The Complete

Tale of Phandelver

The legend of a group of adventurers, who start as mercenaries of the Dwarven Empire trying to find a lost mine and become the leaders of the first revolution against imperial might.

Lost Mine of Phandelver

Extended

Build of the Scenario

This campaign plays in 7 Parts. The overall structure of the entire storyline is found in this document. However, for magic items, some monster stat blocks, and parts of the story, it refers to the original *Lost Mine of Phandelver* booklet, referred to in this document as "booklet". Follow the instructions in this document, as they override instructions given in the booklet.

References

Whenever the text refers to a magic item, its name is presented in *italics*. For a description of the item, see the Lost Mine of Phandelver booklet on page 52.
Special items, such as firearms, are also written in italics. Their description is found in this document's appendix.
Similarly, monsters are presented in **bold**. Refer to the booklet on page 56 if you are in Parts 1-4. Otherwise, refer to the end of this document for their stat blocks, or the booklet if this creature appeared in Parts 1-4.
Page numbers always refer to the booklet, not this document.

Leveling

This campaign is a milestone-leveling type. That is, every time they start a new part, they gain a new level. This makes them level 7 for the final battle.

Mega-Appendix

This document has an extensive appendix. For simplifications, any references to it in this document are noted as "the appendix", with no specification as to which *part* of it. Here is an overview to the various parts in it.

Appendix A - Monster Stats
Appendix B - Factions
Appendix C - The World

The following should be printed one-sided as templates and other in-game usage.

Appendix D - Letters
Appendix E - Cards (for NPCs and weapons)

The last appendix is a player's handout and should be printed separately for giving out to them.

Appendix F - Endville Building Handout

Special Technology

This adventure plays in 384 OW, meaning the Dwarven Empire has brought quite some machinery to the world. Firearms and self-propelled vehicles can be found next to all the classical gear. Cards (which you can simply print out) for firearms are included in the appendix. You can use these as reference.
Vehicle stats are also included in the appendix.

Background

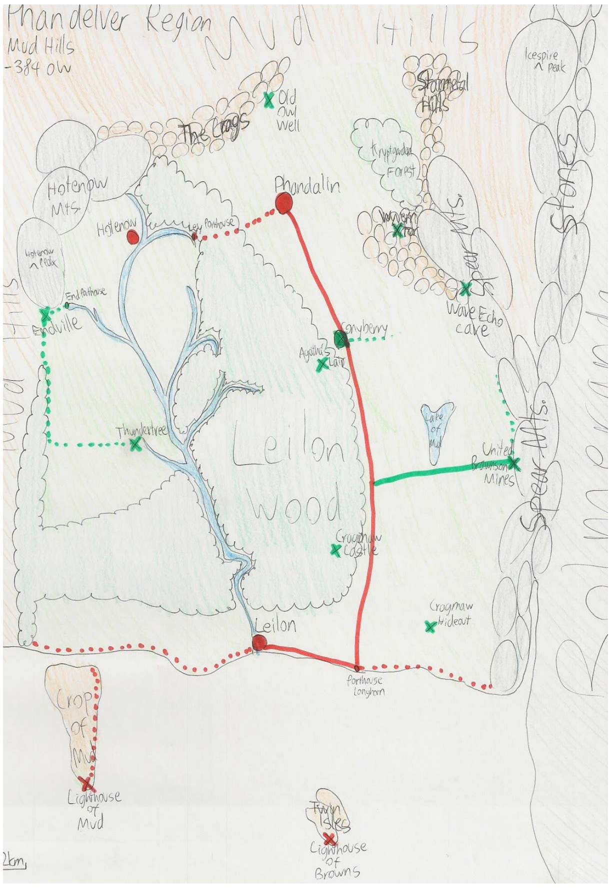
Backstory

More than five hundred years before this adventure starts, in the Mud Hills, dwarves hailing from the Dwarven Empire and gnomes coming from the Underdark made an agreement known as Phandelver's Pact, under which they would mine together in the wondrous Wave Echo Cave. After a few years of operation, human spellcasters joined the Pact, creating magical items by binding the powers of the cave to the Forge of Spells.
All went well until orcs swept over the world, and Phandelver was not spared. Orcs, empowered with mercenary wizards, overran the city of Phandalin and the Wave Echo Cave. A great magical clash ensued, resulting in the destruction of the cave. Its location was afterwards lost, as the survivors strained to survive in the hostile environment of the Mud Hills.
As time went on and the orcs were defeated by greater powers, the Phandelver region slowly grew again. New cities were founded, people lived happily. As the Dwarven Empire gained power back in the Material Plane, they sent out a garrison to Phandelver's most important city, Leilon, to govern the province. The people were majoritarily left alone, so no problems generated.
Recently (384 OW), a trio of dwarves sent by the Dwarven Empire - the Rockseeker brothers, people of the Battlehammer clan - have discovered the location of the mines, and plan on reopening them.

Unfortunately for them, they aren't the only ones interested in them. A mysterious villain known as the black spider reigns over a small network of goblin tribes and bandits, and wants it for himself.

Geography

This adventure plays in the world of Ochebana, a universe with a flat multiverse, meaning you can get to any place as long as you travel far enough. The more exact region is Phandelver, in the Mud Hills. Below is a map of the entire province.



Adventure Hooks

There are many ways in which the characters could become involved in the story.

The basic one is that they are hanging around in Leilon when they are asked by some dwarven soldiers, or by their friend Gundren Rockseeker, to escort a wagon to Phandalin for the "Rockeeker enterprise", with good payment promised. Gundren has gone ahead with a soldier, Sildar Hallwinter Battehammer. They are supposed to bring the wagon to Barthen's Provisions in Phandalin, going from Leilon.

Part 1 - Goblin Arrows

The adventure begins as the characters are escorting a wagon of provisions to Phandalin's Barthen Provisions under the request of Gundren Rockseeker. About an hour after leaving the coast, read the boxed text:

> In the city of Leilon, you were asked by dwarves to bring a wagon of goods to Phandalin's Barthen Provisions, for good payment. They mentioned something of a mine. Your patron, Gundren Rockseeker, set off earlier with his guard Sildar Hallwinter.
> You've encountered no encounters in your traveling as yet, but you know this territory is renowned for bandit attacks.

Now, play the adventure from the booklet. On page 6, start with "Goblin Ambush", and then go on with p. 7, "Cragmaw Hideout". Alter only this:
Sildar Hallwinter is a dwarf. Alter his stat blok accordingly. He is also a member of the dwarven imperial army, not the Lord's Alliance.

Part 2 - Phandalin

This part of the adventure can be run pretty much by the book. Keep the previously made alterations (in this case, Sildar being a dwarf).
There are a few alterings to be made, though. These concern "Town Description" and "Redbrand Hideout".

Town Description Alterings

In various occasions, players are presented with joining a faction or another. These do not exist. Each has a replacement in this world (who have similar values to those they are replacing), as shown here:
Emerald Enclave - Emerald Enclave
Harpers - Denise Spellnet
Lord's Alliance - Order of Fireforge
Order of the Gauntlet - Phandelver Guard
Zhentarim - House Mystraleth

Redbrand Hideout Alterings

Under 12. Glasstaff's Quarters - Developments (p. 26), the characters find two letters instead of the one given in the booklet. Both can be found as templates in the appendix of this document (S1, D1, D1map). The second letter also has a map attached to it, included in the templates
As this Part ends in the booklet, continue with Part 3 here.

Part 3 - The Spider's Web

In this part of the adventure, the characters follow up on the existing lines of inquiry. They need to set out into the forests and hills surrounding Phandalin to uncover the larger plots they are caught up in. The characters are not requires to visit all the locations in this section. Depending on which NPCs they met and which clues they found, some or all of the following information should be known to them.

- Qelline Alderleaf has suggested that the characters go to the ruined town of Thundertree and consult the druid Reidoth, who might know where Cragmaw Castle of Wave Echo Cave are.
- Sildar Hallwinter wants the characters to find Cragmaw Castle, rescue Gundren Rockseeker, and retrieve the map to the cave.
- The letter and map imply the characters should visit the United Brawnson Mines. Maybe there are people to be rescued.
- Townmaster Harbin Wester wants the characters to go to Wyvern Tor and chase the orcs away from that area.
- Sister Garaele wants the characters to seek out the banshee Agatha near Conyberry and ask her about Bowgentle's spellbook.
- Daran Edermath wishes the characters investigate the Old Owl Well.

Each of these possible quests has its own section in the booklet, except for United Brawnson Mines, which can be found below. Additionally, at the end of Cragmaw Castle, there is an addition: see below "Cragmaw Castle Addition" once the characters leave after killing King Grol.
Continue with Wilderness Encounters on page 27.

United Brawnson Mines

The party will likely approach along the old road.

> As you approach the abandoned mines, you see three dwarven wagons hidden three hundred feet from the path.

As they reach the old entry to the mines, they see large stone pillars and a rotten wooden sign on a side. On it is written in davek(dwarven runes): UBM.
Beyond the pillars, on the one-time central court of the mines, stand a group of Queen's Soldiers and a good dozen humans.

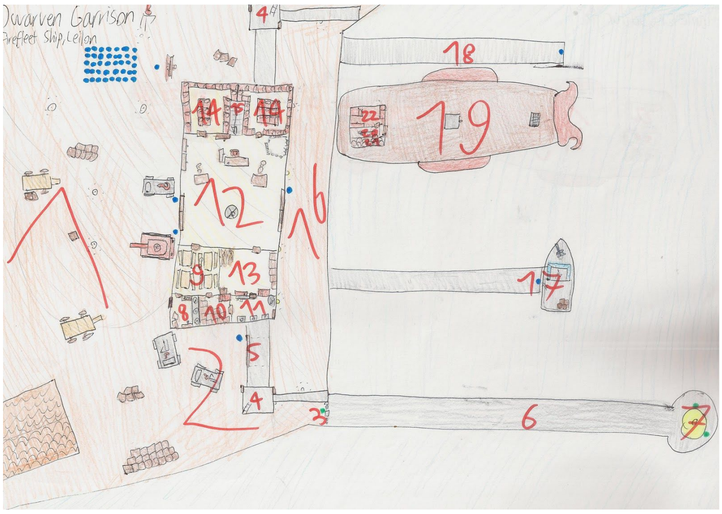
> Multiple dwarves in shining uniforms stand around a large group of kneeling humans. As you look, one of the dwarves raises his arms, and the humans are suddenly engulfed in roaring flame.
> As if it were all perfectly routine, the dwarves turn their backs on the braziers and go to the trucks, driving off soon afterward.

If the characters investigate the bodies, a DC 18 Investigation check will reveal that the corpses had runes engraved on their backs, which read as "Enemies of the Empire".

Cragmaw Castle Additions

In Room 6. (Hobgoblin Barracks), additionally to the treasure noted, there is a letter (H1). This gives some additional lore.
As the party leaves, a group walks up the main path. If Glasstaff managed escaping in "Redbrand Hideout", he is the evil mage leading the group, and has his *staff of defense* with him.
The group consists of an **evil mage**, 2 **redbrand ruffians**, and 2 **hobgoblins**. They will all fight, but the mage will easily start to flee, followed by his ruffians.
The mage carries with him two letters (D2, D3), as well as a badge with the dwarven symbol. It could be used to infiltrate imperial locations. D2 helps explain the situation. Covertly, the Dwarven Empire paid these creatures to ally with the hobgoblins (found in room **6**) to overthrow the tribe's leader and submit it to the dwarves.
He also carries with him a dwarven memo, D3. It talks about a deportation and "forbidden firearms" being brought aboard a ship to be brought to another base. This is a one-time opportunity to get hands on some nasty weaponry. If the party decides to go for it, they can do the "Firefleet" mission in this part before moving on to Wave Echo Cave.

Firefleet



When coming here, the party is acting on its own initiative to gain some high-class weaponry. To do so, they have to infiltrate the imperial garrison in Leilon, as swimming through the waters to the ship on which the goods are stored (**19**) would be too dangerous.

This is an interactive adventure. At the end of it, they will find themselves flying off on a flying ship and crashing somewhere on the Material Plane. They can bank out any time before they board the ship - but afterwards, they're railroaded.

Each blue dot represents an **Imperial Soldier**, whilst each green one shows a **Phandelver Guard**. Inside the garrison, rely on the description to know where the enemies are. All dwarves in this adventure are **Imperial Soldiers**.

> **Capture**
> The soldiers will try not to kill characters, and knock them out whenever possible. Captured characters will be brought to the Flamecrusader's Prison (room **32**).

1: The area around the main entrance and the large group of soldiers in the north are illuminated and will most likely result in causing the characters to be seen, while the rest is in darkness.

The two dwarves flanking the main doors can be fooled if those entering have the badge Iarno had (In "Cragmaw Castle Additions") and look somewhat like imperial or Phandelver Guard people.

There is also a small door leading to the kitchens(**8**). It can be opened with a DC 12 Sleight of Hand check or with the keys from the truck in 2.

2: The northernmost of the two trucks has a key dangling from its door. Both cannot be operated. The crates around the place are empty or stuffed with hay. The dwarven guard standing before the doors leading to **5** is asleep: discretion can get the party through these doors easily, as well as those leading to **4** which are unguarded.

3: The Phandelver Guard standing before this door is quick on her feet. If she is not defeated in the first two rounds, the alarm is sounded and the characters must quickly leave this place. If one of the party is human or human-similar, she can be convinced to join them, however, as the dwarves have been treating humans quite badly. The door to **6** can easily be opened.

4: Either tower is empty and well lit.

5: The corridor is decorated with frescoes of dwarven soldiers and magically lit.

6: The long wave breaker that leads to **7** is devoid of life. Characters can jump in the water here to swim over to **17** without being noticed.

7: The lighthouse is burning brightly. Two guards, out of view from each other, are sleeping. Each carries 12 gp. They can be fooled by the badge or convinced to join if the guard from **3** is with them.

8: The kitchen smells disgusting. There are foodstuffs all around.

9: The dining hall smells like bad and is empty.

10: In the storage room is a bed occupied by a sleeping dwarven cook (**commoner** stats).

11: The latrines are terribly stinky.On the wall is a pinboard with two notes. One is similar to D3, the other talks about a ship change (D4).

12: This is the main hall. It is currently empty. The cupboards contain official papers and suchlike, boring stuff. The central desk with the big red seat is the governor's. On it is a satchel containing 10 ep. The cage in the northeast corner is used to keep outlaws occasionally. The great doors to 16 are barricaded magically and can't be opened by the party.

13: On the two beds in this room, two dwarves are sleeping. The crates contain various maps and imperial documents.

14: Both rooms are stuffed full of sleeping dwarves. They should be left to sleep.

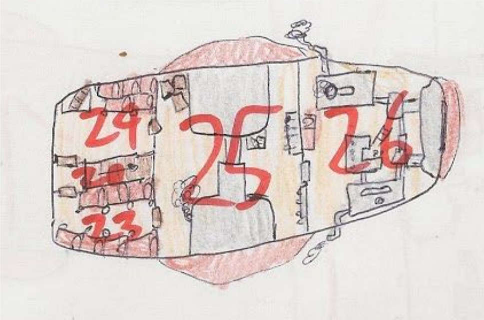
15: The wide stairs lead up to the official lodgings and rooms. There are many dwarven guards up there and this isn't where the party wants to go: so they don't.

16: The small military port is guarded by a single sleeping dwarf. He will be awoken by combat or gunshots, but dozes peacefully otherwise.
17: This small gunship is used for patrols and regulations around Leilon port. It is mounted with a gun turret. A single dwarf guards it attentively, staring out at the waters.
18: An invisible magical lift can bring creatures up from the dock upon the ship's deck. It will not work the other way around. The dwarven soldier at the end of the dock is sleepy and looking out at the waters.

19: The deck of the ship is barren. The grid leads down a dark ladder to **26**, the trapdoor to **25**.
20: The flight of stairs is dark and leads down a level.
21: The boxes contain stinking yellow stuff.

> **Note:** No soldiers on the ship will be fooled by the badge.

22: In the guardroom, two **Imperial Soldiers** are sleeping. They can quite easily be awoken.



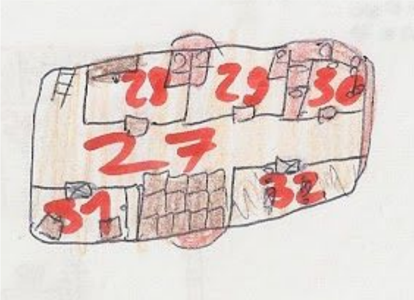
23: This is a sleeping room containing 5 sleeping dwarves.
24: This bunk room contains 3 sleeping dwarves and a ladder leading down to **27**.
25: This is the main engine room. The various crates around are filled with stinking yellow goo. It can be used either as food or as fuel. Anyway, on the control table to the east is a booklet explaining how to control this ship. At a given time when the party is in this room, they hear dwarven cries of alarm from outside. Getting away real quick would be quite wise - and why not with this ship? With the help of the booklet, they can easily get the engines going. Read:

> A deep hum permeats the ship as large gears start turning. You feel a lurch, and the sounds from outside quickly die down. You're safe from the garrison! But not from those on board, as you realize when two dwarves enter.

Two **Imperial Soldiers** from one or the other of the bunk rooms enter. If there are none left, no one enters.

> **The Firefleet - Some Lore**
> At the time this adventure plays, the Dwarven Empire is about to unleash upon the world its newest military creation - the Firefleet. It consists of ships able to fly thanks to three pods, and the one the party is on - the Flamecrusader - is one of the first of its kind.

26: Here's the control room. The course of the ship is already set and no one can change it. A dwarf is fumbling with the controls, trying to find out why the engines started. As battle starts and this dwarf cries out, the party hear a multitude of cries from behind. All remaining dwarves from **23** and **24** are running forward.
A character also notices a hissing valve leading from here into the engine room. If any damage is dealt to it, room **25** is engulfed is vapor and fire, killing all creatures in it. The valve quickly closes automatically, and the vessel simply flies on.



27: The noises above disturbed the **Imperial Soldiers** down here. Two are checking the prison; one is making sure the commander is still asleep; one is moving towards the ladder to investigate. The doors are labeled. In a clockwise order, they read Commander, Quartermaster, Guardroom, Cells, Storage.
28: This is the Commander's room. He is fast asleep and has the rank of captain. The closet contains uniforms and 22 ep, as well as a key that opens **31** and **32**.

29: Quartermaster's room. It is empty now, as he was one of the dwarves in **27**.
30: Guardroom. It is empty, as they were already encountered.
31: The door can be opened with a key found in **28**. In the chests and crates are, in total, two *dwarven rifles*, a *shotgun*, a *dwarven light machine gun*, and 200 automatic ammunitions as well as 30 shotgun shells and 25 heavy bullets. As soon as these weapons are found, two guards from the pool of remaining dwarven soldiers onboard come to investigate the noise. A few rounds afterwards, all surviving dwarves in the ship join the fray.
32: The cells here can only be opened with the key from 28. In one of them are eight human women, in the other seven human men. They were badly mistreated and have the words "Enemy of the Empire" branded on their backs. They need the party to help them survive.
End. This adventure railroads into one: the party flies off. If they try getting off beforehand, they will see the port is crawling with dwarves and they will not get away except by flying off as fast as possible.
Once they fly off, read:

> You see the ocean zooming past, far below, as your mighty ship flies through the air with only the faintest buzz. After a little while, you spot the dim coastline of another continent, far to the south. A black speck detaches itself from the sky - another flying ship.
> Without a word, the firevessel coasts into a position next to yours. There's two loud cracks, smoke, a flash - and you're tumbling down, fast, very fast.

Let the characters think of how they get out of this situation, how they try saving their hides. In any case, the Flamecrusader crashes into the shallow waters before the intralian shore, dealing a lot of damage to the characters. They must probably swim ashore, landing on the coast 10 km from Gollad (the Flamecruiser must have been heading for Longhorn Bay or Porto Pueblo). Anyway, the party must now deal with the icy temperature and maybe also help the liberated prisoners survive. They will make their way to the next haven - Gollad.

Gollad

Gollad is not a very dwarvish city, but it's still an enormous change from Leilon. And there are no ships heading for Phandelver - only the occasional one headed for Hawkroost, which is a true imperial city and not the place for the party to go to. Most people in Gollad are dwarves, although there are a few elves around.
If they investigate in the port, they can convince a grumpy old elf to ferry them back to Leilon for 10 ep each, or they could buy a sailing ship for 300 ep from an official dwarven dealer.
In either case, they manage crossing over to Phandelver. They can dock either in Leilon or along the coast, choosing the option:

Returning in Leilon

If they enter Leilon's port, read:

> On the dock near the weaponsmith's, you see three imperial dwarves questioning the vendor. Near the alchemist's, they're questioning a human. As you look, the dwarves take the weaponsmith's firearms for no apparent reason, kicking away the poor man. Two firefleet vessels and a warship are docked in the military port. The empire did not like your thievery.

The weaponsmith is called Björn Fjökull, and he will join the party if he can (he carries an Armuria revolver with him). If the party gets seen by any dwarves, they will have to leave town quickly.
If they try docking a ship or otherwise communicate with a Phandelver Guard, they pull the party to the side and explain they should flee quickly. The dwarves are angry and killed quite a few humans.

Returning on the Coastline

> As you jump into the cold water and waddle to land, you see two dwarven trucks approaching in the distance. You run as fast as you can, throwing yourselves behind meager bushes as they draw close. The trucks stop next to the ship. Four dwarves come out and quickly observe the surroundings. Then, they blow up the ship in a gust of flame. The trucks continue while two soldiers start searching the surroundings.

The characters could get away or fight the **Imperial Soldiers**, at your choice.

Part 4 - Wave Echo Cave

You can follow this adventure to the letterin the booklet, starting at p. 42. The exception is that, once the characters finish the boss, go to the next sub-part.

Ambush

As the party approaches the exit of Wave Echo Cave, read:

> You suddenly hear a loud voice, shouting in common and making the walls vibrate. "Come out of your hole, lousy bastards, and surrender! I, lieutenant Thorgir Battlehammer, Chief of Political Affairs in the Imperial Province of Phandelver, announce you as arrested! Your crimes against imperial law end now. Do not resist.

Looking outside, they see that the entrance is surrounded by ranks of dwarven soldiers. One of them stands in the center of path, with quite a lot of gold on his shoulders and a black armband.

Red dots ▪ represent a dwarf each.
The dwarves wait for three rounds. If the characters have not come out by then, they storm into the mine.

> **The Rockseeker View**
> The Rockseekers are still dwarves. Gundren thinks it is imprudent to oppose Imperial might, while Nundro says they've been bastards for long enough. They will hesitate to fight against the dwarves, anyway.

There is a total of eight **Imperial Soldiers** and the lieutenant. The lieutenant cannot die, and disappears as soon as battle starts, driving off in a truck.
If the party attacks the dwarves before they do so, four soldiers run forward while the others send fire bolts. Whenever a dwarf dies, another comes up until none are shooting: then, they all try to flee.
If the party remains in the mine, all eight storm it. They run in at a rate of two per round, swords ready. They will hunt the party through the whole place.
If one of the party members falls unconscious, read this:

> Just as things start turning sour, an arrow comes from nowhere and bores into a dwarf's head. Humans clad in green uniforms run out of the hills and onto the dwarves. Rescue has come!

These are six **Phandelver Guards**. They help the characters in the fight, but flee if three of them are killed. In any case, once the battle is ended, the guards appear - late or returning from flight. Their leader is a brown-haired human woman called **Lisa Körn**. She was a Phandelver Guardist stationed at Leilon before the now well-known party entered the garrison while she was on duty (if the party encountered or killed the guard at 6, she recalls taking heavy wounds from them before being saved by a wizard in the Phandelver Guard Headquarters).

> Note: If the party never actually went to the garrison to steal the weapons, some other human revoltees did so and somehow everyone believes it was the party.

The theft of the flamecrusader showed her that revolt against the dwarves was possible, and that it had to be done. That is why she, along with the other five companions, decided to abandon service. They had learned that the dwarves were planning to ambush the party at the newly discovered Wave Echo Cave and decided to help save them. Battle must start somewhere!

Part 5 - Joining Forces

Lisa and the others are now followers of the party (keep track of the various followers they acquire, to afterwards pit them off against dwarves in combat). She tells the party they must revolt, help unite the people of Phandelver to rise up together and defeat the enemy, chase them off the Mud Hills. The party, too, isn't dwarven, and they will be hunted by the empire anyway. Time to rise up the swords!

There are various places where the party could start finding help in the revolution. The dwarven presence isn't too strong in Phandalin and Hotenow, the party should be able to walk around there and find help. Ley Porthouse is guarded by a couple guards friendly to her who would surely join the cause. And finally, the party might ask for the help of the banshee Agatha at Agatha's Lair, druid Reidoth in Thundertree, the kobold tribe in old Endville, or even the Cragmaw goblinoids left at Cragmaw Castle.

All these place's events are listed in that order.

Phandalin

The town has changed quite a bit since the party eviscerated Glasstaff. The Redbrands, who previously were thugs and bullies, have turned to be protectors of the town, ditching Harbin Wester in his townmaster's hall. The inhabitants of Phandalin are now under five remaining Redbrand's protection, who have made the Lionshield Coster the town's new center.

The party is happily welcomed by the citizens. However, a faint column of smoke rises from where Edermath' Orchard used to be.

Upon confrontation, one of the Redbrands reveal this:

> The day following the night you stole that dwarven ship, three trucks and a tank came here. The soldiers jumped out, killed those they saw. Then they surrounded the orchard and told old Daran he should come out and surrender to the Dwarven Empire for crimes committed a hundred years back. He shot an arrow at the soldier, wounded him quite badly. Then the tank rolled up and just burned everything down. Old Daran came out, they whipped him and then cut his head off. And they rolled away again. Bastards!

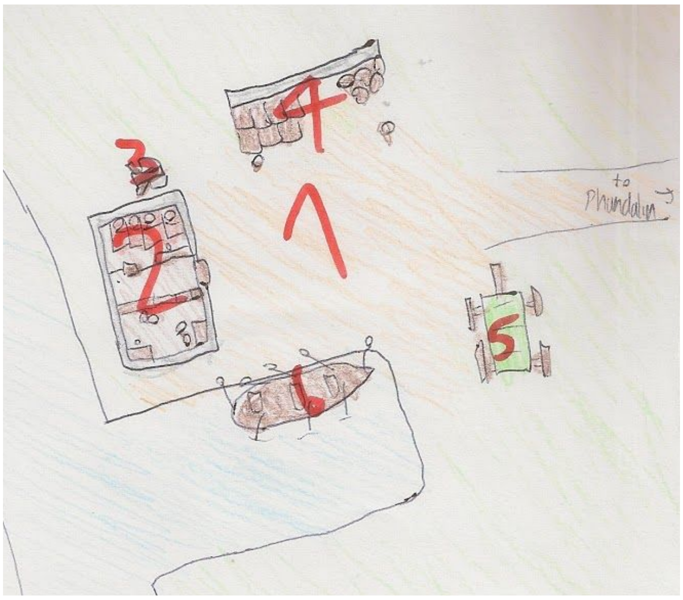
They have generally seen a lot more dwarven presence. Flying ships were seen once a day, they heard news from Hotenow soldiers had moved in. They're quite worried about all this, and would sure like to ally with the party to fight back. However, they have to stay here and protect the townspeople from the evil dwarves.

The party gain five **Redbrand Ruffian** followers who won't leave town, as well as 100 civilians. They offer rooms in the Sleeping Giant, whose keeper moved to Leilon to join with the dwarven army there, to any people the party want to leave behind (or even as headquarters for the force the characters will build up), as well as all the support the town can give.

Hotenow

The village has felt dwarven retaliation for the stealing of the flamecrusader much harder than Phandalin. At noon the day after the party had infiltrated the garrison, a dwarven warship had come up the river. Soldiers had parked it right into Thumbler Ship's lot, disembarking and rounding up all the people that were around. The humans in Thumbler's were brought aboard a smaller vessel for return to Leilon, while the other humans were killed. The soldiers then proceeded to burn Fanson Farm's fields and clothing shop, as well as arresting everyone in St. Emerald's for later killing. Amelie from the Blacksmith's was arrested because she possessed an ancient ochebanian (an empire that had opposed the dwarves) relic, being whipped and flayed on the bridge before dumping her half-alive body into the water. The guards in the post were sent away as the soldiers moved in. Since then, dwarven soldiers regulated most of the town, keeping it on a constant lockdown.

As the party reaches town, they immediately see that the dwarves were here. The blue dots on the map show the location of the **Imperial Dwarven** soldiers when the characters appear; they must liberate Hotenow (kill all the dwarves).



There are a few special locations in which some soldiers are. These are:

Phandelver Guard Post. Three **Imperial Soldiers** are here, resting from the tedious controlling of humans. Their bloody swords lie on the opposite side of the building.

Warship. The naval vessel is guarded by two **Imperial Soldiers** who are additionally armed with crossbows (+7, 2d8+3 piercing).

If the party manages to kill all the soldiers, cheerful people come out of their houses, chanting for their saviours. Of the 42 civilians that the characters saved, none can or want to fight. They will give any resources the town has to the party and expect their leadership.

The party is not supposed to keep the people here, as there surely will be dwarves coming back. They should form a caravan and bring the people away, maybe to Phandalin or Endville if they have been there already, or just dragging all of them along with them.

Award an additional 100 xp to each character if they find someplace safe for those additional civilians.

Ley Porthouse

As seen in the name, this is a porthouse - a small hut that serves as refuge for the people that come here by boat, usually to go from Phandalin to Hotenow or the other way around.

As the party arrive, they see no trace of dwarves - or travelers, for that matter.

1: As the party arrives here, four **Phandelver Guards** come out of the porthouse. They say that a few dwarves passed by a couple hours ago and told them to expect shipment coming through. As they say this, a keelboat appears on the river, and a cloud of smoke rises from the road. Battle is already on! The goal of the party: fend off the attackers.

2: Porthouse. The insides are the usual post: office on one side, sleeping room on the other. The door can be barricaded: it has AC 10 and 20 HP.

3: This is a dusty old machine bow. Its ammo would last for three rounds; read its effects in "Battle" below.

4: The storage shed contains crates of grains and barrels of water.

5: This Phandelver Guard wagon contains a pistol with full mag but no other ammo.

6: A rowboat with six spots instead of two. Shouldn't be used in the battle, except if the characters like swimming.

Battle

The dwarves arrive a few minutes after first sighting. First arrives the boat: it is heavily loaded with crates of stinking yellow stuff. Four **Imperial Soldiers** guide it. If they spot nothing suspicious, they dock, two of them disembarking and walking into the office. The trucks arrive two rounds later. The caravan consists of three trucks, the first and last each loaded with three **Imperial Soldiers**. If they, too, do not spot anything suspicious, the soldiers start unloading the wares. The dwarves should spot something wrong when no guards are

around, or the party is spotted. Anyway, battle is joined.
The machine bow can be quite efficient here. Pointing it at the ship does nothing except waste ammo. Shooting a truck for a round causes this:

> As the arrows bore holes into the vehicle's soft metal plating, something suddenly catches fire. A huge fireball engulfs the truck, a dwarf is flung to the ground as the vehicle disappears.

If that happens, the gunman gains 100 xp and a dwarf 10 fire damage. This happens only once: the other two stay immune to any shots. Pointing the gun at a dwarf causes him to barrel under the rain and die.
The four guards, of course, help in the battle. It should be an easy win.
The characters gain four **Phandelver Guard** followers, who will follow the party in their quest for freedom.

Agatha's Lair

The party might, or might not, have already been there. In any case, the banshee will manifest.
If the party already visited it, then just skip towards "Agatha". Otherwise, read here as the party goes to Conyberry to search for her.
The town of Conyberry was sacked by orcs years ago and now lies in ruins. The Triboar Trail runs right through the abandoned town, providing an easy landmark for locating the lair of the banshee Agatha. From the ruins of Conyberry, an old trail leads northwest into Neverwinter Wood. Agatha's lair is a few miles outside town.

> 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.

If the party is respectful as usual, read:

> 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.

Moments after the characters entered, the banshee manifests.

> 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?"

Agatha

If the characters are respectful and polite to the banshee, they can attempt a DC 15 Persuasion check to make the banshee help them in the battle against the dwarves. If they present a gift with a value higher than 10 gp, the check automatically succeeds.

> Her twisted features slowly merge into a smile. She cackles and says, "Very well, I shall help you. The dwarves are evil and everywhere, even the gods are unbalanced. Phandelver shall not survive. But a caravan of dwarven supplies will be headed from Leilon to Porthouse Longhorn, where they made a camp. Rob the convoy, and maybe use its weapons for more. Hahahahahahaah"

The banshee then dissipates. If the party immediately sets off for the road between Leilon and the porthouse, they will make it just in time. If so, continue with the adventure below.

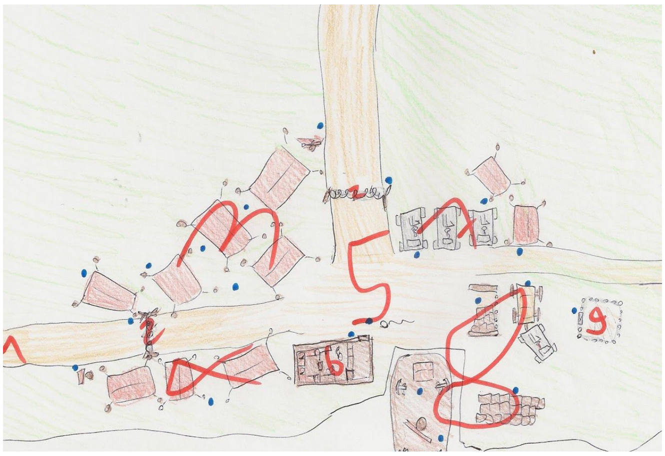
Convoy

The party spots the trucks ten minutes after they arrived. Just in time!
The convoy consists of three trucks led by a firetank. Each truck has three guards in it; the firetank, one. The party can attack however they want; three dwarves per truck will just jump out. The firetank will drive around, dealing 1d12+2 fire damage in a 10 by 20 foot rectangle. With a DC 15 Dexterity check and an action, a character can jump into the tank. Inside, the driver's attacks have disadvantage. The party member can then control the firetank (see card).
The trucks are loaded with stinky yellow stuff that the dwarves either use to eat or to fuel their

vehicles. The trucks and the firetank can be operated.
If the party now ends this adventure, each gains 100 xp and they can drive the vehicles wherever. If they don't, then they can continue towards that dwarven camp and see what the firetank can do there.

Porthouse Longhorn Camp

The porthouse is now surrounded by quite a few red tents, imperial banners floating in the wind. A warship is docked, soldiers milling about everywhere.



The blue dots represent **Imperial Soldiers**.
1: The party comes from here.
2: If the tank rolls through either barbed wire line, read:

> There is a loud crash, a bang, and bits of metal fly everywhere. The tank rolls on, undisturbed.

3: If the characters drive the firetank through this area, read:

> Flames streak out everywhere, dwarves and cloth burns. Tent poles crack under the vehicle's weight, swords clatter uselessly against the tank's side.

4: As the characters roll through here in tank, read:

> The tents become charred red pancakes as you pass.

5: This is the main plaza, with a big red dwarven flag planted on it. If the party destroys it, read:

> Flames streak up to the flag as the cloth slowly rips apart. Detached from the flag, the bit of red cotton flutters away in the wind as the pole smashes down.

6: Porthouse. The old porthouse is now empty. There are signs of battle and blood in it, although the sleeping room is quite orderly. On a wall, a huge emblem of the empire was drawn.
7: Three dwarven trucks, inoperable for non-imperials, are parked here. If the party shoots at it, read:

> As the flames lick the starr bodies of the trucks, one of them suddenly catches fire. In a loud roar, it explodes, sending the other two flying and crashing into tents.

8: The dwarves stocked the goods here. All crates contain yellow stuff.
9: This is a large metal cage. The door requires a DC 20 Strength check or a crash of the firetank to open. Inside are three **Phandelver Guards** with 2 HP and three human civilians. They were captured and put here a few days ago, fed with disgusting yellow stuff. They were badly mistreated. The fourth guard that was here fought back and was flayed before being thrown into the water.
The party, after having destroyed most of the camp, gains 800 xp (distributed equally), three **Phandelver Guard** followers, and three civilians. They should be brought to some safe place; two of the guards would like also staying with them, while the last one wants to fight as soon as he is healed.

Druid Reidoth

He can be found in Thundertree, in location **4**. Whether the party visited him before or not, he doesn't care. However, there is a difference if the characters chased the dragon away or not. If the dragon is still here, read:

> An old man in white beard steps out of the house, approaching you. "The dragon is loose!", he says. "Aye, dwarves were here, he's gonna kill everyone!"

If the characters ask for more information, he says that a single dwarven truck came to Thundertree, a few hours ago. Two dwarves in full regalia had walked up the hill to the evil dragon in the tower, while many hidden dwarves in the bushes had pointed guns at the same dragon. The dwarves had discussed, and given the dragon hoards of gold so it would fly to the human villages and kill everyone. The dragon accepted, and is about to fly off. The party must fight him!

The **young green dragon** Venomfang is in his tower, looking at the newly amassed loot before flying off. The party must fight him and gain the same treasure as described in 7 in the base scenario. If the party hunt him away, he doesn't attack the villages.

If the party did drive off the dragon beforehand, Reidoth approaches them joyfully and offers some wine for having killed the dragon. While doing this, however, despicable **ash zombies** rise from the old farmhouse (5) . Five of them lumber forward.

In any case, after the respective monsters are killed, the party gain a new **Druid** follower who will help them battle evil dwarves.

Endville

The town was abandoned after orcish incursions in Phandelver. A stray orc raiding party had fallen upon the small outpost that was Endville, raiding the town and killing half of its population. The remaining humans had moved away to Phandalin, abandoning the half-ruined village. A tribe of kobolds recently moved in, kalled Spikejaws. They buried some of their lair and are quite shy, having never made friends with anyone.

1: The place is full of old ruins. On the hillside is a small opening: the entrance to the den of the kobolds.
Any creature entering that must make a DC 15 perception check if it's looking out to spot the tripwire. Otherwise, a poison dart is shot out: +5 to attack, 1d12 piercing damage. If it hits, the target is poisoned.
2: This entrance is well hidden behind the trees. A person looking around here will spot it, though.
3: The old statue represented a noble human druid before: he was one of those who did the first steps of culturalization around here. The hidden entrance takes a DC 15 Investigation check to be seen by a searcher here.
4: The old ruins of the Phandelver Guard post hide the entrance to the Spikejaws' lair. It takes a DC 10 Investigation check.
5: When the party enters here, the halls are dead silent. Clearly, the kobolds are either hidden or trying to ambush them.
Shouting in draconic anywhere in the lair that the party comes in peace and searches only for help will result in 8 wary **kobolds** to come out of 9, ready to talk if that works. Go to "The Spikejaws".
6: This is the kobold's treasury: all they could loot from the surrounding ruins. After intense searching, 5 sp and 3 gp can be found. If the party is trying to ally with the kobolds, they should better leave the stuff where it is.
7: The root cellar is used to grow root (as food for the tribe).
8: Toilet.
9: This is the sleeping room, consisting of eight pits in the cave. If the party has not yet called out the eight **kobolds**, they are hiding here to ambush the intruders.
As the party enters, two large nets drop on them: it takes a DC 14 Dexterity saving throw to escape each of them; if any fails, they're restrained (DC 15 Strength check to escape one, 20 to escape both).
In any case, the kobolds question before hitting. If the party swears they were here to ally, they suspiciously let them talk. If the party stole anything in 6, or tries fighting back, they attack. If a single one of them is killed, the other seven try to flee, and the party gains nothing.

The Spikejaws

If the party convinces the kobolds they're friends, the kobolds are happy to talk. They moved in here a generation ago, living off the surroundings a bit. They don't know who the dwarves are, but they sure want to help the kind party (especially if someone is dragonborn). The kobolds become followers of the party, but only two would accept leaving the den to go attacking dwarves. However, they do propose to welcome any civilians the party have with them to hide out here, away from the dwarves and in the security of the subterranean.

They can dig two rooms a day for other people too, so let the party get creative. If they do decide to move all the civilians from Phandalin here, go to Part 6 with "Endville Refuge".

Cragmaw Goblinoids

The castle was reclaimed by some of the Cragmaw tribe after the characters killed everyone there. A group of hobgoblins who had been out raiding near Hotenow had returned, seeing the destruction and immediately assuming the role of leaders of the Cragmaws. A day later, the brothers of Klarg had arrived at the castle, here to claim their role as true leaders. Of course, the hobgoblins had refused to yield the throne, and battle immediately ensued. Now, the hobgoblins control the eastern side of the castle, the bugbears and their goblin followers the west.

The goal of the party will be to ally to one side and do the dirty work for them, killing the other side.

As the party approaches the old ruins, read:

> The old castle's wreckage didn't change much since your last visit. However, on the side where the entrance was, you see a bugbear giving orders to a goblin who skimpers away. On the opposite side, you see flashes of light as the sun reflects off firm hobgoblin's armors.

Here's the discussion if they go to the eastern (opposite of entrance) side:

> The castle's ruins lie before you. Proud hobgoblins in shining armor stand before it. One of them approaches you, pronouncing gravely: "Come join our side, noble adventurers! Kill the filthy bugbear swine, and we shall help you in whatever the reason is you came here for!"

The hobgoblin who talked is Keith Cragmaw, leader of the hobgoblins. He offers the alliance of the Cragmaw tribe against the dwarves if the party kills his enemies.

If the party goes to the western (entrance) side, read:

> A goblin sentinel eyes you suspiciously as you approach, then whistles shrilly. A bugbear lumbers out of the shadows. "I'll reward you mighty well if you wipe out those rebel scum on the other side of the fort!"

The bugbear who talked is Klam, a brother of old Klarg, and leader of the bugbears and goblins. He offers a great reward if the party kills all the hobgoblins.

Wiping out the Bugbears

The bugbears and their allies occupy rooms 2 through 6. Here's their descriptions:

2: In the old entrance hall are two **goblin** sentinels. They will try fleeing to 5. If the trap wasn't disabled yet, it's still there: DC 15 Perception check, DC 10 Dexterity saving throw or 3d6 blud. dam. on a fail, half on success.

3: There are four **goblins** in the room. If the party did noise fighting before, they attempt ambushing the party.

4: In here is Master Gram (a **bugbear**), who is ordering three **goblins** around. If there was sound before, they attempt ambushing the party. The four goblins from southern 3 join the fray two rounds after battle started. All goblins flee if Gram dies.

5: The old storage room is now occupied by three **goblins**. If the goblins from 2 fled here, the creatures in 6 and northern 3 are already here.

6: These are the glorious lodgings of King Klam, new supposed leader of the Cragmaws. He is a **bugbear** that deals an additional 5 damage and has 5 additional HP. He has a bodyguard force of a **bugbear** (cousin of deposed King Grol) and two **goblins**.

Wiping out the Hobgoblins

The hobgoblins master the rooms 11 through 14, and are ready to defend their honor and territory with their lives. The returned ones were strengthened by renegades from other outposts.

11: Four **hobgoblins** are garrisoned here. They are on high alert and ready to fight; after a round, those from 14 join the battle, with those from 12 and 13 joining a round later.

12: The sentinels here are ready to defend their leader. If they are attacked, the three **hobgoblins** wait for those in 13 to join before falling back on 14, where those from 11 will already have gone.

13: In here are three **hobgoblins**. If they're attacked, they fall back on those in 12.

14: The goblinoid leader Keith Cragmaw (**Keith Cragmaw**) resides on late King Grol's throne, along with his two beloved lieutenants (**hobgoblins** with +2 to attack and damage rolls). If battle

springs up here, all hobgoblins make way to here in their fastest. They all fight to the death, shouting glory to the true rulers of the Cragmaws.

If the party wiped out all the bugbears, when they return to the hobgoblins, read:

> The hobgoblin leader smiles a smile of true joy. "Thank you, adventurers, for liberating us from the plague of evil bugbears! Now, we can happily join the Dwarven Empire's ranks… we shall call together the tribe!"

If the characters attempt convincing Keith that joining the dwarves is unwise and he should fight against them instead, a DC 15 Persuasion or 15 gp does the job. Otherwise, he might be convinced to spend two **hobgoblin** followers to the party, which will protect the party to death for honor. If he does join the ranks of revoltees, within a day, 12 **hobgoblins** and 22 **goblins** are wound up to assist the party in the war. However, Keith says the goblins should better not be brought into battle. Additionally, he will immediately propose storyline-driving thoughts to the party, as written in the box.

> **Keith Cragmaw's Ideas**
> First off, the party must find sufficient followers to support the case, such as the many humans in Phandalin and Hotenow.
> Once this is done, a safe place for them must be found. He knows of an old abandoned village northwest called Endville which could do the job.
> Once everyone installed in Endville, he proposes to start striking out at the dwarves (see the next part).

If the party wiped out all the hobgoblins, read:

> The new King of Cragmaw, Klang, smiles crudely at the news and flips you three copper coins, telling you to get lost so he can unite the Cragmaws for the dwarves.

Either the characters accept this and go away, or they fight. The fight would be an epic battle between Klam (joined by one of the two other **bugbears** each round), helped by five goblins, and the party. If all bugbears are killed, the goblins stop fighting and immediately accept the party as their leaders. If asked to do so, they wind up 22 **goblin** (plus those surviving the battle) and three **hobgoblin** followers. The goblins would like to stay in safety with any other civilians the party has, protecting them; the hobgoblins will fight along with the party.

Part 6 - Revolution

This part starts when:

- The party is installing in Endville with the people from Hotenow and Phandalin, whereupon Lisa proposes to start attacking.
- Keith Cragmaw proposes to start striking out after having gathered everyone around.

Starting this Part Otherwise
The party might not have been to Cragmaw Castle, or helped the bugbears, or Lisa was killed. If this is so, wait until the party goes to Endville and decides to install their people there. If they go to Endville but don't use it as a safe haven, make Reidoth tell them to get to safety there. Or make a new Phandelver Guard group join the party which is led by Lisa's sister which immediately fulfills Lisa's role in this adventure.

Endville Refuge

The revolution is now on! However, before frontally attacking the dwarven garrison in Leilon, a few things should be done.
Any locations ignored from the previous part should be gone to; especially Cragmaw Castle or the Porthouses.
Endville can be built up to resist enemy assaults. This is explained in this paragraph.
Dwarven activity should be spied out so as to discover the location and timing of convoys and such, so as to start striking dwarven lines. This is explained in "Spy Network", within "Activities".

Expanding on the Spikejaws

The kobolds can dig an additional two rooms per day, as already written in "The Spikejaws". Additionally, the party can set up traps, or build tents or barriers on the outside. All this could accommodate the people.
First, the basic needs of the people are listed below, which must be completed. Then, building up Endville in is described, along with the cost for everything (following the basic rules for rooms in https://drive.google.com/file/d/13PHA3YVBTRsTSMW_Pt_YddqmczM6p61h/view?usp=sharing).

Lieutenants

Humor

The party should have at least one (Lisa or her sister) lieutenant, and normally have two or three. Each of those is initially friendly to the party and keeps their followers (for Lisa the humans that fight, for Keith all goblinoids) following the party's orders. However, they might become unhappy with the party. Either because roleplay produces it, or a lieutenant is neglected for too long. Then, they revolt, and the others maybe too. If this is the case, then the characters must succeed on a Charisma DC somewhere in camp to stop the revolt (it can be from 10 to 20, depending on the situation's gravity). If they succeed, the lieutenant leaves alone and might come back later on. Otherwise, they attack the party and the other followers directly, with the help of their followers.
Again, if they are not obedient (which is gained by building their homes), they might refuse doing certain things.

Their Views

Each has a defined list of stuff they want to have done. This does not include everything the party can do.

Lisa Körn

- Water must be fetched
- Root Cellars must be dug
- A spy network must be established
- The people must all be sheltered, if possible outside
- The place must be fortified with barricades
- Her house must be built

Keith Cragmaw

- A spy network must be established
- Endville must be fortified with barricades, lookout towers and traps
- A smithy must be built
- All civilians must be dug into the hillside
- His house must be built
- The hobgoblins need their barracks
- Bear Traps should be searched for

Brogneth Firedelve

- His dwarves get to keep their tents, and him too
- Their flag is placed in a central location

Count the Days!
The spy network yields results on a regular basis based on how many days passed, and certain events are geared to happen after a certain amount of days (Attack on Endville). Read "Events" quickly, but make sure to keep count of the days.

Basic Needs

Food: The root cellar produces 10 units of food per day - however, that is by far not sufficient.
The food needed equals to the amount of creatures participating in the revolution (small ones like kobolds or goblins count as 2 for 1 unit). However, most food will have to be stolen or otherwise procured. A crate equals to about 5 units of food.
Water: There is not a drop of water in Endville. The kobolds usually went once per day out to the river to drink. Now, a special detachment of people must go fetch water the whole day, as described in "Activity". The total water needed equals a aqunit per creature (small ones still count as 1).
Shelter: Each creature needs a home, including any out in the strike force or even the party themselves. Shelter can be built out of tents, dug by the kobolds, or otherwise created, as listed in "Building".

Building

The people need shelter, food and drinks must be stored, weapons safekept and other such things done - all of them listed here.
The party can arrange the stuff pretty much at will. Let them be creative, draw maps of their achievements!
Award the party 100 xp for each building achieved, and 50 xp for each trap.
There are already a few buildings present, being: a root cellar, a storage room, a latrine, and a cave shelter.

Cave Shelter

A small room dug into the hillside.
Construction Cost: 4 kobolds, 1 day
Space: 10 civilians or 3 fighters

Command Center (1)

A large tent, stuffed with documents and other things to help the commanders.
Construction Cost: 10 civilians, a day, five tents (see Stealing Tents).
Benefit: While in the command center, Charisma checks have advantage.

Barricade

A row of spiked wooden beams and heaped rocks.
Construction Cost: 10 humans, 1 day
Benefit: This produces a 20 feet (the length of **1**) long barrier which will be useful in the later battle.

Hobgoblin Barracks

A large wooden house, in which the hobgoblins feel at home.
Construction Cost: 15 humans, 1 day, 5 beds (see Stealing Beds).
Space: 5 hobgoblin follower quarters
Benefit: Hobgoblins gain an additional +2 to attack and damage rolls for a day after resting here.

Keith Cragmaw's Barracks (1)

Keith's home, a low-slung stone house.
Construction Cost: 20 humans, 2 days, a bed (see Stealing Beds).
Space: Additional 2 hobgoblins
Benefit: Keith and any hobgoblins can long rest in 2 hours here, but must rest for 10 hours next long rest. Additionally, Keith is obedient to the party.

Latrine (1)

A deep pit toilet.
Service: Toilets for the whole camp.

Lisa's House (1)

Lisa has a special home in mind for herself.
Construction Cost: 5 civilians, a day, a bed (see Stealing Beds).
Benefit: Whenever Lisa rests in her house, she gains an additional 5 temporary HP and is obedient to the party.

Lookout Tower

A low tower made out of wooden beams.
Construction Cost: 10 goblins, 1 day
Benefit: As long as there are 2 goblins on here each day, it will have a benefit in the later battle.

Root Cellar

A small room dug in the hillside, in which nocturnal roots grow.
Construction Cost: 4 kobolds, 1 day
Production: 10 units per day

Smithy (1)

An old ruin rebuilt with wood and stones, in which the old smith gives his best to craft stuff.
Construction Cost: 30 civilians, 5 days
Production: Any normal gear (simple or advanced) at twice the speed for free or ammo in a day for any object (except special ones) as long as 3 civilians are there

Stables (2)

A low-slung wooden building.
Construction Cost: 15 civilians, 2 days
Space: 6 mounts such as horses

Storage Room (3 outside, unlimited inside)

A room in which stuff is kept, either dug into the hillside or built on the old ruins.

Construction Cost: 4 kobolds, 1 day *or* 15 civilians, 2 days

Space: 100 units/aqunits or a wagon/truck

Tent

A stolen tent.

Construction Cost: 4 civilians, 30 minutes, a tent (see Stealing Tents).

Space: Five civilians or two fighters

Traps

There are a couple of these, listed here.

Bear Trap

Construction Cost: A bear trap (see Finding Bear Traps)

Effect: When a creature steps on the trap, the trap attacks. It has +8 and deals 1d10 piercing damage on a hit. A creature hit by the trap has a speed of 0 and must succeed on a DC 15 Strength check to break free.

Pit Trap

Construction Cost: 5 goblins, half a day

Effect: Whenever a creature steps on this trap's cover, it falls down 10 feet, taking 1d6 bludgeoning damage. Climbing out again requires a DC 10 Acrobatics check and an action.

Poison Needle

Construction Cost: 2 kobolds, 1 day

Effect: Whenever a creature stands within 10 feet before the trap, it fires a dart: +5 to hit, 2d10 poison damage.

Activites

There are loads of things the characters could do around Endville. They are listed as in Building, and group anything the many people at Endville could do, along with the leads for story they will contain.

Fetching Water

There is no water in Endville - this is an important task.

Cost: 1 civilian for 10 aqunits/day

These people will be walking to and fro between the river and camp to supply water for everyone.

Finding Bear Traps

Sending civilians out into the woods sometimes brings back bear traps.

Cost: 6 civilians, 1 day

Results: 1d3-1 bear traps

Spy Network

The party should build up a spy network, as Lisa, Reidoth and Keith insist.

Cost: 10 followers (half goblinoid, half human)

Results: The spies will come up with a line of occasions to plunder and destroy dwarven things. They are listed here in order of moments they appear:

Day 2: A truck convoy is headed to Phandalin, clearly with the goal of destroying it. Apparently, it was ordered by lieutenant Thorgir Battlehammer. Must be dealt with immediately - Lisa stands for it, Keith wants to continue building up Endville.

Day 4: A dwarven ship is sailing up to Hotenow to finish plundering it. Keith heard there is gold on it and wants to go now; Lisa says it's imprudent.

Day 5: The dwarves built up camp somewhere near Thundertree. Keith wants to go raid it immediately; Lisa and the humans come if Lisa is obedient.

Day 6: A dwarf was said to refuse imperial law; supposed to be subjected to imperial punishment, he and his soldiers fled Leilon and should be somewhere around Conyberry now. They could be allied to the revolutionary cause! Lisa believes in it, Keith doesn't.

Day 7: Under the orders of a Thorgir Battlehammer, Chief of Political Affairs, forty humans were brought to the location of old Phandalin and killed. The dwarf was said to have then placed a note on the dead bodies of the humans before leaving. It is addressed to the party. (all this was seen by a scout who observed the scene but couldn't do anything about it). Brogneth says Thorgir is a stern man, and can definitely be seen as evil.

Day 8: The spies found a weak spot in the Imperial Provincial Prison. Both lieutenants agree to go now to raid that prison and liberate as many people as possible.

Stealing Beds

Beds are comfortable and a joy to sleep on.

Cost: 15 followers, 1 day

Results: After a day, roll a d4. On a 1, 1d12 of them are dead. On a 3-4, they bring back 1d6+1 beds and 2d12 crates of food stolen from a newly built dwarven barracks.

Stealing Tents

Tents are a good way of providing shelter for everyone.

Cost: 10 followers or the party, 1 day
The party will have to be out and about searching for tents, or send a force of fighters instead. If the party goes, play the adventure in "Events" below. Otherwise, the 10 fighters come back after a day with 1d6 tents.

Events

The actions of the party can produce various events. Most happen through the spy network's information, but some also come from other sources. Additionally, a special one happens on day 7, which is "Attack on Endville", and later.

Forced Events

Dwarven Scout Troops

During a night when the characters are "at home", somewhere between the second and fifth day, a couple troops found the way to Endville. Describe the situation:

> The irritating buzz that awoke you are actually the shrieks of alarm from your followers. And the sounds of battle! Quick, to the arms!

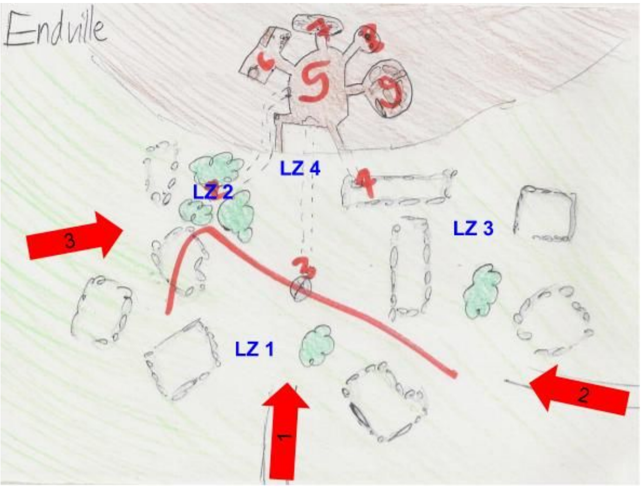
The camp should be full of followers ready for battle - they all stand with the party in this epic fight. The lieutenants, too, are available.
The enemy force is quite large, and was originally a cohort tasked with finding the location of revoltee camp and have who decided to wipe them out now. The scene the party finds is two dead civilians and a large group of dwarves: 10 **Imperial Soldiers**. Three rounds after the battle started, 22 **Imperial soldiers** join the fray. Fun battle on!

Assault on Endville

The Empire decides to attack full on in the early afternoon of the eighth day (normally right after the Assault on the Imperial Provincial Prison). The party must be in Endville at this moment.

> As your guards brought to your attention, a freckle of black specks on the blue sky is quickly getting bigger. And on the land, big walls of dust are rising. Someone is approaching, and in masses. Quick, prepare the defense!

As Lisa says, the civilians must all be brought to safety (so stuffed into the caves), maybe with some additional defenders. Meanwhile, in this epic battle, the followers and the party will face off against the dwarves, using all their ranged weapons, traps, and more perfectly well.



The dwarven infantry will come through the red arrows(X), while aircraft will land in the LZs.
The assault is divided in Waves. Each follows the other 4 rounds later.
Wave 1: Three dwarven trucks (AC 10, 5 HP, bursts when killed) roll up through **1**, each containing 5 **Imperial Soldiers**. The trucks unload when they reach **LZ 1** if they haven't been destroyed.
Wave 2: 10 **Imperial Soldiers** run up through **2**, while another truck rolls up on **1**.
Wave 3: A firefleet transport vessel attempts landing in **LZ 1** (a round to land), unloading 8 **Imperial Soldiers** if it does so.
Wave 4: Big assault. A firetank and three trucks filled with soldiers roll up through **1**, while two firefleet transports attempt landing in **LZ 2** and **3**.
Four **Imperial Soldiers** try sneaking up through **3**.
Wave 5: A firetank in **1** and **2**.
Wave 6: 10 **Imperial Soldiers** in **1**, **2** and **3**.
Wave 7: A firetank in **1**, **2** and **3**, a firefleet transport in **LZ 1, 2, 3, 4**.
Wave 8: Final wave. A truck in **1**, **2** and **3**, a firefleet vessel in **LZ 1, 2, 3, 4**. An additional 6 soldiers in **1**, **2** and **3** two rounds later.

> **Vehicle Stats**
> Truck: AC 10, 5 HP (5), 15 ft. (breaks at 0)
> Firefleet Transport: AC 10, 8 HP (8), 1 round (breaks at 0)
> Firetank: AC 20, 20 HP, 10 foot cone, +4, 1d12, 10 ft. (reuse possible when at 0)

Once all the waves withstanded, read this text (replacing Lisa if she died with any other lieutenants or other):

> As you wipe the blood from your weapons and observe the carnage, a wounded and

> blood-caked Lisa approaches you. 'Adventurers', she says. 'That was the final blow of the Empire. Now, it is time to strike back and end dwarven presence entirely! Off to Leilon!'

As it turns out, everyone wants to do so. Turn any civilians into Commoners, and turn to the next part, "Final Battle".

Spy Network Finds

Truck Convoy to Phandalin

This is reported by the spy network on the second day of its existence. There are 5 trucks containing 4 **Imperial Soldiers** each. Each additionally contains 4 crates of yellow edible goo that stinks.

Ship to Hotenow

The spies learn of it on the fourth day of the network. The party has two choices of attacking it: trying to stop the ship on the river and attack it, or ambushing them in Hotenow. This adventure splits from this, then joins again when entering the ship.

Attacking Midriver

> The dwarven ship is quite impressive. Large red sails, two decks with ballistas pointing out on top. But this cannot instill fear in your brave hearts!

The party might have had the idea to somehow block the trajectory of the ship; if so, they can climb around without a problem. Otherwise, each creature must succeed on a DC 15 Acrobatics check or splash into the water below, out of reach of the ship (and out of combat).

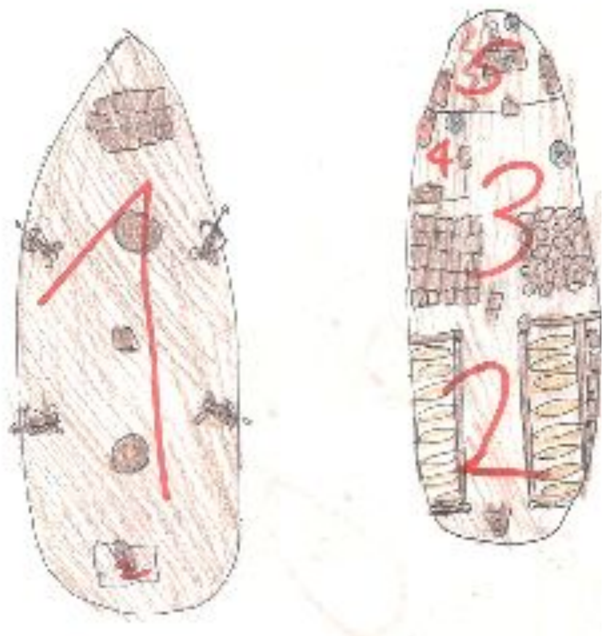
Ambushing in Hotenow

> The dwarven ship is quite impressive as it sails into the small hotenian port. Large red sails, two decks with ballistas pointing out on top. It halts, letting down a gangplank along which march three dwarves. Time to attack!

The three **Imperial Soldiers** then leave the way open to penetrate onto the ship. Time for battle!

On the Ship

This is the ship's map.



The image on the left is the upper deck (where the party lands) and the one to the right is the lower deck.

1: Upper Deck. The party lands here after their masterful attack. Two bored **Imperial Soldiers** near the ship's bow are supposed to make sure the magically guided vessel goes correctly and stays safe while the rest of the crew rests beneath. The ballistas have +6, 2d12 piercing damage and can be built off to be brought to camp and built up there. The 18 crates contain yellow goo (edible) and two of them have 50 ballista arrows each. The trapdoor in the center of deck can easily be opened to go down, as the door to **2**.

Lower Deck: Any damage dealt to the hull here will result in the slow sinking of the ship.

2: The large area here is the lower deck resting spot. 12 **Imperial Soldiers** are sleeping on their hammocks. If there wasn't too much fighting, they are all fast asleep. Otherwise, they are preparing for battle. The dwarves in **3** will join any serious battle going on here.

3: The whole central area is stuffed full with provisions, as well as three **Imperial Soldiers** standing around waiting for their friend. The statue represents the Queen. The 40 crates contain edible yellow goo that stinks, the 40 barrels water purer than the best river's water. Quite clearly, the dwarves were planning to install something permanent in Hotenow with all these provisions. Maybe a military camp, maybe more.

4: This is the first mate's room. The **Imperial Dwarf** is fast asleep, dreaming the purest of

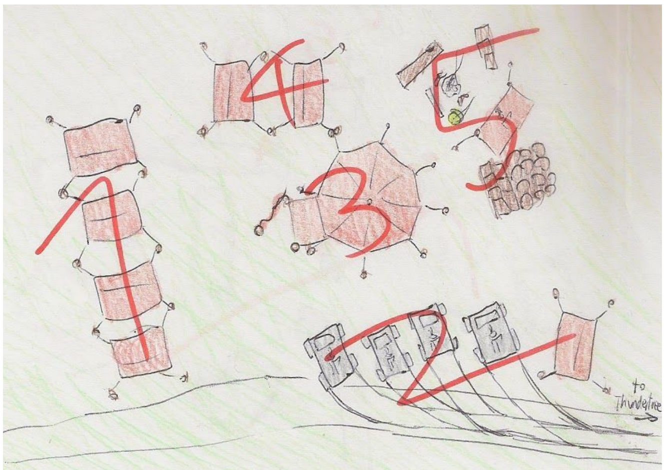
dwarven dreams. It is quite difficult to wake him up. The statue represents a painted and lightly clad version of the Queen. There is also a bed, which might be stolen.

5: Captain's Room. If the party was discreet till now, the captain (an **Imperial Dwarf** with -5 HP and +5 to damage rolls) and a sailor (**Imperial Dwarf**) are discussing stuff. Otherwise, they are standing ready next to the door, about to ambush the party. The statue represents a burly dwarf in glorious golden armor stylized as flames. A DC 12 History check reveals it is Dain Fireforge, a dwarven god and old dwarven King. There is also a bed, which might be stolen.

End: The party's goal was to plunder the ship and, if possible, sink it. If that is what they did, award them 300 xp each, with an additional 200 xp if they didn't alert the captain.

Dwarven Camp Near Thundertree

The dwarves built up a camp near Thundertree, with undefined intentions - but probably looking out for the renegade revolutionaries.



The party can come from virtually any direction. Note: the terrain over here is marshy, meaning footprints are easily visible and they might get stuck.

1: These are four dwarven tents. They are all empty.

2: The dwarven trucks that were used to bring the soldiers here are parked. A single **Imperial Soldier** stands as sentinel here; short battle will probably not attract the attention of the others. The trucks cannot be operated by the party or their allies. The tent next to them is the sentinel's and is empty.

3: The commander's tent is richly decorated with red draperies, golden emblems of the empire, and statues of the Queen. A single **Imperial Soldier** sentinel stands guard over all this livery. All the goldstuffs are worth a total of 700 gp. There is also a bed in a corner. The tent itself may be used instead of 5 tents to build Endville's command center.

4: These two tents are seemingly empty. A DC 15 Investigation check in one of them, however, reveals a *Ring of Protection*.

5: The area here is the cooking spot. The dwarven garrison is having a party. 22 **Imperial Soldiers** are having fun (half of them have the poisoned condition), the chief, a lieutenant (**Imperial Soldier** with +5 HP), is asleep in the cooking tent, heavily drunk. The soldiers will have a hard time reacting. If battle breaks out, keep an eye on deaths. After two unconscious party members, 4 dead followers, or only 5 dwarves left, this event is unleashed.

> A loud roar shakes the ground all around you. A dark shadow becomes visible in the skies above you. As it soars down, you see the dragon's green shimmer.

It is, if the party haven't killed him yet, Venomfang (Thundertree's green dragon). Otherwise, it is a close relative of said dragon who came to take his fallen brother's realm.

The party is not at all supposed to kill the dragon. They just have to, well, flee. As the beast soars down, it engulfs the dwarves in its poison breath, killing them all. 2 rounds later, all material in 2,3 and 5 is destroyed. Anything not already taken is destroyed and irretrievable. Although the dragon attacks the party while it is in the camp's area, it soars off as soon as they leave. It will come back as soon as the party returns, however, destroying all material there for good.

Dwarven Deserters near Conyberry

These soldiers who refused to bow to the empire now are in a hidden camp near Conyberry, hidden just three kilometers eastwards.

As the party approaches the place, read:

> Hidden in a low difference of terrain, you spot quite a few red tents. In the approximate middle of this camp is a large banner, waving proudly in the wind. It is, strangely, not the Imperial Banner, but an older one. Below it stands a dwarf in actual golden plate armor who is discussing with other, similarly clad dwarves.

A DC 15 History check reminds the party that the flag is the one of Dain's Dwarven Empire, the King who first introduced firearms (and later magic) to the dwarves. The dwarf beneath it wears gold armor - what the King was said to wear after his death. A further DC 8 History check brings to mind that the new empire, with its racial rules, godly influence and general feel of evil, might not represent in some eyes the picture the old Kings had made.

So some tried breaking away from this empire, returning to the old ways, revering Dain Fireforge instead of the new gods. Their name lies on the character's tongue, but can't be grasped.
Anyway, if they walk down the slope hill, they are with open arms by the dwarf in golden armor, "as all dwarves would have in the old times". This, now, is supposed to be a roleplaying and immersing adventure.
Let the party discuss with the dwarf, see what drove them here, why they refuse the new empire, if they could ally to the party. Here's some answers from the dwarf, but feel free to invent more:
- He is Brogneth Firedelve, a mountain dwarf with old roots to the Firedelves (the dwarves that fought in the Marches for the Queen). He and his people had been misconent with the situation for a long while, and had started revering Dain instead of Moradin, Thaud, Morrigan or the Queen herself. He dislikes all the stuff the empire does with humans.
- He and his group are called khazadists; traditionalists, lovers of the past. They simply dream of the past times and how much better they were, trying to put the empire on better tracks. However, the Queen and all other imperials don't agree with them, so it's a difficult task.
- The khazadist cohort to which Brogneth belongs was ordered to go into the fields and kill four dozen humans prisoners. They freed them instead, and were supposed to be brought to Lōnderheim (the old Londerhome) for magical manipulation, a lot of other disgusting things, then execution. They refused and fled, hoping to meet the other rebels just by existing.
- They're ready to join the party in Endville (apparently, the empire still doesn't now that the rebels are there). Brogneth asks for 1'000 gp up straight: he doesn't care if they give it or not, it's a joke. In any case, they'll go along.
Camp: There are 25 **Imperial Soldier** followers in camp, as well as **Brogneth Firedelve**. Brogneth is a new lieutenant; the dwarves have 7 tents (which they will use for themselves, but the party can say where to put them). They don't really have any of their own wants and requests, except for food and water and their flag in the central place of camp. They'll all just drag along for the fun from then on.

Assault on the Imperial Provincial Prison

As you might guess, this is a big thing. It has three parts: Prison Penetration, Roof Defense and Flight. They are all hooked one after another, and should be played.
The attack on the prison happens in the morning, just before dawn.
Prison Penetration
The spies discovered that at an exact time, most of the guards in front of the main (and only) entrance of the prison leave, leaving only one for a while to guard it. If he were to be gotten rid of quickly, the prison could be infiltrated without anyone knowing.

Above is the lower level, beneath the upper. When the party enters after having gotten rid of the guard, they come here.

1: Entrance Hall. As the party enters, a bell rings outside. Already discovered! They have a limited amount of rounds to quickly liberate the prisoners, find a way upward and away from the many soldiers that will surely soon come, and take or destroy the papers in the office. All this means they should split up their many followers to do all the stuff (keep the lieutenants close to the party, so they don't go lost too easily).

> **Counting Rounds**
> As said above, the party has a limited amount of time to get up, or the dwarves get them, when there is a separate ending (read Dwarves Catch Up, below). The total of rounds given for this is 8 rounds. Time to go!

In the entrance hall are 5 **Imperial Soldiers**. If battle lasts for a while or much noise is made here, the guardrooms (4) progressively empty onto 1. Otherwise, they sleep on. Prominent in the room is the huge statue of the Queen, proudly dressed in voluptuous red and gold robes.

2: Entrance Room and Cells. In the entering room itself are two **Imperial Soldiers**. In the cell area are 40 cells, each containing 3 humans. It takes an action for a creature to open two doors, using 10 feet of movement. There are stairs that lead into the upper flight, where 15 of the cells are located. Award 50 xp to the party for each prisoner freed.

3: The inner courtyard is dark. An **Imperial Soldier** hides before the door to 9, attempting to ambush any passersby.

4: Each room is a guardroom and contains 2d12-6 **Imperial Soldiers**, which are originally sleeping, but might have been woken up.

5: This is the kitchen that is used for the entire prison. The place is greasy and not very hygienic, the only food seemingly some gray tasteless paste that can be found everywhere in different states.

6: In here, brooms, food and water are kept. In the boxes is the tasteless gray paste already found in the kitchen, in a corner are cleaning utensils, and in another one is a well whose water is magically enticed to go up to the rim, no more, no less.

7: Latrine.

8: These stairs lead up and down, and are usually used by the kitchen people and guards. No one else really should be over here.

9: These are stairs that lead through all three floors, up to the roof. At the height of level 2, a **Queen's Soldier** is smoking a pipe.

10: This is the upper level. Four **Imperial Soldiers** stand before the doors. The boxes contain random tools and materials for repairs or building.

11: The office used by the prison's commander (he has rooms outside the complex). On a wall is a beautiful color painting of the Queen in short clothes. There's loads of papers all over the place. Anyone destroying them or removing them from the room gains 50 xp.

12: This is the document storage room. There are tons of papers. Anyone destroying them gains 75 xp.

13: Mess hall for the prisoners. It smells of frying oil and human bodies, but is currently empty.

14: Shower room, again reserved for the prisoners. There is nothing here and the switch to turn them on seems elsewhere, but there are drops of blood in the lower half of it. Great double doors with a padlock lead into 2. Opening it requires a DC 15 Sleight of Hand or dealing 15 damage against its 14 AC at once.

End: Once the characters have done what they wanted to do and gotten to the roof in eight or under rounds, read the next part. Otherwise, continue with this:

> You hear dwarven shouts below and see lights as the imperials storm the building. Quick, get away!

If the party knows how to get up, they can quickly do so. Otherwise, they will have to battle the first troops: 22 **Imperial Soldiers**. Once those gotten rid of, the party has three rounds to find a way up, or maybe flee the dangerous Leilon through the ground level. After these three rounds, another 22 come. If, three rounds after that, the party is still here, read:

> You fight bravely as hordes of dwarves wash down upon you. In a flurry of fire and metal, you feel your bodies get torn apart.

Either, they die on the spot, or find themselves to be executed the next day, or imprisoned in the prison, too, with the goal of escaping and rejoining Endville. Choose what to do from here on!

<u>Roof Defense</u>

As the party find themselves on the roof with their followers and lieutenants, they can barricade the trapdoor shut. In this subpart, they will have to "protect" the roof from many dwarven attackers.

The roof is a large surface, 80 feet to 30 feet large. It has a few items on it, which might help in the battle. These are described first. Below, the rules and waves of assaults are described.

Locations

Trapdoor. Once barricaded, it has AC 15, damage threshold 10, 40 HP. It will block any dwarves coming from Prison while closed.

Shotgun. In the northeastern corner lies a shotgun and 50 shotgun shells. The dwarves might have thought some old, although forbidden, firepower couldn't be too bad.

AA Gun. In the west is a large cube with four tubes springing from it. It is an anti-aircraft gun, installed for strange purposes. Anyway, it can be controlled from the panel by any creature, spending its whole round working on the gun. It takes a round to turn it from one Airspace (see below) to another. When shooting at a target in its Airspace, it has 4 times +8, 2d12+5 piercing damage.

Rules

For simplistic purposes, north is simply the top, south the bottom (even though it isn't the actual geographical directions).

There are different directions from which enemies can come, which are: Prison (coming up from below the trapdoor), Airspace (for firefleet ships, divided in north, east, west, south), and Sides (when infantry scales the walls, also divided in the cardinal points).

The firefleet vessels shoot from the weakest to the strongest, from followers to players and lieutenants.

The waves start three rounds after the party reached the roof. Read:

> A bell rings joyfully in the direction of the brightly lit garrison, as the sky turns a dark red from the growing sunrise. In clouds of smoke, you see warships that slowly rise up into the air, turning towards you. Ranks of soldiers march through the roads towards you. This will be one hell of a fight!

Wave 1: 5 **Imperial Soldiers** try coming up through the prison.

Wave 2: This starts 3 rounds after the first wave. A small firefleet vessel reaches the prison from the Southern Airspace. It has AC 13, HP 40, awarding 150 xp. If shot down within 2 rounds, it crashes onto the plaza before the prison. Otherwise, it unloads 8 **Imperial Soldiers** on the roof in a round and tries flying away again in 2 rounds.

Wave 3: This starts when the firefleet vessel crashes or gets away. A firefleet vessel starts shooting at the creatures on the roof from Western Airspace: AC 13, HP 50, distance 40 feet. Attack: 5*+4, 1d12+3 piercing damage. Additionally, 8 **Imperial Soldiers** try coming up through the Prison.

Wave 4: It starts 3 rounds after the start of Wave 3. It consists of 20 more **Imperial Soldiers** in the Prison.

Wave 5: It starts when all the soldiers are killed. It consists of two firefleet vessels like the previous one, shooting from Northern and Western Airspace.

Wave 6: A round later, 10 **Imperial Soldiers** come up from the Prison.
Wave 7: A firefleet vessel like the previous ones appears in Western Airspace once both previous ones were shot down.
Wave 8: It starts when no enemy attacks the party anymore. Two firefleet vessels from the last type are in the Western Airspace, two of the first one attempt unloading dwarves from the Eastern Airspace. Meanwhile, 10 **Imperial Soldiers** make their way up from prison. Additionally, 10 **Imperial Soldiers** rope up from the Northern Side, à la special forces. Once the last of the firefleet vessels is shot down, read:

> The hated enemy vessel swerves in the air, balls of fire streaking its hull. It swings dangerously close, crashing into the western facade and smashing the walls beneath it. And creating a pathway down the roof and into the city below, which seems empty of enemies - except for a dozen dwarves riding horses. Perfect escape route!

The party must now run down the wreck and attack the 12 mounted **Imperial Soldiers**, using the horses to escape. Award 500 xp to each character for this part of the mission.

Flight

No other people come disturb the party in their fight against the dwarves and their horses. It is the means of escape!
As they mount the horses, read:

> You mount your mighty steeds, ready to get away from this hellhole. The sky is turning blue, and you see a dangerously big firefleet vessel raising from the garrison. But where to? Decide quickly!

The party can attempt getting through a gate, or out where the river crosses the city walls. Their choice - in any case, they zoom past angry dwarven sentinels, then start riding up next to the river towards endville. After they've ridden for a couple minutes, read the text below.

First Part

> You feel like you have made it away. Victory! But what is that rumbling up above? A fireball explodes in your midst, sending two horses flying!

The fireball was shot from a large and dangerous-looking firefleet vessel which is just above the party (50 feet away) and stays there. Two followers and their mounts just died, or two party members take 2d12 fire damage.
This is a pursuit adventure. The characters have 2 actions: moving a horse for its riding speed (60 feet) takes an action, or two actions (the vessel will always be above the last two) for double that speed. An action can also be spent shooting the vessel.
The ship has AC 14. Every 15 damage dealt to it makes it attack once less the next round.
It has a speed that matches the one of the last rider in the row. It attacks on initiative 15 and 5, dealing damage in a 10-foot radius of a range 100/500. The damage has +5, 2d10 fire damage, which for this adventure doesn't affect the horses. Any critical hit will cause the horses to fall prone and whine in pain for a round before being able to get up and continue.
The party is 700 feet away from the woods, which will give them cover once they reached it.

Second Part

> There's loud sizzling, the loud bang of wood cracking, as you gallop through the trees of Leilon Wood. However, the ship seems unable to hit you now. Victory? In any case, it just disappeared. Great, off to Endville!

The party can (and should) do a short rest, but no more, before exiting the woods for the last part of the rush. The woods don't give too much food nor water. If you let any horses die, they can find new mounts here but must forfeit their short rest.The next part should start around noon.

Third Part

This starts when the party has left the woods and is approaching Endville.

> You hear a rumbling, and a large shadow creeps over you. Not again!

The ship has the same effects, but the distance that must be covered is only 360 feet. Don't be afraid to kill some horses now, too. When the first character reaches the destination, read:

> Endville has seen you! They send arrows, stones, spells onto the ship - which swerves and

> flies off, quickly becoming a small speck in the distance. This isn't over yet...

The adventure is over! Award 200 xp to each character. Normally, Assault on Endville happens directly after this, so go up and check that out.

Character-Enticed Adventure

Stealing Tents

The party might decide to wander the region for a day, trying to find some tents to steal. Check the area in which they are searching: if it is near the coastline, roll a d3. On a 2-3, they find a dwarven encampment they (can) attack. There's two of these they can find, and both are built up the same (mix up the locations of the soldiers a bit). After that, there's no tents around.

<u>Dwarven Camp</u>

The dwarven camps both look more or less the same, and this is the area description. Place the dwarves as you want when the party arrives, maybe parading or hanging around or sleeping (in the night).

1: This is the chief's tent, usually a lieutenant.

2: The row of tents has space for 24 **Imperial Soldiers**.

3: Each of these pairs has space for 6 **Imperial Soldiers**. One of them contains 5d10 gp.

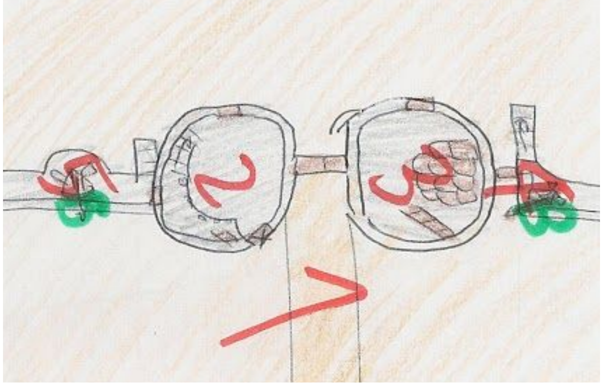
4: Goods to support life are stored here. The crates contain yellow stinking goo which is edible; there are no animals or engines around to pull the wagons.

Part 7 - Final Battle

This part starts after "Assault on Endville". In it, the party basically lead their soldiers out and onto the empire, to finish the dwarves and rid Phandelver of them.
As said above, their forces simply equal the lieutenants, the followers, and the civilians (with **commoner** stats). The battle, meanwhile, will take place in Leilon, where the dwarven occupants have their headquarters. So, the first two days or so should be passed marching down the river to Leilon.
Half a day out of the city, a group of humans join the party: they're Phandelver Guardists, who left the city (in which all humans have been killed) to join the revolutionaries. They brought with them weapons of destruction: a dozen crates of grenades and 4 Bang-a-Buttons, as well as spell scrolls of *Stone Shape* and *Fireball*.
And now, the final battle will be joined. It consists mainly of the armies going around destroying stuff until all dwarves are dead, and using followers to do work for them.

Entering Leilon

Before the party can go and start destroying stuff, they will have to attack the gates. This is a map of either gate:



1: From here, the party gets shot at from the two ballistas (marked **B**, see the Ballista sidebar). Three **Imperial Soldiers** attempt keeping the doors from being opened. The large doors demand a total Strength (accumulating Strength scores) of 50 to be rammed open; the side door into **2** a DC 20 Strength or a DC 15 Sleight of Hand with thieve's tools.

> The dwarves will all rush to attack the party (except those on the ballistas who will keep firing) if they get through and over the wall.

2: The main tower is occupied by four **Imperial Soldiers**: two on the balustrade, two on ground level. The ladder leads up into the lookout, which is unoccupied.
3: The boxes contain carrots. Up top are hiding two **Phandelver Guards**, who fled here yesterday when they were supposed to be executed. They fight with the rebels.
4: On the cropout is a dwarf wielding the ballista. He flees if reduced to 10 HP or less. The door at ground level can be opened normally.
5: On the cropout are two **Imperial Soldiers**, one of which is shooting the ballista, the other protecting him.

> **Ballista Stats**
> It has +5, 2d12+1 piercing damage, reload 2 (1 bolt/2 turns), and is immobile.

Attacking Leilon

The revolters have various targets they must accomplish. Each target has a description, as well as a note on how many followers are needed to do it instead of the party. For your help, a list of all the targets and their follower (actual fighter) xp cost is jotted down at the start.

Targets in Leilon

Imperial Garrison	-
Phandelver Guard HQ	1'600
Ludwigson Manor	1'000
Port	800
Dwarven Shrine	600

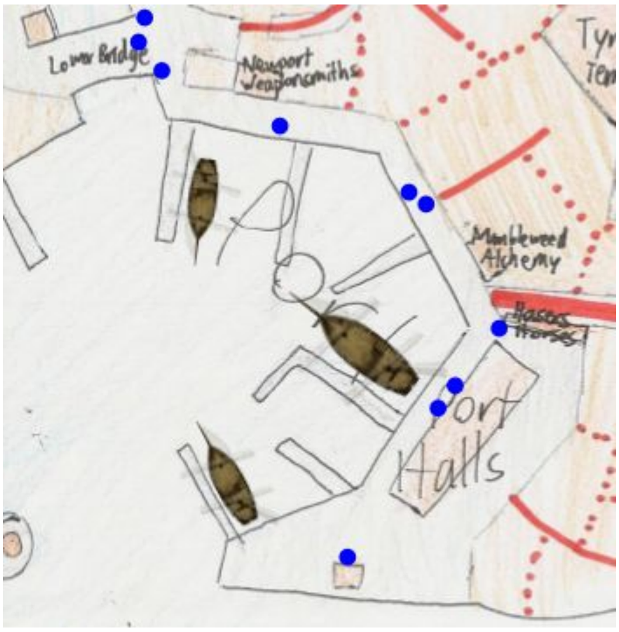
Dwarven Shrine

Replacement XP Cost: 600 xp
It is an octagonal construction, serving as, well, a shrine. Destroying it would deal a hard blow to the empire.
A dwarf on each door guards the shrine, and usually let no one enter. A total of eight **Imperial Soldiers** guard the shrine. Inside are relics and stuff that cannot be carried away just now during battle.

Port

Replacement XP Cost: 800 xp

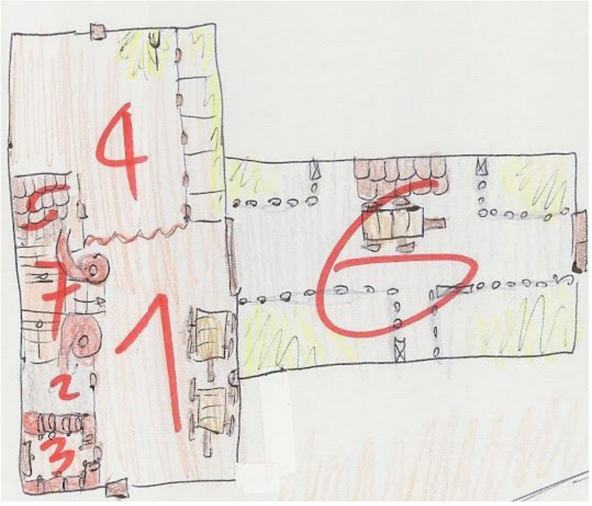
The port is the center of Imperial Provincial Capital Leilon. Patrols patrol it, and dwarven warships regulate traffic in and out of Leilon. When the rebels attack, there are three merchant ships in port, and 10 **Imperial Soldiers** patrolling at the indicated spots.



If battle starts, the patrol ship in the waters approaches dock and starts firing. It has AC 15, HP 22, +8 to attack, 1d12+4 piercing damage. If the patrol ship is boarded, they battle against three **Imperial Soldiers**.
Any ship can be sunk by dealing damage to it. They are all owned by people cooperating with the empire, so surely enemies. Sinking a ship grants 100 xp to the creatures on it and the one that dealt the sinking blow.

Ludwigson Manor

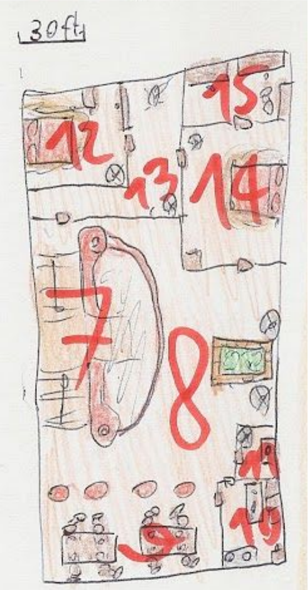
Replacement XP Cost: 1'000 xp
The Ludwigsons are a large and rich extended family, who were the mayors of the phandlian cities before the dwarves took over. Now, they are simply bosses of a couple large business services, such as Thumbler Ships. And, of course, they tightly cooperate with the dwarven occupants, their informant nets immediately reporting outlaws. Striking them would be easily morally justifiable.
Ground Floor
Attacking forces will land here first, and probably enter through 1.



1: The entrance hall of the manor is fancifully decorated, with golden wall ornaments and a marble floor. Three guards (**guard** stats) of the Ludwigsons stand here, ready to fight, but fleeing upward as soon as some other fleeing guards appear or one of them dies. Next to them in the room are two empty wagons and a container with a pipe leading upward: it is the toilet's end.
2: The room is empty and hasn't been used in a while. A DC 20 Investigation check reveals old marks on the walls and tiny rests of blood. A DC 15 History or Wisdom check reveals it probably was a prison or slave holding cell before.
3: The guardroom is currently empty. There are a couple uniforms in the closet, but the people here know who is a Ludwigson and who isn't. A DC 10 Investigation check reveals a pouch with the savings of the guards: 22 gp, 15 sp.
4: Half the hall is used as stables. Good horses are in the pens. Three **guards** are holding the door to outside shut. If one of them dies, the others attempt running up to the first floor.
5: The crates contain various types of conservable foodstuffs, for animals and humanoids alike.
6: A huge animal pen, three stories high with walkways above. Four **guards** have the door locked, while exotic beasts - including a bound dragon - bang against the cages. As battle starts, if a guard dies, another uses an action to start a mechanism which opens all the cells at once while they all try fleeing to the upper floor. The animals come out and attack any living creatures. The dragon, however, does not leave this room.
There is a **young green dragon** with a muzzled mouth (no breath or bite attacks, accordingly a challenge rating weaker), an **owlbear**, an **umber**

hulk that was in chains before and digs away if wounded too badly, and three **giant spiders**.

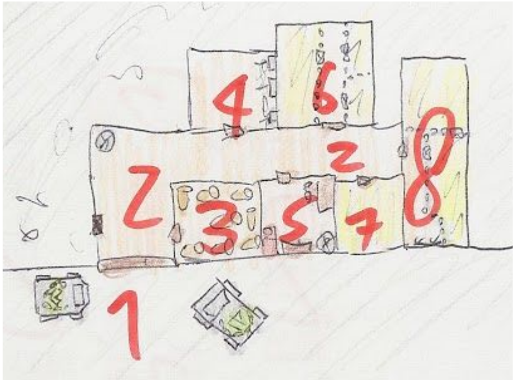
First Floor



7: The stairs are beautiful, perfectly decorated.
8: Here is a large atrium, which must usually be used for relaxation. The place is absolutely deserted, a few bits of stuff on the ground revealing a hasty retreat to… somewhere.
9: Dining hall. The tables are nicely set. A chair was thrown over and broken and (as a DC 10 Wisdom check reveals) recently done so.
10: Kitchen with a stew bubbling.
11: Latrines. If a character looks around a bit, they see a **guard** hiding on a beam above the latrine, scared to death.
12: Obviously the master bedroom. The closet is filled with rich clothes (60 gp market value).
13: Here is a corridor. In the brazier is a small platinum chest containing a gem worth 40 pp.
14: This is a side bedroom, probably used by the son and his wife or something. The chest has been emptied, and a few pearls still lie in it (3 times 5 ep).
15: There are a lot of people stuffed in here. 7 **guards** and six **commoners** (the Lord John Ludwigson, his son Darun Ludwigson, their two wives, a stable boy, and a rich visitor). They have no place to flee and do their best to fight, although the two women don't. The younger one (she's 17) will try attracting a character to spare her life, the second one doing the same if it works (she's 22). They have a total of jewelry on them worth 222 ep. Originally, this room was a library.
End: This adventure ends once the Ludwigsons were dealt with. Award 200 xp to the party.

Phandelver Guard HQ

Replacement XP Cost: 1'600 xp
The Phandelver Guard was a large militia that had served as protectors from both nature and evil in the colony, and done so well. Of course, they were placed under direct orders from the Empire. But they are humans, too, and the dwarves took over the buildings.
Locked Doors: They require a DC 20 Strength or a DC 15 Sleight of Hand with thieve's tools check to open.



Only a small part of one of the buildings is used.
1: Before the entrance to one of the old barracks are two imperial trucks (what the party saw before were governal ones), one of them from the Firefleet itself - high officiality here. It can be used as firetank with 30 HP. Anyway, two **Imperial Soldiers** stand guard here. They're both imported troops, here to make sure the empire keeps its hold.
2: The main corridor is guarded by a single dwarf: a **Queen's Soldier**. Let the party have *fun*! Once loud sounds have been created, the dwarf from **4** joins in. The statue represents the Queen, draped in golden garments.
3: Resting room. Two **Imperial Soldiers** stand around the door, attempting to surprise the party.
4: Drake Room. The dwarves brought some drakes with them (for here, **wolf** stats) which are firmly attached. A **Imperial Soldier** tends them.
5: The commanding officer's room. It is empty just now (including the closet). The statue represents the Queen in tight red clothes.

> **Prisoner's Knowledge**
> The guards were locked in here two days ago, when the dwarves decided that things had to be taken in hand. Many were executed on the spot or brought to the Garrison for deportation. They were locked in these cells, and quite badly

mistreated. All this happened under the orders of a lieutenant Thorgir Battlehammer, the guy who is supposed to keep the humans in line. He was over yesterday and killed twenty humans one after the other because they had "committed crimes".

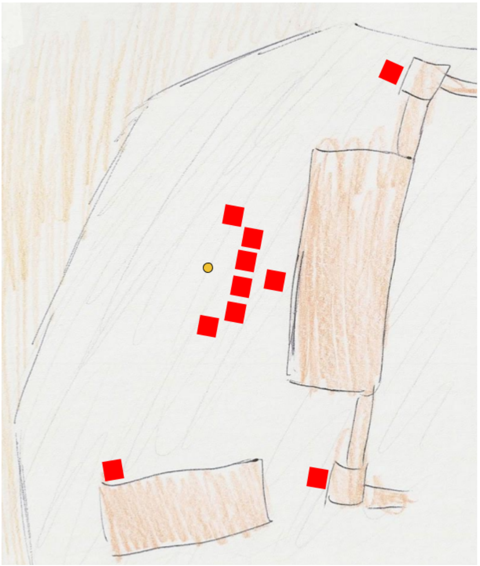
6: The cells contain a total of 7 **Phandelver Guards**. They will help the party fight.
7: In this room are locked 4 **Phandelver Guards**.
8: On the southern wall is attached a human with horrible whip marks on his back. He's dead. In the cells are 11 **Phandelver Guards**.

End: This ends whenever the party wants but, ideally, once they have liberated some guards to affront the empire later on.

Imperial Garrison

The attack on this place must be led by the party. For this adventure, all followers (-2d4 per group that was sent alone) group up with the party - the firetank may be used.
The Imperial Garrison is the centerpiece of Imperial occupation in Phandelver, and also the location of the governor and lieutenant Thorgir Battlehammer, oppressors and racists.
As the party arrives, however, the dwarves are not locked into their house. The troops are massed outside - and at their head, a dwarf in black uniform with gold on his shoulders. A certain lieutenant Thorgir Battlehammer…

Phase 1 - Attacking



The yellow-black dot it **Thorgir Battlehammer**. The red squares represent squads (2 **Imperial Soldiers**/each). Their goal: protect the Garrison from rebel entering. It is now time for the final showdown.
Before the battle begins, read:

> The lieutenant smiles as he sees you, and bellows out: "Finally, here you are! Weak things! Prepare for your imminent doom before imperial blades! We shall fight for the Queen, and you shall die before the Queen!"

Thorgir is in Phase 1. The squads, in usual imperial tactics, always stay together in a closed formation. Those in front of the Garrison form a closed line, letting no one through if possible. If there are 4 squads or less left, those from the storage hall, then from the towers join as reinforcements. All this until they are all dead. They will pursue, squadwise (a squad per two intruders/player), any people entering the Garrison. Once the players have reduced Thorgir to 0 HP, he goes into Phase 2 and runs inside the Garrison, leading the troops there.

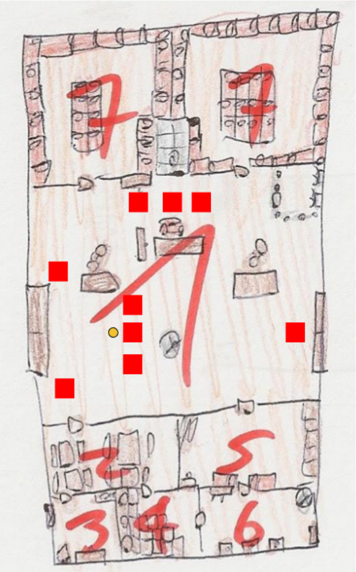
Note on Followers and Lieutenants
For simplicity's sake, match followers against dwarves (approximately 4 per squad) and make them both die, to simplify stuff. Alternatively, use the Large Fights sheet appendixed to this document to quickly calculate results in battle between NPCs. However, let the lieutenants stay by the party's side and help as well as they can to keep the party alive, as they are now extremely loyal.

Phase 2 - Lower Floor

As the party enters in pursuit of Thorgir, read:

> The dwarf yells: "You fools! Imperial might cannot be resisted! Even if you beat us today, if our blood spills on the flagstones and the sky turns red of sorrow, we will come again. More and more, in ships, in firevessels, on the shoulders of the gods themselves! You cannot resist us, no one can resist us! The Empire will prevail!"

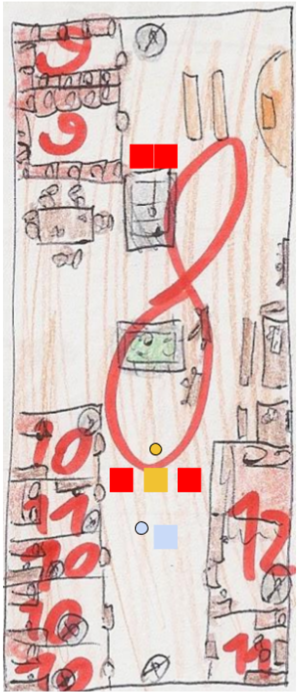
New battle is on! Any leftover soldiers from outside also run in. Vehicles can still be used here, but not in the upper floor.



The goal of this part is, of course, to kill Thorgir (again). During this epic battle, they might get pulled along in the various rooms. A description of them can already be found in "Firefleet", and all loot is gone.
The squads operate in the same way as before. Now, their primary goal is keeping anyone from getting up the stairs, shouting "Hail the Queen!" and "Empire forever!". Thorgir is much closer to the party, fighting them one-on-one. You can make him chase them around the rooms in the south, or stuff. Anyway, once he is again reduced to 0 HP, he runs off and up the stairs to the upper levels, the soldiers all bunching up in front of these.

<u>Phase 3 - Final Battle</u>

This is it! Once the party makes it up the stairs, Thorgir turns into Phase 3, while the remaining soldiers make their way up. Time for the absolute final battle!



The red squares still show **Imperial Soldier** squads (in this case, each squad consists of three soldiers). The yellow square is a **Queen's Soldier** squad. The blue square represents four **commoners** (lazy officers and wives), the blue circle his lordship the Governor (he has **Imperial Soldier** stats).
As the party enters, read:

> It has all come to an end. Now, only the sword, and the blood given by it, can give words. Fight, my brothers, for our final hour has come! We shall return, we shall burn all, but now, we meet fate! Swords up, and nay, not for the Queen, but for the Empire, for Dwarvenkind - for the King!

The battle proceeds in this way: Thorgir and the squads rush forward, attempting to cut off the way to the Governor and the others, while the Queen's Soldiers stand next to the Governor and watch. Let this battle be epic. At some point, Thorgir shouts (as he gets wounded, preferably when he's around 30 HP):

> My King, I spill my blood for you! May your flame burn, burn, and never die! For Fireforge!

At this point, the Queen's Soldiers shout angrily and start shooting fire bolts at Thorgir, as he swears and continues attacking the party.
When he reaches 0 HP, read:

> The dwarf stutters and gasps, blood streaking his whole armor. "My… King… I have given all I

> had. May the flame… burn on." He stumbles, and falls to the ground.

The battle continues, the soldiers acting in a frenzy of hate, yelling "He is gone! What has happened to the King? For Fireforge!". Most of them actually start attacking the Queen's soldiers, which cast wall of fire to block off the corridor. The soldiers actually stop attacking the party, saying:

> Aye, you can't be that bad… The Queen is wrong. She goes against the words of the high king… Help us finish her off, that is our pledge!

The remaining **Imperial Soldiers** now help in the battle against the Queen's soldiers. If not done so by the players, they and Brogneth savagely kill the Governor.

End

This is supposed to show the inner conflict within the Empire, between khazadists and imperialists. Once the Governor was killed and they all go outside, read:

> Brogneth walks towards the rows of soldiers that have lined up before the Garrison. Putting his arms in the air, he yells: "Brothers… the day has come! The Governor is dead, the imperials chased off… In the name of his holiness the high king, I make Thorgir's death holy, for he was a believer, a brave one, a perfect dwarf of the old… And I call upon you, brothers, to help us all repel the imperial injustice! In the name of the high king, let the flame burn, and let us use all the things that the high king gave us! Let us fight, like in the days of old! We shall fight for the King, and we shall die for the King!

As he says this, there is a loud roar, and pillars of flame erupt out of the military port as the firefleet ships are destroyed. A couple minutes later, no imperial flags fly over the many spires of town, and roaring flames engulf anything that had to do with the empire. The King's flame has spread.

Epilogue

After this, the dwarves (of which three hundred were left, way more than what the revolters could have handled), under the leadership of Brogneth, set off towards Wave Echo Cave, where they built a new dwarven mine, Djor Brogneth. The empire left them alone for a while, and the mine thrived, becoming quite mighty and exporting goods through the Longhorn porthouse to various rebel groups all over the empire. Khazadists from many places came to Djor Brogneth, to rever the high king Dain Fireforge within its safe walls.
Phandelver, pretty much so devoid of human life (except for the few people in Endville), was slowly regained by mud, until only a small patch of green in the northern reaches of the river remained.
But the empire came back. Leilon was rebuilt, a legion sent to attack Djor Brogneth. The empire prevailed.

Appendix A

Here are noted all stats needed for this campaign (excluding those already jotted down in *Lost Mine of Phandelver*).

Lieutenants
The lieutenants have their own "stat cards", which you can print out and use. It is included below.

Phandelver Guard

Medium humanoid

Armor Class 15
Hit Points 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Challenge 1/8 (25 xp)

Actions

Sword. +4 to hit, reach 5 ft., one target. *Hit:* 1d6+4 slashing damage

The Phandelver colony was always protected by the united force of the Phandelver Guard.

Kobold

Medium humanoid

Armor Class 12
Hit Points 5
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/8 (25 xp)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the konold's allies is within 5 ft of the creature and isn't incapacitated.

Actions

Dagger. +4, reach 5ft., one target. *Hit:* 1d4+2 piercing damage

Sling. +4, range 30/120 ft, one target. 1d4+2 bludgeoning damage

Kobolds live in warrens and other places beneath the earth.

Druid Reidoth

Medium humanoid

Armor Class 11
Hit Points 22
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Challenge 2 (450 xp)

Spellcasting. The Queen's Soldier uses Wisdom as his spellcasting ability (spell save DC 13; spell attack bonus +8).

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st (5 slots): Detect magic, mage armor, magic missile, shield
- 2nd (4 slots): misty step, suggestion
- 3rd (3 slots): Counterspell, fireball, fly
- 4th (2 slots): Greater invisibility, wall of fire
- 5th (1 slot): Conjure fire elemental

Actions

Sword. +4 to hit, reach 5 ft., one target. *Hit:* 1d8+4 bludgeoning damage

Druid Reidoth is part of the Emerald Enclave and has a house in the abandoned Thundertree.

Hobgoblin Captain

Medium humanoid, lawful evil

Armor Class 17
Hit Points 39
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 xp)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. +4, reach 5ft., one target. *Hit:* 9 (2d6+2) piercing damage

Javelin. +4, range 30/120 ft, one target. *Hit:* 5 (1d6+2) piercing damage

Leadership (once per rest). For 1 minute, every ally of the hobgoblin that is within 30 feet of it can add 1d4 to its attack and saving throws.

Hobgoblin captains often lead groups of hobgoblins.

Dwarves

Imperial Soldier

Medium dwarf, lawful neutral

Armor Class 16 (Imperial Leather)
Hit Points 22
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	17 (+3)	11 (+0)

Skills Intelligence, Wisdom, Constitution: +5, Arcana +5, History +5
Senses passive Perception 14
Languages Dwarvish
Challenge 5 (1'300 xp)

Actions

Greatsword. +10, reach 5ft., one target. *Hit:** 2d8+4 slashing damage (counts as a magical attack)

Fire Bolt. +3, range 50 ft, one target. 1d10+3 fire damage

They form the backbone of the Holy Dwarven Empire's soldiery.

Queen's Soldier

Medium dwarf, lawful evil

Armor Class 16 (19 with mage armor)
Hit Points 75
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	17 (+3)	11 (+0)

Skills Intelligence, Wisdom, Constitution: +6, Arcana +6, History +6
Senses passive Perception 11
Languages Dwarvish
Challenge 7 (2'900 xp)

Spellcasting. The Queen's Soldier uses Wisdom as his spellcasting ability (spell save DC 13; spell attack bonus +8).

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st (5 slots): Detect magic, mage armor, magic missile, shield
- 2nd (4 slots): misty step, suggestion
- 3rd (3 slots): Counterspell, fireball, fly
- 4th (2 slots): Greater invisibility, wall of fire
- 5th (1 slot): Conjure fire elemental

Actions

Greatsword. +10, reach 5ft., one target. *Hit:* 2d8+4 slashing damage (counts as a magical attack)

Fire Bolt. +3, range 50 ft, one target. 1d10+3 fire damage

Queen's Soldiers are elite fighters, educated in the best schools of the Empire.

Thorgir Battlehammer

Medium dwarf, lawful evil

Armor Class 17
Hit Points 22 (Phase 1), 40 (Phase 2), 85 (Phase 3)
Speed 25ft., fly 40 ft. (hover)

Condition Immunities poisoned
Senses passive Perception 15
Languages Dwarvish, elvish
Challenge -

Spellcasting (Phase 1). The lieutenant uses Wisdom as his spellcasting ability (spell save DC 13; spell attack bonus +8).

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st (2 slots): mage armor, magic missile, shield

Spellcasting (Phase 2). The lieutenant uses Wisdom as his spellcasting ability (spell save DC 13; spell attack bonus +8).

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st (5 slots): mage armor, magic missile, shield
- 2nd (4 slots): misty step, suggestion
- 3rd (3 slots): Counterspell, fireball, fly
- 4th (2 slots): Greater invisibility, wall of fire

Survivor (Phase 2&3). The lieutenant regains 8 HP at the end of its turn if it has more than 1 HP but fewer than half its HP maximum.

Spellcasting (Phase 3). The lieutenant uses Wisdom as his spellcasting ability (spell save DC 13; spell attack bonus +8).

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	18 (+4)	17 (+3)	17 (+3)	11 (+0)

Skills Str +9, Con +8, Dex+7

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st (5 slots): mage armor, magic missile, shield
- 2nd (4 slots): misty step, suggestion
- 3rd (3 slots): Counterspell, fireball, fly
- 4th (2 slots): Greater invisibility, wall of fire
- 5th (1 slot): Conjure fire elemental

Legendary Resistance (Phase 3). Once between rests, the lieutenant can choose to succeed on a saving throw after rolling it.

Actions

Dwarven Glory. All creatures within 10 feet of him (including him) lose 6 HP. Then, for 1 round, all dwarves within 10 feet of him deal an extra 2d6 fire damage on attack rolls.

Greatsword (Phase 1). *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 13 (2d8+4) slashing damage

Greatsword (Phase 2). *Melee Weapon Attack:* 2 *+10 to hit, reach 5ft., one target.* Hit* 13 (2d8+4) slashing damage

Flaming Greatsword(Phase 3). *Melee Weapon Attack:* 2 *+4 to hit, reach 10ft., one target.* Hit*13 (2d8+4) slashing + 9 (1d12+3) fire damage

Appendix B - Factions

In Phandelver, the party will encounter 5 factions. Their basic beliefs are noted here. Further information is only available at aufregendetage@gmail.com.

Emerald Enclave

"Nature and Civilization - they mustn't destroy each other."

The Enclave was founded millenia ago by elves concerned with keeping nature in balance. Since then, it has largely widened, and counts followers all over Ochebana. Its one goal is preserving nature the way it is, and exterminating those that would bring it out of this balance.

Denise Spellnet

"Refusing the tempt of power is the true Harper's power."

The Denise Spellnet, often called Harpers, was formed by a human empire to spy on another such empire. As the empire they were spying on fell to the hands of the dwarves, the Spellnet has widened to a wide net of informants all over Ochebana, which mainly serves its members as they learn magical knowledge from their peers, rarely caring much about their homeland Denise.

Order of Fireforge

"We shall fight for the King, we shall die for the King."

The military ranking of the dwarven army is called Order of Fireforge. Although a character joining the Order of Fireforge (meaning, joining the empire) wouldn't be a soldier, he'd be part of a military subdivision - the Mobiliary Troops. Sildar Hallwinter is one of them. They lie under the orders of the local governor, but are quite independent, don't have a given uniform, and usually serve as town guards of small villages, bodyguards, and other such errand boys.

Phandelver Guard

The original settlers of Phandelver has a hard time with mud and dirt that covered everything, as well as minor elementals. They founded the Phandelver Guard to protect them both of elementals and dirt. Since then, the organization has been looking out for any kind of dangers that might hit Phandelver and protecting its people against them.

House Mystraleth

"We were born by the sun, and driven to the shadows. We must emerge from this darkness and bathe all kingdoms in light, reducing them to the darkness from whence we came."

The high elven house of Mystraleth was originally the elite fighting force of the Elvish Empire. It fell into disgrace after the schism of the Elvish Wars, and formed an underground criminal society after being rejected by the other houses. Since then, the House has formed an enormous network of solitary criminals around the world.
https://docs.google.com/document/d/1nxD3GLh1ha5EPS2UzhfTF6bVJuRFRi6Lb47LmPwSsS0/edit?usp=sharing

Appendix C - The World

Languages

Although the world in which the party plays counts hundreds of different lingos, the players encounter only two in the forms of letters: Davek and Eastern Common.

Eastern Common

This is a language with vocabulary, grammer, everything.
I have developed it myself, which means the vocab isn't exactly huge and the grammar is basic. In any case, the language's details can be found here if needed (you could just hand the players the translations of the language, as they probably know common).
Grammar:
https://docs.google.com/document/d/1oFr_i7Vl9fXXU9cJpk-_IXmE63ZQGa_PaXzNehF3JhY/edit?usp=sharing
Vocabulary:
https://docs.google.com/document/d/1htvIlj8wqsSYEW9MIfC1pagTctixuP8xid7IiGfChnQ/edit?usp=sharing

Davek

Davek is the name of the alphabet the dwarven language uses, like latin letters for english. The key is given in the Player's Handbook.
I have only replaced latin letters with davek ones, the text is still in english.

Vehicle Stats

The party comes across two new vehicles in this campaign: the Firetank and the dwarven truck. Firefleet ships (the flying ones) are not included, as they aren't used by the party.

Firetank

AC	20
Dmg Thresh.	10
HP	500
Speed	35 ft./1mph
Carrying Capacity	5 medium creatures

The Firetank is powered by a kind of sticky yellow goo. A crate suffices for one day of usage; one crate loads the flame tank.
The Firetank has 10 rounds of flame loaded. During 1 round, it covers a 15-foot cone in flame, dealing 2d12 fire damage to a creature at the start of its turn or when it first enters the cone. Flammable objects ignite.

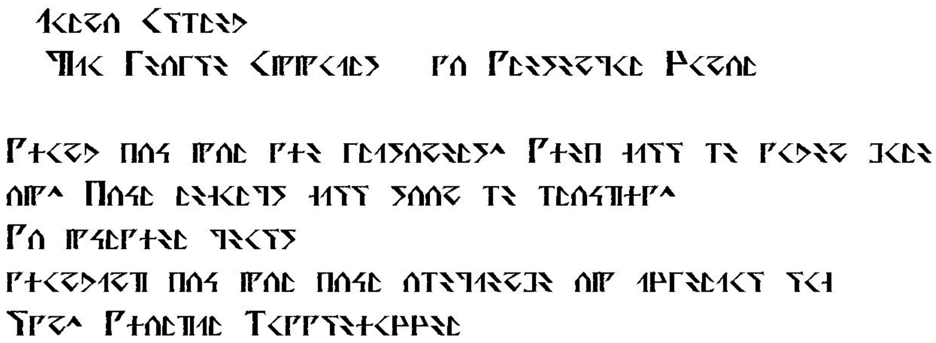
Dwarven Truck

AC	15
HP	40
Speed	40 ft./1 mph
Carrying Capacity	8 medium creatures

The truck is powered by a kind of yellow goo. A crate suffices for a day of usage.

Appendix D - Letters

D1



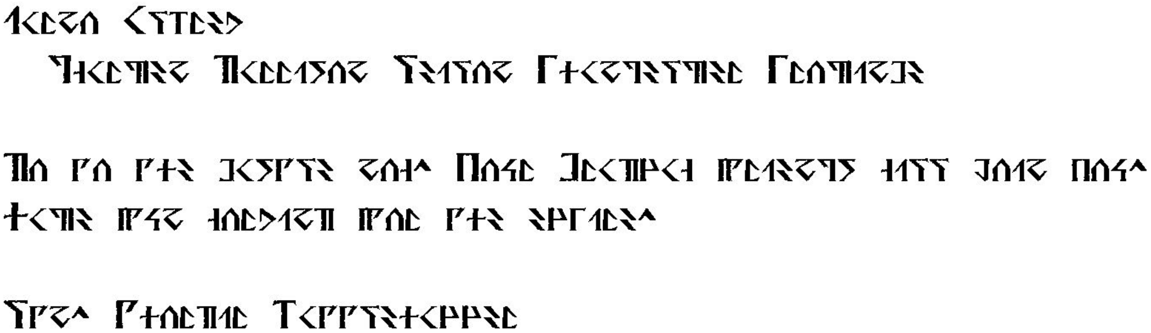
D1 translated

-Iarno Albrek
Via People Affairs, to Tresendar Manor

Thank you for the prisoners. They will be taken care of. Your rewards will soon be brought.
To further deals,
thanking you for your obedience of imperial law,
Ltn. Thorgir Battlehammer

(the map for D1 is at the back of this document)

D2



D2 translated

-Iarno Albrek
    Dwarven Garrison, Leilon, Phandelver Province

Go to the castle now. Your Cragmaw friends will join you.
Have fun working for the empire.

Ltn. Thorgir Battlehammer

D3

D3 translated

TO ALL HOMEBORNE

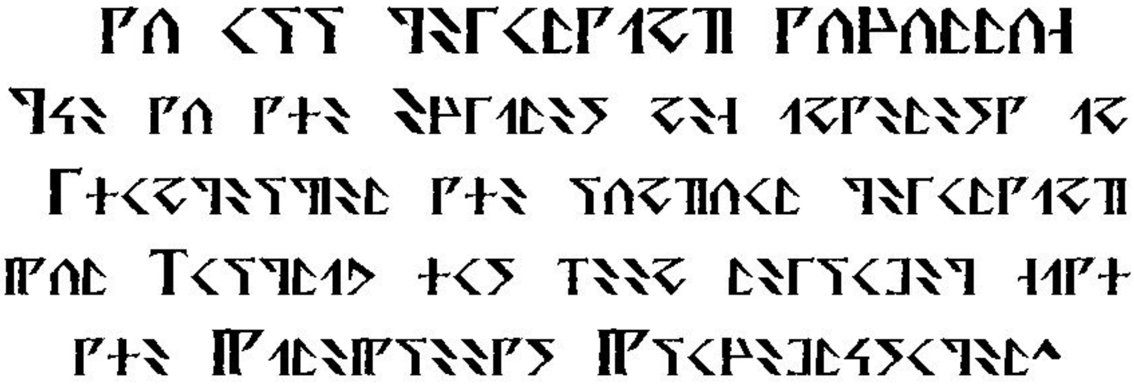
The longoar for Baldrik contains a load of humans and some forbidden firearms for imperial destruction. Extra attention required!

*F*cking dwarves!!!*

The ship is in the military harbor of Leilon

I'll look if I can do something... Automatic guns are nice

D4



D4 translated

TO ALL DEPARTING TOMORROW
Due to the Empire's new interest in Phandelver, the longoar departing for Baldrik has been replaced with the Firefleet's Flamecrusader.

S1

Fa Lurd Albrek,

Mio Spii in Leilon spilo ce Strii voyagnolo super Triboar Cammino. Lo povlo travarler per de Khazdi. Capturuo lo si povltuo, tutuo si devtuo, ma non lessuo lo destructer no Plani. Regarduo ce any khazdi Plani sumluo apportluo o io con Vistu.
Io counter sur tuo, Iarno. Non dispuntuo me.

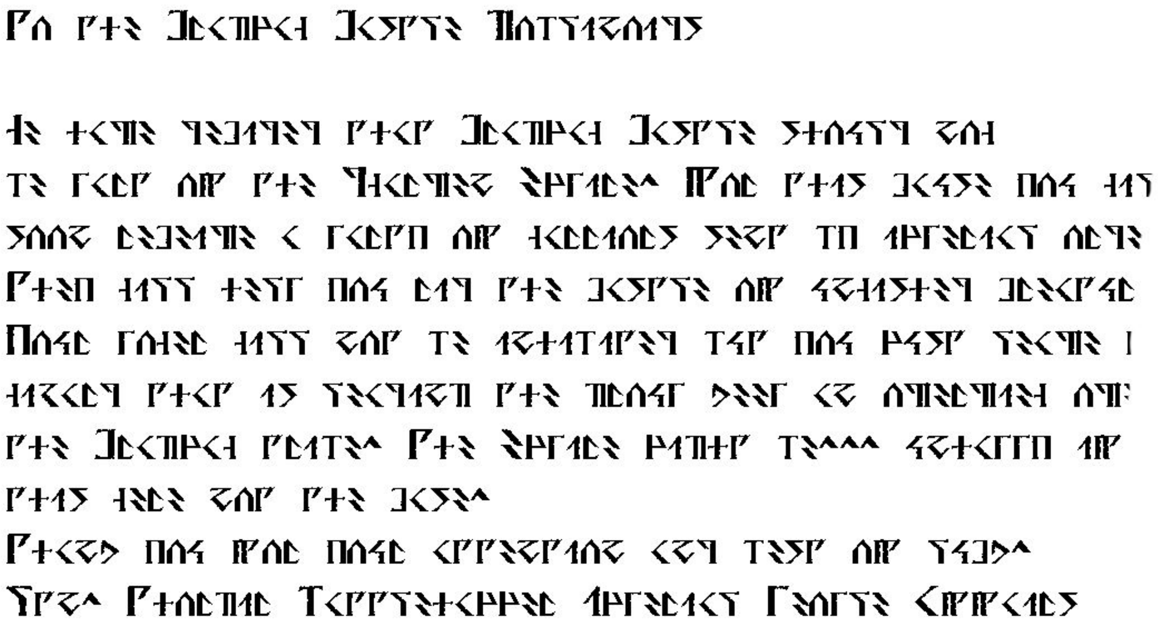
S1 translated

In Eastern Common

Dear Lord Albrek,

My spies in Leilon inform me that strangers will travel on the Triboar Trail. They could be working for the dwarves. Capture them if you can, kill them if you must, but don't let them destroy our plans. See that any dwarven maps are brought to me with haste.
I'm counting on you, Iarno. Don't disappoint me.

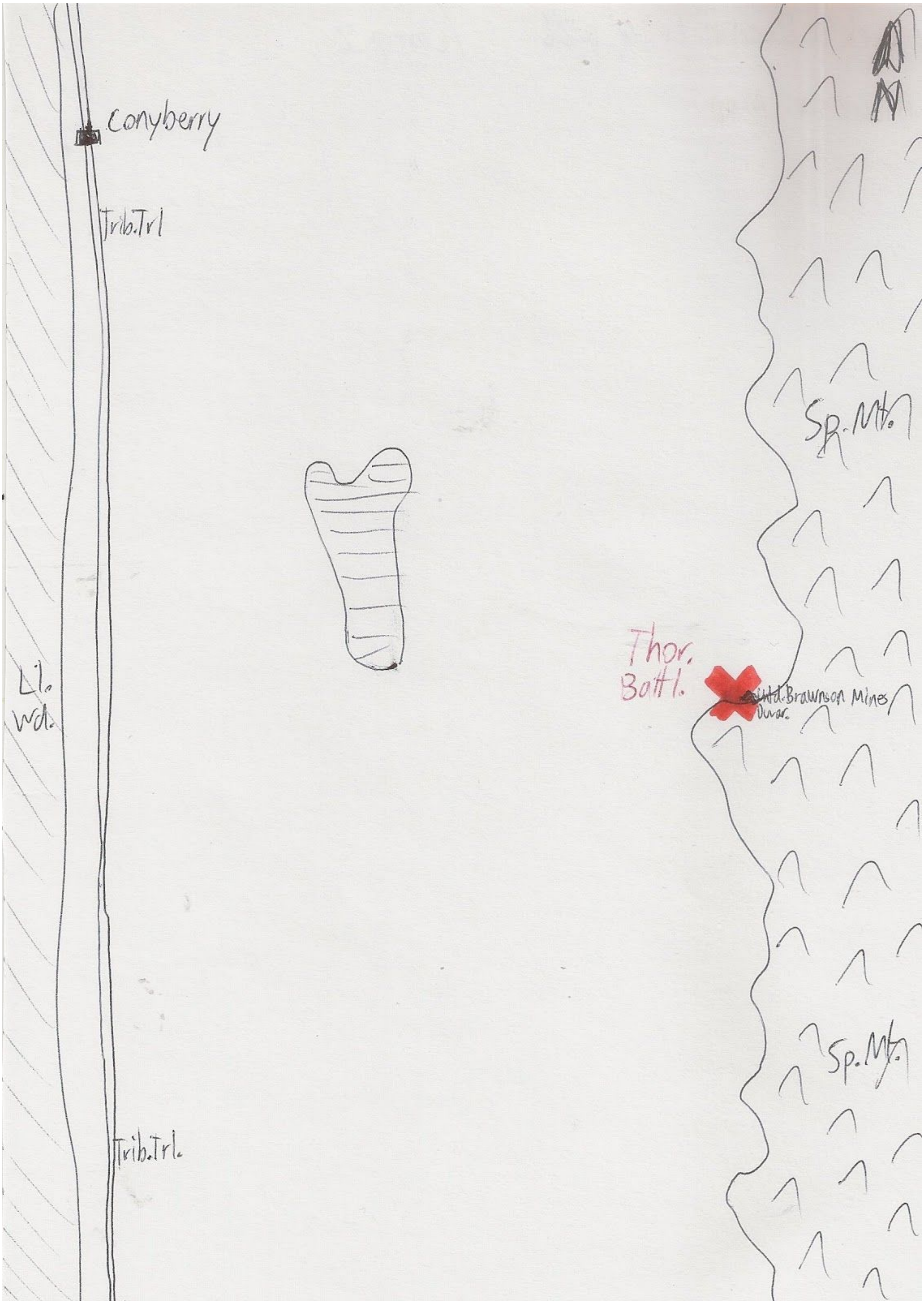
H1



H1 translated

-To the Cragmaw Castle Goblinoids

We have decided that Cragmaw Castle should now be part of the Dwarven Empire. For this cause, you will soon receive a party of warriors sent by imperial order. They will help you rid the castle of unwished creatures. Your power will not be inhibited, but you must leave the wizard that is leading the group keep an overview over the Cragmaw tribe. The Empire might be... unhappy if this were not the case.
Thank you for your attention and best of luck.
Ltn. Thorgir Battlehammer, Imperial People Affairs


Conyberry
Trib.Trl
Sp. Mt.
Thor. Battl.
Brawnson Mines
Dwar.
Li. Wd.
Sp. Mt.
Trib.Trl.

D1 map

Appendix E - Creature Cards

There are a few NPC and weapons stats that aren't included in Appendix A or the booklet. They are here, instead, in the form of cards you can print out and always have in handy.

NPC
Lieutenant
Phandelver
Male Hobgoblin
17
Max 52
Longword Crossbow
+5
100
2d6+3
+3
Slashing
1d10+3
Piercing
Keith Cragmaw
STR 16 +3
DEX 11 +0
CON 16 +3
INT 12 +2
WIS 10 +0
CHA 15 +3

NPC
Lieutenant
Phandelver
Female Human
14
Max 22
Sword
+5
1d6+3
Slashing
Lisa Körn
STR 13 +1
DEX 16 +3
CON 14 +2
INT 18 +4
WIS 13 +1
CHA 13 +1

NPC
Lieutenant
Phandelver
Male Dwarf
20
Max 56
Falchion
+5
1d6+3
Slashing
Brogneth Firedelve
STR 18 +4
DEX 13 +2
CON 20 +5
INT 17 +3
WIS 19 +4
CHA 15 +2

NPC
Phandelver
Male Dwarf
14
Max 15
Pick
+3
1d6+3
Piercing
Nundro Rockseeker
STR 15 +3
DEX 10 +0
CON 15 +3
INT 11 +0
WIS 11 +0
CHA 9 -1

NPC
Patron
Phandelver
Male Dwarf
10
Max 12
Warhammer
+1
1d8+1
Bludgeoning
Gundren Rockseeker
STR 12 +1
DEX 10 +0
CON 15 +3
INT 14 +2
WIS 10 +0
CHA 12 +1

NPC
Phandelver
Male Dwarf
16
Max 27
2*Longword
Crossbow
+3
100
1d8+1
Slashing
+2
1d10
Piercing
Sildar Hallwinter
STR 16 +3
DEX 11 +0
CON 16 +3
INT 12 +2
WIS 10 +0
CHA 15 +3

Appendix F - Endville

Expanding on the Spikejaws

The kobolds can dig an additional two rooms per day. Additionally, the party can set up traps, or build tents or barriers on the outside. All this could accommodate the people.

First, the basic needs of the people are listed below, which must be completed. Then, building up Endville is described, along with the cost for everything (following the basic rules for rooms in https://drive.google.com/file/d/13PHA3YVBTRsTSMW_Pt_YddqmczM6p61h/view?usp=sharing).

Lieutenants

Humor

Your party should have a few lieutenants by now. Each of these is initially friendly to you and keeps their followers following the party's orders. However, they might become unhappy with the party. Either because roleplay produces it, or a lieutenant is neglected for too long. Then, they revolt, and the others maybe too. Better keep friendly terms with your allies! Also, if they are not obedient, they might refuse doing certain things. You can circumvent this by building their lodgings.

Their Views

Each has a defined list of stuff they want to have done. This does not include everything the party can do.

Lisa Körn

- Water must be fetched
- Root Cellars must be dug
- A spy network must be established
- The people must all be sheltered, if possible outside
- The place must be fortified with barricades
- Her house must be built

Keith Cragmaw

- A spy network must be established
- Endville must be fortified with barricades, lookout towers and traps
- A smithy must be built
- All civilians must be dug into the hillside
- His house must be built
- The hobgoblins need their barracks
- Bear Traps should be searched for

Brogneth Firedelve

- His dwarves get to keep their tents, and him too
- Their flag is placed in a central location

Basic Needs

Food: The root cellar produces 10 units of food per day - however, that is by far not sufficient. The number of food units needed equals to the amount of creatures participating in the revolution (small ones like kobolds or goblins count as 2 for 1 unit). However, most food will have to be stolen or otherwise procured. A crate equals to about 5 units of food.

Water: There is not a drop of water in Endville. The kobolds usually went once per day out to the river to drink. Now, a special detachment of people must go fetch water the whole day, as described in "Activity". The total water needed equals a aqunit per creature (small ones still count as 1).

Shelter: Each creature needs a home, including any out in the strike force or even the party themselves. Shelter can be built out of tents, dug by the kobolds, or otherwise created, as listed in "Building".

Building

The people need shelter, food and drinks must be stored, weapons safekept and other such things done - all of them listed here.

The party can arrange the stuff pretty much at will. Let them be creative, draw maps of their achievements!

Award the party 100 xp for each building achieved, and 50 xp for each trap.

There are already a few buildings present, being: a root cellar, a storage room, a latrine, and a cave shelter.

Cave Shelter

A small room dug into the hillside.

Construction Cost: 4 kobolds, 1 day

Space: 10 civilians or 3 fighters

Command Center (1)

A large tent, stuffed with documents and other things to help the commanders.

Construction Cost: 10 civilians, a day, five tents (see Stealing Tents).

Benefit: While in the command center, Charisma checks have advantage.

Barricade
A row of spiked wooden beams and heaped rocks.
Construction Cost: 10 humans, 1 day
Benefit: This produces a 20 feet long barrier which will be useful in the later battle.

Hobgoblin Barracks
A large wooden house, in which the hobgoblins feel at home.
Construction Cost: 15 humans, 1 day, 5 beds (see Stealing Beds).
Space: 5 hobgoblin follower quarters
Benefit: Hobgoblins gain an additional +2 to attack and damage rolls for a day after resting here.

Keith Cragmaw's Barracks (1)
Keith's home, a low-slung stone house.
Construction Cost: 20 humans, 2 days, a bed (see Stealing Beds).
Space: Additional 2 hobgoblins
Benefit: Keith and any hobgoblins can long rest in 2 hours here, but must rest for 10 hours next long rest. Additionally, Keith is obedient to the party.

Latrine (1)
A deep pit toilet.
Service: Toilets for the whole camp.

Lisa's House (1)
Lisa has a special home in mind for herself.
Construction Cost: 5 civilians, a day, a bed (see Stealing Beds).
Benefit: Whenever Lisa rests in her house, she gains an additional 5 temporary HP and is obedient to the party.

Lookout Tower
A low tower made out of wooden beams.
Construction Cost: 10 goblins, 1 day
Benefit: As long as there are 2 goblins on here each day, it will have a benefit in the later battle.

Root Cellar
A small room dug in the hillside, in which nocturnal roots grow.
Construction Cost: 4 kobolds, 1 day
Production: 10 units per day

Smithy (1)
An old ruin rebuilt with wood and stones, in which the old smith gives his best to craft stuff.
Construction Cost: 30 civilians, 5 days
Production: Any normal gear (simple or advanced) at twice the speed for free or ammo in a day for any object (except special ones) as long as 3 civilians are there

Stables (2)
A low-slung wooden building.
Construction Cost: 15 civilians, 2 days
Space: 6 mounts such as horses

Storage Room (3 outside, unlimited inside)
A room in which stuff is kept, either dug into the hillside or built on the old ruins.
Construction Cost: 4 kobolds, 1 day *or* 15 civilians, 2 days
Space: 100 units/aqunits or a wagon/truck

Tent
A stolen tent.
Construction Cost: 4 civilians, 30 minutes, a tent (see Stealing Tents).
Space: Five civilians or two fighters

Traps
There are a couple of these, listed here.

<u>Bear Trap</u>
Construction Cost: A bear trap (see Finding Bear Traps)
Effect: When a creature steps on the trap, the trap attacks. It has +8 and deals 1d10 piercing damage on a hit. A creature hit by the trap has a speed of 0 and must succeed on a DC 15 Strength check to break free.

<u>Pit Trap</u>
Construction Cost: 5 goblins, half a day
Effect: Whenever a creature steps on this trap's cover, it falls down 10 feet, taking 1d6 bludgeoning damage. Climbing out again requires a DC 10 Acrobatics check and an action.

<u>Poison Needle</u>
Construction Cost: 2 kobolds, 1 day
Effect: Whenever a creature stands within 10 feet before the trap, it fires a dart: +5 to hit, 2d10 poison damage.

Activites
There are loads of things the characters could do around Endville. They are listed as in Building, and group anything the many people at Endville could do, along with the leads for story they will contain.

Fetching Water
There is no water in Endville - this is an important task.
Cost: 1 civilian for 10 aqunits/day

These people will be walking to and fro between the river and camp to supply water for everyone.

Finding Bear Traps

Sending civilians out into the woods sometimes brings back bear traps.

Cost: 6 civilians, 1 day

Results: 1d3-1 bear traps

Spy Network

The party should build up a spy network, as Lisa, Reidoth and Keith insist.

Cost: 10 followers (half goblinoid, half human)

Results: The spies will come up with a line of occasions to plunder and destroy dwarven things.

Stealing Beds

Beds are comfortable and a joy to sleep on.

Cost: 15 followers, 1 day

Results: After a day, roll a d4. On a 1, 2d4 of them are dead. On a 3-4, they bring back 1d6+1 beds and 2d12 crates of food stolen from a newly built dwarven barracks.

Stealing Tents

Tents are a good way of providing shelter for everyone.

Cost: 10 followers or the party, 1 day

The party will have to be out and about searching for tents, or send a force of fighters instead. The 10 fighters come back after a day with 1d6 tents.