After orc castle destruction party will probably head to Phandalin to get their reward for the quest.

Phandalin will be burned down, dead body lying around here and there. If they return in tavern, they will find Sildar dead with wrench in his ass. Tavern will be filled with dead bodies of people who once were in each building. Most of the buildings are robbed (all except tavern), church is burned down.

In tavern there is only one survivor young girl who was hiding during the attack on the town. He will describe party who has destroyed most of the city and killed nearly everyone in the town.

Enemy party (level 3)

Bogdan (barbarian zealot) – blood red crystal on the neck 1о4 ть//(1/2 dmg is restored as health)

**STR** DEX **CONST** WIS INT CHA

18 14 14 10 7 10

HP 38

AC 14

Divine fury (3 activasions): adv on str save, +2 to dmg roll + 1d6 necrotic, resistance to pierce, slash and bludgeoning

Reckless attack: adv on attack, disadvanteg while attacked

Great bogdan’s wrench 30: +5/1d12+3 two-handed

4 wrenches 9: +5/1d4 + 3

Nikita (Cleric) – always rolls 1 on dmg

**STR** DEX **CONST** WIS INT CHA

14 10 13 16 11 14

HP: 24

AC 17

4 1st level/ 2 2nd level

Mace - +4/1d8 +2

Holy fire – 1 dmg

1st level:

+3 to heals

Cure wounds- touch, action, 1d8+3 heal

Healing word – 1d4+3 heal, bns action

2nd level

Lesser restoration – touch, action : end blind, deaf, paralyzed, poisoned

Spiritual weapon – create weapon +5 to hit/1d8+3 dmg and attack in 60ft(can move weapon up to 20ft as bns act)

Shield

Igdra (Rogue) - green crystal on the neck (+10 to stealth and invisibility once per long rest)

**STR** **DEX** CONST WIS INT CHA

10 18 12 12 11 14

23 hp

Ac 14

Sardar (Fighter dragonborn) defence, Battle Master

**STR** DEX **CONST** WIS INT CHA

18 10 12 12 11 14

26 hp

AC 18

4 maneuvers DC 13

Menacing attack (1 m) - +1d8 dmg/ Wisdom save vs frightened

Disarming Attack (1 m) - +1d8 dmg/ Strength save vs weapon drop

Riposte(1m) – if creature misses you attack it via reaction and +1d8 dmg if hit

Longsword – +5 to hit/1d8 + 3

Shield – 1 reaction to make disadvantage on enemy attack

Faren (Ranger elf) archery, gloom stalker

27 hp

AC 16

Longbow +7/+3

Long sword and dagger +4/+3

Dread ambusher: +5 to init, +10 ft on first turn, two attacks on first turn +1d8 on second attack if it hits

Hunters mark