flying Leopard Figurine of Wondrous Power, Tymora’s Fortune - the “Lucky” Coin, and inspiration tokens. Starting at Blasingdell (an unknown location) and following a series of standing stones to a place called Green River, then to a mountain range, the Five Watchers, and finally to a peak called “Blacktooth”. This map goes hand-in-hand with the Phandalin Village Roster DM Map Dungeon 2: Redbrand Hideout Player Map Dungeon 2: Redbrand Hideout DM Map: Ruins of Thundertree Player Map: Ruins of Thundertree DM Map Dungeon 3: Cragmaw Castle Player Map Dungeon 3: Cragmaw Castle DM Map Dungeon 4: Wave Echo Cave Player Map Dungeon 4: Wave Echo Cave Battle Map: Stonehill Tavern (Used during the Doppelganger Ambush) Battle Map: Village of Phandalin (Used during the Goblin Siege of the town) Full-sized Battle Map used for the epic final Battle of the Siege of Phandalin. Follow me to further adventures and excitement! As always, it’s better to show than tell, and Game On! In the Realms, knights dare the crypts of the fallen dwarf kings of Delzoun, seeking glory and treasure. My players love the chart since it allows them the chance to completely obliterate an enemy even at the risk of falling flat on their face, losing a weapon, or stabbing an ally. But it is his encyclopedic knowledge of the Forgotten Realms campaign setting is without equal.

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