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Edit Share The Lost Mine of Phandelver is an adventure for four or five Level 1 characters (although you can play it with fewer people). You can find everything you need to play this in the starter set, including an adventure book, Starter Rulebook and five ready-made sheets of characters as a sample guide. During the adventure, your characters must move to Level 5. The adventure is located near the town of Neverwinter in the Sword Coast region of The Forgotten Realms setting. You can find a copy to read the Lost Mine Rules book Phandelver for free here. More than 500 years ago, clans of dwarves and dwarves entered into an agreement called the Fundelver Pact in which they would share a rich mine in a wonderful cave called Wave Echo Cave. In addition to its mineral riches, the mine contained great magical power. Human spells have teamed up with gnomes and dwarves to direct and bind this energy into a great forge (Forge of spells) where magical objects could be made. The times were good, and the nearby town of Phandalin (pronounced fan do lin) flourished as well. Community content is available under CC-BY-SA unless otherwise stated. More Dungeons and Dragons Vicky English Edit Share Sword Coast North, northwest Faerûn Mostly people: dwarves, elves, gnomes, semi-elves, halflings Phandalin was in a mostly human village, located northeast of Leilon, where the road that ran from the High Road to Triboar disappeared in the trail. However, it was eventually resettled, and Fandalin became a border settlement of farmers and prospectors seeking wealth in the Sword Mountains in the late 15th century. However, when the orcs of the kingdom of Uret Ukrypt destroyed the entire game in their kingdom, they went in search of food and turned to the settlements in the area, riding on them. Phandalin was one of these settlements, and in 951 DR, it was captured and then abandoned. After Flotamp Geddarm passed through the city and wrote about it, there was an influx of tourists and adventurers in the area. Sometime in the 1400s, settlers from Neverwinter and Waterdeep resettled the ruins of Fandalin, and it was well established by 1491 DR. They committed several horrific acts such as racketeering local businesses, kidnapping more than a dozen travelers and selling them into slavery, killing a forest harvester, Arboretum, for his disobedience, and then kidnapping his family. Editing by Fandalin didn't have a functioning government, but the townspeople every year Citizens. Citizens will act as judges and mediators, as well as keep records that need to be kept. Description (edited by editing) Phandalin had three deep wells. Places of Interest (edited by editing source) Two people are watching the city. Stonehill Inn: a modest hotel that was run by a short, friendly young man named Toblen Stonehill. Toblen came from the east of Triboar, in search of opportunities in exploration, like many others. He soon discovered that he knew more about hotel management than mining, and so he set up a hotel. Barten Regulations: The largest trading post in Fandalin, staying open from sunset to sunset. He was run by a thin and bald, middle-aged man with a kind manner. Elmar Barten. Edermat Garden: a garden field with a simple cottage of a silver-haired elf half named Daran Edermat. Daran was a retired marshal on the lands of the Dragon Coast. When he retired, he returned to the Neverwinter region, which was his original home. Lionshield Coster: Supplier of Arms and Armor owned by Lionshield Coster. The host of this post was a witty woman named Lynn Greywind. Phandalin Miner's Exchange: a trading post where miners weighed and paid their finds. There were records of citizens, for which no local lord claimed responsibility. The exchange was an ambitious and calculating woman named Khalia Thornton. As part of the city, Khalya tried to gradually take control of Fandalin, as there was no official lord in the city. Alderleaf Farm: a simple farm that was run by a wise semi-business woman named zellin Alderlif. She's been friends with Druid, Reidot, for a long time. Sanctuary of good luck: a small shrine made of stone from the ruins and the only temple of Fandalin dedicated to Timor. It was in the care of a zealous young elf and a member of the Harpers, Sister Garaele. Sleeping giant: seedy, dirty and dangerous watering. He was known for frequenting a gang called the Redbrands. It was ruled by a sullen female dwarf named Grista. City Teacher's Hall: a small building that served as the city council building. It also housed a small but on-duty prison in the basement. It is run by the townspeople Harbin Wester. Trezendar Manor: More of a castle than a manor house, it was an ancient building that was abandoned after the forays of the orcs 951 DR. Cellars were turned into a shelter for the Redbrands. Basements once served as a refuge when the estate was attacked. It also served as a resting place for deceased members of the Trezendar family. In the Edit Notes app (edited by the editing source) Pages 30u201231 of Lost Mine of Phandelver describe the eruption of Mount Hotenov (1451 DR) as happening 30 years ago, which will place the adventure at 1481 DR. However, 103 and 179 acquisitions of Incorporated, later they say that the events described in the adventure take place five years after the lost mine of Fundelver and the Princes of the Apocalypse. Since the latter is clearly set in 1491 DR, and given Ed Greenwood's answer about dating adventure, this wiki will use 1491 DR for events related to this book. Appearances edited edited the source of The Adventures of the Lost Mine Phandelver Orreri Wanderer Dragon Icespire Peak Gallery edit source Add a photo to this gallery Links edit source Obsidian Entertainment (November 2008). Designed by Tony Evans. Neverwinter Nights 2: Storm zehir. Atari. 2.0 2.1 2.2 2.3 Ed Greenwood (1993). Volo's guide to the North. (TSR, Inc.), page 196. ISBN 1-5607-6678-6. 3.0 3.1 Brian R. James and Ed Greenwood (September 2007). A great history of Kingdoms. (Wizards of the Coast), page 112. ISBN 978-0-7869-4731-7. 4.0 4.1 Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 14. ISBN 0786965592. Monica Valentinielli, Sean Mervyn, Rich Lescuffair (2016-11-04). In Volo Veik (PDF). League of Adventurers: Season 0 (The Wizards of the Coast), p. 7. 6.0 6.1 6.2 Masters RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 16. ISBN 0786965592. 7.0 7.1 7.2 7.3 Masters Team RPG (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 18. ISBN 0786965592. Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 15. ISBN 0786965592. Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 16. ISBN 0786965592. Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 17. ISBN 0786965592. Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), 18-19. ISBN 0786965592. Wizards RPG Team (2014). The lost Fandelver mine. Dungeons and Dragons Starter Set (Wizards of the Coast), page 20. ISBN 0786965592. Community content is available under CC-BY-SA unless otherwise stated. Chris, Jake, Caleb, Matthew, Nick, Soybo Players Players Racing Class Chris??? ? ? Jake Warden Warforgerd Monk (Kensei Way) Caleb? ? Bard (College TBA) Logan Dungeon Master Matthew? ? TBA Nick Urista Satur Half-orc Barbarian (The Way of the Warrior Totem) Soybo Iris Beholderborn Seeker (Occultist) The Lost Mine Phandelver is a budding level campaign designed to introduce new people to the DMG, which carries characters from levels 1 to 5. It is part of the starting set of the DMK. Description Edit Everything You Need to Start Playing the Greatest Role Game in the World. Mazes! Plundering treasure hoards! Fight the legendary monsters! Dungeons and Dragons Starter Set your gateway for action-packed stories of imagination. This box contains the basic rules of the game plus everything you need to play heroic characters on dangerous adventures in fantasy worlds. Perfect for a group of 4 - 6. Dungeons and Dragons Starter Set includes: a 64-page adventure book with all Dungeon Master needed to get started a 32-page set of rules for reproducing characters level 1-5 5 5 pre-created characters, with the character sheet 6 Bone Sessions Edit Number Name Date 0 Session 0: Rolling for Stats September 20, 2018 Logan explains things We rolled statistics and drew our cancer, and played settlers Katana and Uno. 1 Session 1: Goblin Bois September 28, 2018 Goblin buoy ambush party and party interrogates one, and bring the wagon they accompanied to the dungeon. 2 Session 2: Dungeon Crawl October 5, 2018 Party enters the dungeon to crawl, battling goblins and bugs and meet a familiar dragon. 1 Session 3: Dragon October 19, 2018 Party is hired to work and hike through the woods, by being bumped into several ruins, one of which is a young but powerful and antagonistic green dragon. 1 Session 4: October, 2018 Community Content is available under CC-BY-SA unless stated otherwise. Noted.

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