

18 New NPCs
1 New Group
2 New Backgrounds
3 New Feats
4 New Adventure Seeds
1 New Location



Adventures by FishPirate - Supplement II: Creatures and Adventures Near Phandalin

NPCs, Backgrounds, Feats, Organizations, and Adventure Seeds

by Christopher M. Davidson, J.D.

Phandalin is a great location from which PCs can adventure. The information in this supplement can be used in conjunction with [Lost Mine of Phandelver](#), [After Lost Mine](#), other adventures set in and around Phandalin, or used to add more flavor to any town.

This supplement has information specific to the local varieties of the creatures that inhabit the plains and hills in the area of Phandalin and provides new NPCs, backgrounds, feats, organizations, and adventure hooks that DMs can use.



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. ©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

This adventure supplement is brought to you by FishPirate

Written by Christopher M. Davidson

Edited by Brandon Josef Thompson

Thanks to everyone who downloaded this product.

Dedicated to DMs that spend more time creating than playing.

Please review this supplement so we can make the next one better. Check out [After Lost Mine](#) and future items. -FishPirate

Table of Contents

<i>This Product.....</i>	<i>3</i>	<i>Feats.....</i>	<i>20</i>
<i>Locations.....</i>	<i>3</i>	<i>Venom Extraction.....</i>	<i>20</i>
<i>Creatures of the Plains.....</i>	<i>5</i>	<i>Find Animal.....</i>	<i>20</i>
<i>Creatures of the Hills.....</i>	<i>8</i>	<i>Detect Psionic Ability.....</i>	<i>20</i>
<i>NPCs.....</i>	<i>10</i>	<i>Adventure Seeds.....</i>	<i>20</i>
<i>Groups.....</i>	<i>16</i>	<i>Circus Caravan.....</i>	<i>20</i>
<i>Order of the One Mind.....</i>	<i>16</i>	<i>Milk Snakes.....</i>	<i>20</i>
<i>Traveling Circus.....</i>	<i>17</i>	<i>Revenant.....</i>	<i>21</i>
<i>Backgrounds.....</i>	<i>18</i>	<i>Traveling Circus.....</i>	<i>21</i>
<i>Lay Brother of an Order.....</i>	<i>18</i>		
<i>Zoologist.....</i>	<i>19</i>		



“If you want my advice, and I am sure you do, don’t talk to animals, especially fish.”

-Herschel Morgan, former adventurer,
wandering spirit, & habitual liar

This Product

Adventures by FishPirate - Supplement II: Creatures and Adventures Near Phandalin is a supplement to the adventure series After Lost Mine and is based upon the details of the town of Phandalin and the surrounding area as described in Lost Mine of Phandelver (LMOP), Sword Coast Adventurer’s Guide (SCAG), and Various other sources published by Wizards of the Coast. Although those products help to add flavor, they are not required to enjoy and use this supplement.

This supplement is written as though the events of After Lost Mine have recently happened or are currently happening.

Locations

Conyberry

Barbarians sacked the town of Conyberry years ago. The Triboar Trail runs through the ruins of the town. A banshee named Agatha lives in a lair a few miles northwest of the ruins.

Cragmaw Castle

The Cragmaw tribe of goblins are scattered throughout the area of the Triboar Trail and the Neverwinter Wood. The supreme king of the tribe, Grol, was the most recent inhabitant of Cragmaw Castle. The castle was originally raised by a talented wizard-noble of old, but now

only the ground floor is still sound enough to be habitable.

Leilon

Leilon was a small mining town that served as a convenient resting place for weary travelers on the High Road between Neverwinter and Waterdeep. For generations, the High Tower of Thalivar, abandoned by a forgotten mage, proved a tempting target for plunderers. Most never made it out of the tower thanks to the many monsters that were known to guard the tower. Eventually, the monsters escaped the tower and destroyed the village. Now, everyone except the bravest treasurer hunters avoid Leilon, leaving it a shell of its former glory.

Old Owl Well

Situated south of the Triboar Trail, the Old Owl Well sits in the courtyard of a ruined ancient watchtower and still delivers clean water. A mage recently set up a camp and began exploring the site, hoping to find arcane lore that may have been left behind by those who built the well.

Phandalin

Phandalin is described beginning on page 14 of Lost Mine of Phandelver. Hundreds of years ago, Phandalin was a thriving town of humans that allied themselves with nearby dwarves and gnomes. After orcs laid waste to Phandalin, the town was abandoned for centuries.

Three or four years ago, settlers began rebuilding the town on top of the old ruins. A busy frontier settlement has grown up on the site of the old town, and is home

now to farmers, woodcutters, fur traders, and prospectors drawn by stories of gold and platinum in the foothills of the Sword Mountains.

Rygar

Located at the end of a tributary of the Neverwinter River northwest of Agatha's Lair is the recently settled village of Rygar. The village is enclosed by a mud and rock wall and is the site of a mud mine. Products made from the mud are in high demand in Neverwinter and Waterdeep and the town is considering the construction of a path heading south to the Triboar Trail for the purpose of trade with passing caravans. Traveling to Phandalin or Triboar to trade is also being considered.

Starmetal Hills

Star metal is the extremely rare and valuable material left from the impact of a meteorite. It can be forged with other materials to create very strong weapons. The Starmetal Hills are so named because of the many meteorites that have struck the hills and left star metal. The Order of the One Mind were known to have a temple there decades ago.

Thundertree

Located near where the Neverwinter River emerges from Neverwinter Wood, the abandoned village of Thundertree was once a prosperous community. Woodcutters and trappers made the town wealthy, but thirty years ago the town was devastated by the eruption of Mount Hotenow to the north. Strange magic permeates the area and has mutated the local vegetation.

Triboar Trail

The Triboar Trail, known as Cony Gap to the older inhabitants, is a trail leading westward about one hundred miles from the distant town of Triboar to the abandoned village of Conyberry before running north of Phandalin to the High Road along the coast.

Wave Echo Cave

In addition to mineral wealth, Wave Echo Cave, which is located fifteen miles east of Phandalin, contained great magical power. Over five hundred years ago, clans of dwarves and gnomes made an agreement to share the cave. Later, human spellcasters joined with the dwarves and gnomes to channel and bind that energy into the Forge of Spells, where magic items could be crafted. Evil wizards and orcs attacked the cave and the ensuing battle destroyed much of the cave and the location of Wave Echo Cave was lost.

Recently, three dwarves discovered the entrance to the cave, which was shortly thereafter cleared out by a group of adventurers.

Wyvern Tor

Visible from twenty miles away, this crag was formerly the home of a large nest of wyverns. Although it is believed a band of adventurers killed the wyverns years ago, there have been recent signs that one or more of the monsters may be in the area. Orcs from the Ghost and Many Arrows tribes have recently inhabited the tor. Adventurers recently discovered a passage to the Underdark under Wyvern Tor.

Yartar

Well known for its barges and fairs, the fortified town of Yartar is a member of the Lords' Alliance. The town's superior location where the Surbrin and Dessarin Rivers meet is vital to its survival.

Creatures of the Plains

There are many creatures to encounter on the plains around Phandalin. Some are harmless and make for good food, while others should be avoided. Wandering encounter tables for creatures of the plains can be found in After Lost Mine Part III. Briefly described below are the creatures that one is most likely to encounter.

Caravans

On occasion, caravans take the Triboar Trail to get to Neverwinter or Triboar. The caravans are generally made up of merchants, commoners, and guards. Although some caravans are easy prey for bandits, many a would-be highwayman has lost his life underestimating the resolve and skill of a caravan guard.

Farmers

Although they are not many in number, especially once out of sight of Phandalin, a few brave farmers till the soil on the plains. Their farms are almost always behind a fence and have a sturdy farmhouse to defend the family against hungry creatures. Those farmers who are still on the plains are hardy and resourceful and are not quick to believe strangers. Make sure you get permission from the owner of the farm before you trespass and get yourself killed.

Hunters

Although many of the hunters in the area are members of The Wolves hunting group of Phandalin (described in *Adventures by FishPirate - Supplement I: People of Phandalin*), there are a couple other inhabitants of Phandalin that hunt. There are also hunters who do not live in the town. Some of these will hide and allow others to pass while some will challenge adventurers and accuse them of chasing off their prey. Still, other hunters have been known to give up on tamer prey and hunt travelers when they appear to be easy targets.

Militia

On occasion, the town of Phandalin sends out a few of its militia members in response to a particular threat, such as bandits terrorizing caravans. The militia also occasionally goes out as a show of force. At least once a year, forces from Triboar and/or Waterdeep pass by on the Triboar Trail

Animals

The plains of Phandalin are full of animals and many of them are dangerous. The most common animals to be found are boars, elk, jackals, panthers, snakes, vultures, and wolves. There are also a few tigers that roam the plains.

Several years ago, the deer population was on the verge of extinction in the area because of the large number of wolves. With the very successful hunting of wolves by The Wolves of Phandalin, the deer population is starting to rebound and

travelers can expect to see an occasional deer, even along the trails.

Giant versions of many of the common animals can be found on the plains, but are much less common. These more dangerous giant versions exist for boars, elk, snakes, spiders, and wasps.



Ankhegs

Farmers sometimes lose a cow to an ankheg before it moves on to other prey but it is rare that one is encountered near the trail.

Bulettes

Although there have not been any sightings of bulettes near Phandalin, it is rumored that one is hunting in the area of the ruins of Conyberry.

Bugbears

The bugbears of the plains are not plentiful and are aligned with the Cragmaw Tribe of goblins. Although generally lazy, the bugbears are eager to prove themselves in battle.

Centaur

There are only four centaurs on the plains. They were all left behind during the last migration of their tribe. The centaurs are almost always encountered in pairs. Though very cautious, the centaurs will trade with travelers.

Chimeras

Each of the very few chimeras usually stay in its claimed territory. On occasion, two will join together to hunt a dragon.

Cockatrices

The cockatrices found near Phandalin are smaller than most species and are known as stone chickens. They eat berries, nuts, flowers, and small animals but they can be dangerous to travelers who stray from the main trail.

Cyclopes

There are a few cyclopes who live somewhat near each other for trade. They do not appreciate travelers in their area and will try to drive them out. One of the cyclopes (see Om under NPCs below) is curious about humanoids and is sometimes more open to somewhat peaceful interactions.

Dragon, Young Gold

At least one gold dragon lives on the plains. When Aureus is encountered by travelers, she usually appears as a plain looking middle-aged woman with apples to trade. She will travel with caravans for a day or two to hear gossip. Her lair is beneath a waterfall in the Neverwinter Wood.

Flying Snakes

Although flying snakes are generally found in remote jungles, there is a local variety found on the plains of Phandalin.

Gorgons

Evidence has been found of at least one gorgon south of the Triboar Trail. A hunting party of The Wolves found an area of crisscrossed paths with stone fragments of what appeared to be a very detailed halfling statue.

Gnolls

The gnoll population in the area is small but growing, as there is a Fang of Yeenoghu in the area who is creating more gnolls. Once there are enough gnolls, Phandalin can expect a terrifying visit. Until this happens, small parties of gnolls can be found wandering the plains looking for easy prey.

Goblins

The Cragmaw Tribe of goblins are scattered throughout the area of the Triboar Trail and the Neverwinter Wood. The supreme king of the tribe, Grol, resided at Cragmaw Castle. Though numerous, the goblins are not united and seldom work together. Wandering parties of goblins often number seven and travel atop worgs. Sometimes there may be a pack of goblins with twice that number led by a goblin boss.

Griffins

On a few occasions, travelers on the Triboar Trail in the area of the hills southwest of Conyberry have seen a lone griffin in the sky. There is also a tale of a

small caravan being wiped out when the guards tried to protect the horses from a hungry griffin.

Hippogriffs

There is a surprisingly large population of hippogriffs on the plains. Their nests are closer together than most populations of the creature. These hippogriffs also hunt larger areas than others of their species, so they are often seen by travelers, especially in the skies near where the Triboar Trail runs close to the hills.

Hobgoblins

Hobgoblins are not often encountered on the plains. This has become even more true recently as the growing population of gnolls have been hunting and feasting on them. When hobgoblins are encountered, it is usually a small party with no real purpose in mind. They are always alert because of the increasing paranoia of being attacked by gnolls.

Manticores

The population of manticores has grown much larger since the nest of wyverns at Wyvern Tor was destroyed by adventurers. Manticores can be found in a wide area south of the Triboar Trail. Now that a red dragon is in the area, the manticores are starting to move north closer to the Triboar Trail.

Orcs

There are two tribes of orcs in the area. The Ghost Tribe was settled in a cave under Wyvern Tor, but left and attacked Phandalin. The Many Arrows Tribe sent scouts to Wyvern Tor, thus most of the

orcs in the area are of the Many Arrows tribe. They generally will flee if they do not quickly overwhelm their foe.

Ogres

Solo and multiple ogres may be encountered in any area of the plains as they move about searching for food. One ogre recently killed a family and took up residence in their farmhouse (see Svorn under NPCs below).

Pegasus

Although extremely rare, there have been sightings of a pegasus near the hills north of Wave Echo Cave. There is a family of three pegusi whose nest is well hidden near Wave Echo Cave. These three noble creatures actually keep watch over the area and are to report to Yathagera of the Seldarine if any demons are seen in the area. Thus far no demons have been sighted by the pegusi.

Tribal Warriors

Although unknown to the inhabitants of Phandalin, there is a tribe of halfling warriors living under the plains near the hills. These halflings live in a vast network of caves and tunnels less than ten feet under the surface. The tribe is fairly wild and has no interest in more civilized endeavors, worrying only about food, water, and hiding from predators.

Small hunting parties venture out daily looking for food. The tribe has become very adept at hunting the many species of snakes that inhabit the area. When not underground, the tribe members utilize elaborate camouflage to remain hidden.

The tribe does not attack travelers, not out of a sense of kindness, but instead to keep outsiders from learning of their existence. Because much of the movement of the tribe is underground, adventurers will rarely see the tribal warriors when they encounter them.

Creatures of the Hills

The hills are home to many of the same creatures that can be found on the plains, though there are also some that only call the hills home.

Animals

In addition to boars, elk, snakes, vultures, and wolves, there are also cougars, brown bears, dire-wolves, giant boars, giant elk, and lions.

Dragon, Young Copper

See Chalkos under NPCs below.

Dragon, Young Red

See Kokkinos under NPCs below.

Ettins

There are a only few ettins in the hills. Currently, one of the females is looking for a mate.

Galeb Duhr

At least one galeb duhr is in the hills. A few of the locals have been chased off the hills by animated rocks. None of the druids will claim responsibility for it being there and no one has figured out what it may be guarding. The creature itself has never actually been seen and some claim

the rocks that move are just an old warding spell of some sort.

In reality, the galeb duhr was summoned by an old druid who went crazy from years of solitude. He summoned the galeb duhr to keep him company. The creature now guards the hidden burrow where the druid lived and died over a century ago. Hidden in the burrow, and protected by magic, is an ancient artifact that the druid found in the Neverwinter Woods. It once belonged to the chief of the lizard people.

Gang

A gang of halfling bandits makes its home in the hills. These halflings have no relation to the tribe of wild halflings inhabiting the area. The gang occasionally preys on the miners and druids in the area. The leader of the gang (see Martin under NPCs below) is uninterested in the daily activities of his gang as he is preparing a much bigger plan. The gang consists of twenty five common thieves and ten experienced bandits who are all loyal to their leader.

Giants, Hill

The few hill giants are seldom in contact with each other and they never hunt together. At least one has a dire wolf companion. Each of the hill giants live in a small structure made out of uprooted trees propped up against the side of a hill.

Giants, Stone

There are a few stone giants living in the hills. They rarely travel far outside of their caves. When they do, it is for food or to simply gaze upon the world.

Hags, Green

There is a coven of three hags that live in the hills. Two of the members of the coven are the daughters of the third hag, Mama Offal (see Mama Offal under NPCs below). If a hag is encountered wandering, it is on the way to a meeting of the coven at the wretched home of Mama Offal. The youngest of the three hags was recently eaten by a troll.

Half-ogres

Several half-ogres live in close proximity to one another in the hills. The children of ogres and orcs, these creatures previously interacted with the Ghost Tribe, but were left behind when those orcs marched to Phandalin. The Many Arrows Tribe of orcs wants nothing to do with the half-ogres. Unless they are told that humans destroyed the Ghost Tribe, these half-ogres are open to peaceful interactions with travelers and may even tag along with adventurers if offered a fair share of food and adventure. If they learn of the death of orcs at Phandalin, the half-ogres will begin hunting and killing humans.

Kobolds

There is a settlement of kobolds under one of the hills and bands of kobolds may be encountered as they wander the hills looking for food. There are few winged kobolds in the settlement who are not allowed to mingle with wingless kobolds.

Perytons

There is a nest of perytons atop the highest of the hills. Though they would prefer to live high up in the Sword Mountains, the lack of humans to dine on forces the

creatures to live close to the Triboar Trail. These perytons always travel as a pair to increase the likelihood of obtaining fresh hearts. The two will not fight over a heart - they ensure that each get one. As such, neither of the pair will break off an attack on humans until two hearts have been taken.

Pseudo Dragons

There are five pseudo dragons in the hills and each of them live in separate small caves on the side of the same hill. Unlike most of their kind, these pseudo dragons have created a bond and they refuse to separate. If any creature threatens any of these pseudo dragons, all will attack. It is possible for a charismatic party to convince all five of the pseudo dragons to join the party, but none will agree to go without the other four. None of these creatures would ever willingly become a familiar, except perhaps to a powerful member of the Order of the One Mind.

Revenant

Shelton, a human miner, was recently killed by an evil member of the Order of the Mind (see Odessa under NPCs below). The female member seduced the miner and used his knowledge to find a small vein of sardonyx. When the miner was unable to produce an adequate stone, he was no longer useful and was killed by his powerful lover. Following the cruel betrayal, Shelton clawed his way back into the world as a revenant dedicated to the death of his killer. The revenant will ask for help with his quest.

Trolls

At least one troll inhabits the hills and it is well known by the miners who often have to abandon their mining sites until the troll finds food elsewhere. This particular troll ate a green hag and has now gained her ability of mimicry and will mimic the call of a man in distress.

Wyverns

Contrary to popular belief, not all of the wyverns in the nest at Wyvern Tor were killed. A pregnant one (see Nata under NPCs below) escaped and shortly after gave birth. The mother and son now live in the hills and await explorers and adventurers so they can have their revenge.

NPCs

The plains and hill are inhabited by many intelligent creatures. A few of these are detailed below.

Chalkos (Young Copper Dragon).

Chalkos enjoys laughter and tricks even more than most copper dragons, but he also enjoys making wagers, which is why for the previous five months he has been living in the hills instead of his precious lair in the Neverwinter Woods. Chalkos made a wager with a pixie that the loser of a game of Full of Holes (see *Competitive Mini-Games by FishPirate – Volume I*) would be banished from the Neverwinter Woods for half a year. The dragon lost the wager and has been in the humorless hills looking for anything to amuse himself.

The dragon has played a few tricks on miners in the area, but none of them appreciated the humor. Chalkos is in a state of despair and would pay for someone to amuse him. Eating several bandits that attacked him made him feel slightly better, but only because the idea that they thought they could kill him was funny. Chalkos hopes the pixie is willing to make another wager when the remainder of his exile is up.

Druids (The Four)

There is a group of four allied druids in the hills. Each of the four came to the area for a different reason, but have all united for common protection of themselves and the natural order, which is threatened by the unusually large population of snakes. The normal wildlife population has been almost destroyed by the reptiles. The four druids are close to figuring out why there are so many snakes, and their latest discovery is that there is a lair that contains something that is attracting and controlling the snakes.

One of the four, Swarn, was recently killed by the halfling bandits when he refused to give them what they wanted. Swarn was the friendliest of the four and actually helped Martin recover from a snake bite when Martin first came to the area. The other three are Roslyn, Anton, and Merryweather.

Roslyn is a young human female who thinks she can save the world by protecting nature. As a child, she received visions of beautiful environments turning to wastelands. She could never quite

figure out the cause of the waste or of the visions, but she is convinced that it can be stopped. Roslyn is trying to figure out how she can raise awareness of the dangers of the destruction of the environment. Until then, she is helping the others with the problem of the snakes. She does not want the snakes killed but realizes it may be necessary because the population is threatening other species.

Anton is an old human male who wanted to travel to the hills to get away from everyone. He had grown tired of trying to keep the animals and humans from killing each other because neither appreciated his help. On the way to the hills, Anton met Roslyn and became smitten with her. Just being around Roslyn makes Anton believe he can help save the planet. Anton is now reinvigorated and willing to do whatever Roslyn wants just to be near her.

After realizing that Roslyn would prefer to not harm the snakes, Anton started looking for a reason that there are so many snakes in the area. Although Anton has been bitten twenty-seven times by the snakes since beginning his investigations, Swarn has always been able to heal him. Anton eventually discovered the lair of whatever is attracting the snakes to the area.

Merryweather is an upbeat young human from Waterdeep who came to the hills to research the snakes. He has always been interested in snakes and used to search for them in the sewers of Waterdeep.

Merryweather heard that there were many snakes in the hills and that some were of

an unidentified species. He set up camp to research and has been amazed with the number and variety of the snakes. He met Anton and Roslyn on a trip to town for supplies and convinced them that understanding snakes is the key to saving humanity. Unlike Anton, Merryweather never gets close enough to the snakes to be bitten.

Kokkinos (Young Red Dragon)

Kokkinos' lair is in the Sword Mountains, but he has recently begun to interact with the kobolds in the hills and is contemplating having them serve him as minions at his lair unless he can find better quality servants. If Kokkinos meets an evil dragonborn, he will take him on as a servant. Kokkinos is aware of the sudden interest in sardonyx and has decided he wants to possess a perfect gem of the mysterious substance even if it means destroying Phandalin to obtain it.

Mama Offal (Green Hag)

Mama Offal is the leader of a coven of hags that includes her two daughters. Unaware that a troll recently ate her youngest daughter Sister Slime, Mama Offal is planning to move the coven closer to Phandalin because there are no families to torment way out in the hills.

Once she learns of her daughter's death, Mama Offal will seek revenge on the troll and any female she can find. After that, Mama will take her other daughter, Pretty Offal, and travel to the Neverwinter Woods to find a hag rumored to live there and create a new coven with a goal of stealing babies from travelers along the

Triboar Trail. Until then Mama Offal will continue to lure miners to her nasty home where she will scare and torment them until she can convince them to do her bidding.

Martin (Leader of the Halfling Gang)

Martin is the leader of the halfling bandits who are currently terrorizing the miners and druids in the area. Although he has killed during robberies before, Martin does not like harming people. He has little interest in the daily exploits of his gang, which is why they have gotten indiscriminate and sloppy as of late.

Martin is a mercenary and spy for the Order of the One Mind. He followed up on leads about the sardonyx in the area and has been reporting back to the order. The gang keeps Martin safe and provides extra income while he works on his more important activities.

Martin is a very shrewd businessman and could be convinced to sell out his employer for a very significant payday. He knows the location of the Order of the One Mind and has an idea of the number of members of the order who are in the area. He is currently unaware that his men killed Swarn the druid, and will fly into a rage when he finds out.

Miners

There are over a dozen miners in various areas of the hills, but four of them have formed an alliance to help each other. Samuel Harden, Donovan Lawrence, Rob Ross, and John Johnson have very little experience at life and even less at mining

but they came to the hills with supplies and dreams of riches. So far, all they have found are wolves and snakes. Johnson actually found some sardonyx, but an oni found him and had him for dinner.

The other three are very naive, as was Johnson. They believe the promises of the other miners and honor all agreements even when other parties don't. The bandits made an "agreement" with the four to provide protection for a weekly fee. The protection fee keeps increasing and it keeps getting paid. Unless someone convinces them to give up and return to town all three will eventually become victims of the bandits or of the other creatures of the hills.

Nata (Wyvern)

After the area was tormented for years by wyverns nesting at Wyvern Tor, adventurers killed all the wyverns in the area... or so they thought. A young pregnant wyvern escaped deeper into the hills and eventually the Sword Mountains, where she gave birth to and raised her son, Narhethiar, which means "one who revenges."

Nata and her son have kept to the mountains until she felt Narhethiar was ready to seek revenge. Now, the two can be seen flying over the hills near Triboar Trail. They will attack anyone they see that travels near the hills. Once the two have had their fill of easy prey, they will attack Phandalin and will not retreat until either the town and its inhabitants are destroyed or they are both dead.

Nata is perhaps the most beautiful wyvern in existence. She is green and can appear very calm and peaceful until she is angered. Narhethiar, however, is hideous. His teeth show even when his mouth is closed. There is almost always dried blood on his face and he is often covered in dirt and he has the pieces of his victims stuck to his body. He can be smelled from a distance.

Om (Cyclopes)

Om has a curiosity about humans that is rare in a cyclops. He lives closer to the Triboar Trail than the other cyclopes on the plains and he has seen passing caravans while tending his herd of goats. He is very much interested in the creatures he has seen pulling wagons and would like to have a herd of these animals to raise and eat. Om would like nothing more than to obtain a horse and will speak to explorers who respect him and are honest with him. If anyone tries to trick him, Om will fly into a rage and attack. Om has a necklace made out of a rope attached with items that he found and added to the necklace. One of the items on the necklace is a ring of protection.

Shelton (Revenant)

Before his recent death, Shelton was a miner in the hills. He searched for riches, hoping to return to Triboar with enough wealth to impress the woman he loved and create a fine family. Instead, Shelton found betrayal, cruelty, and death.

Shelton was always kind to everyone he met. He never met a stranger and would do anything to help people. Shelton fell in

love with Veronica, the daughter of a merchant in Triboar, and proposed to her. She told him he was too poor for her. After that, Shelton changed. He lost interest in writing poems and helping others, instead focusing every waking moment on obtaining wealth. After overhearing two miners discuss how much they were paid for raw stone dug up in a specific area of the hills between Triboar and Phandalin, Shelton knew he had found his solution. After talking to the miners for hours, he finally convinced them to let him accompany them to their site.

Shelton proved to be a valuable asset to the two miners. He worked long after they went to bed and was up working while they still slept. Shelton also seemed to have a knack for locating beautiful veins of sardonyx. They were not large veins, but they were very pure.

Although he was not getting rich, Shelton was making a nice income. As such, he wrote to Veronica and asked her again to marry him. While he waited for a response, Shelton met Odessa.

Odessa wandered into the mining camp, which had grown to include the two mining partners and Shelton as well as five other workers. When Shelton first saw Odessa he momentarily stopped breathing. She was more beautiful than anyone Shelton had ever seen. She smiled and Shelton knew he would do anything for her. This feeling quickly passed as he thought of his love, Veronica.

Odessa bought all of the sardonyx that the miners has on hand and came back each week checking to see if they found anymore. Each time, Shelton grew fonder of Odessa and found himself thinking less of Veronica. By the time the rejection letter arrived, Shelton had almost forgotten that he had proposed to Veronica, though the rejection still broke his heart. Odessa was there to comfort Shelton when he received the letter explaining that Veronica had given up on Shelton and had married a rich aristocrat. When Shelton awoke the next morning in Odessa's arms, he knew all was for the best.

Shelton began to mine only for sardonyx, caring nothing for the more valuable gems. Over time, the partners grew angry with Shelton and threatened to fire him. After discussing the situation with Odessa, Shelton killed his bosses and coworkers and spent twenty hours per day looking for sardonyx.

When it became apparent to Odessa that there was no more sardonyx to be found, she made love to Shelton one last time and they fell asleep in each other's arms. When Shelton awoke the next morning, his happiness was destroyed for good.

During the night, Odessa had strapped Shelton to the bed and apparently changed. The vision Shelton saw before him was not the beautiful woman he loved. Instead it was a plain looking girl with red hair and tattoos and scars covering her body.

Odessa explained to Shelton that she no longer needed him. She had his sardonyx and she had his child growing inside her. She also planned to absorb Shelton's ability to locate sardonyx. Odessa then told Shelton how she had written the rejection letter that he thought was from Vanessa. Next, she read the real letter from Vanessa that Odessa had intercepted, which expressed Vanessa's love of Shelton and a promise to marry him as soon as he could come to Triboar with or without coins.

Shelton wailed with grief until he no longer had the energy to continue. He vowed to extract his revenge upon Odessa as she slowly peeled Shelton's skin off and stole his powers. After hours of torture, Shelton finally died. Odessa tossed Shelton's body into a mine where she had hidden many other bodies, but Shelton was not finished.

The desire for revenge was so strong in Shelton that he crawled back from the dead and is on a mission to extract his revenge on Odessa. He knows he will need help because, although he does not understand Odessa's powers, Shelton realizes she is way too powerful for him to defeat alone.

Svorn (Ogre)

Svorn has grown tired of constantly looking for food and has noticed that humans at the farms do not have to travel for food, they merely walk outside. After watching the daily actions of a family at work on their farm, Svorn decided that a farmer's life was the life for him. When

Svorn went to the farmhouse to become a farmer, the family fought to the death to keep Svorn out. Svorn did not understand why the humans attacked him because he just wanted to be a farmer. The family would not stop attacking Svorn so he bashed all of their heads in.

So far, Svorn has eaten eggs every day and drank milk from the goats like the farmers, but he does not like the vegetables and is starting to get hungry. He knows he can't eat the chickens or goats, so he is starting to think he will visit the neighbors and see what he is doing wrong.

Wulf (Wolf)

Wulf is a standard wolf in all capacities with the exception of his unexpected intelligence. Born into a litter of several brothers and sisters, Wulf got along well with his pack. As a pup, Wulf spent long periods of time examining features on his brothers and sisters, the trees, the rocks, and the water. As he grew, Wulf began to understand more complex functions. Wulf began to take notice of the clouds and how they move, noticing that dark clouds bring rain, that water flows to a source, and that changing seasons bring changing characteristics.

A loner by nature, Wulf also has the capacity to call nearby wolves to his side and is also sometimes able to dominate and control packs by way of a learned instinct— a forced lack of emotion upon being challenged. Wulf has seen his fair share of dominance displays between packs and has come to understand the show that it is. Though not an

exceptionally strong wolf, Wulf is just as capable of combat as any of his kin. However, upon being challenged, Wulf sits and stares into the eyes of his aggressor, foregoing vocal growls and the baring of teeth for a calm and almost apathetic gaze. In many cases, this pacifies the confused aggressor and eventually causes him to cease his display.

Wulf doesn't actually possess a given name, though using the word for "wolf" in several languages draws his attention, as he hears the word often when around intelligent beings ("Wolf!" "There's a wolf!" "Look at the wolf!" "Is that a wolf?"). Wulf trusts actions over words, but has a small working understanding of simple words in the Common tongue.

Wulf has a working comprehension of wind direction, footprints, animal tracks, and movement logistics (*if rabbit is running that way, but I run this way, I cut rabbit off and seal its fate*). This has helped him become a great hunter, better than most other wolves. This has made hunting easy, but boring for Wulf, motivating him to search for more intelligent prey. Wulf has taken to tracking and hunting down increasingly more powerful humanoids.



Groups

Order of the One Mind

Founded centuries ago, the Order of the One Mind sought to train enough members with psionic abilities to have a mental connection that blanketed the whole continent. The goal was almost met six decades ago, but was stopped by Tikila, an old black dragon with psionic powers.

Tikila grew tired of the hum in her head created by the combined power of the Order as it attempted to communicate with all its members. The dragon flew into the priory of the order and ate the pontiff and every member she could find. When the roar in her head stopped, Tikila took over the priory until she was killed by the remaining members of the order who attacked in force. Although the Order recovered its home, it came at a terrible

cost. The remaining members were all new recruits and most left. A single member remained to rebuild the order, and he did.

Today the Order has over 500 members. Most have psionic abilities and were trained at one of the Order's three priories. The main priory is located deep in the Starmetal Hills. Part of the entrance exam is simply being able to locate a priory.

Oblates are members of the Order that do not have psionic powers, but are used as spies, mercenaries, ambassadors, escorts, healers, and assassins. Most of the lay members know almost nothing about the Order, but a select few are privy to the inner secrets. Lay brothers also have no psionic powers, instead handling menial jobs such as gardening and manual labor. There are no slaves because the Order believes that one should choose one's own lot in life. The Order also believes that a mind is a tool to be controlled.

Acolytes attend training at the academy where they are taught by hegumen until they prove they can handle their powers, at which time they are made curates and assigned to a presbyter for training out in the world. Presbyter only have one curate at a time and generally go out on basic missions to give their curate the opportunity to gain experience using what he has learned.

Chaplains, like presbyters, are graduates of one of the academies, but have not been given a curate to train. Chaplains generally undertake more difficult missions than

presbyters and work to advance the goals of the Order.

Recruiter chaplains are always on the move in areas throughout the Sword Coast trying to locate those with psionic powers and convince them (or their parents) to apply to the academy. The recruiting process can take months or years to ensure the postulant is trustworthy. Many postulants never make it to the academy.

Recently, the Order has realized that sardonyx acts as a focusing stone allowing a psionic force wielder to increase his power when using a high quality piece of sardonyx. As such, several chaplains have been sent out to obtain sardonyx from a recently discovered pockets of quality veins of sardonyx in the hills east of Phandalin. Unbeknownst to the Order, not all sardonyx contains the same power. Some pieces will increase focus while others will not. Rare pieces can greatly increase the power of a psionic ability, but there is a chance these pieces will shatter, causing unknown effects.

The Order demands secrecy while it works to grow. There are several members of the Order holding key positions of power and are located in various governments and organizations throughout the Sword Coast and beyond. The current goal of the Order is to kill all black dragons. The long-term goal of the Order is to kill those who are not members of the Order. Only the top three members know of this secret agenda. Most members think the Order focuses on obtaining information to protect the Sword Coast from unknown dangers.

Backgrounds

Lay Brother of an Order

You have spent years working at an order with spells or psionic abilities, but you do not have those abilities. You believed in what the order stood for and perhaps you still do.

Were you thrown out for an indiscretion or did you leave on your own? Do you spread the teaching of the order still, or do you denounce them at every opportunity? Can you call on them for help or will they kill you on sight?

What did you do for the order? Were you a porter or a common laborer? A minion or an official? A cook or a gardener?

Skill Proficiencies: (choose three) Arcana, Religion, Medicine, Performance, Persuasion,

Equipment: A trinket, a set of common clothes, a floor plan of the order house, and a belt pouch containing $d20 + 5$ gp.

Feature: Always a Friend

As a former lay brother that is still in good standing, you are welcome at any order house. You can get food and information and a room if any are available.

(Optional Feature): As a dishonored lay brother, you can spend $1d6$ hours to find an enemy of the order who will offer you a room and food.

Suggested Characteristics

Never a stranger to hard work, you do not mind menial and thankless tasks, even if it involves scrubbing chamber pots. You do not understand those whose lives are driven by greed.

d4 Personality Trait

- 1 People, not gold, are treasures.
- 2 Authority must never be questioned.
- 3 I may (or may not) be tolerant of the beliefs of others.
- 4 Discussions must give way to work.

d4 Ideal

- 1-2 The order. Everything is only useful if it assists the path. (Chaotic)
- 3 Poverty. Riches are only useful for the common good.
- 4 Authority. Acknowledged superiors must be obeyed.

d4 Bond

- 1 I would die for the order.
- 2 I owe my life to my superiors.
- 3 Everything I do is for my order.
- 4 I expect others to follow the rules.

d4 Flaw

- 1 I am obsessed with meeting my goal to the detriment of everything else.
- 2 I cannot see the forest for the trees.
- 3 My attention to rules makes me blind to the needs of others.
- 4 I follow a routine that is annoying to others.

Zoologist

You have invested much time in the study of animals. Perhaps you studied animals in general or even specialized in a certain type. You have studied their habits and their habitat and have come to understand them to some extent. Maybe you hunt them for food or capture them as pets, but more likely you interact with them without bothering them at all.

What drove you to study the fauna of the area? Did you grow up in the wild and have to learn about the animals to survive? Did you see an animal and become so enthralled that its study became your life's work? What do you do with your knowledge of animals?

Skill Proficiencies: Animal Handling, Nature, Survival

Languages: Understands desire or emotion of animals.

Equipment: A journal, warm clothes, explorers pack, a hunting trap, and a belt pouch containing 5 gp.

Feature: Shelter from the Rain

You have studied animals enough to locate any vacant shelter in a hollow tree, burrow, or cave within one hundred yards anytime you are in the woods or hills. Roll 1d4 to determine how many will fit in the shelter.

Suggested Characteristics

Zoologist are shaped by their time in the outdoors. Their study of the lives and anatomy of animals affect their habits and ideals. They may appear to be a loner, but that appearance hides their true selves.

d4 Personality Trait

- 1 I belong in the wild and often do not follow social customs.
- 2 I get anxious if I spend too much time in the same place.
- 3 I often find the smell of perfume and cleanliness to be noxious.
- 4 I study people and assume what they will do next based upon how an animal would react.

d4 Ideal

- 1 **Tradition.** I value the rules of authority. (Lawful)
- 2 **Loyalty.** I believe in being devoted and faithful.
- 3 **Instincts.** I value my inclinations over the input of others. (Any)
- 4 **Freedom.** I believe choices should not be restrained. (Chaotic)

D6 Bond

- 1 I would die to protect my group.
- 2 I value my life above that of others.
- 3 All creatures must remain free.
- 4 Once I mate, it is for life.
- 5 I will mate with almost anyone.
- 6 Animals are more important than people.

d4 Flaw

- 1 I am the alpha male/female and others must follow me or beat me into submission.
- 2 I submit completely to the leader of the pack.
- 3 I am territorial and do not trust outsiders.
- 4 I am such a loner that I forget other people are around.

Feats

Venom Extractor

You have studied venomous creatures and can extract their poison. You gain advantage and can use the bonuses from nature and poison kit on checks to harvest poison (DMG 258) and you gain advantage on poison saves against attacks made by venomous creatures.

Find Animal

Having spent much time studying animals, you possess intimate knowledge of their habits and can recognize their homes. Spend 20 rounds scanning a 50 yard radius to determine every type of animal present as well as those that have passed through during the previous 1d10 hours and how long ago. You will also know if there are creatures that are not animals. You can also identify all animal tracks.

Detect Psionic Ability

You have spent much time around those who possess psionic abilities and your mind has become sensitive to their power. If you are within thirty feet of a being that possesses psionic powers, you are alerted and can spend 1d4 rounds of concentration to determine the source of the power. The psionic abilities can not be detected if they are behind a foot of stone, an inch of metal, a thin sheet of lead, or three feet of wood or dirt.

Adventure Seeds

Caravan

A caravan bound for Phandalin never made it. Reports began to come in from travelers along the Triboar Trail that the remains of a caravan were found either on or slightly off the trail. Apparently, something attacked and killed the five travelers and the six guards of the caravan. None of the valuables or weapons were taken and the horses were unharmed. All of the bodies had bite and claw marks.

The same marks were found a week earlier on a dead bandit along the trail. Travelers have been warned and a reward has been offered. Wulf is to blame and he will keep going after more difficult prey until he decides to visit Phandalin.

Milk Snakes

Swarn the druid was an expert in snakes and routinely milked venom from the ones he captured. Swarn did not know how to craft anti-venom, so he would sell the venom to Merryweather, who would make the anti-venom and sell it to miners, farmers, hunters, and others who feared they would need the anti-venom. The merchants in Phandalin also purchased many vials from Merryweather. Swarn kept some of the anti-venom on hand.

Now that Swarn is dead and the snake population is increasing, there is concern about not having anti-venom.

Merryweather and the merchants in Phandalin are willing to pay per the vial for snake venom. The amount paid is based on the rarity of the snake.

Revenant's Revenge

Shelton is now a revenant and seeks revenge on Odessa. He will need help to do this and he knows it. If the PCs encounter Shelton, he will ask them to go with him after Odessa and promises the PCs that they can have all of the substantial treasure that Odessa possesses. If the PCs refuse, then Shelton asks the PCs to deliver a letter to Veronica in Triboar. The letter will explain what has happened.

The quest to kill Odessa will take the PCs to the Starmetal Hills where there will be many dangers. Odessa and the Order of the One Mind will be dealt with further in a future publication.

Traveling Circus

There is a small circus that visits some of the larger settlements of the Sword Coast. The circus is based in Yartar and journeys to Triboar, Longsaddle, Westbridge, and Red Larch twice each year, but makes the longer journey to Neverwinter only once a year.

This year on the return journey from Neverwinter, a satyr named Letus approaches the circus caravan as it camps near the Neverwinter Wood. The satyr is impressed by the debauchery and fun the circus workers are having and asks to join. The satyr has a glorious night of drinking to excess and in the morning is allowed to join the circus, which heads to Phandalin for its first ever performance there. The whole village of Phandalin gathers for the show and enjoys themselves until Letus realizes that the animals are mistreated and are being held against their will. Letus frees all of the ferocious animals, grabs one of the young beautiful performers and flees town.



What's Next?

Clearing the orc cave and finding the source of the orc chief's madness is not enough. The PCs need to descend into the Underdark and face the creatures that are causing the trouble. And what was with that umber hulk?

Test the Underdark in part IV of After Lost Mine, which will soon be available at dmsguild.com.

Follow us at

<https://www.facebook.com/therealFishPirate/>

We would love to see posts describing how you used our products in your game sessions or requests for future products.

Competitive Mini-Games by FishPirate – Volume I

Designed for Dungeon Masters who want to add flavor to their campaigns by way of “in-game” games, or mini-games, these games are simple and flexible enough to be altered at the Dungeon Master's discretion.

This supplement contains three all new games that include an overview of each game, the rules, the items necessary to play the game, and a shaded box containing a quick example of each game being played.

Now available with all of our products at:

<http://www.dmsguild.com/browse.php?x...her%20Davidson>

FISHPIRATE

