

The Phandelver Mine

The Crew

Baraxas:	Silver Dragonborn Paladin
Jordil Ravaro:	Half-Elf Bard
Rydel:	Elf Warlock
Shallios:	High-Elf Cleric
Alston Nackle:	Rock Gnome Wizard

The Story – As a missive written by Alston

Our group started out by being hired by a Dwarf called Gundren Rockseeker and his companion, a human called Sildar Hallwinter. They wanted us to bring some goods to Barthen's Provisions in Phandalin. We would be paid 10gp each, so we thought it sounded like a simple job. Gundren said he and Sildar would meet us in Phandalin, after we have delivered the goods, for more work.

Not too much occurred on the run down the main road from Neverwinter, but on the Triboar Trail we found evidence of an ambush. Actually, as we started to check it out, we got ambushed by some sneaky little goblins. Having quickly dispatched them, we find evidence of a trail where the stolen goods from the previous ambush seem to have been taken. We secure our wagon and horses, to follow the trail.

As we follow this goat trail, it eventually opens to a clearing with a shallow stream flowing from a cave. Both Shallios and Baraxas notice a goblin guard near the cave entrance, but it seems inattentive to its duties. Luck is on our side if we can deal with this lone guard and enter the cave. Rydel, Jordil and I all launch ranged attacks from cover, dealing very quick death to the guard. With the entrance clear we move into the goblin hideout.

As we get to the entrance of the cave, we notice a crude wet path that runs alongside the stream. To save getting wet, we follow this path. A short way in, Baraxas notices an opening to our right. Those of us who see in the dark check out the dark opening to find three large wolves, asleep and chained to the wall at the back of this alcove. Not wishing to provoke these creatures, we move further into the cave.

Darkness begins to enclose us and Baraxas tells us he cannot see in the dark. Shallios casts light upon his shield, so that he can see the enemy. He notices another opening to our left as the path travels further in and to the right. We cautiously cross the stream to investigate this new opening. It's a tight fit and a little climb, but we have moved into an upper section of this cave. We hear goblin voices coming from our left.

Shallios quietly translates what he hears, as he understands that awful sounds coming from around the corner. It seems this may be the goblins sleeping area, with their leader Yeemik, barking orders at the lesser individuals. Shallios also mentions the goblins are trying to work out how to cook a human, as it has to taste better than rat, but another says rats are really delicious. Baraxas needed no other invitation, hearing a person is soon to become food for these smelly creatures, charges into the den. Another short battle, with us subduing the leader, leads us to find out who we've rescued.

We all recognise the severely injured form as no other than Sildar Hallwinter. Shallios quickly heals his wounds and he comes to tell what has happened. He tells us that Gundren and he were ambushed by a fairly large group of goblins, headed by a bugbear. Gundren was taken somewhere else for a person called the Black Spider, due to some special map and I was left in the hands of these filthy retches. Baraxas feels we should question our captive to see if we can learn anymore. This filthy retch called Yeemik tells us that Gundren was taken to their King, King Grol in Cragmaw Castle. He doesn't know who the Black Spider is, but King Grol was hired by them to find a dwarf with a map. He also has no idea where Cragmaw Castle is, as he was never important enough. Baraxas then knocks him out again, I stuff and gag him so he cannot raise an alarm, should he come too. We then searched the area and found only poor weapons, some copper and silver. Sildar, still being injured, is given a bow and some arrows, so he has a weapon if we find any more surprises in these caves.

Following the path out of this den, we go past the chute we crawled up to get to this level. As Baraxas rounds the corner, his shield casting a light forward, we hear a goblin shouting and it seems we are again to battle these useless specks of flotsam and jetsam. Shallios again tells us the goblin is calling an alarm and to flood the cave. We quickly cross a rickety bridge over the stream to encounter a number of goblins, set defensively against us.

Jordil is first to move and quickly engages two of the goblins. Although, he does seem unable to use his rapier as he misses an easy target. I then shoot a fire bolt, striking a goblin well and setting his attire on fire. Next the two goblins on Jordil strike and he is heavily injured. Baraxas charges forth and takes on the two who have struck Jordil. Rydel then moves forward and send sickly green energies from his hands to strike one of the goblins attacking Jordil. He steps back to allow Shallios access to Jordil. Shallios being next, moves forward and calls upon his god to heal Jordil. As the golden energy travels from Shallios' hand and into Jordil, the wounds close over and it's as if he hasn't been injured at all.

Thankfully, these goblins are terrible assailants in these caves, as they just seem to hit the stalagmites, missing all of us. As three drop dead, the fourth races off to the right calling for more help. The fight is still on as we chase the one who fled. There is some crude steps that lead to a much larger and open area. Sacks and crates are piled to the south end of this cavern. More goblins taking cover amongst the crates attack. With the elevation, these creatures seem to have an advantage and make the most of it with their attack. Eventually we gain ground and turn the tide, when the bugbear leader wades in with his pet wolf. By this time though, we now have the advantage and prevail. Then someone mentions we perhaps should have kept Klarg alive to question, but I tell them it would be unlikely he would reveal anything useful.

As we search this chamber we find 600cp and 110sp in coins and a jade frog that looks like it might be worth 40gp. We also find a lot of the loot has a Blue lion crest on the outside, which Sildar mentions is the crest for the Lionshield Coster, a trading house in Phandalin. There is too much for us to transport, but I tell my friends not to worry, as I cast a floating disk under the pile of goods and we head for the town.

Travelling back down the trail we followed, careful not to lose any of the goods, we make it back to the main trail and our wagon. We load up and head for Phandalin, while I maintain the floating disk for what goods we could not fit into our wagon.

Firstly we stop at Barthen's provisions and deliver the goods we were hired for, each receiving 10gp. Sildar bids us farewell, while he seeks further healing and a replenishment of his gear, which the goblins stole. We then head to the Lionshield Coster to return those goods. Here we meet Linene Graywind, who is a sharp tongued human woman who accuses us of stealing. I quickly bely her arguments and tell here we are here to return these stolen goods and she softens. She thanks us for our help and also pays us 10gp each for returning her goods.

We ask a few other questions about the town, to which she tells us the best inn is the Stonehill Inn as the Sleeping Giant is a rough house full of redbrands. Linene tells us that are a gang of ruffians operating out of Tresendar Manor and that we should avoid them if we can. She also mentions Old Darrin, keeper of the shrine may be able to help with any further questions, as he has lived here the longest. Well after a long and hard couple of days, a good feed and a comfortable night's sleep in a soft bed will be nice.