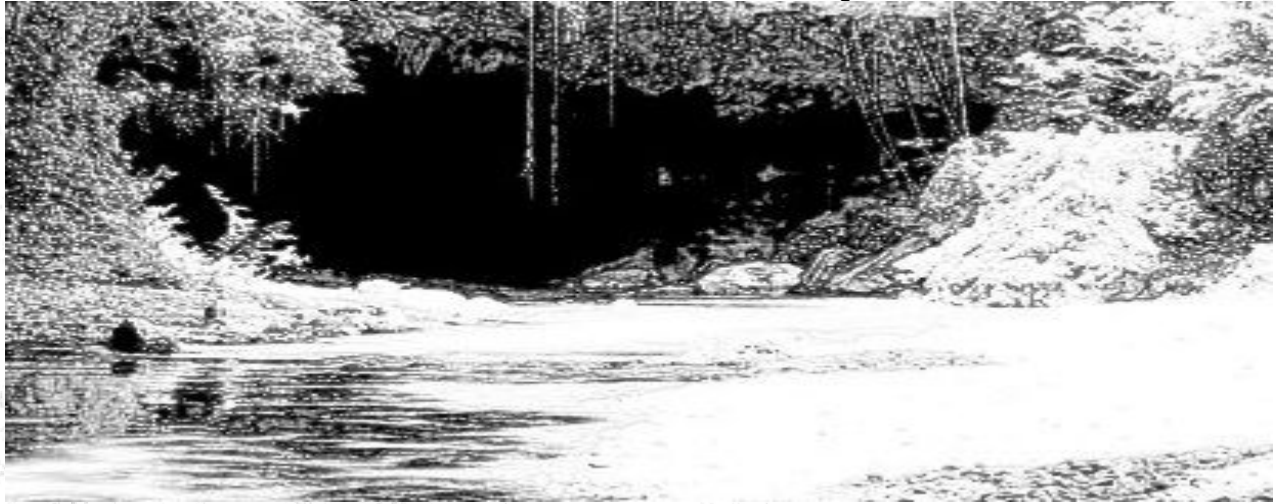


# After Lost Mine III: Journey to Beneath Wyvern Tor



**A 2-4 hour adventure for 6<sup>th</sup>-7<sup>th</sup> level characters**

by Christopher M. Davidson, J.D.

*Introduction: The Ghost Tribe of Orcs were driven from their home under Wyvern Tor by some terrible evil. They marched to Phandalin and attacked, only to be defeated. Now the heroes will go beneath Wyvern Tor to discover the terror that chased out the orcs and perhaps find the source of the orc's sardonyx. Journey to Beneath Wyvern Tor is the third of four parts in the After Lost Mine series. It will play out the journey to the orc's former cave settlement and then into the darkness beneath. Part IV will have the party deal with the terror from the Underdark that drove out the orcs.*



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 is brought to you by **FishPirate**

Written by **Christopher M. Davidson**

Edited by **Brandon Josef Thompson**

Props by **Billy Merk**

Images by **Billy Merk, Brandon Josef Thompson, and Christopher M. Davidson**

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

Running the Adventure.....	3	The Hills.....	9
Background.....	3	In Search of Rocks.....	9
Overview.....	3	Wyvern Tor.....	11
The Weather.....	3		
Orc Encounters.....	3	Ghost Town.....	11
		Rock Hunters.....	14
Leaving Phandalin.....	4	Heading Down.....	15
Wandering Encounters.....	4	Rewards.....	15
The Trails/Plains.....	4		
The Hills.....	6	Appendix.....	17
Taking the Short Cut.....	7	Treasure Tables.....	17
Ambush.....	7	Monster Variants.....	18
Triboar Trail.....	8	Sardonyx.....	19
Bandits.....	8	Psionic Rules Summary.....	19





*"I never return the way I came. People never seem to treat me as well the second time we meet."*

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

## Running the Adventure

*Journey to Beneath Wyvern Tor* can be a very dangerous adventure for PCs that refuse to use proper strategies when encountering adversaries or that ignore warnings that it may be time to retreat. The people of the town expect results, but they also expect the PCs to return.

Remember that although the DM may not be out to kill off the entire party, it is a definite possibility. Parties that are more likely to stay and fight may want to have back-up characters ready to go.

The DM should be familiar with the revised optional Psionic Rules found at <http://dnd.wizards.com/articles/features/psionics-and-mystic-%E2%80%93-take-two> in the Unearthed Arcana section of [dnd.wizards.com](http://dnd.wizards.com) (summarized in the appendix).

## Background

*The Ghost Tribe of Orcs made their home under Wyvern Tor until a cursed umber hulk attacked, resulting in a hasty move out of the cave towards Phandalin. The PCs are going to the orc's former home to confront the evil that drove out the orcs and/or to try to locate a lode of sardonyx .*

## Overview

*Journey to Beneath Wyvern Tor* is the third of four parts of After Lost Mine, which follows Lost Mine of Phandelver, but it can be set in any campaign.

The PCs just participated in a battle against an entire tribe of orcs and now must travel 45-55 miles to Wyvern Tor and explore the cave beneath. Along the way, there will be many possible roving encounters and an eventual ambush by the Order of the One Mind, who have the inhabitants of the area in a stir.

Once the PCs get to the cave, which will take at least 20-25 hours in daylight, they will encounter members of the Many Arrows Tribe of orcs who have begun to move into the former settlement of the Ghost Tribe. After dealing with the orcs, the PCs will explore the cave and encounter the terror that drove the orcs out to begin with.

### The Weather

The temperature has begun to increase and will be above freezing except during the night.

### Orc Encounters

All orcs encountered in this adventure are of the Many Arrows Tribe. If the PCs received The Ghost Boon in After Lost Mine Part II, any orcs they encounter recognize them as the destroyers of the Ghost Tribe and must make a DC 13 Constitution save or flee.

## Leaving Phandalin

Upon leaving Phandalin, the PCs will have to choose which of two paths they take to Wyvern Tor: they can travel north ten miles to the Triboar trail and then head east until they get close to Wyvern Tor and then travel off the path (go to “Triboar Trail” on page 8); or they can travel north out of Phandalin and almost immediately head east (go to “Taking the Short Cut” on page 7). The second option is about 10 miles shorter, but will be more dangerous.

## Wandering Encounters

The inhabitants in the area have been stirred up and are very wary of intruders. Any creature encountered will very likely attack on sight.

### The Trails/The Plains

When traveling by one of the two trails, roll once on the Plains Encounter Table for every five miles traveled. When traveling across the plains off of the trails, roll once on the Plains Encounter Table for every two and a half miles traveled. If the PCs travel after dark, double the frequency of encounter checks. There is a 10% chance of a random encounter during extended rests.

After determining the difficulty of the encounter, roll once on the corresponding Plains Difficulty Table.

#### D100 Plains Encounter Table

1-25	Easy
26-75	Medium
76-95	Hard
96-100	Deadly

#### D100 Plains Easy Difficulty Table

1	Cats	(4)	(80 XP)
2-6	Commoners	(10)	(250 XP)
7-11	Deer	(6)	(120 XP)
12-15	Goats	(10)	(200 XP)
16-19	Jackals	(10)	(100 XP)
20-22	Vultures	(8)	(250 XP)
23-24	Caravan		
	Commoners	(17)	(680 XP)
	Guards	(8)	(500 XP)
25	Flying Snakes	(4)	(200 XP)
26-27	Guards	(14)	(1050 XP)
28-30	Poisonous Snakes	(4)	(200 XP)
31-33	Boars	(10)	(1250 XP)
34-35	Elk	(5)	(500 XP)
36-38	Giant Poisonous Snakes	(5)	(500 XP)
39-40	Giant Wolf Spiders	(6)	(600 XP)
41-45	Goblins	(10)	(1250 XP)
46-47	Panthers	(6)	(600 XP)
48	Riding Horses	(5)	(500 XP)
49-53	Wolves	(6)	(600 XP)
54	Cockatrices	(5)	(1000 XP)
55-56	Giant Wasp	(6)	(1200 XP)
57-59	Gnolls	(6)	(1200 XP)
60-62	Hobgoblins	(6)	(1200 XP)
63-66	Orcs	(6)	(1200 XP)
67-68	Scouts	(6)	(1200 XP)
69-70	Swarms of Insects	(6)	(1200 XP)
71-73	Worgs	(6)	(1200 XP)
74-75	Bugbears	(3)	(1200 XP)
76	Hippogriffs	(3)	(1200 XP)
77-78	Tigers	(3)	(1200 XP)
79	Ankhegs	(2)	(1125 XP)
80	Centaur	(2)	(1125 XP)
81	Druids	(2)	(1125 XP)
82-83	Giant Boars	(2)	(1125 XP)
84-85	Giant Elk	(2)	(1125 XP)
86	Griffin	(1)	(450 XP)
87-88	Ogres	(2)	(1125 XP)
89-90	Orc Eye of Gruumsh	(2)	(1125 XP)
91-92	Orogs	(2)	(1125 XP)
93	Pegasus	(1)	(450 XP)
94	Gnoll Fang Yeenogu	(1)	(1100 XP)
95-97	Manticore	(1)	(700 XP)
98	Veteran	(1)	(700 XP)
99	Roll on Medium Difficulty Table		
100	Dead Body. Roll on Treasure I Table		



**D100 Plains Medium Difficulty Table**

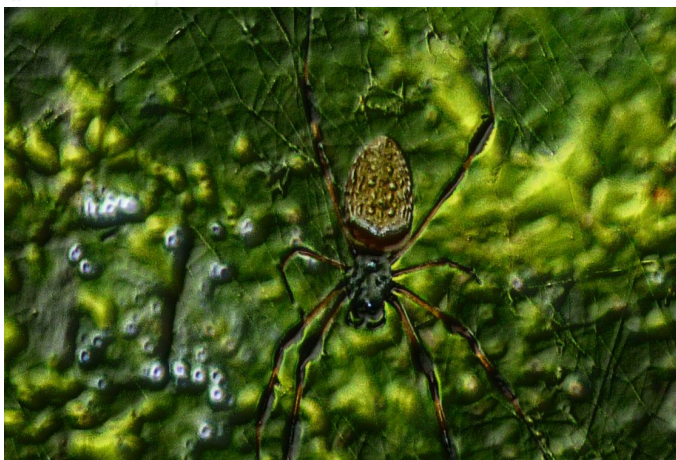
1-3	Tribal Warriors	(20)	(2000 XP)
4-9	Giant Wolf Spiders	(12)	(1800 XP)
10-14	Goblins	(12)	(1800 XP)
15-24	Wolves	(12)	(1800 XP)
25-28	Giant Wasps	(10)	(2500 XP)
29-34	Gnolls	(10)	(2500 XP)
35-38	Hobgoblins	(10)	(2500 XP)
39-41	Orcs	(10)	(2500 XP)
42-43	Worgs	(10)	(2500 XP)
44-50	Goblin Party		
	Goblins	(5)	(750 XP)
	Worgs	(6)	(1800 XP)
51-55	Bugbears	(6)	(2400 XP)
56-58	Hippogriffs	(6)	(2400 XP)
59-66	Tigers	(6)	(2400 XP)
67-68	Gnoll Fang Yeenogu	(2)	(2750 XP)
69-74	Manticores	(2)	(1750 XP)
75-78	Phase Spiders	(2)	(1750 XP)
79-82	Veterans	(2)	(1750 XP)
83-85	Bulette	(1)	(1800 XP)
86-87	Gorgon	(1)	(1800 XP)
88-90	Chimera	(1)	(2300 XP)
91-93	Cyclops	(1)	(2300 XP)
94-97	Gnoll Party		
	Gnolls	(6)	(1500 XP)
	Gnoll Pack Lord	(1)	(1125 XP)
98	Roll on Hard Table		
99-100	Dead Body. Roll on Treasure II Table		

**D100 Plains Hard Difficulty Table**

1-10	Goblins	(15)	(3000 XP)
11-20	Wolves	(15)	(3000 XP)
21-25	Gnolls	(12)	(3600 XP)
26-28	Hobgoblins	(12)	(3600 XP)
29-38	Orcs	(12)	(3600 XP)
39-43	Worgs	(12)	(3600 XP)
44-48	Goblin War Party		
	Goblins	(7)	(1050 XP)
	Worgs	(6)	(1800 XP)
	Goblin Boss	(1)	(600 XP)
49-52	Bugbears	(8)	(4000 XP)
53-54	Hippogriffs	(8)	(4000 XP)
55-56	Tigers	(8)	(4000 XP)
57-60	Ankhegs	(4)	(3600 XP)
61-64	Druids	(4)	(3600 XP)
65-67	Gnoll Fang Yeenogu	(2)	(2750 XP)
68-75	Manticores	(3)	(4200 XP)
76-78	Phase Spiders	(3)	(4200 XP)
79-81	Bulette	(1)	(1800 XP)
80-84	Gorgon	(1)	(1800 XP)
85-87	Chimera	(1)	(2300 XP)
88-90	Cyclops	(1)	(2300 XP)
91-94	Gnoll Party		
	Gnolls	(6)	(1500 XP)
	Gnoll Pack Lord	(1)	(1125 XP)
95-98	Half-Orc Gladiator	(1)	(2700 XP)
	Half-Orc Berserker	(1)	(900 XP)
99	Roll on Hard Table		
100	Dead Body. Roll on Treasure II Table		

**D100 Plains Deadly Difficulty Table**

1-15	Assassin	(1)	(3900 XP)
	Scout	(1)	(150 XP)
16-30	Goblin War Party		
	Goblins	(10)	(2000 XP)
	Worgs	(6)	(2400 XP)
	Goblin Boss	(1)	(800 XP)
31-45	Chimera	(2)	(6900 XP)
46-60	Manticores	(4)	(5600 XP)
61-75	Cyclops	(2)	(6900 XP)
76-97	Young Gold Dragon	(1)	(5900 XP)
98	Dead bodies. Roll Twice on Treasure I Table		
99	Dead Body. Roll on Treasure II Table		
100	Dead Body. Roll on Treasure III Table		



## The Hills

When traveling through the hills, roll once on the Hills Encounter Table for every five miles traveled. After determining the difficulty of the encounter, roll once on the corresponding Hills Difficulty Table.

### D100 Hills Encounter Table

1-10 Easy  
 11-70 Medium  
 71-90 Hard  
 91-100 Deadly

#### Hills Easy Difficulty Table

1-10	Goats	(10)	(200 XP)
11-17	Hyenas	(10)	(250 XP)
18-25	Gang		
	Commoners	(17)	(680 XP)
	Bandits	(8)	(500 XP)
26-32	Bandits	(14)	(1050 XP)
33-37	Poisonous Snakes	(4)	(200 XP)
38-39	Kobolds	(10)	(675 XP)
40-42	Tribal Warriors	(10)	(675 XP)
43-46	Giant Wolf Spiders	(6)	(600 XP)
47-49	Goblins	(10)	(1250 XP)
50-53	Panthers (cougars)	(6)	(600 XP)
54	Pseudo Dragons	(5)	(500 XP)
55-60	Wolves	(6)	(600 XP)
61	Winged Kobolds	(6)	(1200 XP)
62-63	Gnolls	(6)	(1200 XP)
64	Hobgoblins	(6)	(1200 XP)
65-70	Orcs	(6)	(1200 XP)
71-73	Brown Bears	(3)	(1200 XP)
74-76	Dire Wolves	(3)	(1200 XP)
77-78	Half-Ogres	(3)	(1200 XP)
79-80	Bandit Captains	(2)	(1125 XP)
81-82	Berserkers	(2)	(1125 XP)
83	Giant Boars	(2)	(1125 XP)
84-85	Giant Elk	(2)	(1125 XP)
86-87	Griffin	(1)	(450 XP)
88-89	Ogres	(2)	(1125 XP)
90-91	Orc Eye of Gruumsh	(2)	(1125 XP)
92-93	Orogs	(2)	(1125 XP)
94	Pegasus	(1)	(450 XP)
95-96	Perytons	(2)	(1125 XP)
97	Ettin	(1)	(1100 XP)
98	Gnoll Fang Yeenogu	(1)	(1100 XP)
99	Roll on Medium Table		
100	Dead body. Roll on Treasure I Table		

#### Hills Medium Difficulty Table

1-3	Tribal Warriors	(20)	(2000 XP)
4-7	Giant Wolf Spiders	(12)	(1800 XP)
8-12	Goblins	(12)	(1800 XP)
13-20	Wolves	(12)	(1800 XP)
21-24	Gnolls	(10)	(2500 XP)
25-28	Hobgoblins	(10)	(2500 XP)
29-38	Orcs	(10)	(2500 XP)
39-43	Worgs	(10)	(2500 XP)
44-48	Goblin Party		
	Goblins	(5)	(750 XP)
	Worgs	(6)	(1800 XP)
49-51	Half-Ogres	(6)	(2400 XP)
52-53	Hippogriffs	(6)	(2400 XP)
54-55	Lions	(6)	(2400 XP)
56-57	Bandit Captains	(2)	(1800 XP)
	Goblins	(2)	(200 XP)
58-60	Beserkers	(2)	(1125 XP)
61-63	Ettins	(2)	(2750 XP)
64-66	Gnoll Fang Yeenogu	(2)	(2750 XP)
67-69	Manticores	(2)	(1750 XP)
70-73	Green Hags	(2)	(1750 XP)
74-76	Bulette	(1)	(1800 XP)
77-80	Hill Giant	(1)	(1800 XP)
81-83	Revenant	(1)	(1800 XP)
84-86	Troll	(1)	(1800 XP)
87-89	Gorgon	(1)	(1800 XP)
90-91	Chimera	(1)	(2300 XP)
92-93	Cyclops	(1)	(2300 XP)
94	Galeb Duhr	(1)	(2300 XP)
95	Wyvern	(1)	(2300 XP)
96	Gnoll Party		
	Gnolls	(6)	(1500 XP)
	Gnoll Pack Lord	(1)	(1125 XP)
97-98	Half-Orc Gladiator	(1)	(1800 XP)
	Half-Orc Guards	(2)	(50 XP)
99	Roll on Hard Table		
100	Dead Body. Roll on Treasure II Table		

### Hills Hard Difficulty Table

1-8	Goblins	(15)	(3000 XP)
9-13	Wolves	(15)	(3000 XP)
14-17	Gnolls	(12)	(3600 XP)
18-20	Hobgoblins	(12)	(3600 XP)
21-29	Orcs	(12)	(3600 XP)
30-34	Goblin War Party		
	Goblins	(7)	(1050 XP)
	Worgs	(6)	(1800 XP)
	Goblin Boss	(1)	(600 XP)
35-38	Hippogriffs	(8)	(4000 XP)
39-45	Bandit Captains	(4)	(3600 XP)
46-50	Ettins	(2)	(2750 XP)
51-55	Gnoll Fang Yeenog	(2)	(2750 XP)
56-58	Manticores	(3)	(4200 XP)
59-61	Bulette	(1)	(1800 XP)
62-64	Gorgon	(1)	(1800 XP)
65-67	Hill Giant	(1)	(1800 XP)
68	Revenant	(1)	(1800 XP)
69-71	Troll	(1)	(1800 XP)
72-75	Chimera	(1)	(2300 XP)
76-79	Cyclops	(1)	(2300 XP)
80-85	Wyvern	(1)	(2300 XP)
86-90	Stone Giant	(1)	(2900 XP)
91-95	Young Copper Dragon	(1)	(2900 XP)
96-98	Half-Orc Gladiator	(1)	(2700 XP)
	Half-Orc Berserker	(1)	(900 XP)
99	Dead Body. Roll on Hard Table		
100	Roll on Treasure II Table		

### Hills Deadly Difficulty Table

1-10	Poisonous Snakes	(64)	(6400 XP)
11-30	Goblin War Party		
	Goblins	(10)	(2000 XP)
	Worgs	(6)	(2400 XP)
	Goblin Boss	(1)	(800 XP)
31-45	Chimera	(2)	(6900 XP)
46-60	Manticores	(4)	(5600 XP)
61-75	Wyvern	(2)	(6900 XP)
76-95	Young Red Dragon	(1)	(5900 XP)
96-97	Dead Bodies. Roll Twice on Treasure I Table		
98-99	Dead Body. Roll on Treasure II Table		
100	Dead Body. Roll on Treasure III Table		

## Taking the Short Cut

As you leave Phandalin heading north from Barthen's Provisions, you quickly pass the last building of the old town and turn off of the trail and head east. The travel here is not difficult, but you know that this will change once you get to the hills to the east.

The PCs travel in a northeastern direction along the hills north of Wave Echo Cave. It is about twelve miles across the plains before the PCs will have to cross the hills to get to Wyvern Tor, which is another thirty miles.

Roll once on the Plains Encounter Table for every two and a half miles traveled. If the PCs travel after dark, the frequency of encounter checks doubles. There is also a 10% chance of a random encounter during extended rests.

Near dusk, soon after the PCs complete their third random encounter or once they enter the hills (whichever comes first), start the following encounter.

### Ambush

You see a human male approaching from your left. He wears chain mail and carries a glaive. He waves with his right hand and continues towards you. "Well met," he calls out. "I am Imar and I need your help."

Imar is actually an Oni who hopes to kill and eat at least one of the PCs and take any magic items he can. He will ask the PCs to journey with him to his cabin that is hidden from view a few hundred



yards south. Imar lures the PCs to the cabin with a story of a man named Johnson, Imar's mining partner. According to Imar, Johnson was bitten by a venomous snake yesterday, and Imar has spent most of the day searching for a local druid to help Johnson, but has not been able to locate him.

The small cabin is hidden under the branches of a weeping willow. As the PCs approach the house, they smell death. Inside the house, the PCs see the ghastly remains of Johnson. It appears something ripped out his organs and gnawed on his legs.

Once he sees the remains, Imar breaks down in tears and bellows in sadness. If the PCs ask too many questions, Imar turns invisible and tries to get away and then later attack them when they camp. Otherwise, Imar asks the PCs to help him bury Johnson and to stay the night. If they agree, the Oni attacks them while they sleep. If they disagree, he lets them go and tries to attack them at night.

Imar wears a **ring of protection** on his left hand and has 18 gp in a pouch on his belt. In a box in his house are 7 cut and polished sardonyx worth a total of 350 gp. Johnson's ax and a pouch containing an almost perfect uncut sardonyx (1000 gp) are on the floor of the house.

Continue rolling for random encounters. Once the PCs reach the hills, continue to the "The Hills" on page 9.

## **Triboar Trail**

You head north from Barthen's Provisions and follow the well worn path that leads to the Triboar Trail, which you know is ten miles away. The elevation slowly decreases as you head north, but you know that you will be back up in higher elevation soon enough.

When the PCs are traveling on one of the two trails, roll once on the Plains Encounter Table for every five miles traveled.

When traveling across the plains off the trails, roll once on the Plains Encounter Table for every two and a half miles traveled. If the PCs travel after dark, the frequency of encounter checks doubles. There is also a 10% chance each night of a random encounter while the PCs rest.

As soon as the PCs complete the third random encounter, the following encounter will begin.

### **Bandits**

Before you start back on your journey, you are suddenly surrounded by several short creatures in green cloaks. "Travelers need friends," the smallest states. "Would you like to be our friends?"

The four halflings demand a toll of up to 10 gp per traveler depending on apparent ability to pay. Anything less and they attack.



## (2) Halfling Bandit Captains

**Armor Class** 15 (studded leather)

**Hit Points** 60

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive perception 10

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Multiattack** Laura makes two melee attacks with her scimitar and one with her dagger.

**Scimitar** *Melee Weapon Attack:* +5 to hit, reach 5 ft. Hit: 6 (1d6 + 3) slashing

**Dagger** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. Or range 20/60. Hit: 5 (1d4 + 3) piercing.

## (2) Halfling Berserkers

**Armor Class** 13 (hide armor)

**Hit Points** 67

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4,

**Senses** passive perception 10

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Multiattack:** The berserker makes three melee attacks: two with his scimitar and one with its dagger.

**Scimitar** *Melee Weapon Attack:* +5 to hit, reach 5 ft. Hit: 6 (1d6 + 3) slashing.

The PCs get 3600 XP for defeating all four halflings. Each halfling has an adventurers pack and 10 gp. The short one has a very nice uncut sardonyx (500 gp), 64 gp, and 13 bloody ears from various humanoids in his pack.

Continue rolling for random encounters. Once the PCs reach the hills, continue to the “The Hills.”

## The Hills

When traveling through the hills, roll once on the Hills Encounter Table for every five miles traveled. After determining the difficulty of the encounter, roll once on the corresponding Hills Difficulty Table. After completing the first random Hills Encounter, run **In Search of Rocks**.

### In Search of Rocks

Four humans in robes and back packs make their way towards you, appearing seemingly out of nowhere. The one wearing a tan robe has long blonde hair in braids and a long blonde beard. He carries a quarterstaff. To his left is a woman with solid black flowing hair that reaches her waist. Her robe is as dark as her hair and has a red design sewn into each sleeve. She carries a flail with a red leather wrapped handle. To her left is a bald man wearing a dark green and black robe and holding a black spear. To his left is a giant of a man in red robes wielding a glaive. All visible skin, including his bald head, is tattooed red. All of the weapons carried by the strangers give off a greenish glow.

*The four figures stop about thirty feet away. They do not appear menacing, but are calm and have an air of authority to them. You hear a slight hum and then, although no one is moving their lips, you hear a pleasant female voice. “There is no need for alarm,” the voice calmly states. “We are here to offer you the opportunity to serve the One Mind. We thank you for your cooperation.”*

Each of the mystics uses Exacting Query against a PC. Have the players make an Intelligence save. If successful, the PC shuts his mind to a mental probe from the mind of one of the NPCs. If unsuccessful, the NPC has a mental link with the PC, forcing the PC to share a deep secret.

The mystics then use Occluded Mind against each PC, who must make another Intelligence save. If successful, the PC shuts his mind against the psionic power. If unsuccessful, the PC believes that helping the mystics is the right thing to do.

The four robed travelers are Mind Mystics of the Order of the One Mind. They use Mind Meld to communicate. All they want is knowledge and high quality sardonyx. If any PC has sardonyx, then the mystics sense it and know exactly where it is. If the PCs do not have any sardonyx, then the Mystics will use their powers and conversation to learn what the PCs know about sardonyx.

The mystics will not attack unprovoked, but will fight to defend themselves. They are pompous though not evil and are willing to pay for the sardonyx. They will die before explaining themselves other than to say that everything they do is for the One Mind. They will not even share their names.

Each of the mystics has the same psionic powers and tactics. They trained together for several years and know

each others thoughts without using an action and each have a maximum of 17 psi points and 100 gold pieces.

### Mind Mystic Acolytes

*Medium Human, Neutral*

**Armor Class** 11

**Hit Points** 27 (5d8 + 5)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	16 (+3)	12 (+1)	11 (+0)

**Skills** Insight +10, Perception +8

**Senses** Passive Perception 16

**Languages** Common, Mystic, Elven

**Challenge** 2 (450 XP)

*Psionics.* The Mystic's psionic ability is Intelligence (discipline save DC 15, +6 to hit with psionic attacks). Each has the psi abilities:

*Psi points:* 17, max 3 per action

Whenever psi points are spent on a psionic discipline, the mystic regains hit points equal to your Intelligence modifier if the current hit point total equals half the hit point maximum or less.

*Mind Meld.* As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you.

*Mind Thrust.* As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

*Thought Spear.* As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

**Mind Over Emotion-** *Psychic Focus, Charming Presence, Revolting Presence*

**Psionic Weapon-** *Psychic Focus, Ethereal Weapon, Lethal Strike, Augmented Weapon*

#### Actions

*Quarterstaff.* **Melee Weapon Attack:** +3 to hit reach 5 ft one target. **Hit:** 3 (1d6) bludgeoning damage.

*Flail.* **Melee Weapon Attack:** +3 to hit reach 5 ft., one target. **Hit:** 4 (1d8) bludgeoning damage.

*Spear.* **Melee Weapon Attack:** +3 to hit reach 5 ft., one target. **Hit:** 3 (1d6) piercing damage. Thrown (range 20/60) versatile (1d8).

*Glaive.* **Melee Weapon Attack:** +3 to hit reach 10 ft., one target. **Hit:** 5 (1d10) slashing damage. Heavy, reach, two-handed.



## Wyvern Tor

The PCs are able to see Wyvern Tor long before they get there. Once the PCs are within a mile of the entrance to the cave at Wyvern Tor, roll a perception check against DC 15. Any PC that succeeds will notice a group of orcs dug in for an ambush. Succeeding by 5 or more results in the PC also noticing a pit trap.

If the PCs do not notice the the orcs, then the orcs will attack on a surprise round. The first PC to advance on the orcs will activate the trap.

### Spiked Poison Pit Trap

Activating the trap results in a ten feet fall resulting in 3 (1d6) bludgeoning damage plus 11 (2d10) piercing damage plus 22 (4d10) poison damage. The PC takes half poison damage with a successful DC 13 Constitution saving throw.

### Orcs

(10) Orcs	AC 13	HP 2d8 +6 (15)	Sd 30ft
	+5 attack	1d6+3 (6)	
	+5 attack	1d12+3 (9)	
			2500 XP

When there are five or fewer orcs remaining alive, two of them will run to the cave to alert the other orcs. Once alerted, the orcs in the cave will take up defensive positions and await the intruders.

## Ghost Town

The former home of the Ghost Tribe of Orcs may have been deserted, but it is not empty.

The Ghost Boon will not work on the orcs in the cave as long as their leader, Mortdon, is alive.

*As you approach the cave entrance, you notice rows of untended crops and well worn areas of ground with rocks and wood strewn around. The entrance to the cave is no more than five feet wide. No light comes from it, but you smell something cooking.*

There are several guard huts hidden in the area. They are unused because the Many Arrows have not noticed them.

Inside the cave is a small settlement that was previously the home of the Ghost Tribe, but is now being used by the Many Arrows as a advanced scout staging area. There are twenty orcs plus any that retreated into the cave in addition to Mortdon.

Mortdon is not happy with his new base of operations because he knows there must be something wrong with it or the Ghost would not have left. The chief of the Many Arrows has instructed Mortdon to determine if the area is safe for additional orc units to settle there.

Once alerted, all but five of the orcs gather in the entrance chamber on either side of the entrance tunnel. As soon as something steps through the tunnel, half

the orcs attack with spears. The rest attack the second intruder.

If the orcs are not alerted, only ten will be in the main room with three on guard at the tunnel entrance. The others will be spread throughout the cave.

Until the PCs actually defeat the orcs at the entrance, Mortdon will direct five other orcs in clearing the rocks from the passage from the Open Market to the Sleeping Quarters. These orcs only have picks and spears. Mortdon has a maul and a **Ring of Protection**.

(20) Orcs	AC 13	HP 2d8 +6 (15)	Sd 30ft
	100 xp each	+5 attack	1d6+3 (6)
		+5 attack	1d12+3 (9)

Mortdon, Commandant	AC 14	HP 93	Sp 30 ft
	700 xp	+5 attack	4d6+8 (20)
		(2) maul attacks	

The settlement has room for over 150 orcs, but only part of it is currently being used. When the Ghost Tribe left, they closed off several areas and the Many Arrows have not bothered to try to open those areas, but are content to stay in the easily accessible portions.

### 1. Entrance Area

This large open area is occupied at all times by ten orc guards. There is one alert guard each of the three huts and the other seven orcs are spread around the area. Along the right wall is a cistern that is filled daily with water so the guards do not have to leave the area. There is no treasure here.

### 2. Large Sleeping Area

The Ghost Orcs used this area to house adult orcs. Several guard huts are located here. The Many Arrows use this area, which extends further to the west, to sleep. There are 125 gold pieces spread throughout the area.

There are two sets of doors leading from this area to area three to the north. Before the Ghost Orcs fled, they piled many rocks to hide and block the doors.

### 3. Dining Hall and Kitchen

This area houses several dining tables, beds, and food preparation devices. The area smells strongly of cooked flesh.

### 4. House of Worship

This temple area predates the occupation of the caves by the Ghost Orcs. Only the chief ever used it during the occupation by the orcs. The statute is of Tiamat. Under the statute on the altar is a portal to Avernus, the first of the nine layers of Hell. The portal has not been used in a very long time.

### 5. Open Market

Here is where the Ghost Orcs would meet and trade. There is a artisan well in this area that contains pure water. The two passages to the north are both blocked, although the one on the right is clearly visible and could be cleared with minimal effort. The Many Arrows have been working to clear this passage and have almost finished.



## 6. Training Area

The Ghost Orcs used this area to train and house young orcs. The northern wall was eroded by the underground river and the water is now accessible from this area. Rocks currently close off this area from the Entrance Area.

An umber hulk has moved in here and will soon start attacking the orcs for food.

## 7. Sleeping Quarters

The Ghost Orcs used this area to house orc families. The area opens up to an underground river and the water is shallow enough that someone can stand on the edge and access the water, but only for the first two feet. After that, the current is much stronger. Anyone stepping into the current must make a DC 14 Strength Check or be pulled down the hole into the Underdark. There are 50 gold pieces spread out around the beds.

## 8. Access to the Underdark

One side of the chasm in the ground is now a waterfall formed by the underground river. The other side is a gradual descent. There is a visible lode of unusually pure sardonyx on the north edge of the chasm. The Ghost Orcs had recently begun to mine the sardonyx.

## Rock Hunters

Two mystics came to the settlement to retrieve sardonyx. When they saw that the orcs were here, they decided to stay in one of the orc huts hidden outside the cave and watch the orcs. Once the mystics sensed the approach of the PCs, they decided to wait and see if the PCs would take care of the orcs.

After the PCs either kill the last of the orcs or when the PCs make their way to the sleeping quarters, the mystics will enter the cave and head to the sardonyx. The mystics have no interest in the PCs unless the PCs try to stop them, and will in fact offer to pay the PCs 100 gp each to help them mine the sardonyx. If the PCs refuse, the mystics will negotiate for up to 500 gp each. If the PCs force a fight, then the mystics will fight.

At the end of the 1d4 round of battle or while the PCs are helping to mine the sardonyx, a maddened umber hulk rises up beneath the mystic presbyter. The umber hulk's gaze is shadowy, with dark wisps gently flicking from its eye sockets. The presbyter stares into those sockets and then runs and falls down the chasm into the Underdark. The maddened umber hulk attacks the closest PC in the next round.

The curate will not fight to the death, but will give up once he is below 15 hit points. He will not discuss the order or give his name as anything other than Curate. If given the opportunity, he will pursue the presbyter

## Mind Mystic Curate

*Medium Human, Neutral*

**Armor Class** 12

**Hit Points** 44

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	16 (+3)	12 (+1)	11 (+0)

**Skills** Insight +10, Perception +8

**Senses** Passive Perception 16

**Languages** Common, Mystic, Elven

**Challenge** 3 (700 XP)

*Psionics.* The Mystic's psionic ability is Intelligence (discipline save DC 15, +6 to hit with psionic attacks). Each has the psi abilities:

*Psi points:* 27, max 5 per action

Whenever psi points are spent on a psionic discipline, the mystic regains hit points equal to your Intelligence modifier if the current hit point total equals half the hit point maximum or less.

*Mind Meld.* As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you.

*Mind Thrust.* As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

*Thought Spear.* As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

**Conquering Mind** - *Psychic Focus, Exacting Query, Occluded Mind, Broken Will*

**Mind Over Emotion**- *Psychic Focus, Charming Presence, Revolting Presence*

**Psionic Weapon**- *Psychic Focus, Ethereal Weapon, Lethal Strike, Augmented Weapon*

### **Actions**

*Glaive. Melee Weapon Attack:* +3 to hit reach 10 ft., one target. *Hit:* 5 (1d10) slashing damage. Heavy, reach, two-handed.

## Mind Mystic Presbyter

*Medium Human, Neutral*

**Armor Class** 11

**Hit Points** 50

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	16 (+3)	12 (+1)	11 (+0)

**Skills** Insight +10, Perception +8

**Senses** Passive Perception 16

**Languages** Common, Mystic, Elven

**Challenge** 2 (450 XP)

*Psionics.* The Mystic's psionic ability is Intelligence (discipline save DC 15, +6 to hit with psionic attacks). Each has the psi abilities:

*Psi points:* 32, max 5 per action

Whenever psi points are spent on a psionic discipline, the mystic regains hit points equal to your Intelligence modifier if the current hit point total equals half the hit point maximum or less.

*Psychic Surge.* You can impose disadvantage on a target's saving throw against a discipline or talent you use. Only use once.

*Mind Meld.* As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you.

*Mind Thrust.* As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

*Thought Spear.* As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

### **Disciplines:**

**Adaptive Body**

**Body of Wind**

**Conquering Mind** -

**Mind Over Emotion**-

**Psionic Weapon**-

### **Actions**

*Flail. Melee Weapon Attack:* +3 to hit reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.



## 9. Storage Room

This room is now empty. The door to the Chief's Chamber is locked with a DC 10 lock.

## 10. Chief's Chamber

There is still blood and orc parts around the room. The hole the umber hulk dug is visible near the east door. This room is empty.

## 11. Storage Room

This room contains old rotting foodstuffs left behind by the Ghost Orcs. If the PCs touch any of the boxes then they stir up a **swarm of insects**.

## Heading Down

When the PCs are ready, than can slowly make their way down the chasm to the bottom, which has a tunnel, which will be detailed in After Lost Mine IV.

## Rewards.

*Cave Settlement.* If the cave settlement is cleared, then the PCs can claim it as their own by filing papers in Phandalin. With a little advertising, the PCs should be able to attract settlers and create a thriving frontier village. Crops can be grown and livestock raised. Of course, villages have to have leaders and workers and defenders, plus there is the matter of the location of the settlement above a passage to the Underdark.

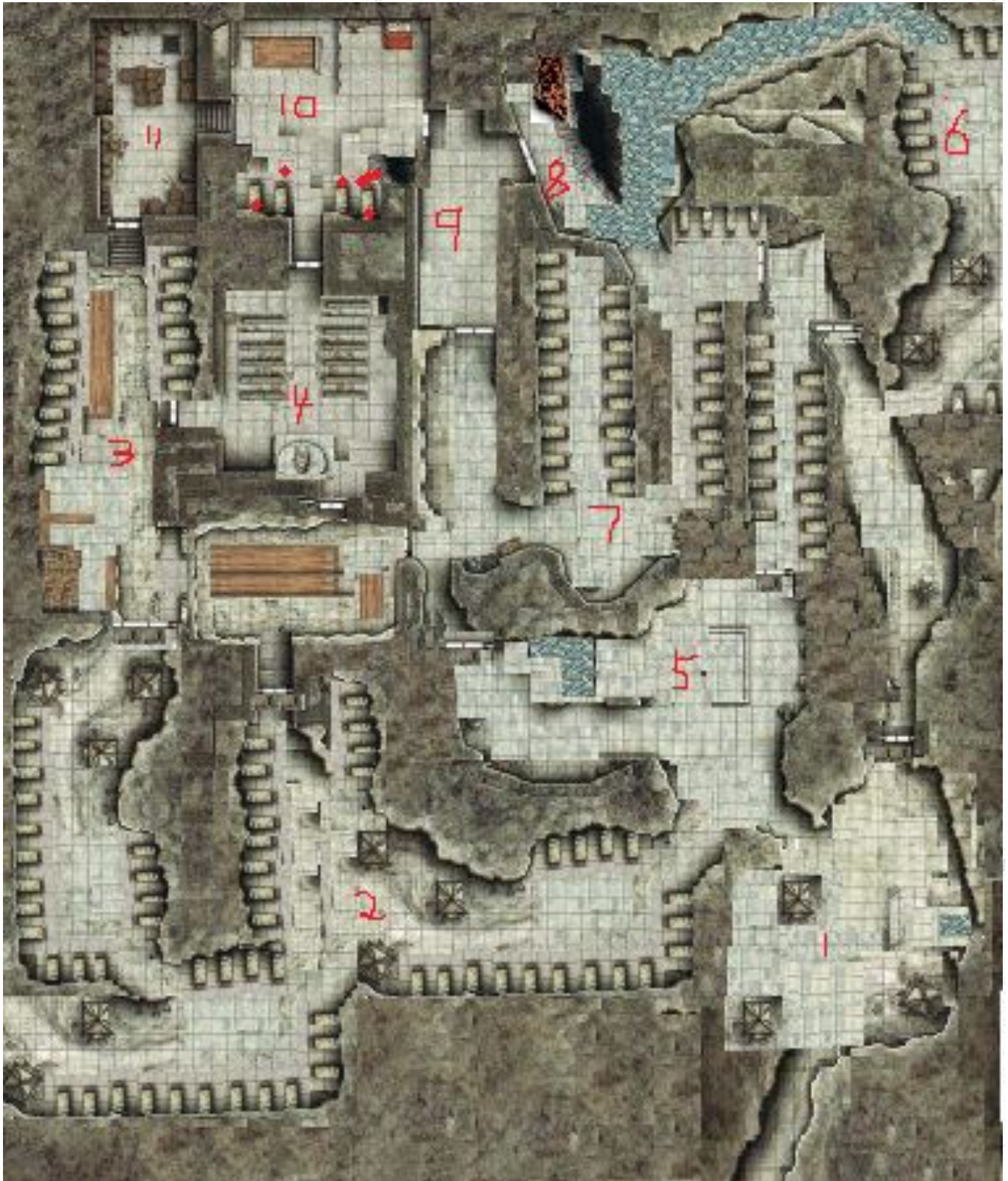
*Enemy of the Mystics.* The PCs are known to members of the Order of the One Mind and will eventually have to deal with the order. Some members of the order will attack the PCs on sight.

Some will seek revenge and have the power to track the PCs when they are in range. At least one group of members of the order will not rest until the PCs are dead.

## Treasure

The PCs can extract 2100 gp worth of sardonyx on their own, which will take two weeks. If an expert miner is hired, 10,000 gp worth of sardonyx can be extracted. Only members of the Order of the One Mind will pay this amount. PCs can expect to receive one fourth these amounts from most merchants.

# Orc Cave Settlement





## Appendix

### Treasure Tables

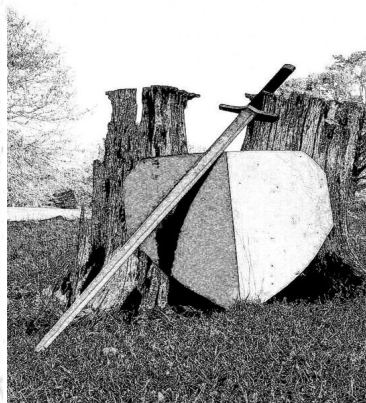
When determining treasure for random encounters, roll on the appropriate table based upon XP listed for the encounter. Encounters with listed XP under 675 will never have treasure.

#### Treasure I Table (Encounter XP 675-1700)

D100	CP	SP	GP
1-10			
11-20	5d6		
21-30	10d6	1d6	
31-45	1d6	2d6	
46-55		4d6	
56-70		8d6	
71-85		1d6	1d6
86-95			3d6
96-100			6d6

#### Treasure II Table (Encounter XP 1701-3000)

D100	CP	SP	GP
1-20			
21-35	10d6 x 10		
36-45	2d6	10d6 x 10	
46-55		2d6	1d6 x 10
56-70		4d6	3d6 x 10
71-85		8d6	6d6 x 10
86-95		1d6	1d6 x 100
96-100	Roll on III		



#### Treasure III Table (Encounter XP 3001-4200)

If the creature has a magic item that it is able to use, then it uses it in battle. Otherwise it can be found with the gold on a nearby dead body.

D100		GP
1-25		2d6 x 10
26-45	Roll 1 time on Magic Item Table A (DMG 137)	2d6 x 10
46-60	Roll 2 times on Magic Item Table A	2d6 x 10
61-80	Roll 3 times on Magic Item Table A	2d6 x 10
81-90	Roll 4 times on Magic Item Table A	2d6 x 10
91-99	Roll 1 time on Magic Item Table B	3d6 x 10
100	Roll 2 times on Magic Item Table B	4d6 x 10

#### Treasure IV Table (Encounter XP 4201+)

If the creature is able to use the magic item it uses it in the battle. Otherwise the magic item is in the creature's lair with the gold pieces. PCs may search for the lair where they will discover the creature's treasure. The DM may decide that there are other creatures in the lair when the PCs arrive if it makes sense.

D100		GP
1-25		4d6 x 100
26-45	Roll 1 time on Magic Item Table B (DMG 137)	4d6 x 100
46-60	Roll 2 times on Magic Item Table B	4d6 x 100
61-80	Roll 3 times on Magic Item Table B	d6 x 100
81-90	Roll 4 times on Magic Item Table B	2d6 x 100
91-99	Roll 1 time on Magic Item Table C	3d6 x 100
100	Roll 2 times on Magic Item Table C	4d6 x 100



## Monster Variants

### Orc Commandant

Medium humanoid (orc), chaotic evil

**Armor Class** 14 (hide)

**Hit Points** 93 (11d8+44)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	17 (+3)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive perception 10

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

**Gruumsh's Brute.** A melee weapon deals two extra die of damage when the orc hits with it (included in the attack).

**Authority.** All orcs that can see the commandant are immune to fear and charm.

**Multi Attack** The orc makes two attacks with its maul.

**Maul** *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d6+3)



### Maddened Umber Hulk

Large monstrosity, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 93 (11d10+33)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Senses** darkvision 120 ft., tremorsense 60 ft., passive perception 10

**Languages** Umber Hulk

**Challenge** 5 (1,800 XP)

**Maddening Gaze.** When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 16 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 6, the creature mumbles to himself and wanders off for 1d4 rounds. On a 7 or 8, the creature makes one melee attack against a random creature, or it moves and attacks if no creature is within reach. At the end of the encounter, a maddened creature must make a DC 14 charisma save or be permanently maddened, resulting in the loss of 1 intelligent point for 1 month.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

**Tunneler.** The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

#### ACTIONS

**Multiattack.** The umber hulk makes three attacks: two with its claws and one with its mandibles.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 9 (1d8 + 5) slashing damage.

**Mandibles.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 14 (2d8 + 5) slashing damage.

## Sardonyx



The Order of the One Mind prize high quality sardonyx because it helps in mental discipline and focus. Sardonyx embodies a vibration of happiness, optimism, and confidence. It helps to boost self control and the level of personal power. Its excellent metaphysical properties encourage motivation, willpower, discipline and strength of character. The order's Steward of the Armory turns the raw stone into various items that are used to focus psi.

## Psionic Rules Summary

This summary is based upon Unearthed Arcana: Psionics & the Mystic, Take 2, found at: [http://media.wizards.com/2016/downloads/Psionics\\_and\\_Mystic\\_V2.pdf](http://media.wizards.com/2016/downloads/Psionics_and_Mystic_V2.pdf).

**Psionics** is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the minds of others. You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points.

As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a psychic focus benefit.

**Mystic** A mystic draws on the power of psionics to create powerful effects. As a bonus action, a mystic can choose one of its psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until incapacitated or until using another bonus action to choose a psychic focus benefit.

## Psionic Disciplines (only the disciplines used by the Order of the One Mind are listed)

Numbers in parentheses are the psi points expended to use the ability.

### Adaptive Body

You can alter your body to withstand punishing environments.

*Psychic Focus.* While focused on this discipline, you don't need to eat, sleep, or breathe.

*Energy Adaptation* (5, C). As an action, you touch a creature and give it resistance to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

### Body of Wind

You and your possessions take on a gaseous quality, allowing you to move like a howling gale, squeeze through small spaces, and escape danger. You move with the lightest steps using this discipline.

*Psychic Focus.* While focused on this discipline, you take no falling damage and ignore difficult terrain.

*Wind Step* (1–7). As your move, you can fly up to 20 feet for each psi point you spend. You must land at the end of this movement, otherwise you fall, unless you have some means of staying aloft.

*Form* (5, C). As an action, you gain a flying speed of 60 feet for 10 minutes. *Misty Form* (7, C). As an action, your body becomes mist-like. In this form, you gain resistance to bludgeoning, piercing, and slashing damage. You can pass through openings that are no more than an inch wide. This benefit lasts for up to 1 hour.



## **Conquering Mind**

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

*Psychic Focus.* While focused on this discipline, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. You can change the chosen skill each time you apply your focus to this discipline.

*Exacting Query* (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target truthfully answers one brief question you ask it as part of this action, provided that it understands the question. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

*Occluded Mind* (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target believes one statement of your choice for the next 5 minutes, provided that it understands the statement. The statement can be up to ten words long, and must describe you or a creature or object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

*Broken Will* (5). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

## **Mind Over Emotion**

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

*Psychic Focus.* While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum bonus of +1).  
*Charming Presence* (1–7). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point you spend on this ability; the total is how many hit points worth of creatures this spell can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximum, ignoring unconscious creatures or creatures immune to this effect. Each creature affected by this ability is charmed by you for 10 minutes. While charmed, it regards you as a friendly acquaintance. A creature engaged in combat is immune to this effect.

*Revolting Presence* (5,C). As an action, you exert an aura of repulsive power. Up to five creatures of your choice that you can see within 30 feet of you must each make an Intelligence saving throw. On a failed save, a target is frightened of you for 10 minutes. While frightened, it takes psychic damage equal to twice your mystic level if it doesn't end its turn at least 10 feet farther away from you than it was at the start of that turn. It can then make another Intelligence saving throw at the end of the turn. On a success, this effect ends.

## **Psionic Weapon**

You channel psionic energy to lend devastating power to your attacks.

*Psychic Focus.* While focused on this discipline, you charge one nonmagical weapon you carry, or one of your fists, with psionic energy. Attacks you make with it are considered magical and have a +1 bonus to attack rolls and damage rolls.

*Ethereal Weapon* (1). As a bonus action, you can momentarily transform a weapon you hold into psionic energy. The next attack you make with this weapon requires no attack roll. Instead, the target must make a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a



successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

*Lethal Strike* (1–5). When you hit a target with a melee weapon attack, you can increase the damage to that target. The target takes an extra 1d10 psychic damage for each psi point you spend.

*Augmented Weapon* (5, C). As a bonus action, you touch one nonmagical weapon and infuse it with psionic energy. For up to 10 minutes, it is a magic weapon with a +3 bonus to attack rolls and damage rolls.

### **Psionic Talents**

A psionic talent is a psychic ability that requires psionic aptitude, but doesn't drain a mystic's psionic energy.

*Mind Meld* As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. You can allow a creature to respond to you telepathically, but it must understand at least one language in order to communicate this way. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

*Mind Thrust* As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you. The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Thought Spear* As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage. The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

*Night Eyes* As an action, you grant yourself darkvision with a range of 30 feet. This benefit lasts for 1 hour.



## 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](http://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 product.

**Order of the One Mind** - Thought to have been extinct for centuries, the Order of the Lost Mind is more powerful than ever. To learn their history and how big a threat they are to the Sword Coast, get Adventures by FishPirate - Supplement II: Monsters and Adventures Near Phandalin, available soon at DMs Guild.

Also be on the look out for Adventures by FishPirate - Games Within the Game.

# FISHPIRATE

