



ADVENTURE SIDEKICKS

LOST MINE OF PHANDELVER



INTRODUCTION

Do you want to run or play *Lost Mine of Phandelver* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your Phandalin campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Lost Mine of Phandelver" is the tenth volume in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventures. On your adventure, the DM might reveal that you've befriended an NPC or other creature that then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on a Wisdom (Animal Handling) check, or the sidekick on a Wisdom (Insight) check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack every other gnome"

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DARAN EDERMATH

This middle-aged half-elf has silver hair and is dressed in an immaculate but old soldier uniform. After a life of dedication to fighting evil, Daran decided to hang his sword belt and relax in the quiet Phandalin countryside. But the party may need him for one last adventure....

HOW TO INTRODUCE DARAN

Daran Edermath is a retired adventurer who lives in Phandalin. When the party arrives in town, he urges them to take care of the Redbrands, and as a sidekick, he can join the party to help them get rid of them and whatever else is threatening peace in this region.

Earlier than that, Daran can join the party during the goblin ambush. As the fight starts, he can join at the end of the first turn of combat. He was patrolling the woods around there and heard the commotion.

HOW TO ROLEPLAY DARAN

Daran used to be part of the Order of the Gauntlet, an organization that is dedicated to destroying evil in the world, and even though he is now retired, he still believes in their principles. After the first fight, he helps the party investigate the goblin hideout and also tells them about the Redbrands, asking for the party's help.

DARAN'S TACTICS

Being likely older (at least relatively speaking) than all the party members, he tries to be a mentor to them, willing to sacrifice his life to protect them. In combat, he is smart and tactical and uses his experience to advise the party.

OTHER ADVENTURES

Daran Edermath's stat block and progression table can be used with any adventure as an veteran adventurer sidekick.



DARAN EDERMATH

1st-level Medium humanoid (half-elf)

Armor Class 18 (breastplate, shield)

Hit Points 15 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Dex +4

Skills Athletics +4, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Fey Ancestry. Daran has advantage on saving throws against being charmed, and magic can't put him to sleep.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Daran can regain a number of hit points equal to 1d10 + his level.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, reach 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DARAN EDERMATH BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Back in my Day. Daran can spend 10 minutes recounting a story from his days as an adventurer. If he does, he can't use this feature again until after he finishes a long rest. Up to 6 creatures that can hear and understand Daran's story are inspired to do heroic deeds. They gain a number of temporary hit points equal to 1 + Daran's level.
3rd	26 (4d8 + 8)	Ability Score Improvement. Daran Strength and Dexterity scores each increase by 1. This raises the Strength and Dexterity modifiers, saving throw bonus, Athletics bonus, and attack and damage bonuses by 1.
4th	32 (5d8 + 10)	Watch and Learn. If Daran scores a critical hit against a target, any friendly creature within 5 feet of him gains advantage on its next attack.
5th	39 (6d8 + 12)	Proficiency Bonus. Daran's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and attack bonuses by 1.
6th	45 (7d8 + 14)	Extra Attack. Daran attacks twice, instead of once, whenever he takes the Attack action on his turn.



DROOP

Droop is a small, meek goblin of the Cragmaw tribe. He dresses in ragged clothes and ill-fitting leather armor. A lifetime of bullying at the hands of his fellow goblinoids has made him shy and cowardly, but perhaps the party's arrival may change his life. Deep down, Droop wants to be a hero.

HOW TO INTRODUCE DROOP

Droop can be found in part 2: Phandalin, inside the Redbrand hideout. If rescued from the bugbears that are harassing him, he joins the party. Consider that Droop would have some information on the hideout if you decide to introduce him this way.

If you want to introduce Droop at the start of the adventure, you can place him in area 3 of the goblin hideout in part 1: Goblin Arrows; there he has been tied up next to the wolves as punishment for dropping a plate. If the party rescues him, he promises to fight the other goblins and musters the courage to become a hero.

Earlier than that in chapter 1, Droop may be encountered on the road right before the goblin ambush, where he warns the party of the ambush lying ahead. He is sick of working for the bad people and somehow mustered the courage to escape the tribe but now wants a chance of redemption. He sees the party's arrival as his chance to become a better goblin.

HOW TO ROLEPLAY DROOP

Smaller than average for a goblin, Droop wants to become braver and stronger, a hero that does good things for others. He grew up being bullied by the other goblins of the Cragmaw tribe and somehow ended up working for the Redbrands; it's time for him to become a better goblin.

Droop may start to take on personality traits of the party member he becomes attached to.

DROOP'S TACTICS

Droop is willing to put his own life on the line for others and always follows the party, bonding with one party member in particular. Depending on what abilities Droop gets, he behaves differently in combat, but always generously and selflessly.

PROFICIENCIES

Droop is proficient with the armor and weapons included in his stat block. In addition, he is proficient with simple weapons, shortswords, light armor, and medium armor.

OTHER ADVENTURES

Droop's stat block and progression table can be used with any adventure as an adventurer apprentice sidekick.



DROOP

1st-level Small humanoid (goblinoid)

Armor Class 13 (leather armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

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

Saving Throws Dex +4

Skills Perception +3, Performance +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Nimble Escape. Droop can take the Disengage or Hide action as a bonus action on each of its turns.

Second Chance (Recharges after a Long Rest). Droop's resolve to become a hero makes him hard to kill. When he is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

DROOP BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Inspiring Admiration. Droop is not only grateful for being rescued, he's also inspired by the skill and heroism of the party. He naturally bonds with one party member in particular and strives to emulate them, gaining some of their class features. See the Inspiring Admiration table for the available options.
3rd	18 (4d6 + 4)	Ability Score Improvement. One of Droop's ability scores increases by 2, raising the modifier by 1. See the Inspiring Admiration table for the ability score to increase, based on which party member Droop is inspired by.
4th	22 (5d6 + 5)	Fury of the Small. When Droop damages a creature with an attack or a spell and the creature's size is larger than Small, he can cause the attack or spell to deal extra damage to the creature. The extra damage is a number equal to Droop's level. Once he uses this trait, he can't use it again until he finishes a long rest.
5th	27 (6d6 + 6)	Proficiency Bonus. Droop's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, passive Perception, spell save DC, and weapon and spell attack bonuses by 1.
6th	31 (7d6 + 7)	A Stronger Bond. Droop gains another Inspiring Admiration feature, as per the Inspiring Admiration table.



INSPIRING ADMIRATION

PC Class	2nd level	3rd level	6th level
Artificer	First Project. Droop learns to build an arcane firearm that only he understands how to operate. This firearm is a ranged, light weapon that deals 5 (1d10) force damage. Droop can cast a 1st-level spell the character he admires knows using the firearm as his arcane focus. If he does so, he can't use this feature again until he finishes a long rest. Dexterity is Droop's spellcasting ability score for this spell.	Ability Score Improvement. Droop's Intelligence score increases by 2. This raises the Intelligence modifier by 1.	Advanced Tinkering. Droop's arcane firearm can now replicate the effects of a 2nd-level spell the player he admires knows, in addition to the previous effects. If he does so, he can't use this feature again until he finishes a short or long rest. Additionally, Droop learns three item infusions and can infuse up to two items.
Barbarian	Rage. Droop learns to channel his anger and fly into a rage as a bonus action. If he does so, he can't use this feature again until he finishes a long rest. The rage ends early if Droop is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature or taken damage since his last turn. While raging, he gains the following benefits: • He has advantage on Strength checks and Strength saving throws. • He deals an extra 2 damage when he hits a target with a melee weapon attack. • He has resistance to bludgeoning, piercing, and slashing damage.	Ability Score Improvement. Droop's Strength score increases by 2. This raises the Strength modifier by 1.	Improved Rage. Droop can enter a rage twice, regaining expended uses after he finishes a long rest. Reckless. At the start of his turn, Droop can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.
Cleric, Druid	Spellcasting. Droop's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has two 1st-level spell slots. Droop knows two cantrips and one 1st-level spell of his choice from the cleric or druid spell list.	Ability Score Improvement. Droop's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, passive Perception, spell save DC, and spell attack bonus by 1.	Advanced Spellcaster. Droop gains another 1st-level spell slot and two 2nd-level spell slots. He also learns a 2nd-level spell of his choice from the cleric or druid spell list.
Fighter	Bonus Proficiencies. Droop gains proficiency with martial weapons and heavy armor. Second Wind. Droop can use a bonus action on his turn to regain hit points equal to 1d10 + his level. If he does so, he can't use this feature again until he finishes a short or long rest.	Ability Score Improvement. Droop's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth bonus, and weapon attack and damage bonuses by 1.	Action Surge. On his turn, Droop can take one additional action. If he does so, he can't use this feature again until he finishes a short or long rest. Extra Attack. Droop can attack twice, instead of once, whenever he takes the Attack action on his turn.
Monk	Martial Arts Adept. Droop gains the following attack: Unarmed Strike. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d4 + 2) bludgeoning damage. Additionally, Droop can make two melee attacks when he takes the Attack action on his turn: one with his shortsword and one with his unarmed strike.	Ability Score Improvement. Droop's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth bonus, and weapon attack and damage bonuses by 1.	Martial Arts Expert. The damage die for Droop's unarmed strike attack becomes a d6. Additionally, when Droop hits with an unarmed strike attack, he can choose one of the following additional effects: • The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Droop's choice). • The target must succeed on a DC 13 Dexterity saving throw or be knocked prone. • The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the Droop's next turn.

PC Class	2nd level	3rd level	6th level
Paladin	Bonus Proficiencies. Droop gains proficiency with martial weapons and heavy armor. Lay on Hands. As an action, Droop can touch a creature and restore up to 5 hit points to it.	Ability Score Improvement. Droop's Strength score increases by 2. This raises the Strength modifier by 1.	Divine Smite. Droop can add divine power to his attacks. When he hits a creature with a melee weapon attack, he can deal an additional 9 (2d8) radiant damage to the target, in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead creature or a fiend. Droop can use Divine Smite twice, regaining expended uses after a long rest. Improved Lay on Hands. Droop's Lay on Hands feature restores up to 15 hit points.
Ranger	Hunter Apprentice. Droop gains proficiency with the Survival and Nature skills, giving him a +3 bonus to those skill checks. Additionally, Droop can innately cast <i>hunter's mark</i> once per day. Wisdom is his innate spellcasting ability.	Ability Score Improvement. Droop's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth bonus, and weapon attack and damage bonuses by 1.	Extra Attack. Droop can attack twice, instead of once, whenever he takes the Attack action on his turn. Master Hunter. Droop can innately cast <i>hunter's mark</i> twice per day.
Rogue	Bonus Proficiencies. Droop gains proficiency with thieves' tools, giving him a +4 bonus to checks made with them. Sneak Attack (1/Turn). Droop deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Droop's that isn't incapacitated and Droop doesn't have disadvantage on the attack roll.	Ability Score Improvement. Droop's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth bonus, and weapon attack and damage bonuses by 1.	Expertise. Droop's proficiency bonus is doubled for Stealth checks, giving him a +8 bonus to that skill check. Improved Sneak Attack. Droop's Sneak Attack damage increases to 10 (3d6).
Sorcerer, Bard	Spellcasting. Droop's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has two 1st-level spell slots. Droop knows two cantrips and one 1st-level spell of his choice from among the spells the character he admires knows.	Ability Score Improvement. Droop's Charisma score increases by 2. This raises the Charisma modifier, Performance bonus, spell save DC, and spell attack bonus by 1.	Advanced Spellcaster. Droop gains another 1st-level spell slot and two 2nd-level spell slots. He also learns a 2nd-level spell of his choice from among the spells the character he admires knows.
Warlock	Eldritch Apprentice. Droop's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has two 1st-level spell slots. He regains his expended spell slots when he finishes a short or long rest. He knows the <i>eldritch blast</i> cantrip, plus a cantrip and 1st level spell the character he admires knows.	Ability Score Improvement. Droop's Charisma score increases by 2. This raises the Charisma modifier, Performance bonus, spell save DC, and spell attack bonus by 1.	Agonizing Blast. When Droop casts <i>eldritch blast</i>, he adds a +2 bonus to the damage if he hits. Mask of Many Faces. Droop can cast <i>disguise self</i> at will, without expending a spell slot. Spellcasting. Droop's two spell slots become 2nd-level spell slots and Droop can replace the spell he knows with a 2nd-level spell of his choice from among the spells the character he admires knows.
Wizard	Spellcasting. Droop's spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He has two 1st-level spell slots. Droop knows two cantrips and can prepare one 1st-level spell of his choice from the spellbook belonging to the character he admires.	Ability Score Improvement. Droop's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, and spell attack bonus by 1.	Advanced Spellcaster. Droop gains another 1st-level spell slot and two 2nd-level spell slots. He also learns a 2nd-level spell of his choice from the spellbook belonging to the character he admires.

OWLBEAR

1st-level Medium monstrosity

Armor Class 12 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Con +4

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak it

Actions

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

d8 Quirks

- 1 I am an adventurer traveling the land with my faithful humanoid sidekicks.
- 2 I can fully rotate my head 270 degrees. But I don't if anyone is watching.
- 3 I produce pellets after each of my meals in whichever backpack I deem fit.
- 4 I attempt to wrap my fluffy body around those who I protect as they sleep.
- 5 Everything smaller than me deserves to live and grow.
- 6 I am afraid of heights and stay as far away from ledges as possible.
- 7 I go out of my way to stop and smell the flowers. And to eat them. Mostly to eat them.
- 8 I can "fit" through any door. Some just take a bit of extra work.

An owlbear can be found confined in Cragmaw Castle in part 3. If a character throws it fresh meat, the owlbear devours the food and might be befriended over time.

OWLBEARS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.
3rd	26 (4d8 + 8)	Tough as Nails. The owlbear's Armor Class increases by 1.
4th	37 (5d8 + 15)	Ability Score Improvement. The owlbear's Strength score increases by 1, and its Constitution score increases by 2. This raises the Strength and Constitution modifiers, saving throw bonus, and attack and damage bonuses by 1.
5th	48 (6d10 + 18)	Growth Spurt. The owlbear grows to Large in size. Its speed increases by 10 feet, its Hit Dice are d10, and its claws attack deals 14 (2d8 + 5) slashing damage. Proficiency Bonus. The owlbear's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and attack bonuses by 1.
6th	59 (7d10 + 21)	Extra Attack. The owlbear can attack twice, instead of once, whenever it takes the Attack action on its turn.



REIDOTH

Reidoth is a wizened old man who resides near the ruined town of Thundertree in order to attempt to ward off those who wish to enter this location. Being a member of the Emerald Enclave, he is devoted to the balance between nature and civilization. He opposes threats to this balance and is strong in his opposition.

A short, lean, aged, somewhat smelly man, Reidoth wears thick hide armor.

WHERE TO FIND REIDOTH

Reidoth can be found in part 3: The Spider's Web in the Ruins of Thundertree section. He is a member of the Emerald Enclave and might overcome his reluctance and provide a smaller party with his companionship. Another option would be to have him join the party as a mentor figure in cases where a member of the party might decide to join the Emerald Enclave or in cases where Reidoth himself invites a member of the party to join the Enclave.

Reidoth could be introduced in part 2: Phandalin. In this case, he himself may be on a quest to get assistance to rid Thundertree of the dragon Venomfang. Or perhaps he may be recruiting for the Emerald Enclave and may take special note of certain members of the party.

Even earlier, Reidoth could be found in part 1: Goblin Ambush traveling the roads as the party does, or he may be in the area and hear the sounds of the goblin attack.

HOW TO ROLEPLAY REIDOTH

Reidoth is strong in his beliefs and puts them above the beliefs of others. However, he aids anyone who is willing to help him rid that town of the evil Venomfang.

Though he may be an old, smelly, dirty man, Reidoth is a wellspring of wisdom and knowledge. He often tells tales of his time traveling on more important missions for the Emerald Enclave. And while he has settled down into areas of lesser importance, he believes that anything he, or anyone else, does in the name of good is a change for the better.

REIDOTH'S TACTICS

Reidoth has a good deal of knowledge regarding the beasts and monsters native to the region. Whenever possible, Reidoth shares his knowledge with the party to help develop strategies. He gladly teaches others the tenets of the Emerald Enclave and accepts others into its ranks. In combat, he fights to defend others, but if the outlook is bleak, he suggests retreat. Should he confront creatures native to the woods, Reidoth avoids harming it if possible and instead attempts to frighten the creature away or requests the party move around the creature.

OTHER ADVENTURES

Reidoth's stat block and progression table can be used with any adventure as a druid sidekick.



REIDOTH

1st-level Medium humanoid (human, shapechanger)

Armor Class 14 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 14 (+2) 12 (+1) 10 (+0) 16 (+3) 10 (+0)

Saving Throws Wis +5

Skills Nature +2, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Wild Shape. As an action, Reidoth can assume the shape of a black bear or a squirrel. He can stay in this form for 3 hours or until he reverts to his normal form as a bonus action. He automatically reverts if he falls unconscious, drops to 0 hit points, or dies.

While transformed, Reidoth's game statistics are replaced by the statistics of the beast, except he retains his alignment, personality, and Intelligence, Wisdom, and Charisma scores. When in squirrel form, Reidoth retains the ability to cast spells.

Spellcasting. Reidoth's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Reidoth has the following druid spells prepared:

Cantrips (at will): *guidance*, *poison spray*

1st level (2 slots): *healing word*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

REIDOTH BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. Reidoth learns the 1st-level spell <i>entangle</i> .
3rd	22 (4d8 + 4)	Spellcasting. Reidoth gains one 1st-level spell slot. Reidoth also learns the 1st-level spell <i>animal friendship</i> .
4th	27 (5d8 + 5)	Ability Score Improvement. Reidoth's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw bonus, spell save DC, spell attack bonus, Perception and Survival bonuses, and passive Perception by 1. Spellcasting. Reidoth learns the <i>mending</i> cantrip.
5th	33 (6d8 + 6)	Proficiency Bonus. Reidoth's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and spell and weapon attack bonuses by 1. Spellcasting. Reidoth gains one 1st-level spell slot and two 2nd-level spell slots. Reidoth also learns the 2nd-level spell <i>pass without trace</i> .
6th	38 (7d8 + 7)	Advanced Wildshape. Reidoth's attacks in beast form are magical. In addition, he can now assume the shape of a sparrow when using his Wild Shape ability. The stat block for this shape is detailed below.



BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

SQUIRREL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	9 (-1)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Dex +3

Skills Acrobatics +3, Stealth +3

Senses passive Perception 10

Languages –

Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.



SPARROW

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	9 (-1)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Dex +3

Skills Perception +2

Senses passive Perception 12

Languages –

Challenge 0 (10 XP)

Keen Sight. The sparrow has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.

SILDAR HALLWINTER

Sildar Hallwinter is a human soldier serving the Lord's Alliance. He hails from the city of Waterdeep and was once a member of their prestigious griffon cavalry. He believes wholeheartedly in the ideals of the Lord's Alliance and has dedicated his life to bringing order and prosperity to the Sword Coast.

WHERE TO FIND SILDAR

Sildar can normally be found as a captive of the goblins in area 6 of Cragmaw Hideout. If you would like to have Sildar as a party member before entering the Cragmaw Hideout, have him escape the goblin ambush and double back to seek the aid of the party. If you would like the encounter in area 6 of the Cragmaw Hideout to still feature a prisoner, consider replacing Sildar with a villager from Phandalin.

HOW TO ROLEPLAY SILDAR

Sildar's overall goal is to bring law, order, and prosperity to Phandalin. His most immediate concern is investigating the fate of Iarno Albrek. Although Sildar happily accompanies the party in any pursuits that help the people of Phandalin, he urges the party to focus their efforts on his investigation.

Sildar is brave, sometimes to a fault. If the lives of others are at risk, Sildar is willing to put himself in grave danger. He believes in achieving his goals by the proper means and won't tolerate the party breaking the law or harming innocents.

SILDAR'S TACTICS

Sildar is an experienced soldier with a decent tactical knowledge. If asked for advice, he suggests measured, straightforward plans. Consider using Sildar as a way to introduce layers to tactical thinking. He might suggest spreading out to avoid area-of-effect attacks or focusing fire on powerful enemies. Sildar prefers disarming and capturing his foes whenever possible. He uses this opportunity to interrogate the foe for useful information and show mercy to those who cooperate.

OTHER ADVENTURES

Sildar's stat block and progression table can be used with any adventure as a lawman sidekick.



SILDAR HALLWINTER

1st-level Medium humanoid (human)

Armor Class 16 (chain mail)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Con +4

Skills Animal Handling +3, Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Superiority Dice. Sildar has three superiority dice, which are d8s. A superiority die is expended when used for a maneuver. He regains all expended superiority dice when he finishes a short or long rest.

Maneuver: Disarming Attack. When Sildar hits a creature with a weapon attack, he can expend one superiority die to attempt to disarm the target, forcing it to drop one item of his choice that it's holding. He adds the superiority die to the attack's damage roll, and the target must make a DC 12 Strength saving throw. On a failed save, it drops the chosen object. The object lands at its feet.

Maneuver: Precision Attack. When Sildar makes a weapon attack roll against a creature, he can expend one superiority die to add it to the roll. He can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SILDAR HALLWINTER BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Maneuver: Studious Eye. When making a Wisdom (Insight) check or an Intelligence (Investigation) check, Sildar can expend one superiority die, and add the superiority die to the ability check.
3rd	26 (4d8 + 8)	Ability Score Improvement. Sildar's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and melee attack and damage bonuses by 1.
4th	32 (5d8 + 10)	Maneuver: Restraining Strike. Immediately after hitting a creature with a melee weapon attack on his turn, Sildar can expend one superiority die and use a bonus action to grapple the target (see chapter 9 in the <i>Basic Rules</i> for rules on grappling). Add the superiority die to your Strength (Athletics) check. The target is also restrained while grappled in this way.
5th	39 (6d8 + 12)	Proficiency Bonus. Sildar's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, passive Perception, attack bonuses, and DC of maneuvers by 1.
6th	45 (7d8 + 14)	Extra Attack. Sildar can attack twice, instead of once, whenever he takes the Attack action on its turn.



SISTER GARAELE

Sister Garaele is a scholarly young elven woman who lives in Phandalin. She is a worshipper of Tymora, the goddess of luck, and tends a local shrine to her. Beneath her bookish demeanor lies a fiery passion for the cause of the Harpers, which she devotes herself to with as much zeal as she does to her goddess.

She is sturdily built, with short cropped hair and wears vestments along with her chainmail armor.

HOW TO INTRODUCE SISTER GARAELE

Sister Garaele can normally be found as early as part 2: Phandalin. She is a great choice of traveling companion for characters who might be part of the Tymoran church or characters who might be interested in joining the Harpers.

If needed earlier, Garaele can be found during part 1: Goblin Ambush. She might be traveling the road herself and coincidentally come across the ambush location as the adventurers do. Or she may be searching around the area for healing supplies, and the adventurers find her while on the way to the goblins' hideout.

HOW TO ROLEPLAY SISTER GARAELE

Sister Garaele is a firm believer in the ideals of the Harpers. She wishes to help the poor and downtrodden fight their oppressors. Her current concern is her mission to retrieve information from the banshee Agatha about a spellbook. She happily aids the party if they agree to further her quest.

Sister Garaele has a deeply rooted suspicion of authority and refuses any task that goes against the Harpers' ideals. Although she keeps up a wise scholarly appearance, Sister Garaele is jolly and easygoing around friends and has a fondness for gambling and adventure.

SISTER GARAELE TACTIC'S

Sister Garaele is a priestess. She is nothing if not proper. Garaele is a scholarly and wise woman and is always willing to tell someone when they are wrong (or when she believes them to be wrong). This ideal of hers is both about morals and know-how. Despite her properness, she knows her way with a mace and won't hesitate to use it if it is what the situation requires.

Although not well-versed in combat she knows a good deal about Phandalin and the surrounding area.

Sister Garaele views risk-taking as a form of worship and gladly engages in risky strategies and foolhardy plans. Consider using this as a way of encouraging your players to have fun and experiment, or to warn them of how risky their plans are.

OTHER ADVENTURES

Sister Garaele's stat block and progression table can be used with any adventure as a priest of luck sidekick.



SISTER GARAELE

1st-level Medium humanoid (elf)

Armor Class 16 (chain shirt, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Wis +3

Skills History +2, Medicine +3, Religion +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Spellcasting. Sister Garaele's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*

1st level (2 slots): *bless*

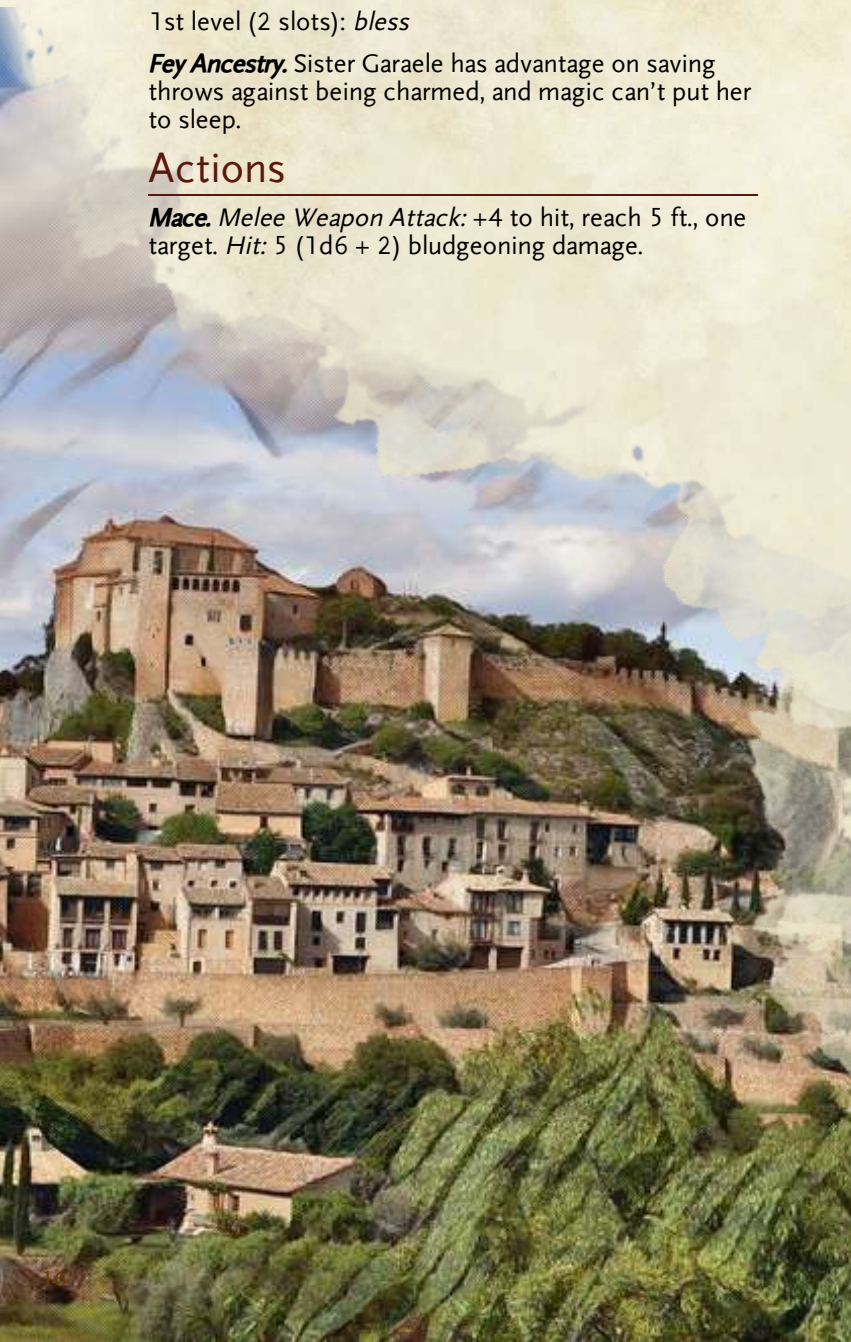
Fey Ancestry. Sister Garaele has advantage on saving throws against being charmed, and magic can't put her to sleep.

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

SISTER GARAELE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Tymora's Luck. When another creature within 30 feet of Sister Garaele rolls a 1 on an attack roll, Sister Garaele may use her reaction to allow that creature to reroll the die. The creature must use the new roll.
3rd	26 (4d8 + 8)	Spellcasting. Sister Garaele gains one 1st-level spell slot. Garaele also learns the 1st-level spell <i>shield of faith</i> .
4th	32 (5d8 + 10)	Ability Score Improvement. Sister Garaele's Strength score and Dexterity score each increase by 1. This raises the Strength and Dexterity modifiers, Armor Class, and weapon attack and damage bonuses by 1. Spellcasting. Sister Garaele learns the <i>spare the dying</i> cantrip.
5th	39 (6d8 + 12)	Proficiency Bonus. Sister Garaele's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, spell save DC, and weapon and spell attack bonuses by 1. Spellcasting. Sister Garaele gains one 1st-level spell slot and two 2nd-level spell slots. Sister Garaele also learns the 2nd-level spell <i>warding bond</i> .
6th	45 (7d8 + 14)	Improved Luck. Sister Garaele may now use her Tymora's Luck feature when another creature rolls a 1 or a 2 on an attack roll.



YEEMIK

Yeemik is a cunning and ambitious Cragmaw goblin and Klarg's second in command. He believes he deserves to rule the Cragmaws and is willing to cut as many throats as it takes to achieve his dream.

WHERE TO FIND YEEMIK

Yeemik can be found in area 6 of Cragmaw Hideout. If you would like to introduce Yeemik earlier, you can have him make his offer to the party at the hideout's entrance. You could also introduce Yeemik during the goblin ambush by having him turn on the other goblins in order to gain the party's trust.

HOW TO ROLEPLAY YEEMIK

Yeemik's goal is to rise up in the ranks of the Cragmaw tribe, first by taking Klarg's place as the leader of his raiders and eventually stealing King Grol's throne. He distrusts the Black Spider and sees him as a threat to his grab for power. Yeemik attempts to nudge the party towards actions that further his own schemes, but he begrudgingly follows along if it means keeping the party around.

YEEMIK'S TACTICS

Yeemik has no qualms about using underhanded tactics but dislikes getting his hands dirty. He avoids direct conflict whenever possible. Instead, he suggests using stealth, deceit, and trickery to accomplish the party's goals. Yeemik is a good way to get party members thinking about how they can either avoid combat or stack the odds greatly in their favor.

OTHER ADVENTURES

Yeemik's stat block and progression table can be used with any adventure as a goblin boss sidekick.

EVIL SIDEKICKS

Yeemik is listed as a neutral evil goblin in *Lost Mine of Phandelver*. If that alignment doesn't jive with your Phandalin campaign, you can quickly and easily change it.

On the other hand, sometimes it's helpful to have a person of few scruples on the party's side. They can be the one who gets their hands dirty so the party doesn't have to.

Alternatively, redemption arcs make for good roleplaying. Can you turn this goblin boss to good?



YEEMIK

1st-level Small humanoid (goblinoid)

Armor Class 14 (studded leather)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Dex +4

Skills Acrobatics +4, Deception +4, Intimidation +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Nimble Escape. Yeemik can take the Disengage or Hide action as a bonus action on each of his turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

YEEMIK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Unhelpful. As a reaction, Yeemik can impose disadvantage on an attack roll, skill check, or saving throw made by a creature within 5 feet of him.
3rd	18 (4d6 + 4)	Ability Score Improvement. Yeemik's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus; Acrobatics, Sleight of Hand, and Stealth bonuses; and attack and damage bonuses by 1.
4th	22 (5d6 + 5)	Boss Around. Yeemik can innately cast the <i>command</i> spell. He can cast the spell three times with this features, regaining expended uses after he finishes a long rest. Charisma is his innate spellcasting ability (DC 12).
5th	27 (6d6 + 6)	Proficiency Bonus. Yeemik's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, DC of the Boss Around feature, and attack bonuses by 1.
6th	31 (7d8 + 7)	Get 'Em! As a bonus action, Yeemik can command a nearby friendly creature to exploit an enemy weakness. The chosen creature can use their reaction to make a weapon attack.

WOLF

1st-level Medium beast

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +3

Skills Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages understands Common but can't speak it

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



WOLVES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Keen Tracker. The wolf has advantage on Wisdom checks to track prey. Canine Teeth. The damage of the bite attack increases to 9 (2d6 + 2).
3rd	22 (4d8 + 4)	Ability Score Improvement. The wolf's Strength score increases by 2. This raises the Strength modifier, DC to avoid being knocked prone, and attack and damage bonuses by 1.
4th	37 (5d10 + 10)	Dire Proportions. The wolf's size increases to Large. Its Hit Dice become d10s and its Armor Class increases to 14. In addition, the wolf's Constitution score increases by 2, raising the Constitution modifier by 1.
5th	45 (6d10 + 12)	Ability Score Improvement. The wolf's Strength score increases by 2. This raises the Strength modifier, DC to avoid being knocked prone, and attack and damage bonuses by 1.
6th	52 (7d10 + 14)	Go For the Throat. If the wolf knocks its target prone with a bite attack, it automatically scores a critical hit.

d6 Personality Trait

- 1 I might be enormous, but I'll still try to sit in your lap.
- 2 I growl menacingly if anyone I don't recognize approaches one of my friends.
- 3 My favorite pastime is running around, my tongue lolling out of my mouth.
- 4 I'm alpha wolf around here, but that just means I get the most belly scratches.
- 5 Do not confuse me with a dog. I am a feral anim— Is that a treat?!
- 6 To greet people, I jump on them, knock them down, and grab them by the scruff of their neck. Harmless, but *hilarious*.

Three wolves are confined in Cragmaw Hideout in part 1: Goblin Arrows. A character who tries to calm a wolf might earn its trust over time.