

After Lost Mine I: Orcs to Phandalin



A 2–5 hour adventure for 5th–6th level characters

by Christopher M. Davidson, J.D.

Introduction: The Ghost Tribe of Orcs have been driven from their home under the Sword Mountains by some terrible evil and they now see Phandalin as their best option for a new home. The heroes, who are on their way to Phandalin for a much needed rest after their adventures in the Lost Mine, must make it to town in time to warn the inhabitants and help prepare for the orc attack.

Orcs to Phandalin is the first of four parts in the After Lost Mine series. It will detail the trip to Phandalin. There will be three subsequent adventures. Part 2 will be the battle to save the city; part 3 details the trip to the orc's cave settlement; and part 4 details the party's mission to deal with the terror from the Underdark that drove the orcs out of their home.



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This adventure is brought to you by FishPirate.

Written by Christopher M. Davidson.

Edited by Brandon Josef Thompson.

Thanks to Justin, Matt, Jeff, Robbie, and Eric for the good times and to Danny for the books.

Dedicated to all who roll dice for fun.

Please remember to review this adventure so I can make the next one better. Keep an eye out for the next three parts of [After Lost Mine](#) and for future items. -Chris

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“It may be easier to leave than to stay, but it is often impossible to return after leaving.”

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

Running the Adventure

Orcs to Phandalin can be a very dangerous adventure for PCs that ignore the warnings that it is easier to make it to Phandalin than to kill all of the orcs. The people of the town can help the PCs, but only if the PCs make it to town alive. There will not be much time for rests on the journey and darkness will add to the dangers.

The DM should convey to the players the sense of danger and overwhelming numbers of orcs that the PCs will encounter if they stand and try to fight them all. The longer the players delay, the more orcs they will encounter and the less time they will have to prepare the town and to rest. It is not necessary to have a large clock counting down until darkness (although some parties may require this), but it is necessary to give signs that time is running out.

There are minor things a DM can do to mark the passage of time. Noting that the sun is setting or it is getting darker and/or colder are hints that time is passing. Wolves howling in the distance and then closer can also help to add a sense of approaching darkness as well as instill dread.

Remember that although the DM may not be out to kill off the entire party, it can happen. Parties that are more likely to stay and fight may want to have back up characters ready to go in the event of the death of a character.

The DM should be familiar with the rules in the DMG related to wilderness hazards (110-112) and chase (252) and should prepare obstacles, traps (120-123), and ability checks to run during the chase and at other times.

The orcs are marching to war, so they have placed all their treasure in chests that are in the rear with the chief, women, and children. Individual orcs will not have any treasure on them. As such, there will not be much if any treasure acquired in Part I.

Background

The Ghost Tribe of Orcs have always been a relatively peaceful tribe that has not troubled humans. The less than 200 orcs have been able to hunt deer, elk, and wolves in the immediate area of their cave and have recently begun to farm above and below the ground. Over half of the tribe have never been more than a few hundred yards from their homes. Now the entire tribe is on the move.

Five days ago, the chief of the Ghost Tribe, Mog Ghore, thought he was having a nightmare when he awoke in his bed chamber under Wyvern Tor to find his wives' dismembered and half eaten bodies strewn around his room. Something large had tunneled in and back out while the chief slept.

The chief, who is much loved by his people and who has always done what was best for the tribe, will not talk about his nightmare or the incident at all. He quickly sent out scouting parties in all directions with instructions to spend no more than three days searching for a new home and then return. Only the party sent west returned.

Satisfied with the search party's report and afraid to stay any longer, the chief ordered the tribe to move west to its future home, the town of Phandalin.

Unknown to all, even the chief, an umberhulk tunneled into the chief's bedchamber and ate his wives. The chief thinks he had a nightmare, but he actually saw the umberhulk, whose gaze drove him mad. This particular umberhulk was cursed by one of the many demons who are moving about deep beneath Wyvern Tor. The madness is driving the chief to find a new home and clouds his judgment. He will not negotiate or turn back.

Overview

Orcs to Phandalin is the first of four parts of After Lost Mine and is intended to be played after Lost Mine of Phandelver, but it can be set into any campaign when the party is in the woods heading to a town or at least knows there is a town nearby.

The PCs have just left Wave Echo Cave after finding the lost Forge of Spells and are worn out, low on resources, and are eager to get home. If the PCs knew what they were about to walk into, they may have stayed in the cave.

Once the party strikes out for home, they will be in the middle of several advance parties of orcs. As they stumble and fight their way home, they will run the risk of being overrun by the bulk of the orc tribe.

On the way to town, the party will encounter another party of adventurers and a troll and will have several skill encounters and possible wandering monsters. How the PCs deal with the other party of adventurers will have a large effect on the battle in Part 2, because the party could help protect the town.

The sooner the PCs make it to town, the more time they will have to help prepare the defenses and perhaps get some rest.

Out for a Stroll

The Ghost Tribe of Orcs from Wyvern Tor is on the move. The chief's madness is preventing him from adequately leading his tribe. He has given orders to march the entire tribe west and invade Phandalin, killing all inhabitants that do not flee. The chief's Lieutenant, Dron, directs the troops because the chief is unable to concentrate. Periodically the chief lets loose an unnaturally loud bellow that can be heard from quite a distance.

The orcs are arranged as follows:

- 1) A **scouting party** of 8 orcs;
- 2) An **advance left flank** and an **advance right flank** of 10 orcs each;
- 3) A **left special**, **center special**, and **right special** of 6 orcs and a special orc each;
- 4) A **left column**, **center column**, and **right column** of 15 orcs plus 3 special each;
- 5) **The rear**, consisting of the chief, the females, young, 10 orcs, and 4 special.

The PCs emerge from the cave and find themselves in the middle of the scouts and not far from left and right advance flanks. The party is vaguely aware of a rough animal path turned hunting trail that leads west to town, but none of them have ever been on it. Suddenly a faint but terrible wailing bellow is heard from the East.

Rain is falling, the temperature is about 35 degrees and dropping, there are six hours remaining until dark, and town is twelve miles away. All the party has to do is get to town before the orcs and prepare defenses. If they fail, the orcs will have a new home.

Keeping Track of the Orcs

Rounds are until orcs see party 60 ft away.

Troop	Rounds away	Number of Orcs + Special
Scout	0	8
Adv L	5	10
Adv R	10	10
Center Special	26	6 + 1
Left Special	20	6 + 1
Right Special	32	6 + 1
Center Column	50	15 + 3
Left Column	42	15 + 3
Right Column	58	15 + 3
Rear	58	10 + 4

Scout x x x x x o x x x		
Advance Left Flank	Advance Right Flank	
Left Special	Center Special	Right Special
Left Column	Center Column	Right Column
Rear		

Wandering Encounters

Check once per hour. Reroll repeats of 13-20.

Hours 1-3, roll 2d6. Hour 4 is 19.

Hour 5-6, roll d8 and d12.

Hours 7 on, roll d10 +10

- 1-8 Nothing
- 9 Pit Trap DC 12 d10 damage
- 10 Pit Trap DC 12 d6 damage
(1) Elk in trap that attacks in panic
- 11 Pit Trap DC 12 d10 damage
(1) Wolf that attacks
- 12 (8) Wolves
- 13 Stream crosses path.
Hour 5-7 it is partially frozen.
Hour 8 or later it is frozen solid.
- 14 (1) Mastiff separated from owner.
Will follow party if not molested.
- 15 Fresh carcass of an elk mostly intact
Killed by wolves.
- 16 Fresh carcass of a winter wolf intact
Killed by arrows.
- 17 (8) Elk. They attack if startled
- 18 (3) Winter wolves
- 19 Fresh body of a human female.
Killed by troll.
10 gp, long bow, leather,
wolf fur coat, fur gloves,
(2) Healing potions, and
(3) Days rations.
- 20 Yeti attacks on sight.
Perception check DC 18 or surprises

Travel Speeds

Unmounted/Mounted

Trail 3mph/6mph

Wilderness 2mph/4mph

Half the speed in poor weather.

12 miles to Phandalin

The Weather

Hours after start	Precipitation	Temp	Effect
0	Drizzle	35	Mud
1	Rain	35	Slippery
2	Pouring	30	Very slippery
3	None	30	Very slippery; Flash flood
4	Snow	28	
5	Heavy snow	24	Ice
6	Blizzard	20	Ice; wind
7	Blizzard	18	Ice; wind
8	None	16	Orcs arrive above town

In the Middle of the Party

After an exhausting battle for your life underground, you emerge back into the light of day only to discover there have been changes while you were beneath the surface.

It is very cold outside and there is a drizzle of rain all around you. It has been raining long enough that the dirt has started to turn to mud. As you head north from the cave mouth, you cross a stream that is two feet wide and less than an inch deep.

A single successful ability check against a DC 10 reveals knowledge that this is the first rain in months and this stream was dry until it started raining.

It is easy to find the animal trail that leads west to Phandalin. You notice that it is very quiet when suddenly you hear a faint moan that turns into a terrible wail. The sad noise is from some distance to the east and is perhaps from a large humanoid in awful pain.

Once the party is on the trail, a successful perception check against a DC 10 notices tracks heading from east to west. Success by 5 also realizes it is four separate sets of tracks. A successful nature check against DC 10 identifies the tracks as being made by orcs.

A successful perception check against a DC 10 reveals nearby noises coming from between the party and the cave. Passing the check by 5 also detects noises to the north. Passing by 10 also notices similar noises to the east. All the sounds are of humanoids moving west.

The Trail

The trail is boarded on the left by the stream, which is growing in size and speed. Beyond the stream is the base of the mountains. To the right are woods that get thicker until they become almost impassible with thorns and vines and other countless dangers.

At times, the trail is level with the woods, but in other areas it is lower and at a similar elevation as the stream.

The party has time to set up an ambush for the two trailing orcs. If they attempt an ambush, the party will gain surprise. If the party takes out the two trailing orcs during the surprise

round without making much noise, the 6 other orcs in the scout party will continue west. The party can easily track them and take them down at their leisure. Otherwise 2 orcs arrive each round for 3 rounds.

Orc Scouts

(8) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)

These orcs are armed only with javelins (2) and try to attack from hiding in pairs. The orc pair gain +1 to AC when adjacent to each other.

Advance Left

5 rounds after initial contact with the orcs, the left advance party is 60 feet away and can see/hear the party through the trees unless the party has moved on or is hiding.

(10) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)

These orcs are armed with javelins and daggers and will all throw javelins at the same one or two targets for 2 rounds before defending themselves with daggers.

Advance Right

The right scout party arrives 5 rounds after the advance left, coming from the north.

(10) orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)
+5 attack 1d12+3 (9)

These orcs are armed with battleaxes and javelins, and they spread out and try to attack as many targets as possible, half attacking with battleaxes and half throwing javelins, then attacking with battleaxes and all trying to prevent the PCs from moving west.

At an appropriate time, have the party roll a skill check against DC 15 to realize that the orcs are part of a much larger group that is on the move. Successful PCs also recognize the bloody body paint markings of an orc army on the way to battle. If necessary, give hints as to why the party needs to start moving west.

The Chase is On

If the party of PCs start to move west start tracking their location relative to the next group of orcs, which move at Speed 30. If the PCs try to travel at an increased speed, follow travel and exhaustion rules in DMG (252). Whenever PCs dash during a chase, there is a 10% chance of a complication.

Complications roll d4

- 1 Uneven ground. DC 10 or treat as difficult terrain
- 2 Snow/rain in eye. DC 10 or blinded by
- 3 Stick in trail. DC 10 or fall
- 4 None

To the Left

If the party wastes too much time, the left special orc party sees/hears them and charges into battle. These orcs cannot be surprised as they are prepared to attack at the slightest movement.

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

(1) Orog AC 18 HP 5d8 +20 (42)Sp 30 ft
450 xp +6 attack 1d12+4 (10)
2 battleaxe attacks

The six orcs and orog attack using battleaxes together with the orog in the center and three orcs on either side. On the second round, as a free action, the orog sounds his battle horn, alerting the center and right.

Unless the party takes out the orcs in one round, the center and right advance will hear the battle horn and rush to aid. The center will arrive in six rounds, attacking from the east and the right will arrive six rounds after that, attacking from the north.

Center Stage

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

(1) Eye of Gruumsh AC 16
HP 6d8 +18 (45) Sp 30 ft
450 xp +5 attack 1d6+3 plus 1d8(11)
Spear Two-handed 2d8+3 (12)
Spellcasting

The six orcs rush in with battleaxes while the eye of Gruumsh directs with spells from a distance until forced to use his spear.

Right Special

The six orcs try to sneak to the west of the party and pin them in as the orog moves from the east.

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

(1) Orog AC 18 HP 5d8 +20 (42)Sp 30 ft
450 xp +6 attack 1d12+4 (10)
2 battleaxe attacks

Troll on the Move

Run this encounter 4 hours after the PCs leave the cave.

It has begun to snow and you see a set of large tracks in a light dusting of snow on the ground. You also notice a large, light green and snow-covered arm dragging itself along as if following the tracks.

The arm is that of a troll, cut off in battle against five humans. The troll killed one of the five, but was slowed by a net trap in the woods. After freeing itself, the troll found the path and is now in pursuit of its prey. If the party attacks the arm, the troll will attack two rounds later from the west. The arm will only attack if bothered. If the party does not bother the arm, they can sneak up on the troll.

Troll Arm AC 13 10 HP Sp 15 ft
Disadvantage +7 2d6+4 (11)

Troll, One Armed AC 15 80HP Sp 30 ft
Claw +7 2d6+4 (11)
Bite +7 1d6+4 (7)
1800 xp Regeneration
Pouch with (1) 200 gp emerald ring
(1) unknown rock

Party of Five

Run this encounter a few minutes after the PCs move west from the troll encounter. The snow continues to fall faster and the sun continues to set.

The trail narrows until water runs from the base of the mountains to the woods. The snow does not easily reach you because of the canopy of the evergreen trees.

In the water is a tripwire to a falling net trap set in the canopy above. The Wolves (see below) have set the trap to slow the troll. Any other traps the PCs encountered along the way were set by a different hunting party.

The DC to spot the trap is 15. Failure results in the net falling on all in a 10 foot square area. The trap itself does no damage, but PCs under the net find their heads underwater. See Falling Net in DMG (122) and suffocating in PHB (183).

As the PCs free themselves from the trap, read the following passage out loud.

As you free yourselves from the net trap, you see four humans approaching from the west. They obviously heard your struggles in the net. All four are wearing cloaks made of wolf hide.

The largest of the four is over six and a half feet tall, well built, wears hide armor, and draws his greataxe as he drops the small cart he was dragging. The second man, who wears a chain shirt under his wolf cloak, points his mace at you and says, "Halt." The other two appear to be teenage twins, although one is female. Both have on only cloth under their cloaks. The male brandishes a quarterstaff while the female has a short sword on her hip and points a hand crossbow in your direction.

The PCs are not the only adventurers trying to make it home. The Wolves, a LN group of hunters/explorers, have been in the area for several weeks hunting elk and wolves. The sudden cold and rain made them decide it was time to head for home. Along the way, they were attacked by winter wolves and one of their party was killed and their mastiff became lost. The Wolves are cold and tired and angry about their losses, but can be reasoned with. If the mastiff is with the party, it runs to the druid, whose mood quickly changes to relief.

The Wolves do not want to fight, but will if threatened or if the PCs do not give a good explanation of why they are poaching in their area. Hunting along the trail is licensed by the town of Phandalin.

The Wolves pay a quarterly fee for the right to hunt and assumed that an armed party out on the trail must be poaching the animals that are rightfully theirs.

Three successful skill checks against DC 15 will convince the Wolves that the PCs are not poachers and they will be willing to join the PCs. Returning the mastiff will decrease the DC by 5. Each failed check will result in disadvantage on the next check. Three failures will cause the Wolves to attack.

Once they join, the Wolves can either tag along to help the PCs or be sent ahead to warn the town. If the Wolves make it to town, they will assist in its defense so it helpful if the PCs do not kill them.

The druid is somewhat playful while the other three are all business. The druid knows that killing the animals for food or defense is acceptable, but will not allow indiscriminate killing of wildlife.

The spy is the newest member of the group and is trying to impress the Priest, who only took her in because her brother, the Druid, refused to continue without her. The Spy has no interest in romantic advances while working, but will remember kind PCs in the future.

The berzerker is from the north and is enjoying the snow, but is sad about the loss of the fifth member of the party. She was the one he trusted. With her death, he is considering returning home shortly after returning to town.

The priest is the leader of the Wolves and is responsible for the members of this party as well as ten other members, four who are currently in town and six who have traveled west towards the coast to trade.

Larm, (M) Berzerker AC 13 HP 67 Sp 30ft
450 xp Greataxe +5 1d12+3 (9)

Ariel, (F) Spy AC 12 HP 27 Sp 30ft
200 xp Shortsword/hand crossbow
x2 +4 1d6+2 (5)

Lebon, (M) Priest AC 13 HP 27 Sp 25
450 xp Mace +2 1d6 (3)
Spells

Snal, (M) Druid AC 11 HP 27 Sp 30
450 xp Quarterstaff +2 1d6 (3)
Spells

River Crossing

When the party is 1.5 miles from town, the stream joins with a second faster moving stream coming off the mountain to the north. The party must find a way across the new river to get to town. The party can try to swim or ford the river, but they would face the effects of frigid water (DMG 110) or possible drowning.

The river is only 3 feet deep, but is 300 feet wide. The trail is under the river for the next mile. Movement is either in the water or in the woods along the side of the mountain, which is very difficult terrain (movement reduced 75%). There is a trail up the mountain that the orcs know and will use, but the players will not find without either magical means or communication with animals.

Once the party makes the mile, the trail reemerges, heading north while the river continues west. The trail here is used much more and is easy to follow towards the town to the north.

The party should be able to reach the town without further incident.

Town Next to a Hill

As they enter the town, the party members do not notice the insane orc chief who stands on the flat mountain top with the glow of the camp fires of his tribe hidden behind him.

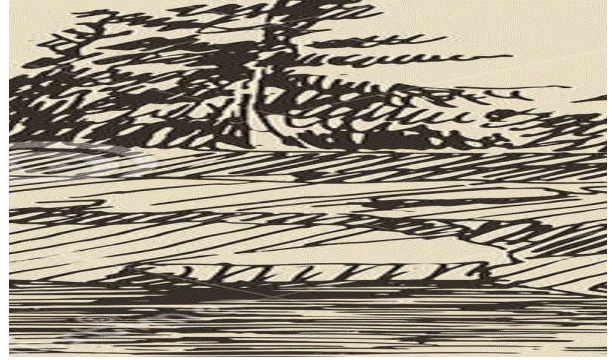
While the PCs struggled with the frigid river, the orc tribe crossed farther east and then made their way up the hidden mountain path and established camp on the flat mountain top over-looking the town. The chief's lieutenant wanted to swoop down on the town immediately, but the mad chief wants to see his new home by the light of day before the tribe attacks, which will happen in the morning, only 17 hours after the PCs walked out of the cave.

The PCs now alert the citizens of Phandalin and start to prepare defenses. If they made it to town quick enough and they feel safe, the PCs just might get some rest to prepare for the attack.

Preparing for Part II

As this adventure wraps up, there will be information the DM will need to gather and keep to play Part II.

It is important to know which orcs remain, how many hours are left until the morning attack, and which members of the Wolves are in the town. In Part II, the PCs will control the members of the town using the mass combat rules found in *Unearthed Arcana* on the DnD website (dnd.wizards.com/articles/features/unearthed-arcana-when-armies-clash).



Appendix

The Rest of the Tribe

The PCs should not encounter the bulk of the orcs until Part II, but in case they do, here are the stats.

Left Main

- (15) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)
+5 attack 1d12+3 (9)
- (1) Eye of Gruumsh AC 16
HP 6d8 +18 (45) Sp 30 ft
450 xp +5 attack 1d6+3 plus 1d8(11)
Spear Two-handed 2d8+3 (12)
Spellcasting
- (1) Orog AC 18 HP 5d8 +20 (42) Sp 30 ft
450 xp +6 attack 1d12+4 (10)
(2) battleaxe attacks
- (2) Ogre AC 11 HP 59 (7d10+21) Sp 40 ft
450 xp +6 attack 2d8+4 (13)
Greatclub

Center Main

- (15) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)
+5 attack 1d12+3 (9)
- (1) Orc Lt. AC 14 HP 93 Sp 30 ft
700 xp +5 attack 4d6+8 (20)
(2) maul attacks
- (1) Orog AC 18 HP 5d8 +20 (42) Sp 30 ft
450 xp +6 attack 1d12+4 (10)
(2) battleaxe attacks
- (1) Ogre AC 11 HP 59 (7d10+21) Sp 40 ft
450 xp +6 attack 2d8+4 (13)
Greatclub

Right Main

- (15) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)
+5 attack 1d12+3 (9)
- (1) Eye of Gruumsh AC 16
HP 6d8 +18 (45) Sp 30 ft
450 xp +5 attack 1d6+3 plus 1d8(11)
Spear Two-handed 2d8+3 (12)
Spellcasting
- (1) Orog AC 18 HP 5d8 +20 (42) Sp 30 ft
450 xp +6 attack 1d12+4 (10)
(2) battleaxe attacks
- (2) Ogre AC 11 HP 59 (7d10+21) Sp 40 ft
450 xp +6 attack 2d8+4 (13)
Greatclub

Rear

- (10) Orcs AC 13 HP 2d8 +6 (15) Sp 30ft
100 xp each +5 attack 1d6+3 (6)
+5 attack 1d12+3 (9)
- (60) Orcs, Commoner
AC 10 HP 1d8 (4) Sp 30ft
10 xp each +2 attack 1d4 (2)
- (3) Orog AC 18 HP 5d8 +20 (42) Sp 30 ft
450 xp +6 attack 1d12+4 (10)
(2) battleaxe attacks
- (1) Orc War Chief
AC 16 HP 100 Sp 30 ft
1100 xp +6 attack 1d12+4 + 1d8 (14)
(2) greataxe attacks
Battle Cry

New Monster

Orc Lieutenant

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 dice of damage when the orc hits with it (included in the attack).

Flaming Maul. The orc can apply oil to its modified weapon head and light it. The weapon causes an extra 5 points of fire damage with each hit (included in the attack). The oil lasts 10 rounds and cannot be lit again for four hours.

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+8)

New Weapon

Flaming Maul

Weapon (maul), uncommon

The flaming maul has a cavity in its head that can hold oil. Once lit, the flame causes an extra 5 points of fire damage with each hit. The oil lasts 10 rounds. If additional oil is added to the maul and lit before the weapon properly cools (4 hours), there is a 10% chance per use while flaming that the head will breaking and become useless.

What's Next?

Making it to town is not enough. The orcs are preparing to attack and the PCs must help prepare the defenses and fight to save Phandalin. On the verge of exhaustion, will the PCs have time to rest or will they struggle through the night and fight the orcs in the morning without getting the rest they desperately need?

If they wipe out the orc invaders, what will the PCs do about the orc widows, orphans, and sick now stranded in the cold on the mountain? After that moral dilemma is handled, the PCs will need to journey to the cave to investigate the evil under Wyvern Tor, which will lead them to face demons in the Underdark.

All of this adventure can be found in parts II, III, and IV of [After Lost Mine](#), which will soon be available at dmsguild.com.

FISHPIRATE

