



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

GM: roll initiative

Sarinal: [INIT] **17 +4 21**

Gruup: [INIT] **7 -1 6**

Winnie: [INIT] **10 +4 14**

Calabos: [INIT] **6 +1 7**

[TURN] Sarinal

Sarinal: looses an arrow at the farthest goblin

Sarinal:  
[ATTACK (R)] Longbow [CRIT 20] **3 +8 11**

M  
Attack [11] -> [at Goblin 1] [MISS]

Sarinal:  
[DAMAGE (R)] Longbow [TYPE:  
piercing (1d8+4=5)] **1 +4 5**

Damage [5] -> [to Goblin 1] [HEAVY]

000

GM

0 Modifier

ADV +2 +5

DIS -2 -5

1 square = 5 feet

P1-04.04. Steep Passage

**Cragmaw Hideout**

**Legend:**

- Briars
- Bridge
- Escarpment
- Rapids
- Rubble
- Stalagmite
- Steps
- Stone Wall
- Supplies

**Round 1**

**Menu**

**Tokens**

**PCs**

**Story**

**Images & Maps**

**NPCs**

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**Tokens**





Sarinal

Gruup

Winnie

Calabos

## LIBRARY

## ADVENTURE



DD Lost Mine of Phandelver

## GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	10	10	8	8
-1	+2	+0	+0	-1	-1

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 XP 50

## TRAITS

## Nimble Escape

The goblin can take the Disengage or Hide action as a bonus action each of its turns.

## ACTIONS

GM

0

Modifier

ADV

+2

DIS

-2

- Encounters
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- Quests
- Spells

## ENCOUNTERS

## LMoP - Part 1

- P1-03 Goblin Ambush
- P1-04.02. Goblin Blind
- P1-04.03. Kennel
- P1-04.05. Overpass
- P1-04.06. Goblin Den
- P1-04.07. Twin Pools Cave
- P1-04.08. Klarg's Cave

## LMoP - Part 2

- P2-06 Redbrand Ruffians
- P2-07.02. Barracks
- P2-07.04. Tresendar Crvnts

## P1-04.06. GOBLIN DEN

CR 1/4

XP 300

# Token Name

- |  |                   |  |
|--|-------------------|--|
| 5  | Goblin            |  |
| Placement: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |                   |  |
| 1  | Sildar Hallwinter |  |
| Placement: S   |                   |  |
| 1  | Yemek             |  |
| Placement: <input checked="" type="checkbox"/>   |                   |  |





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## NPCs

### Aberration

- Nothic
- Spectator

### Beast

- Giant Spider
- Ripper
- Snarl
- Stirge
- Wolf

### Dragon

- Young Green D

### Giant

## NPCs

### A

- Ash Zombie

### B

- Brughor AxeBiter
- Bugbear

### C

- Commoner
- Cultist

### D

- Daran Edermath
- Doppelganger
- Droop

'WoTC Player1' connected

Modules

GM

0 Modifier

ADY +2 +5  
DIS -2 -5

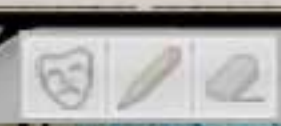





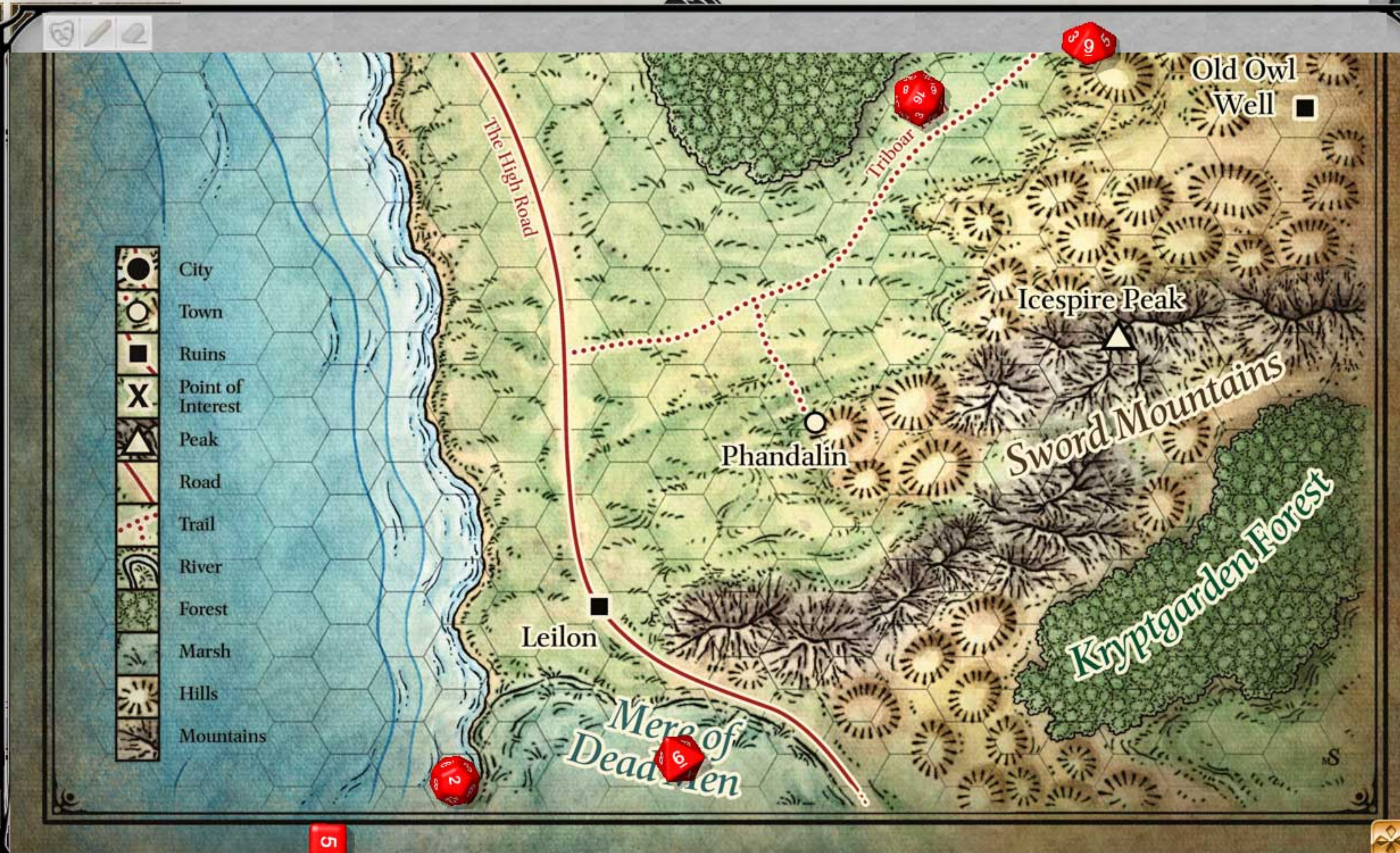
Sarinal



Group



-  City
-  Town
-  Ruins
-  Point of Interest
-  Peak
-  Road
-  Trail
-  River
-  Forest
-  Marsh
-  Hills
-  Mountains







PCs



STORY



IMAGES & MAPS



NPCs



ITEMS



NOTES



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TOKENS

'WoTC Player1' connected

GM

0 Modifier

ADV

DIS





Sarinal Gruup Winnie Calabos

XP [13 XP] -> Calabos

XP [13 XP] -> Gruup

XP [13 XP] -> Winnie

XP [13 XP] -> Sarinal

Awarded XP to the Party. (50)

GM

0

Modifier

ADV

+2

+5

DIS

-2

-5

# PARTY SHEET

## Party

<div>Calabos</div> <div>Barbarian 3</div>	<div>XP</div> <div>126 / 300</div>	<div>Gruup</div> <div>Warlock 11</div>	<div>XP</div> <div>126 / 300</div>
<div>Sarinal</div> <div>Ranger 11</div>	<div>XP</div> <div>126 / 300</div>	<div>Winnie</div> <div>Bard 2</div>	<div>XP</div> <div>126 / 300</div>

## Encounters

Name	CR	XP	Aw?
P1-03 Goblin Ambush	1/4	200	<input checked="" type="checkbox"/>
P1-04.02. Goblin Blind	1/4	100	<input checked="" type="checkbox"/>
P1-04.03. Kennel	1/4	150	<input checked="" type="checkbox"/>
P1-04.05. Overpass	1/4	50	<input checked="" type="checkbox"/>

## Quests

Name	Type	CR	XP	Aw?

Main Inventory Order XP

PCs

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Sarinal

Gruup

Winnie

Calabos

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

GM: roll initiative



Sarinal: [INIT]

17 +4 21



Gruup: [INIT]

7 -1 6



Winnie: [INIT]

10 +4 14



Calabos: [INIT]

6 +1 7



[TURN] Sarinal

Sarinal: looses an arrow at the farthest goblin



Sarinal:  
[ATTACK (R)] Longbow [CRIT 20]

3 +8 11



Attack [11] -> [at Goblin 1] [MISS]



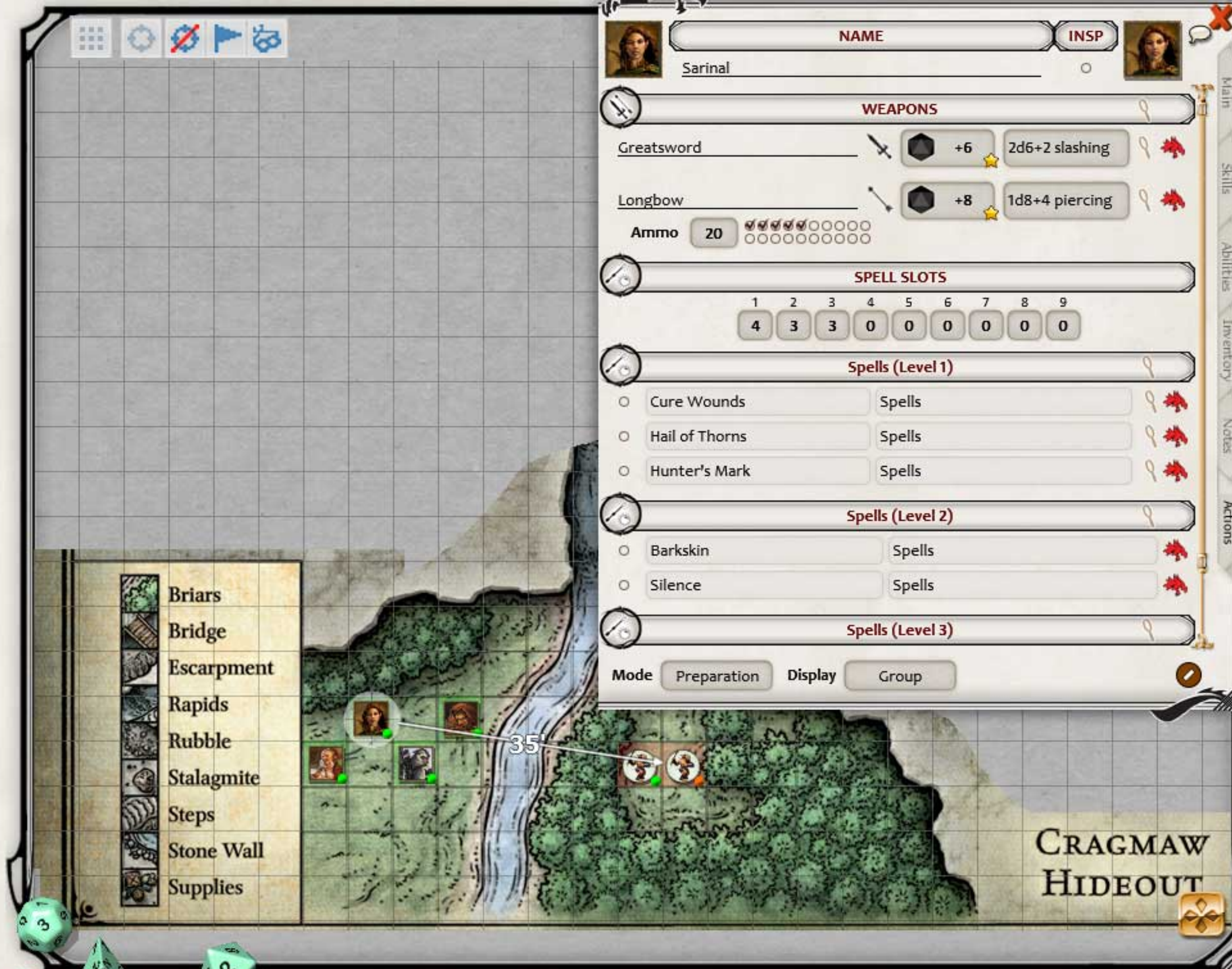
Sarinal:  
[DAMAGE (R)] Longbow [TYPE:  
piercing (1d8+4=5)]

1 +4 5



Damage [5] -> [to Goblin 1] [HEAVY]

OOC







Sarinal

Gruup

Winnie

Calabos

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## TABLES

DD Lost Mine of Phandelver

LMoP - Part 3

- Wilderness Encounters (Day)
- Wilderness Encounters (Night)

LMoP - Part 4

- Wandering Monsters

WILDERNESS  
ENCOUNTERS -  
HOBGOBLINS

CR 3

XP 500

# Token Name

5 Hobgoblin

Placement:



'WoTC Player1' connected

Modules

GM

0 Modifier

ADV +2 +5

DIS -2 -5

WILDERNESS  
ENCOUNTERS (DAY)

Wilderness Encounter Table

0

1d12

Encounter

- |         |                      |
|---------|----------------------|
| 1 - 2   | Stirges (1d8+2)      |
| 3 - 4   | Ogre (1)             |
| 5 - 6   | Goblins (1d6+3)      |
| 7 - 8   | Hobgoblins (1d4 + 2) |
| 9 - 10  | Orcs (1d4+2)         |
| 11 - 11 | Wolves (1d4 + 2)     |
| 12 - 12 | Owlbear (1)          |

Main Notes







Sarinal

Gruup

Winnie

Calabos

'WoTC Player1' connected



DM:

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

OOC

GM

0  
Modifier

ADY +2 +5

DIS -2 -5

## P1-02 GOBLIN ARROWS

The adventure begins as the player characters are escorting a wagon full of provisions and supplies from Neverwinter to Phandalin. The journey takes them south along the High Road to the Triboar Trail, which heads east (as shown on the overland map). When they're a half-day's march from Phandalin, they run into trouble with goblin raiders from the Cragmaw tribe.

Read the boxed text when you're ready to start. If you create a different adventure hook, skip to the second paragraph and adjust the details as necessary, ignoring the information about driving the wagon.



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

You've spent the last few days following the High Road south from Neverwinter, and you've just recently veered east along the Triboar Trail.



DM • You've encountered no trouble so far, but this territory can be dangerous. Bandits and outlaws have been known to lurk along the trail.

Before continuing with the adventure, take a few minutes to do the following:

- Encourage the players to introduce their characters to each other if they haven't done so already.
- Ask the players to think about how their characters came to know their patron, Gundren Rockseeker. Let the players create their own stories. If a player is hard-pressed to think of anything, suggest something simple. For example,

## STORY

### Lost Mine of Phandelver

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- PO-01 Conversion Notes
- PO-02 Credits
- PO-03 Introduction
- PO-04 Running the Adventure
- PO-05 Background
- PO-06 Overview
- PO-07 Adventure Hook
- PO-08 The Forgotten Realms
- PO-10 Appendix A: Magic Items
- PO-11 Appendix B: Monsters

### Part 1: Goblin Arrows

- P1-01 (Index) Part 1
- P1-02 Goblin Arrows
- P1-03 Goblin Ambush
- P1-04.00 Cragmaw Hideout
- P1-04.01. Cave Mouth
- P1-04.02. Goblin Blind







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## 8. KLARG'S CAVE

#	Currency
600	CP
0	EP
3	GP
0	PP
110	SP

#	Item Name
1	Jade Frog Statuette (40 gp)
2	Potion of Healing

## TREASURE PARCELS

### LMoP - Part 1

- 6. Goblin Den
- 8. Klarg's Cave

### LMoP - Part 2

- 10. Common Room
- 11. Wizard's Workshop
- 12. Glasstaff's Quarters
- 1. Cellar
- 2. Barracks
- 4. Tresendar Crypts
- 7. Storeroom and Work Area
- 8. Crevasse

'WoTC Player1' connected

GM

0

Modifier

ADV

+2

+5

DIS

-2

-5