

BALANCING ENCOUNTERS

WATERDEEP: DRAGON HEIST



Perfectly balance challenges for your player's enjoyment using this guide to *Waterdeep: Dragon Heist*, an urban caper adventure for the world's greatest roleplaying game

BALANCING ENCOUNTERS – WATERDEEP: DRAGON HEIST

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SOONER AND LATER YOU WILL SEE GREAT CHANGES MADE, DREADFUL HORRORS AND VENGEANCES. FOR AS THE MOON IS THUS LED BY ITS ANGEL, THE HEAVENS DRAW NEAR TO THE BALANCE.

—NOSTRADAMUS

AUTHOR'S NOTE

This material was written with the goal of creating balanced encounters in your *Waterdeep: Dragon Heist* campaign. But what exactly does “balanced” mean? In this case, we mean it as seeking that perfect middle ground between ease and difficulty, the sweet spot that maximizes your players’ satisfaction with their experience at the table. Ideally, it would include the danger of failure without dispiriting frustration, yet also the hope of success without things feeling easy or inconsequential.

Obviously, such a balance can be very subjective. Even two tables with the same distribution of classes and character levels may differ substantially in effectiveness. And of course, in situations where the numbers on character sheets matter less than the unique aptitudes of the actual players—such as an entirely social roleplaying encounter, or solving a perplexing riddle—even a document like this one can’t provide much help. As a result, our focus here is on combat encounters and other challenges that deal primarily with D&D rules mechanics.

For example, a DM could be running *Waterdeep: Dragon Heist* and realize that maybe their seven-player group is a bit stronger than the groups used in the original playtesting, or that their three-player group is much weaker. In such situations, this document can be used to assist with balancing such encounters—and guidance is included for every encounter that players might face over the span of the entire adventure! Also included are several appendices of bonus content specific to this adventure, concerning the faction missions as well as making the characters’ accumulated renown more meaningful in the final battle.

The central structure used to balance encounters here is adapted and expanded from that used in adventure modules published for the D&D Adventurer’s League organized play campaign, but a full explanation is given here, so no experience with AL is required to use this document. The thematically appropriate encounter adjustments provided here are equally useful in non-AL and AL-legal campaigns.



ADAPTING THE ADVENTURER'S LEAGUE APPROACH

Running games for Adventurer's League tables gives one a deep appreciation for the "Adjusting this Encounter" guidance tables included for each combat encounter in the campaign's modules. They provide instant customization of the difficulty of an encounter for groups of varying sizes and levels. Even when the balance is not perfect, such guidance provides a starting point which makes it much easier to change things on the fly.

Unfortunately, the otherwise-excellent WotC hardcover adventures do not come with these encounter edits, while AL modules do. This makes it a much easier process to run a balanced session with one of these one-shot adventures than with an ongoing hardcover campaign.

This is especially important in a public setting, like most AL games, where the goal should be to accommodate as many people as possible while still being able to run things well if only a minimal number of players are available.

In order to lend this same ease of adaptation to hardcover campaigns like *Waterdeep: Dragon Heist*, this document applies the principles of these encounter edits—extrapolated from AL's system of codifying Party Strength based on the levels and number of characters—and applies them to all the combat encounters in the hardcover.

Of course, no encounter adjustment provided by someone not at your table can be perfectly customized to your particular group. However, just like in the Adventurer's League modules, these edits should give you a more accurate starting point, as well as more options for scaling up or down.

You may need to strengthen an encounter because a player character has an extremely powerful ability or magic item (which should be very unlikely at the beginning of a new campaign, but becomes more likely as time goes on, especially in Adventurer's League where characters are taken from table to table and DM to DM). Similarly, if you have a group of characters more focused on roleplaying or investigation than combat optimization, you may be obligated to weaken the opposition. Given these needs, our adjustments here include even more options than those given in the AL modules from which this method is adapted.

HOW TO USE THESE ENCOUNTER EDITS

As in D&D Adventurer's League modules, this document provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. Whether you are playing AL or not, remember that you are not bound to these adjustments; they're here for your convenience.

PARTY STRENGTH

The encounter edits provided here use a system of categories to assess the relative strength of a party of characters at your table. From weakest to strongest, the range of Party Strength categories is as follows: *Feeble*, *Very Very Weak*, *Very Weak*, *Weak*, *Average*, *Strong*, *Very Strong*, *Very Very Strong*, and *Ultimate*.

Party Strength is determined based on the number of player characters in the party and on the *Average Party Level* of all those characters. Once these are determined they are compared to the intended level the designers had in mind when creating that particular encounter.

INTENDED LEVELS FOR WATERDEEP: DRAGON HEIST

As *Waterdeep: Dragon Heist* begins, the player characters are expected to be 1st level when they enter the first chapter. When starting the adventure at the beginning, that is the intended level.

The characters should then achieve 2nd level by the end of the first chapter, 3rd level by the end of the second, most likely 4th level by the end of the third, and 5th level by the end of the fourth. This guide assumes these benchmarks, and also assume that each of the villains' lairs should be balanced for characters of 5th level.

AVERAGE PARTY LEVEL

In order to determine your Party Strength you need to know your group's Average Party Level (or APL for short). To determine this, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; rounding .4 or less down). The final number is the group's APL.

EXTREME PARTY STRENGTHS

Two of the Party Strengths included are only for use in certain extraordinary circumstances.

The *Ultimate Party Strength* is intended for members of a Very Very Strong party (7 player characters who are more than one level above the Average Party Level for which the encounter was designed) who hunger for a serious challenge.

Beware though, such dangers can lead to death and players should be properly warned—and in most of the D&D hardcover campaigns, there are many places where deadly threats are already hiding around every corner. It is a good practice to directly ask your players if they agree to accept a much harder challenge before you use Ultimate Party Strength for any encounter.



Conversely, the *Feeble Party Strength* is for special situations where the challenge needs to be much weaker than is normal for the adventure's intended level. This may be useful for players completely new to D&D, or in games where the DM—seeking to focus on other elements—simply wants to spend as little time on combat as possible.

The Feeble Party Strength is generally balanced for a group much weaker than would be legal for any Adventurer's League table—for example, a group of only two player characters (which is not AL legal) would likely use the Feeble Party Strength unless their characters were of much higher level than the one intended for that encounter.

USING PARTY STRENGTH IN ENCOUNTERS

At the beginning of the notes on each chapter, a guide is given for how to use the APL and number of characters to determine the Party Strength. Beyond knowing the APL, you are not required to do the calculation yourself to use this guide.

If you know the intended levels of encounters and want to have a rough sense of what the Party Strength will be as you move through different chapters, you can use the rough method below to determine this information. However, the information at the start of each chapter makes this process much easier and more precise.

ROUGH ESTIMATES OF ONGOING PARTY STRENGTH

If you compare your table's APL to the level of player characters for which the designers intended the encounter, as long as the APL isn't more than one level above or below the intended level, the table below should give a rough sense of what your Party Strength will be as you move between chapters.

Number of Player Characters	APL One Below*	APL Average	APL One Above*
3 characters	Very Very Weak	Very Weak	Weak
4 characters	Very Weak	Weak	Average
5 characters	Weak	Average	Strong
6 characters	Average	Strong	Very Strong
7 characters	Strong	Very Strong	Very Very Strong

If your group's APL is more than one level above or below the intended level, you can still use this table by raising or lowering its Party Strength by one for each additional level. For example, if the encounter is intended for 1st-level characters, but you have a group of five 3rd-level characters, you would find the entry for five characters that are above the intended level by 1 (which indicates Strong), and then increase the Party Strength by 1 (making it Very Strong).

ADVENTURING IN THE BIG CITY POSES BIG CHALLENGES FOR SOME GAMING GROUPS. PLAYERS NEED TO THINK ABOUT HOW TO GET WHAT THEY WANT WITHOUT SIMPLY KILLING THEIR WAY THROUGH PROBLEMS.

—JAMES HAECK, DnDBeyond.com

ENCOUNTER EDITS

CHAPTER 1: A FRIEND IN NEED

Intended Level: 1st

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is two player characters (which is not legal for Adventurer's League tables)
- **Very Very Weak** is three APL 1 characters who don't want a challenge
- **Very Weak** is going to be 3 normal APL 1 player characters
- **Weak** is 4 APL 1 player characters
- **Average** (the intended level) is five APL 1 player characters
- **Strong** is going to be 6 APL 1 player characters
- **Very Strong** is seven APL 1 player characters
- **Very Very Strong**, is going to be seven APL 2 player characters
- **Ultimate** is going to be for those who want to take on a bit of a challenge.

If you have a six player characters with an APL higher than 1, increase the strength for every level higher, i.e. a six person APL 2 party will be considered a Very Strong party. If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.

WHERE TO START

TAVERN BRAWL:

- **NOTE:** The party is assisted by Yagra (a **Thug** [MM pg. 350] with Half-Orc traits) who functions as roughly a level 3 character
- **Feeble:** One **Thug** (MM pg. 350)
- **Very Very Weak:** One **Thug** (MM pg. 350) with 41/50 HP remaining
- **Very Weak:** One **Thug** (MM pg. 350) with 8 HP remaining and a **Bandit** (MM pg. 343)
- **Weak:** Three **Bandits** (MM pg. 343)
- **Average:** Five **Bandits** (MM pg. 343), one of whom is at 3 HP

- **Strong:** Five **Bandits** (MM pg. 343), one of whom has 14/18 HP remaining
- **Very Strong:** Six **Bandits** (MM pg. 343), one of whom is at 7 HP
Very Very Strong: One **Thug** (MM pg. 350) with 41/50 HP remaining and five **Bandits** (MM pg. 343)
- **Ultimate:** Three **Thugs** (MM pg. 350), one of whom is at 8 HP

TROLL AND FRIENDS:

- **NOTE:** The party is assisted by **Durnan** (W:DH pg. 203) who functions roughly as a 12th level character
- **Feeble - Weak:** A **Troll** (MM pg. 291) with 44 HP accompanied by a **Stirge** (MM pg. 284) - There are 7 stirges, but only 1 attacks, although the adventurers do not know which one (make it the last one they kill)
- **Average:** A **Troll** (MM pg. 291) with 44 HP accompanied by three **Stirges** (MM pg. 284)
- **Strong:** A **Troll** (MM pg. 291) with 44 HP accompanied by four **Stirges** (MM pg. 284)
- **Very Strong:** A **Troll** (MM pg. 291) with 44 HP accompanied by five **Stirges** (MM pg. 284)
Very Very Strong: A **Troll** (MM pg. 291) with 84/120 HP accompanied by four **Stirges** (MM pg. 284)
- **Ultimate:** A **Troll** (MM pg. 291) with 21/84 HP accompanied by six **Stirges** (MM pg. 284)

ZHENTARIM HIDEOUT

ZI, MAIN ROOM:

NOTE: The Kenku try to catch the characters off-guard. Anyone with a passive wisdom (Perception) lower than a 15 (or 13 is they have a -2 to ability checks) is surprised from the Hidden Kenku.

- **Feeble:** Two **Kenku** (MM pg. 194) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Very Very Weak:** Two **Kenku** (MM pg. 194)
- **Very Weak:** Three **Kenku** (MM pg. 194) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** Three **Kenku** (MM pg. 194)
- **Average:** Four **Kenku** (MM pg. 194)
- **Strong:** Six **Kenku** (MM pg. 194)
- **Very Strong:** Six **Kenku** (MM pg. 194) with 24 HP
Very Very Strong: Ten **Kenku** (MM pg. 194)
- **Ultimate:** Thirteen **Kenku** (MM pg. 194)

TRACKING FLOON

GAZER GUARD:

- **Feeble - Very Weak:** One **Gazer** (VGtM pg. 126) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs

- **Weak:** One **Gazer** with 9 HP (VGtM pg. 126)
- **Average:** One **Gazer** (VGtM pg. 126)
- **Strong:** Two **Gazers** (VGtM pg. 126) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Very Strong:** Two **Gazers** (VGtM pg. 126) with 9 HP
- **Very Very Strong:** Two **Gazers** (VGtM pg. 126) with 18 HP
- **Ultimate:** Three **Gazers** (VGtM pg. 126)

XANATHAR GUILD HIDEOUT

NOTE: Renaer, if he is present, functions roughly as a 5th- or 6th-level character. I would recommend considering that when you balance your encounters, as I do not automatically include him in the balancing for the fights.

Q2, WATCH POSTS:

- **Feeble:** One **Goblin** (MM pg. 166) with 4 HP, Q2B is empty
- **Very Very Weak:** One **Goblin** (MM pg. 166) Q2B is empty
- **Very Weak:** Two **Goblins** (MM pg. 166) with 4 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** Two **Goblins** (MM pg. 166) with 4 HP
- **Average:** Two **Goblins** (MM pg. 166)
- **Strong:** Three **Goblins** (MM pg. 166) with 4 HP, there are 2 in Q2A
- **Very Strong:** Three **Goblins** (MM pg. 166), there are 2 in Q2A
- **Very Very Strong:** Five **Goblins** (MM pg. 166) with 10 HP, there are 3 in Q2A
- **Ultimate:** One **Goblin Boss** (MM pg. 166) with 36



HP in Q2A who has a Shortbow (same attack as a standard Goblin) and three **Goblins** (MM pg. 166), one in Q2A and the others in Q2B

Q5, SLEEPING AREA:

NOTE: In all likelihood, the heroes did not kill someone in the bar fight, so Krentz should theoretically be here.

- **Feeble:** One **Albino Dwarf Warrior** (ToA pg. 21) who looks like a Duergar named Zemk with 16 HP and one **Bandit** (MM pg. 343) named Krentz
- **Very Very Weak:** One **Albino Dwarf Warrior** (ToA pg. 210) who looks like a Duergar named Zemk with 44 HP and one **Bandit** (MM pg. 343) named Krentz with 18 HP
- **Very Weak:** One **Duergar** (MM pg. 122) named Zemk with 13 HP and -2 to all attack rolls, ability checks, damage rolls, and saving throws and one **Bandit** (MM pg. 343) named Krentz with 5 HP and -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** One **Duergar** (MM pg. 122) named Zemk with 13 HP and one **Bandit** (MM pg. 343) named Krentz with 5 HP and -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Average:** One **Duergar** (MM pg. 122) named Zemk and one **Bandit** (MM pg. 343) named Krentz
- **Strong:** One **Duergar** (MM pg. 122) named Zemk and two **Bandits** (MM pg. 343), one of whom is named Krentz and has 18 HP
- **Very Strong:** One **Duergar Xarron** (MToF pg. 193) named Zemk and one **Bandit** (MM pg. 343) named Krentz
- **Very Very Strong:** One **Duergar Xarron** (MToF pg. 193) named Zemk, one **Thug** (MM pg. 350) named Krentz with 50 HP, and two **Bandits** (MM pg. 343)
- **Ultimate:** One **Duergar Xarron** (MToF pg. 193) named Zemk, one **Duergar** (MM pg. 122), and three **Thugs** (MM pg. 350), one of whom is named Krentz

Q6, LAVATORY:

- **Feeble:** One **Oblex Spawn** (MToF pg. 217) with 9 HP and a -2 to attack rolls, ability checks, damage rolls, and saving throws
- **Very Very Weak:** One **Oblex Spawn** (MToF pg. 217) with 12 HP
- **Very Weak:** One **Gray Ooze** (MM pg. 243) with 11 HP and a -2 to attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** One **Gray Ooze** (MM pg. 243) with 12 HP
- **Average:** One **Gray Ooze** (MM pg. 243)
- **Strong:** Two **Oblex Spawn** (MToF pg. 217) with 22 HP
- **Very Strong:** Two **Gray Oozes** with 12 HP
- **Very Very Strong:** Two **Gray Oozes** with 33 HP
- **Ultimate:** Three **Gray Oozes**

Q7, BOSS FIGHT:

NOTE: Nihiloor should at this level be unbeatable for the party. However, one might upgrade him depending on the group's strength, to ensure that he is still an incredibly challenging encounter should the player characters choose to face him.

- **Feeble:** Nihiloor takes the Intellect Devourer with him, but Grum'Shar, an **Apprentice Wizard** (VGtM pg. 209) with Half-Orc racial traits has the assistance of a **Gazer** (VGtM pg. 126)
- **Very Very Weak:** Nihiloor takes the Intellect Devourer with him, but Grum'Shar, an **Apprentice Wizard** (VGtM pg. 209) with Half-Orc Racial Traits and 16 HP, has the assistance of a **Gazer** (VGtM pg. 126) with 26 HP
- **Very Weak:** An **Intellect Devourer** (MM pg. 191) with 10 HP and a -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs and an **Apprentice Wizard** (VGtM pg. 209) named Grum'Shar with Half-Orc racial traits, 4 HP, and a -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Weak:** An **Intellect Devourer** (MM pg. 191) with 10 HP and an **Apprentice Wizard** (VGtM pg. 209) named Grum'Shar with Half-Orc racial traits, 4 HP, and a -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Average:** An **Intellect Devourer** (MM pg. 191) and an **Apprentice Wizard** (VGtM pg. 209) named Grum'Shar with Half-Orc racial traits
- **Strong:** An **Intellect Devourer** (MM pg. 191), a **Gazer** (VGtM pg. 126), and an **Apprentice Wizard** (VGtM pg. 209) named Grum'Shar with Half-Orc racial traits
- **Very Strong:** An **Intellect Devourer** (MM pg. 191) with 30 HP, a **Gazer** (VGtM pg. 126), and an **Apprentice Wizard** (VGtM pg. 209) named Grum'Shar with Half-Orc racial traits and 16 HP
- **Very Very Strong:** An **Intellect Devourer** (MM pg. 191) with 30 HP and a +2 to all ability checks, attack rolls, damage rolls, saving throws, and saving throw DCs, a **Thayan Apprentice** (TftYP pg. 245) named Grum'Shar with Half-Orc racial traits and 40 HP and a +2 to all ability checks, attack rolls, damage rolls saving throws, and saving throw DCs, and two **Gazers** (VGtM pg. 126)
- **Ultimate:** An **Illusionist** (VGtM pg. 214) named Grum'Shar with Half-Orc racial traits, a **Spectator** (MM pg. 30) with 19 HP and a -2 to all ability checks, attack rolls, damage rolls, saving throws, and saving throw DCs, an **Intellect Devourer** (MM pg. 191), and four **Orcs** (MM pg. 246). Nihiloor becomes an **Alhoon**

Q12, HOSTEL CELLAR:

- **Feeble:** One **Jackalwere** (MM pg. 193) named Roscoe Underbough who looks like a Wererat, gaining the Halfling racial features with the exception that he has 21 (4d6) HP

CHAPTER 2: TROLLSKULL ALLEY

Intended Level: 2nd

Encounter edits are not included for this chapter, which contains a mix of social and exploration encounters and assumes a focus on Faction

Missions, which are described in their own special section, **Appendix A: Faction Missions.**

- **Very Very Weak:** One **Jackalwere** (MM pg. 193) named Roscoe Underbough who looks like a Wererat, gaining the Halfling racial features with the exception that he has 24 (6d6) HP
- **Very Weak:** One **Wererat** (MM pg. 209) named Roscoe Underbough with Halfling racial features, 13 HP, and a -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Weak:** One **Wererat** (MM pg. 209) named Roscoe Underbough with Halfling racial features and 13 HP
- **Average:** One **Wererat** (MM pg. 209) named Roscoe Underbough with Halfling racial features
- **Strong:** One **Wereboar** (MM pg. 209) named Roscoe Underbough who looks like a wererat, gaining the Halfling racial features with the exception that he has 66 (12d6+24) HP. He also uses a Warhammer in two hands as opposed to a maul, dealing 8 (1d10+3) bludgeoning damage instead of 10 (2d6+3).
- **Very Strong:** Two **Wererats**, one of whom is named Roscoe Underbough, both have the Halfling racial traits, 13 HP, and -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Very Very Strong:** Two **Wererats**, one of whom is named Roscoe Underbough, both have the Halfling racial traits, 40 HP, and Roscoe has a +2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs
- **Ultimate:** Three **Wererats**, one of whom is named Roscoe Underbough, all have Halfling racial features



CHAPTER 3: FIREBALL

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is three player characters at APL 1
- **Very Very Weak** is three player characters at APL 2
- **Very Weak** is three player characters at APL 3
- **Weak** is four player characters at APL 3
- **Average** is five player characters at APL 3
- **Strong** is six player characters at APL 3
- **Very Strong** is six player characters at APL 4
- **Very Very Strong** is six player characters at APL 5
- **Ultimate** is only for those who want to take on a serious challenge, or a group much stronger than the intended level, such as seven player characters at APL 5

If you have seven player characters at APL 3 or higher, look at the entry for six player characters of the same APL, then use the next higher Party Strength above that one.

If you have seven player characters at APL 2 or lower, use the Weak Party Strength.

If these notes do not scale high enough for your group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.

GRALHUND VILLA

G2, YARD - DAY:

- **Feeble:** One **Acolyte** (MM pg. 342) named Hurv and two **Mastiffs** (MM pg. 332)
- **Very Very Weak:** One **Acolyte** (MM pg. 342) named Hurv with 16 HP and three **Mastiffs** (MM pg. 332)
- **Very Weak:** One **Cult Fanatic** (MM pg. 345) named Hurv with 16 HP
- **Weak:** One **Cult Fanatic** (MM pg. 345) named Hurv and one **Mastiff** (MM pg. 332)
- **Average:** One **Cult Fanatic** (MM pg. 345) named Hurv and two **Mastiffs** (MM pg. 332)
- **Strong:** One **Cult Fanatic** (MM pg. 345) named Hurv and two **Death Dogs** (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two
- **Very Strong:** One **Cult Fanatic** (MM pg. 345) named Hurv with 49 HP and two **Death Dogs** (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two
- **Very Very Strong:** One **Cult Fanatic** (MM pg. 345) named Hurv with 49 HP and a +2 to attack rolls, ability checks, damage rolls, saving throws,

and saving throw DCs and two **Shadow Mastiffs** (VGtM pg. 190)

- **Ultimate:** One **Warlock of the Great Old One** (VGtM pg. 220) named Hurv and two **Shadow Mastiffs** (VGtM pg. 190)

G2, YARD - NIGHT:

- **Feeble:** One **Shadow** (MM pg. 269) with 24 HP
- **Very Very Weak:** One **Shadow** (MM pg. 269) with 24 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Shadows** (MM pg. 269)
- **Weak:** Three **Shadows** (MM pg. 269) with 8 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Three **Shadows** (MM pg. 269)
- **Strong:** One **Specter** (MM pg. 279) with 40 HP and two **Shadows** (MM pg. 269)
- **Very Strong:** One **Specter** (MM pg. 279) with 40 HP and three **Shadows** (MM pg. 269)
- **Very Very Strong:** One **Vampiric Mist** (MToF pg. 246) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Specters** (MM pg. 279)
- **Ultimate:** One **Ghost** (MM pg. 147) with 22 HP and two **Vampiric Mists** (MToF pg. 246) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

G12, FAMILY LIBRARY:

- **Feeble:** One **Specter** (MM pg. 279) with 33 HP
- **Very Very Weak:** One **Specter** (MM pg. 279) with 40 HP
- **Very Weak:** Two **Specters** (MM pg. 279)
- **Weak:** Two **Specters** (MM pg. 279) with 40 HP
- **Average:** Three **Specters** (MM pg. 279)
- **Strong:** Four **Specters** (MM pg. 279) with 33 HP
- **Very Strong:** Three **Poltergeists** (MM pg. 279) with 33 HP
- **Very Very Strong:** Four **Poltergeists** (MM pg. 279)
- **Ultimate:** Four **Vampiric Mists** (MToF pg. 246) with 44 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

G15, GUEST SUITE:

- **Feeble:** Urstol Floxin is so wounded that he functions only as a **Spy** (MM pg. 349) with 7 HP and a -2 penalty to all attack rolls, ability checks, damage rolls, and saving throws
- **Very Very Weak:** Urstol Floxin is so wounded that he functions only as a **Spy** (MM pg. 349) with 48 HP
- **Very Weak:** One **Assassin** (MM pg. 343) with 25 HP, no poison, and a -2 to Attack Rolls, Ability



Checks, Damage Rolls, and Saving Throws named Urstol Floxin

- **Weak:** One **Assassin** (MM pg. 343) with 25 HP and no poison named Urstol Floxin
- **Average:** One **Assassin** (MM pg. 343) with 50 HP and no poison named Urstol Floxin
- **Strong:** One **Assassin** (MM pg. 343) with no poison and a -2 penalty to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin
- **Very Strong:** One **Master Thief** (VGtM pg. 216) with 126 HP and a +2 bonus to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin
- **Very Very Strong:** One **Assassin** (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by four Zhentarim **Thugs** (MM pg. 350)
- **Ultimate:** One **Assassin** (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by two Zhentarim **Spies** (MM pg. 349)

CHAPTER 4: DRAGON SEASON

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is three player characters at APL 2
- **Very Very Weak** is three player characters at APL 3
- **Very Weak** is three player characters at APL 4
- **Weak** is four player characters at APL 4
- **Average** is five player characters at APL 4
- **Strong** is six player characters at APL 4
- **Very Strong** is seven player characters at APL 4
- **Very Very Strong** is seven player characters at APL 5
- **Ultimate** is only for those who want to take on a serious challenge, or a group much stronger than the intended level, such as seven player characters at APL 6

If you have four or more player characters at APL 3 or lower, look at the entry for the same number of player characters at APL 4, then use the next lower Party Strength below that one. For APL 1 or 2, use the same process, but use the Party Strength that is two below the APL 4 Party Strength for that same number of characters.

If these notes do not scale high enough for your group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.

FINDING THE NIMBLEWRIGHT

CAUGHT AT LAST!:

- **Feeble:** One Nimblewright who functions as a suit of **Animated Armor** (MM pg. 19) with 49 HP
- **Very Very Weak:** One Nimblewright who functions as a **Bandit Captain** (MM pg. 344) with immunity to poison damage and the exhausted, frightened, petrified, and poisoned conditions
- **Very Weak:** One Nimblewright who functions as a **Bandit Captain** (MM pg. 344) with 97 HP, immunity to poison damage, and the exhausted, frightened, petrified, and poisoned conditions
- **Weak:** One **Nimblewright** with 66 HP
- **Average:** One **Nimblewright**
- **Strong:** One Nimblewright who functions as a suit of **Strahd's Animated Armor** (CoS pg. 227)
- **Very Strong:** One Nimblewright who functions as a **Gladiator** (MM pg. 346) with 165 HP, +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, immunity to poison damage, and the exhausted, frightened, petrified, and poisoned conditions
- **Very Very Strong:** One Nimblewright who functions as a **Shield Guardian** (MM pg. 271) who

is medium sized (but the hit dice, and damage rolls are unchanged), is without the Bound or Spell Storing features and the Shield reaction, has 210 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

- **Ultimate:** One Nimblewright who functions as an **Assassin** (MM pg. 343) with 117 HP, a +2 to Attack Rolls Ability Checks, Damage Rolls, and Saving Throws, immunity to poison damage, and the exhausted, frightened, petrified, and poisoned conditions.

SPRING ENCOUNTER CHAIN

MISTSHORE:

- **Feeble:** One **Noska Ur'gray** and two **Bandits** (MM pg. 343) (there is no second wave)
- **Very Very Weak:** One **Noska Ur'gray** and five **Bandits** (MM pg. 343) (remove 1 from the first wave and 6 from the second wave)
- **Very Weak:** One **Noska Ur'gray** and eight **Bandits** (MM pg. 343) (remove four from the second wave)
- **Weak:** One **Noska Ur'gray** and ten **Bandits** (MM pg. 343) (remove two from the second wave)
- **Average:** One **Noska Ur'gray** and twelve **Bandits** (MM pg. 343)
- **Strong:** One **Noska Ur'gray** and fifteen **Bandits** (MM pg. 343) (add two to the first wave and one to the second)
- **Very Strong:** One **Noska Ur'gray**, four **Thugs** (MM pg. 350) and seven **Bandits** (MM pg. 343) (the Thugs are in the first wave while the Bandits are the second)
- **Very Very Strong:** One **Veteran** (MM pg. 350) named Noska Ur'gray with Noska's traits (disability [which prevents him from wielding a shortsword and a longsword, or a longsword in two hands], darkvision, and dwarven resilience), 87 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and eight **Thugs** (MM pg. 350) (there are four Thugs in each wave)
- **Ultimate:** One **Veteran** (MM pg. 350) named Noska Ur'gray with Noska's traits (disability [which prevents him from wielding a shortsword and a longsword, or a longsword in two hands], darkvision, and dwarven resilience), four **Bandits** (MM pg. 343) and eight **Thugs** (MM pg. 350) (the Thugs act as the second wave while the Bandits are the first)

MAUSOLEUM:

- **Feeble:** One **Duergar** (MM pg. 122) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** Two **Duergar** (MM pg. 122) with 13 HP
- **Very Weak:** Two **Duergar** (MM pg. 122)
- **Weak:** Three **Duergar** (MM pg. 122)
- **Average:** Four **Duergar** (MM pg. 122)

- **Strong:** One **Duergar Mind Master** (MToF pg. 189), one **Duergar Spy** (TftYP pg. 234), and two **Duergar** (MM pg. 122)
- **Very Strong:** One **Duergar Mind Master** (MToF pg. 189), one **Duergar Spy** (TftYP pg. 234), and three **Duergar** (MM pg. 122)
- **Very Very Strong:** One **Duergar Mind Master** (MToF pg. 189), one **Duergar Xarron** (MToF pg. 193), two **Duergar Spies** (TftYP pg. 234), and two **Duergar Stone Guards** (MToF pg. 191) with 44 HP
- **Ultimate:** One **Duergar Mind Master** (MToF pg. 189), one **Duergar Spy** (TftYP pg. 234), one **Duergar Stone Guard** (MToF pg. 191), one **Duergar Xarron** (MToF pg. 193), and four **Duergar** (MM pg. 122) with 39 HP

CONVERTED CELLAR - BIO, OLD TAVERN CELLAR:

- **Feeble:** Four **Skeletons** (MM pg. 272) with 19 HP
- **Very Very Weak:** Six **Skeletons** (MM pg. 272)
- **Very Weak:** Six **Skeletons** (MM pg. 272) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Weak:** Eight **Skeletons** (MM pg. 272) with 19 HP
- **Average:** Twelve **Skeletons** (MM pg. 272)
- **Strong:** Fifteen **Skeletons** (MM pg. 272)
- **Very Strong:** Seventeen **Skeletons** (MM pg. 272)
- **Very Very Strong:** Ten **Dread Warriors** (TftYP pg. 233) with 45 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** Twelve **Dread Warriors** (TftYP pg. 233)

OLD TOWER - GAZER ATTACK:

- **Feeble:** One **Gazer** (VGtM pg. 126) with 18 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two **Gazers** (VGtM pg. 126) with 6/9 HP, having been previously injured carrying out The Xanathar's bidding and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Gazers** (VGtM pg. 126) with 6/9 HP, having been previously injured carrying out The Xanathar's bidding
- **Weak:** Two **Gazers** (VGtM pg. 126) with 18 HP
- **Average:** Three **Gazers** (VGtM pg. 126)
- **Strong:** Five **Gazers** (VGtM pg. 126)
- **Very Strong:** Five **Gazers** (VGtM pg. 126) with 18 HP
- **Very Very Strong:** Two **Spectators** (MM pg. 30) with 58 HP who enter up the stairs instead (since they're too big to fit through the slits)
- **Ultimate:** Two **Spectators** (MM pg. 30) with 58 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs who enter up the stairs instead (since they're too big to fit through the slits)

ALLEY:

- **Feeble:** One **Hobgoblin** (MM pg. 186) and six **Kobolds** (MM pg. 195)
- **Very Very Weak:** One **Bugbear** (MM pg. 33) and five **Kobolds** (MM pg. 195)
- **Very Weak:** One **Intellect Devourer** (MM pg. 191) with 10 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Kobolds** with 3 HP
- **Weak:** One **Intellect Devourer** (MM pg. 191) with 10 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Bugbear** (MM pg. 33), and four **Kobolds** (MM pg. 195)
- **Average:** One **Intellect Devourer** (MM pg. 191), one **Bugbear** (MM pg. 33), and eight **Kobolds** (MM pg. 195)
- **Strong:** One **Intellect Devourer** (MM pg. 191), three **Bugbears** (MM pg. 33) with 40 HP, and six **Kobolds** (MM pg. 195)
- **Very Strong:** One **Intellect Devourer** (MM pg. 191), three **Bugbears** (MM pg. 33), and seven **Kobolds** (MM pg. 195) with 3 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Intellect Devourer** (MM pg. 191), two **Bugbear Chieftains** (MM pg. 33), and eleven **Goblins** (MM pg. 166)
- **Ultimate:** Two **Bugbear Chieftains** (MM pg. 33), two **Intellect Devourers** (MM pg. 191), and six **Goblin Bosses** (MM pg. 166)

SUMMER ENCOUNTER CHAIN

CONVERTED WINDMILL:

- **Feeble:** One **Cult Fanatic** (Arn, who slew Seffia on secret orders from Lord Cassalanter) (MM pg. 345) with 16 HP
- **Very Very Weak:** One **Cult Fanatic** (Arn, who slew Seffia on secret orders from Lord Cassalanter) (MM pg. 345)
- **Very Weak:** Two **Cult Fanatics** (Arn & Seffia) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Two **Cult Fanatics** (Arn & Seffia) (MM pg. 345) with 16 HP
- **Average:** Two **Cult Fanatics** (Arn & Seffia) (MM pg. 345)
- **Strong:** Two **Cult Fanatics** (Arn & Seffia) (MM pg. 345) who also summoned two **Nupperibos** (MTof pg. 168) in addition to the Spined Devils, but the Nuppers stay behind.
- **Very Strong:** Two **Cult Fanatics** (Arn & Seffia) (MM pg. 345) who also summoned two **Imps** (MM pg. 76) in addition to the Spined Devils, but the Imps stay behind.
- **Very Very Strong:** Two **Bearded Devils** (MM pg. 70) with 78 HP summoned by Arn & Seffia to

defend them and two **Cult Fanatics** (Arn & Seffia) (MM pg. 345)

- **Ultimate:** One **Barbed Devil** (MM pg. 70) with 156 HP summoned by Arn & Seffia to defend them and two **Cult Fanatics** (Arn & Seffia) (MM pg. 345)

ROOFTOP CHASE:

- **Feeble:** Two **Imps** (MM pg. 76)
- **Very Very Weak:** Two **Imps** (MM pg. 76) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Spined Devils** (MM pg. 78) with 11 HP
- **Weak:** Three **Spined Devils** (MM pg. 78) with 11 HP
- **Average:** Three **Spined Devils** (MM pg. 78)
- **Strong:** Five **Spined Devils** (MM pg. 78)
- **Very Strong:** Five **Spined Devils** (MM pg. 78) with 30 HP
- **Very Very Strong:** Three **White Abishai** (MTof pg. 163) with 40 HP
- **Ultimate:** Three **White Abishai** (MTof pg. 163)

ALLEY:

- **Feeble:** One **Imp** (MM pg. 76) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two **Imps** (MM pg. 76) with 6 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Imps** (MM pg. 76) with 6 HP
- **Weak:** Two **Imps** (MM pg. 76) with 15 HP
- **Average:** Three **Imps** (MM pg. 76)
- **Strong:** Four **Imps** (MM pg. 76) with 15 HP
- **Very Strong:** Five **Imps** (MM pg. 76)
- **Very Very Strong:** Five **Spined Devils** (MM pg. 78)
- **Ultimate:** Six **Spined Devils** (MM pg. 78)

STREET CHASE:

NOTE: If the characters encounter Willifort Crowelle in a situation other than this, his stat block may change depending on what's going on. To facilitate this, just describe him as utilizing his different personas. I'm also not counting the Commoner driver as a combatant in this scenario.

- **Feeble:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82) with 26 HP
- **Very Very Weak:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82)
- **Very Weak:** One **Spy** (Willifort Crowelle) (MM pg. 349) with the Change Shape feature from the **Doppelganger** (MM pg. 82) and one fiendish **Bandit Captain** (MM pg. 344) with 32 HP which looks like a bearded devil in its true form, but functions as a Bandit Captain
- **Weak:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82) and one fiendish **Thug** (MM pg. 350) which

looks like a bearded devil in its true form, but functions as a Thug

- **Average:** One **Bearded Devil** (MM pg. 70) and one **Doppelganger** (Willifort Crowelle) (MM pg. 82)
- **Strong:** One **Barbed Devil** (MM pg. 70) dressed in a guard-like uniform with spiky body hair and one **Doppelganger** (Willifort Crowelle) (MM pg. 82)
- **Very Strong:** One **Bearded Devil** (MM pg. 70), one **Doppelganger** (Willifort Crowelle) (MM pg. 82) and three **Imps** (MM pg. 76) who follow along invisibly, possibly harassing the heroes (allow for them to grant disadvantage on an ability check through creative measures [hurling flower-pots, dumping water buckets, placing themselves in front of the heroes to trip them, etc...])
- **Very Very Strong:** One **Barbed Devil** (MM pg. 70) dressed in a guard-like uniform with spiky body hair, one **Doppelganger** (Willifort Crowelle) (MM pg. 82) and three **Spined Devils** (MM pg. 78) who harass the adventurers every other round with assaults from the air up to four times before being chased off by the griffon cavalry.
- **Ultimate:** One **Barbed Devil** (MM pg. 70) with 156 HP dressed in a guard-like uniform with spiky body hair, one **Doppelganger** (Willifort Crowelle) (MM pg. 82) and four **Spined Devils** (MM pg. 78) who harass the adventurers every other round with assaults from the air up to four times before being chased off by the griffon cavalry.

COURTHOUSE:

NOTE: This is not intended to be a defeatable encounter. Willifort's goal at this point is just to have the characters' items confiscated (specifically the *Stone of Golorr*) and seized by him. However, with stronger groups, it may be tempting to fight their way out. Therefore these edits are solely for those groups.

- **Feeble - Average:** Two **Veterans** (MM pg. 350) and ten **Guards** (MM pg. 347)
- **Strong:** Three **Veterans** (MM pg. 350) and eleven **Guards** (MM pg. 347)
- **Very Strong:** One **Gladiator** (MM pg. 346), two **Veterans** (MM pg. 350), and seven **Guards** (MM pg. 347)
- **Very Very Strong:** Two **Gladiators** (MM pg. 346) and six **Veterans** (MM pg. 350)
- **Ultimate:** Two **Gladiators** (MM pg. 346) with 165 HP and eight **Veterans** (MM pg. 350)

AUTUMN ENCOUNTER CHAIN

CELLAR COMPLEX - XANATHAR GUILD:

NOTE: I'll be dividing this up into a couple sections, one of which is the Xanathar Guild, the other is the Troglodyte area. I'm also assuming that Thorvin straight up flees at the first sign of trouble.

- **Feeble:** One **Duergar** (Korgstod Uxgulm [who has 40 HP]) (MM pg. 122), one **Gazer** (VGtM pg. 126),

two **Goblins** (MM pg. 166), and two **Kobolds** (MM pg. 195)

- **Very Very Weak:** One **Duergar** (Korgstod Uxgulm [who has 40 HP]) (MM pg. 122), one **Half-Ogre** (MM pg. 328), one **Gazer** (VGtM pg. 126), one **Goblin** (MM pg. 166), and two **Kobolds** (MM pg. 195)
- **Very Weak:** One **Duergar** (Korgstod Uxgulm [who has 40 HP]) (MM pg. 122), one **Half-Ogre** (MM pg. 328), one **Gazer** (VGtM pg. 126), one **Goblin** (MM pg. 166), and three **Kobolds** (MM pg. 195)
- **Weak:** One **Half-Ogre** (MM pg. 328), one **Gazer** (VGtM pg. 126), one **Goblin** (MM pg. 166), three **Kobolds** (MM pg. 195), and four **Duergar** (one of whom is Korgstod Uxgulm who has 40 HP) (MM pg. 122)
- **Average:** One **Half-Ogre** (MM pg. 238), one **Gazer** (VGtM pg. 126), two **Goblins** (MM pg. 166), three **Kobolds** (MM pg. 195), and four **Duergar** (one of whom is Korgstod Uxgulm who has 40 HP) (MM pg. 122)
- **Strong:** One **Duergar Spy** (Korgstod Uxgulm [who has 49 HP]) (TftYP pg. 234), one **Ogre** (MM pg. 237), one **Gazer** (VGtM pg. 126), two **Goblins** (MM pg. 166), three **Duergar** (MM pg. 122), and three **Kobolds** (MM pg. 195)
- **Very Strong:** One **Ogre Chain Brute** (MTof pg. 221), one **Duergar Spy** (Korgstod Uxgulm [who has 49 HP]) (TftYP pg. 234), one **Gazer** (VGtM pg. 126), two **Goblins** (MM pg. 166), three **Duergar** (MM pg. 122), and three **Winged Kobolds** (MM pg. 195)
- **Very Very Strong:** One **Duergar Warlord** (Korgstod Uxgulm) (MTof pg. 192), one **Ogre Chain Brute** (MTof pg. 221), one **Spectator** (MM pg. 30), two **Duergar Stone Guard** (MTof pg. 191), two **Goblin Bosses** (MM pg. 166), and three **Kobold Dragonshields** (VGtM pg. 165)
- **Ultimate:** One **Duergar Warlord** (Korgstod Uxgulm [with 110 HP]) (MTof pg. 192), one **Guath** (VGtM pg. 125), one **Ogre Chain Brute** (MTof pg. 221), two **Duergar Stone Guards** (MTof pg. 191), two **Goblin Bosses** (MM pg. 166), and three **Kobold Dragonshields** (VGtM pg. 165)

CELLAR COMPLEX - TROGS:

- **Feeble:** Two **Troglodytes** (MM pg. 290) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Three **Troglodytes** (MM pg. 290) with 6 HP
- **Very Weak:** Four **Troglodytes** (MM pg. 290) with 6 HP
- **Weak:** Five **Troglodytes** (MM pg. 290) with 19 HP
- **Average:** Seven **Troglodytes** (MM pg. 290)
- **Strong:** Ten **Troglodytes** (MM pg. 290)
- **Very Strong:** Ten **Troglodytes** (MM pg. 290) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Troglodyte Champion of Laogzed** (OotA pg. 229) with 88 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and seven **Troglodytes** (MM pg. 290)

- **Ultimate:** Two **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and five **Troglodytes** (MM pg. 290)

OLD TOWER:

NOTE: I would have Soluun (if he is the actual Soluun) eventually cut his losses and retreat, having enough self-preservation to flee if reduced to half-health. Also, Soluun might purposefully be going easy on the characters, as he taunts and toys with them, hence the variance in stat blocks.

- **Feeble:** One **Spy** (Soluun Xibrindas) (MM pg. 349) with 40 HP, the *Poisonous Pistol* attack option (+5 to hit), the *Gunslinger* feature, and Drow racial traits
- **Very Very Weak:** One **Bandit Captain** (Soluun Xibrindas) (MM pg. 344) with 32 HP, the *Poisonous Pistol* attack option (+5 to hit), the *Gunslinger* feature, and Drow racial traits
- **Very Weak:** One **Drow Gunslinger** (Soluun Xibrindas) (W:DH pg. 202) with 42 HP and a -2 penalty to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Drow Gunslinger** (Soluun Xibrindas) (W:DH pg. 202) with 42 HP
- **Average:** One **Drow Gunslinger** (Soluun Xibrindas) (W:DH pg. 202)
- **Strong:** One **Drow Gunslinger** (Soluun Xibrindas) (W: DH pg. 202) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throws DCs
- **Very Strong:** One **Shadow Dancer** (Soluun Xibrindas) (MToF pg. 225) with the *Poisonous Pistol* attack option (+6 to hit), the *Gunslinger* feature, and Drow racial traits. In addition, the multiattack option allows for two shots with the pistol and the attributes of the chain can be used on their pistol.
- **Very Very Strong:** One **Shadow Dancer** (Soluun Xibrindas) (MToF pg. 225) with 106 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, the *Poisonous Pistol* attack option (+6 [+2] to hit), the *Gunslinger* feature, and Drow racial traits. In addition, the

multiattack option allows for two shots with the pistol and the attributes of the chain can be used on their pistol.

- **Ultimate:** One **Assassin** (Soluun Xibrindas) (MM pg. 343) with 117 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, the *Poisonous Pistol* attack option (+6 [+2] to hit), the *Gunslinger* feature, and Drow racial traits. In addition, the poison on the crossbow is also present on the pistol.

MISTSHORE:

- **Feeble:** Two **Spies** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (MM pg. 349) with 40 HP, the *Poisonous Pistol* attack option (+5 to hit), the *Gunslinger* feature, and Drow racial traits
- **Very Very Weak:** Two **Bandit Captains** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (MM pg. 344) with 32 HP, the *Poisonous Pistol* attack option (+5 to hit), the *Gunslinger* feature, and Drow racial traits
- **Very Weak:** Two **Bandit Captains** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (MM pg. 344) with the *Poisonous Pistol* attack option (+5 to hit), the *Gunslinger* feature, and Drow racial traits
- **Weak:** Two **Drow Gunslingers** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (W:DH pg. 202) with 42 HP each
- **Average:** Two **Drow Gunslingers** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (W:DH pg. 202)
- **Strong:** Two **Master Thieves** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (VGtM pg. 216) with the *Poisonous Pistol* attack option (+7 to hit), the *Gunslinger* feature, and Drow racial traits,
- **Very Strong:** Two **Master Thieves** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (VGtM pg. 216) with 126 HP, the *Poisonous Pistol* attack option (+7 to hit), the *Gunslinger* feature, and Drow racial traits.
- **Very Very Strong:** Two **Assassins** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (MM pg. 343) with 117 HP, the *Poisonous Pistol* attack option (+6 to hit), the *Gunslinger* feature, and Drow racial traits.
- **Ultimate:** Two **Assassins** (Fel'rekt Lafeen & Krebbyg Masq'il'yr) (MM pg. 343) with 117 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs the *Poisonous Pistol* attack option (+6 [+2] to hit), the *Gunslinger* feature, and Drow racial traits. In addition, the poison on the crossbow is also present on the pistol.



- **Feeble:** One **Bard** (Kalain) (VGtM pg. 22 HP) with 25 HP and one **Death Dog** (MM pg. 321)
- **Very Very Weak:** One **Bard** (Kalain) (VGtM pg. 22 HP) and one **Carrion Crawler** (MM pg. 37) with 25 HP
- **Very Weak:** One **Displacer Beast** (MM pg. 81) with 42 HP and one **Bard** (Kalain) (VGtM pg. 211) with 22 HP
- **Weak:** One **Displacer Beast** (MM pg. 81) with 127 HP, one **Bard** (Kalain) (VGtM pg. 211), and four **Swarms of Rats** (MM pg. 339)
- **Average:** One **Displacer Beast** (MM pg. 81), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Rats** (MM pg. 339)
- **Strong:** One **Girallon** (VGtM pg. 152), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Insects** (MM pg. 338)
- **Very Strong:** One **Girallon** (VGtM pg. 152), one **Bard** (Kalain) (VGtM pg. 211), and four **Swarms of Poisonous Snakes** (MM pg. 338)
- **Very Very Strong:** One **Chimera** (MM pg. 39), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Poisonous Snakes** (MM pg. 338)
- **Ultimate:** One **Howler** (MTof pg. 210), one **Bard** (Kalain) (VGtM pg. 211) with 66 HP, and six **Swarms of Poisonous Snakes** (MM pg. 338)

WINTER ENCOUNTER CHAIN

ALLEY:

- **Feeble:** Two **Bugbears** (MM pg. 33) with 13 HP
- **Very Very Weak:** One **Bugbear** (MM pg. 33) with 40 HP leading two **Goblins** (MM pg. 166)
- **Very Weak:** One **Bugbear** (MM pg. 33) leading four **Goblins** (MM pg. 166)
- **Weak:** Three **Bugbears** (MM pg. 33)
- **Average:** Five **Bugbears** (MM pg. 33)
- **Strong:** One **Bugbear Chief** (MM pg. 33) with 97 HP leading four **Bugbears** (MM pg. 33)
- **Very Strong:** One **Bugbear Chief** (MM pg. 33) with 97 HP leading five **Bugbears** (MM pg. 33)
- **Very Very Strong:** Two **Bugbear Chieftains** (MM pg. 33) with 97 HP leading six **Bugbears** (MM pg. 33)
- **Ultimate:** Three **Bugbear Chieftains** (MM pg. 33) with 97 HP leading six **Bugbears** (MM pg. 33)

ROOFTOP & STREET CHASE:

NOTE: Vevette surrenders if there is any combat, therefore I will not be editing these combats.

MISTSHORE:

NOTE: Agorn is going to try to flee, so he is not included in this fight.

- **Feeble:** Eight **Bandits** (MM pg. 343) with 16 HP
- **Very Very Weak:** Ten **Bandits** (MM pg. 343) with 16 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws

- **Very Weak:** Six **Thugs** (MM pg. 350) with 16 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws
- **Weak:** Six **Thugs** (MM pg. 350) with 48 HP
- **Average:** Nine **Thugs** (MM pg. 350)
- **Strong:** Eleven **Thugs** (MM pg. 350)
- **Very Strong:** Eight **Dragonclaws** (HotDQ pg. 89)
- **Very Very Strong:** Seven **Bandit Captains** (MM pg. 344)
- **Ultimate:** Eight **Bandit Captains** (MM pg. 344)

OLD TOWER:

- **Feeble:** One **Priest** (Amath Sercent) (MM pg. 348) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Priest** (Amath Sercent) (MM pg. 348)
- **Very Weak:** One **Priest** (Amath Sercent) (MM pg. 348) with 40 HP
- **Weak:** One **Priest** (Amath Sercent) (MM pg. 348) and one **Acolyte** (MM pg. 342)
- **Average:** One **Priest** (Amath Sercent) (MM pg. 348) and four **Acolytes** (MM pg. 342)
- **Strong:** One **Priest** (Amath Sercent) (MM pg. 348) and six **Acolytes** (MM pg. 342) with 13 HP
- **Very Strong:** One **Priest** (Amath Sercent) (MM pg. 348) with 40 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and seven **Acolytes** (MM pg. 342)
- **Very Very Strong:** One **Talis the White** (Amath Sercent) (HotDQ pg. 93) with 29 HP who has spent her three *Death Wards* on herself and her two fellow **Priests** (MM pg. 348)
- **Ultimate:** One **Talis the White** (Amath Sercent) (HotDQ pg. 93) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has spent her three *Death Wards* on herself and two of three of her fellow **Priests** (MM pg. 348)

OLD TOWER - MANSHOON'S SIMULACRUM:

- **Feeble:** One **Illusionist** (VGtM pg. 214) (Manshoon's Simulacrum)
- **Very Very Weak:** One **Illusionist** (VGtM pg. 214) (Manshoon's Simulacrum) with 57 HP
- **Very Weak:** One **Transmuter** (VGtM pg. 218) (Manshoon's Simulacrum) with 20 HP
- **Weak:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Manshoon's Simulacrum** (W:DH pg. 208-209)
- **Strong:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 189 HP
- **Very Strong:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 189 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Very Very Strong:** One **Archmage** (MM pg. 342) (Manshoon's Simulacrum) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Archmage** (MM pg. 343) (Manshoon's Simulacrum) with 146 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

MAUSOLEUM:

NOTE: This encounter is not intended to be fought, therefore I'm only scaling up.

- **Average:** One **Treant** (MM pg. 289) who animates two trees (included in his challenge rating)
- **Strong:** One **Treant** (MM pg. 289) with 72 HP who animates two trees (included in his challenge rating) and one **Wood Woad** (VGtM pg. 198) who assists as a guardian (and does not chase the heroes)
- **Very Strong:** One **Treant** (MM pg. 289) who animates two trees (included in his challenge rating) and one **Wood Woad** (VGtM pg. 198) who assists as a guardian (and does not chase the heroes)
- **Very Very Strong:** One **Treant** (MM pg. 289) with 72 HP who animates two trees (included in his challenge rating) and two **Tree Blights** (CoS pg. 230)
- **Ultimate:** One **Treant** (MM pg. 289) who animates two trees (included in its challenge rating) and two **Corpse Flowers** (MTof pg. 127) which cannot animate the dead.

VAULT OF DRAGONS

V4, HALL OF MORADIN:

- **Feeble:** One **Ochre Jelly** (MM pg. 243) with 22 HP
- **Very Very Weak:** One **Ochre Jelly** (MM pg. 243)
- **Very Weak:** One **Ochre Jelly** (MM pg. 243) with 67 HP and a +2 to attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** One **Black Pudding** (MM pg. 241) with 42 HP
- **Average:** One **Black Pudding** (MM pg. 241)
- **Strong:** Two **Black Puddings** (MM pg. 241) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Strong:** Two **Black Puddings** (MM pg. 241) with 42 HP
- **Very Very Strong:** Three **Black Puddings** (MM pg. 241) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Ultimate:** One **White Maw** (TftYP pg. 248)

V9, MAIN VAULT:

- **Feeble - Very Strong:** An **Adult Gold Dragon** (MM pg. 114) named Aurinax
- **Very Very Strong - Ultimate:** Aurinax is an **Ancient Gold Dragon** (MM pg. 113)

LEAVING THE VAULT OF DRAGONS WITH XANATHAR, NOSKA IS ALIVE:

- **Feeble:** One **Noska Ur'gray** with 48 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and three **Gazers** (VGtM pg. 126)
- **Very Very Weak:** One **Noska Ur'gray** with 48 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Gazer** (VGtM pg. 126) with 18 HP, and three **Bugbears** (MM pg. 33)
- **Very Weak:** One **Noska Ur'gray** with 48 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Gazer** (VGtM pg. 126) with 18 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Bugbears** (MM pg. 33)
- **Weak:** One **Noska Ur'gray**, one **Gazer** (VGtM pg. 126), and five **Bugbears** (MM pg. 33) with 14 HP
- **Average:** One **Noska Ur'gray**, one **Gazer** (VGtM pg. 126), and six **Bugbears** (MM pg. 33)
- **Strong:** One **Veteran** (MM pg. 350) named Noska Ur'gray with Noska's traits (disability [which prevents him from using a longsword and a shortsword, or wielding a longsword in two hands], darkvision, and dwarven resilience), two **Gazers** (VGtM pg. 126), and six **Bugbears** (MM pg. 33)
- **Very Strong:** One **Veteran** (MM pg. 350) named Noska Ur'gray with Noska's traits (disability [which prevents him from using a longsword and a shortsword, or wielding a longsword in two hands], darkvision, and dwarven resilience), a **Spectator** (MM pg. 30), and five **Bugbears** (MM pg. 33)
- **Very Very Strong:** One **Gladiator** (MM pg. 346) named Noska Ur'gray with Noska's traits (disability [which prevents him from wearing a shield, dropping his AC to 14 and removing his shield bash action option, and gives him the following attack option: **HEAVY CROSSBOW**.
Ranged Weapon Attack: +5 to hit, range 100/400 ft., one creature.
Hit: 7 {1d10+2} piercing damage.), darkvision, and dwarven resilience), a **Gauth** (VGtM pg. 125), and six **Bugbears** (MM pg. 33)
- **Ultimate:** One **Assassin** (MM pg. 343) named Noska Ur'gray with Noska's traits (disability [which switches his Light Crossbow to a Heavy Crossbow, giving him a range of 100/400 ft. and 8 {1d10+3} piercing damage instead of 7 {1d8+3}], darkvision, and dwarven resilience), a **Gauth** (VGtM

pg. 125), and four **Bugbear Chieftains** (MM pg. 33)

LEAVING THE VAULT OF DRAGONS WITH XANATHAR, NOSKA IS DEAD:

NOTE: The difficulty of this battle is roughly 5x what is considered deadly. If the player characters haven't been doing any of the faction missions this will almost certainly result in player character death.

- **Feeble:** One **Thayan Apprentice** (TftYP pg. 245) named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Grell** (MM pg. 172), one **Bugbear** (MM pg. 33), and one **Gazer** (VGtM pg. 126)
- **Very Very Weak:** One **Illusionist** (VGtM pg. 214) named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Grell** (MM pg. 172), one **Gazer** (VGtM pg. 126), and four **Bugbears** (MM pg. 33)
- **Very Weak:** One **Illusionist** (VGtM pg. 214)



named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Grell** (MM pg. 172), one **Gazer** (VGtM pg. 126), and seven **Bugbears** (MM pg. 33)

- **Weak:** One **Enchanter** (VGtM pg. 213) named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Grell** (MM pg. 172), one **Gazer** (VGtM pg. 126), and six **Bugbears** (MM pg. 33)
- **Average:** One **Nar'l Xibrindas**, one **Grell** (MM pg. 172), one **Gazer** (VGtM pg. 126), and six **Bugbears** (MM pg. 33)
- **Strong:** One **Nar'l Xibrindas**, one **Grell** (MM pg. 172), one **Spectator** (MM pg. 30), and four **Bugbear Chieftains** (MM pg. 30)
- **Very Strong:** One **Nar'l Xibrindas**, one **Grell** (MM pg. 172), one **Spectator** (MM pg. 30), and six **Bugbear Chieftains** (MM pg. 30)
- **Very Very Strong:** One **Evoker** (VGtM pg. 214) named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Grell** (MM pg. 172), two **Gauths** (VGtM pg. 125), and seven **Bugbear Chieftains** (MM pg. 30)
- **Ultimate:** One **Death Kiss** (VGtM pg. 124), One **Evoker** (VGtM pg. 214) named Nar'l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity), one **Gauth** (VGtM pg. 125), one **Grell** (MM pg. 172), and seven **Bugbear Chieftains** (MM pg. 30)

LEAVING THE VAULT OF DRAGONS WITH THE CASSALANTERS, WILLIFORT IS ALIVE:

- **Feeble:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82) who had been injured throughout the whole chaos, resulting in him only having 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, and four **Cultists** (MM pg. 345)
- **Very Very Weak:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82) and one **Cult Fanatic** (MM pg. 345)
- **Very Weak:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82) who had been injured throughout the whole chaos, resulting in him only having 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Cult Fanatic** (MM pg. 345), and four **Cultists** (MM pg. 345)
- **Weak:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), two **Cult Fanatics** (MM pg. 345), and four **Cultists** (MM pg. 345)
- **Average:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), three **Cult Fanatics** (MM pg. 345), and three **Cultists** (MM pg. 345)
- **Strong:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), three **Cult Fanatics** (MM pg. 345) who, at the beginning of combat suddenly summon two **Spined Devils** (MM pg. 78) with 30 HP, and four **Cultists** (MM pg. 345)

- **Very Strong:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), two guard-like **Bearded Devils** (MM pg. 70) with 78 HP, three **Cult Fanatics** (MM pg. 345) and four **Cultists** (MM pg. 345)
- **Very Very Strong:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), three **Barbed Devils** (MM pg. 70) dressed in a guard-like uniform with spiky body-hair and four **Cult Fanatics** (MM pg. 345) with 49 HP
- **Ultimate:** One **Doppelganger** (Willifort Crowelle) (MM pg. 82), two **Chain Devils** (MM pg. 72) and four **Cult Fanatics** (MM pg. 345)

LEAVING THE VAULT OF DRAGONS WITH THE CASSALANTERS, WILLIFORT IS DEAD:

- **Feeble:** One **Cult Fanatic** (MM pg. 345) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Cult Fanatic** (MM pg. 345) with 16 HP and three **Cultists** (MM pg. 345)
- **Very Weak:** One **Cult Fanatic** (MM pg. 345) and five **Cultists** (MM pg. 345)
- **Weak:** Two **Cult Fanatics** (MM pg. 345) with 49 HP and four **Cultists** (MM pg. 345)
- **Average:** Three **Cult Fanatics** (MM pg. 345) and three **Cultists** (MM pg. 345)
- **Strong:** Three **Cult Fanatics** (MM pg. 345) with 49 HP and seven **Cultists** (MM pg. 345)
- **Very Strong:** One guard-like **Bearded Devil** (MM pg. 70), three **Cult Fanatics** (MM pg. 345) with 16 HP, and three **Cultists** (MM pg. 345)
- **Very Very Strong:** Three guard-like **Bearded Devils** (MM pg. 70) and five **Cult Fanatics** (MM pg. 345)
- **Ultimate:** Three guard-like **Bearded Devils** (MM pg. 70) with 78 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, four **Cult Fanatics** (MM pg. 345), and seven **Cultists** (MM pg. 345)

LEAVING THE VAULT OF DRAGONS WITH JARLAXLE:

NOTE: This battle should not be winnable for any group, therefore, I actually won't be scaling it with the idea that they should be able to win. However, because they may have faction support, I'll be adding scaling in.

- **Feeble:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 61 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 61 HP
- **Very Weak:** One **Jarlaxle Baenrae** (W:DH pg. 206)
- **Weak:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 61 HP and two **Drow Gunslingers** (possibly Fel'rekt Lafeen & Krebbyg Masq'il'yr) (W:DH pg. 202)

- **Average:** One **Jarlaxle Baenrae** (W:DH pg. 206) and three **Drow Gunslingers** (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
- **Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206), two **Drow House Captains** (MToF pg. 184), and three **Drow Gunslingers** (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
- **Very Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206), one **Drow Mage** (MM pg. 129), two **Drow Elite Warriors** (MM pg. 128), and three **Drow Gunslingers** (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
- **Very Very Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206), one **Drow Assassin** (MM pg. 343), two **Drow Arachnomancers** (MToF pg. 182), two **Drow House Captains** (MToF pg. 184), and three **Drow Gunslingers** (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
- **Ultimate:** One **Jarlaxle Baenrae** (W:DH pg. 206), one **Drow Inquisitor** (MToF pg. 184), two **Drow Arachnomancer** (MToF pg. 182), two **Drow Shadowblades** (MToF pg. 187), and three **Drow Gunslingers** (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)

LEAVING THE VAULT OF DRAGONS, AGORN AND VEVETTE ARE ALIVE:

- **Feeble:** One **Bandit Captain** (Vevette Blackwater) (MM pg. 344) with 32 HP, one **Bard** (Agorn Fuoco) (VGtM pg. 211) with 22 HP, and one **Thayan**

Apprentice (Manshoon's Simulacrum) (TftYP pg. 246),

- **Very Very Weak:** One **Illusionist** (Manshoon's Simulacrum) (VGtM pg. 214), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217) with 33 HP, and one **Bard** (Agorn Fuoco) (VGtM pg. 211) with 22 HP
- **Very Weak:** One **Illusionist** (Manshoon's Simulacrum) (VGtM pg. 214) with 56 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), and one **Bard** (Agorn Fuoco) (VGtM pg. 211) with 66 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 63 HP, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211)
- **Average:** One **Manshoon Simulacrum** (W:DH pg. 208-209), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and three **Thugs** (MM pg. 350)
- **Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 189 HP, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and five **Spies** (MM pg. 349)
- **Very Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209), two **Martial Arts Adepts** (Havia



Quickknife and Mookie Plush) (VGtM pg. 216), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and five **Spies** (MM pg. 349)

Very Very Strong: One **Assassin** (Urstol Floxin) (MM pg. 343) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, still injured from everything that's happened, one **Manshoon Simulacrum** (W:DH pg. 208-209), one **Mage** (Kaevja Cynavern) (MM pg. 347), two **Martial Arts Adepts** (Havia Quickknife and Mookie Plush) (VGtM pg. 216), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and four **Spies** (MM pg. 349)

- **Ultimate:** One **Evoker** (Manshoon Simulacrum) (VGtM pg. 214) with 99 HP, one **Assassin** (Urstol Floxin) (MM pg. 343), one **Mage** (Kaevja Cynavern) (MM pg. 347), two **Martial Arts Adepts** (Havia Quickknife and Mookie Plush) (VGtM pg. 216), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and five **Bandit Captains** (MM pg. 344)

LEAVING THE VAULT OF DRAGONS, VEVETTE IS ALIVE, AGORN IS DEAD/CAPTURED:

- **Feeble:** One **Illusionist** (Manshoon Simulacrum) (VGtM pg. 214) with 57 HP and one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217)
- **Very Very Weak:** One **Transmuter** (Manshoon Simulacrum) (VGtM pg. 218) and one **Spy** (Vevette Blackwater) (MM pg. 349)
- **Very Weak:** One **Transmuter** (Manshoon Simulacrum) (VGtM pg. 218) with -4 (or disadvantage) to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Spy** (Vevette Blackwater) (MM pg. 349), and four **Thugs** (MM pg. 350)
- **Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), and four **Thugs** (MM pg. 350)
- **Average:** One **Manshoon Simulacrum** (W:DH pg. 208-209), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), and four **Thugs** (MM pg. 350)
- **Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), and five **Bandit Captains** (MM pg. 344) with 32 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), and five **Bandit Captains** (MM pg. 344)
- **Very Very Strong:** One **Assassin** (Urstol Floxin)

(MM pg. 343), one **Manshoon Simulacrum** (W:DH pg. 208-209), one **Mage** (Kaevja Cynavern) (MM pg. 347), one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), two **Martial Arts Adepts** (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and four **Veterans** (MM pg. 350)

- **Ultimate:** One **Evoker** (Manshoon Simulacrum) (VGtM pg. 214), one **Assassin** (Urstol Floxin) (MM pg. 343) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Mage** (Kaevja Cynavern) (MM pg. 347) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Swashbuckler** (Vevette Blackwater) (VGtM pg. 217), two **Martial Arts Adepts** (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five **Veterans** (MM pg. 350) with 29 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

LEAVING THE VAULT OF DRAGONS, AGORN IS ALIVE, VEVETTE IS DEAD/CAPTURED:

- **Feeble:** One **Illusionist** (Manshoon Simulacrum) (VGtM pg. 214) with 57 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Bard** (Agorn Fuoco) (VGtM pg. 211) with 66 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Illusionist** (Manshoon Simulacrum) (VGtM pg. 214), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and three **Thugs** (MM pg. 35)
- **Very Weak:** One **Illusionist** (Manshoon Simulacrum) (VGtM pg. 214), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and five **Thugs** (MM pg. 350) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209) and one **Bard** (Agorn Fuoco) (VGtM pg. 211)
- **Average:** One **Manshoon Simulacrum** (W:DH pg. 208-209), one **Bard** (Agorn Fuoco) (VGtM pg. 211), and four **Thugs** (MM pg. 350)
- **Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 189 HP, one **Bard** (Agorn Fuoco) (VGtM pg. 211), and five **Spies** (MM pg. 349)
- **Very Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209), one **Bard** (Agorn Fuoco) (VGtM pg. 211), two **Martial Arts Adepts** (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and four **Spies** (MM pg. 349)
- **Very Very Strong:** One **Assassin** (Urstol Floxin) (MM pg. 343) with 39 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Manshoon Simulacrum** (W:DH pg. 208-209), one **Mage** (Kaevja Cynavern) (MM pg. 347) with a -4 (or disadvantage) to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw



LEAVING THE VAULT OF DRAGONS, BOTH AGORN & VEVETTE ARE DEAD/CAPTURED:

- DCs, one **Bard** (Agorn Fuoco) (VGtM pg. 211), two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five **Spies** (MM pg. 349)
- **Ultimate:** One **Evoker** (Manshoon Simulacrum) (VGtM pg. 214) with 99 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throws DCs, one **Assassin** (Urstol Floxin) (MM pg. 343), one **Mage** (Kaevja Cynavern) (MM pg. 347), one **Bard** (Agorn Fuoco) (VGtM pg. 211), two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five **Spies** (MM pg. 349) with 13 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws
- Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, and five **Thugs** (MM pg. 350)
- Very Very Strong:** One **Evoker** (Manshoon Simulacrum) (VGtM pg. 214), one **Assassin** (Urstol Floxin) (MM pg. 343), one **Mage** (Kaevja Cynavern) (MM pg. 347), two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five **Thugs** (MM pg. 350)
- **Ultimate:** One **Evoker** (Manshoon Simulacrum) (VGtM pg. 214), one **Assassin** (Urstol Floxin) (MM pg. 343), one **Mage** (Kaevja Cynavern) (MM pg. 347), two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216) and six **Spies** (MM pg. 349)

- **Feeble:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209)
- **Weak:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Thugs** (MM pg. 350)
- **Average:** One **Manshoon Simulacrum** (W:DH pg. 208-209) and five **Thugs** (MM pg. 350)
- **Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209) with 189 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216)
- **Very Strong:** One **Manshoon Simulacrum** (W:DH pg. 208-209), two **Martial Arts Adept**s (Havia Quickknife and Mookie Plush) (VGtM pg. 216) with 75 HP and a +2 to Ability Checks,

CHAPTER 5: SPRING MADNESS

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is three player characters at APL 3
- **Very Very Weak** is four player characters at APL 3
- **Very Weak** is five player characters at APL 4
- **Weak** is five player characters at APL 4
- **Average** is five player characters at APL 5
- **Strong** is five player characters at APL 6
- **Very Strong** is five player characters at APL 7
- **Very Very Strong** is six player characters at APL 6
- **Ultimate** is only for those who want to take on a serious challenge, or a group much stronger than the intended level, such as seven player characters at APL 7

If the exact number and APL of characters you have is not listed (which should not be the case if you have five player characters), look at the entry that specifies the same number of player characters you have regardless of APL. From there, raise or lower the Party Strength a number of times equal to the difference between your APL and the APL listed for the entry with the same number of player characters.

If these notes do not scale high enough for your group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.

XANATHAR'S LAIR

- **NOTE:** If the group is entering on behalf of Bregan D'aerthe, the four **Drow** function as four 1st level characters, essentially they should be a 1-2 difficulty level boost. If the group is entering with **Jalester Silvermane**, then he functions as a level 6 character. If the group is entering with **Yagra Stonefist**, then she functions as a level 3 character.

X3, BEHOLDER ZOMBIE GUARD:

- **Feeble:** One **Spectator** (MM pg. 30) with 60 HP
- **Very Very Weak:** One **Spectator** (MM pg. 30) with 60 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Beholder Zombie** (MM pg. 316) with 47 HP
- **Weak:** One **Spectator** (MM pg. 30) and four **Gas Spores** (MM pg. 138)
- **Average:** One **Beholder Zombie** (MM pg. 316) and four **Gas Spores** (MM pg. 138)
- **Strong:** One **Gauth** (VGtM pg. 125) and four **Gas Spores** (MM pg. 138)
- **Very Strong:** One **Beholder Zombie** (MM pg. 316) with 140 HP and six **Gas Spores** (MM pg. 138)

Very Very Strong: One **Death Kiss** (VGtM pg. 124) with 85 HP and four **Gas Spores** (MM pg. 138)

- **Ultimate:** One **Death Kiss** (VGtM pg. 124) and four **Gas Spores** (MM pg. 138)

X17, PROMENADE

- **Feeble:** One **Gladiator** (MM pg. 346) (Ahmaergo) with mountain dwarvish traits, 66 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** One **Veteran** (MM pg. 350) (Ahmaergo) with mountain dwarvish traits, 87 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Weak:** One **Gladiator** (MM pg. 346) (Ahmaergo) with mountain dwarvish traits and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Weak:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits, 71 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Average:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits
- **Strong:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits and 214 HP
- **Very Strong:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits, 214 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Strong:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits and four **Bugbear** (MM pg. 33) guards
- **Ultimate:** One **Champion** (VGtM pg. 212) (Ahmaergo) with mountain dwarvish traits and 214 HP and five **Bugbear** (MM pg. 33) guards

X18, AUDIENCE CHAMBER (XANATHAR IS Not PRESENT):

- **Feeble:** One **Thayan Apprentice** (TftYP pg. 245) (Nar'l Xibrindas) with Drow racial traits and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Gazer** (VGtM pg. 126) with 18 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Thayan Apprentice** (TftYP pg. 245) (Nar'l Xibrindas) with Drow racial traits and two **Gazers** (VGtM pg. 126)
- **Very Weak:** One **Illusionist** (VGtM pg. 214) (Nar'l Xibrindas) with Drow racial traits and 19 HP and two **Gazers** (VGtM pg. 126)
- **Weak:** One **Enchanter** (VGtM pg. 213) (Nar'l Xibrindas) with Drow racial traits, 20 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and one **Grell** (MM pg. 172)
- **Average:** One **Drow Mage** (MM pg. 129) (Nar'l Xibrindas) with one **Grell** (MM pg. 172)

- **Strong:** One **Drow Mage** (MM pg. 129) (Nar'l Xibrindas) with one **Mindwitness** (VGtM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Drow Mage** (MM pg. 129) (Nar'l Xibrindas) with one **Guath** (VGtM pg. 125)
- **Very Very Strong:** One **Drow Mage** (MM pg. 129) (Nar'l Xibrindas) with two **Mindwitnesses** (VGtM pg. 176)
- **Ultimate:** One **Drow Mage** (MM pg. 129) (Nar'l Xibrindas) with two **Guaths** (VGtM pg. 125)

X19, XANATHAR'S SANCTUM:

- **Feeble - Very Strong:** One **Beholder** (in lair) (MM pg. 28) (Xanathar) with the special equipment described on W:DH pg. 220 and one **Cultist** (MM pg. 343) (Ott Steeltoes) with the changes described on W:DH pg. 214
- **Very Very Strong:** One **Beholder** (in lair) (MM pg. 28) (Xanathar) with the special equipment described on W:DH pg. 220, one **Cultist** (MM pg. 343) (Ott Steeltoes) with the changes described on W:DH pg. 214, and three **Guaths** (VGtM pg. 125) who Xanathar summons at the beginning of the second round

- **Ultimate:** One **Beholder** (in lair) (MM pg. 28) (Xanathar) with 266 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, the special equipment described on W:DH pg. 220, one **Cultist** (MM pg. 343) (Ott Steeltoes) with the changes described on W:DH pg. 214, and three **Mindwitnesses** (VGtM pg. 176) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

X23, ANTECHAMBER OF MADNESS:

- **Feeble:** Three **Kuo-Toa** (MM pg. 199) with 9 HP
- **Very Very Weak:** Three **Kuo-Toa** (MM pg. 199)
- **Very Weak:** Four **Kuo-Toa** (MM pg. 199)
- **Weak:** One **Kuo-Toa Whip** (MM pg. 200) with 32 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three **Kuo-Toa** (MM pg. 199) with 27 HP
- **Average:** One **Kuo-Toa Whip** (MM pg. 200) and six **Kuo-Toa** (MM pg. 199)



- **Strong:** Two **Kuo-Toa Whips** (MM pg. 200) with 97 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Kuo-Toa** (MM pg. 199) with 27 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs
- **Very Strong:** Two **Kuo-Toa Whips** (MM pg. 200) and six **Kuo-Toa** (MM pg. 199)
Very Very Strong: One **Kuo-Toa Monitor** (MM pg. 198) and seven **Kuo-Toa** (MM pg. 199)
- **Ultimate:** One **Kuo-Toa Monitor** (MM pg. 198), two **Kuo-Toa Whips** (MM pg. 200) with 32 HP, and four **Kuo-Toa** (MM pg. 199) with 9 HP

X24, EXTRACTION CHAMBER:

- **Feeble:** Nihiloor leads a **Mindwitness** (VGtM pg. 176) with 38 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs then departs unless the adventurers actively oppose him.
- **Very Very Weak:** Nihiloor leads a **Mindwitness** (VGtM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs then departs unless the adventurers actively oppose him.
- **Very Weak:** One **Mind Flyer** (MM pg. 222) (Nihiloor) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Mind Flyer** (MM pg. 222) (Nihiloor)
- **Average:** One **Mind Flyer** (MM pg. 222) (Nihiloor) and one **Intellect Devourer** (MM pg. 191)
- **Strong:** One **Mind Flyer** (MM pg. 222) (Nihiloor) with 106 HP and one **Intellect Devourer** (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Ulitharid** (VGtM pg. 175) (Nihiloor) with 190 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: One **Ulitharid** (VGtM pg. 175) (Nihiloor) with 190 HP who leads a **Mindwitness** (VGtM pg. 176) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Alhoon** (VGtM pg. 172) (Nihiloor) exiled from his clan for practicing arcane magic who found his way into the Xanathar Guild with 176 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs leading a **Mindwitness** (VGtM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

X26, DEVOURER SPAWNING POOL - NO PRIOR CONFRONTATION:

- **Feeble - Very Strong:** One **Mind Flyer** (MM pg. 222) (Nihiloor) and four **Intellect Devourers** (MM pg. 191)
Very Very Strong: One **Alhoon** (VGtM pg. 172) (Nihiloor) exiled from his clan for practicing arcane magic who found his way into the Xanathar Guild with six **Intellect Devourers** (MM pg. 191)
- **Ultimate:** One **Alhoon** (VGtM pg. 172) (Nihiloor) exiled from his clan for practicing arcane magic who found his way into the Xanathar Guild with 176 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and six **Intellect Devourers** (MM pg. 191)

X26, DEVOURER SPAWNING POOL - NIHILOOR AND HIS ID PET ARE SLAIN:

- **Feeble:** One **Intellect Devourer** (MM pg. 191)
- **Very Very Weak:** One **Intellect Devourer** (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Intellect Devourers** (MM pg. 191) with 10 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Two **Intellect Devourers** (MM pg. 191)
- **Average:** Three **Intellect Devourers** (MM pg. 191)
- **Strong:** Three **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** Four **Intellect Devourers** (MM pg. 191) with 30 HP
Very Very Strong: Six **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** Seven **Intellect Devourers** (MM pg. 191) with 10 HP

X33, CRYPT OF XANATHAR'S PAST:

- **Feeble - Very Strong:** One **Beholder** (in lair) (MM pg. 28) (Xanathar)
Very Very Strong: One **Beholder** (in lair) (MM pg. 28) (Xanathar) who summons two **Spectators** (MM pg. 30) at the beginning of the second and third rounds
- **Ultimate:** One **Beholder** (in lair) (MM pg. 28) (Xanathar) with 266 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and who summons two **Spectators** (MM pg. 30) at the beginning of the second round

CHAPTER 6: HELL OF A SUMMER

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is three player characters at APL 3
- **Very Very Weak** is four player characters at APL 3
- **Very Weak** is five player characters at APL 5
- **Weak** is five player characters at APL 4
- **Average** is five player characters at APL 5
- **Strong** is five player characters at APL 6
- **Very Strong** is five player characters at APL 7
- **Very Very Strong** is six player characters at APL 6
- **Ultimate** is only for those who want to take on a serious challenge, or a group much stronger than the intended level, such as seven player characters at APL 7

If the exact number and APL of characters you have is not listed (which should not be the case if you have five player characters), look at the entry that specifies the same number of player characters you have regardless of APL. From there, raise or lower the Party Strength a number of times equal to the difference between your APL and the APL listed for the entry with the same number of player characters.

If these notes do not scale high enough for your group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.



FACING THE CASSALANTERS

Should the heroes encounter the Cassalanter, use the following edits:

VICTORO CASSALANTER:

- **Feeble:** One **Kuo-Toa Archpriest** (Victoro Cassalanter) (MM pg. 200) with 48 HP, a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, and no Amphibious, Otherworldly Perception, Slippery, or Sunlight Sensitivity. In addition, it has Victor's standard special equipment section which increases its AC to 16.
- **Very Very Weak:** One **Drow Priestess of Lolth** (Victoro Cassalanter) (MM pg. 129) with 35 HP, a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, and no Innate Spellcasting or Sunlight Sensitivity. In addition, her Summon Demon trait is replaced with Summon Devil which is like Summon Demon but summons an Orthon (MToF pg. 169) instead and Victor's standard special equipment section.
- **Very Weak:** One **Victoro Cassalanter** (W:DH pg. 218) with 48 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Victoro Cassalanter** (W:DH pg. 218) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Victoro Cassalanter** (W:DH pg. 218)
- **Strong:** One **Victoro Cassalanter** (W:DH pg. 218) with 145 HP
- **Very Strong:** One **Victoro Cassalanter** (W:DH pg. 218) with 145 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: One **Victoro Cassalanter** (W:DH pg. 218) guarded by two **Bearded Devils** (MM pg. 70) who appear to protect him in a puff of brimstone.
- **Ultimate:** One **Victoro Cassalanter** (W:DH pg. 218) guarded by four **Bearded Devils** (MM pg. 70) who appear to protect him in a puff of brimstone

AMMALIA CASSALANTER:

- **Feeble:** One **Thayan Apprentice** (Ammalia Cassalanter) (TftYP pg. 245) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Illusionist** (Ammalia Cassalanter) (VGtM pg. 214) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Ammalia Cassalanter** (W:DH pg.) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Weak:** One **Ammalia Cassalanter** (W:DH pg. 193) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Ammalia Cassalanter** (W:DH pg. 193)
- **Strong - Very Strong:** One **Ammalia Cassalanter** (W:DH pg. 193) with 67 HP
Very Very Strong: One **Diviner** (Ammalia Cassalanter) (VGtM pg. 213) with 100 HP
- **Ultimate:** One **Ammalia Cassalanter** (W:DH pg. 193) with three **Imps** (MM pg. 76)

CASSALANTER VILLA

C2, GARDEN MUDROOM:

NOTE: If the characters recruit Esvele Rosznar she fights as a 7th level character

C10, KITCHEN:

- **Feeble:** Three **Animated Knives** (MM pg. 20) with 8 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** Three **Animated Knives** (MM pg. 20)
- **Very Weak:** Four **Animated Knives** (MM pg. 20)
- **Weak:** Six **Animated Knives** (MM pg. 20)
- **Average:** Ten **Animated Knives** (MM pg. 20)
- **Strong:** Ten **Animated Knives** (MM pg. 20) with 25 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Strong:** Eleven **Animated Knives** (MM pg. 20) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
Very Very Strong: One **Animated Table** (TftYP pg. 230) and nine **Flying Swords** (MM pg. 20) with 25 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Ultimate:** One **Animated Table** (TftYP pg. 230) and ten **Flying Swords** (MM pg. 20)

C15, BANQUET HALL:

NOTE: If "Bonnie" assists the heroes in combat, she functions as a level four character

C20, LINEN CLOSET:

NOTE: You may want to make the Rugs medium sized so that they fit better in the room, in that case, their hit dice will be 27 (6d8), I'll include parenthetical hit points in the case that you choose to do this.

- **Feeble:** One **Rug of Smothering** (MM pg. 20) with 16 (13) HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Rug of Smothering** (MM pg. 20) with 16 (13) HP
- **Very Weak:** One **Rug of Smothering** (MM pg. 20)
- **Weak:** One **Rug of Smothering** (MM pg. 20) with 49 (40) HP and a +2 to Attack Rolls, Ability Checks,



(MM pg. 20) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Ultimate:** Four **Rugs of Smothering** (MM pg. 20)

C24, OSVALDO'S PRISON - AVERAGE:

- **Feeble - Very Very Weak:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) with 50 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) with 50 HP and one **Imp** (MM pg. 76)
- **Weak:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) with 50 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Imps** (MM pg. 76)
- **Average:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) and two **Imps** (MM pg. 76)
- **Strong:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) with 120 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and three **Imps** (MM pg. 76)
- **Very Strong:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) and six **Imps** (MM pg. 76) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72) with 120 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, three **Bearded Devils** (MM pg. 70) who appear in a puff of brimstone if Osvaldo should be harmed, and five **Imps** (MM pg. 76)
- **Ultimate:** One **Chain Devil** (Osvaldo Cassalanter) (MM pg. 72), three **Bearded Devils** (MM pg. 70) who appear in a puff of brimstone if Osvaldo should be harmed, and seven **Imps** (MM pg. 76)

C25, BUTTERFLY GARDEN:

NOTE: It is assumed that Ammalia's imps are away conducting missions and scouting (unless they are present in this encounter).

TEMPLE OF ASMODEUS

A4, FAMILY CRYPT:

- **Feeble:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147)
- **Very Weak:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Rugs of Smothering** (MM pg. 20)
 - **Strong:** Two **Rugs of Smothering** (MM pg. 20) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
 - **Very Strong:** Two **Rugs of Smothering** (MM pg. 20) with 49 (40) HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
 - **Very Very Strong:** Three **Rugs of Smothering**

- **Weak:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) and two **Specters** (MM pg. 279) with 11 HP
- **Average:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) and three **Specters** (MM pg. 279)
- **Strong:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Specters** (MM pg. 279)
- **Very Strong:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) and three **Poltergeists** (MM pg. 279)
- **Very Very Strong:** One **Wraith** (Caladorn Cassalanter) (MM pg. 302) with a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs and three **Sword Wraith Warriors** (MToF pg. 241)
- **Ultimate:** One **Sword Wraith Commander** (Caladorn Cassalanter) (MToF pg. 241 and four **Specters** (MM pg. 279)

CHAPTER 7: MAESTRO'S FALL

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories:

- **Feeble** is three player characters at APL 3
- **Very Very Weak** is four player characters at APL 3
- **Very Weak** is five player characters at APL 5
- **Weak** is five player characters at APL 4
- **Average** is five player characters at APL 5
- **Strong** is five player characters at APL 6
- **Very Strong** is five player characters at APL 7
- **Very Very Strong** is six player characters at APL 6
- **Ultimate** is only for those who want to take on a serious challenge, or a group much stronger than the intended level, such as seven player characters at APL 7

If the exact number and APL of characters you have is not listed (which should not be the case if you have five player characters), look at the entry that specifies the same number of player characters you have regardless of APL. From there, raise or lower the Party Strength a number of times equal to the difference between your APL and the APL listed for the entry with the same number of player characters.

If these notes do not scale high enough for your group, use the highest Party Strength provided as a basis for improvising.

If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is.

FACING JARLAXLE BAENRAE

Should the heroes encounter Jarlaxle Baenrae, use the following edits.

JARLAXLE BAENRAE:

- **Feeble:** One **Drow Elite Warrior** (MM pg. 128) (Jarlaxle Baenrae) with Jarlaxle's special equipment, a 106 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Drow House Captain** (MToF pg. 184) (Jarlaxle Baenrae) with Jarlaxle's special equipment and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs



- **Very Weak:** One **Drow House Captain** (MTof pg. 184) (Jarlaxle Baenrae) with Jarlaxle's special equipment
- **Weak:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 61 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Jarlaxle Baenrae** (W:DH pg. 206)
- **Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 184 HP
- **Very Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206) with 184 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Jarlaxle Baenrae** (W:DH pg. 206) who summons two **Drow Elite Warriors** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Jarlaxle Baenrae** (W:DH pg. 206) who summons two **Drow Mages** (MM pg. 129)

AREAS OF THE SHIPS

J1, MAIN DECK:

- **Feeble:** One **Thug** (MM pg. 350) with Drow racial traits and five **Drow** (MM pg. 128)
- **Very Very Weak:** One **Drow Elite Warrior** (MM pg. 128) with 35 HP and a -2 to all Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Bandit Captain** (MM pg. 344) with Drow racial traits and three **Drow** (MM pg. 128)
- **Weak:** One **Drow Elite Warrior** (MM pg. 128)
- **Average:** One **Drow Elite Warrior** (MM pg. 128) and three **Drow** (MM pg. 128)
- **Strong:** One **Drow Elite Warrior** (MM pg. 128) with 106 HP and five **Drow** (MM pg. 128)
- **Very Strong:** One **Drow Elite Warrior** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and six **Drow** (MM pg. 128)
- **Very Very Strong:** Two **Drow Elite Warriors** (MM pg. 128) with -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and five **Drow** (MM pg. 128)
- **Ultimate:** Two **Drow Elite Warriors** (MM pg. 128) and eight **Drow** (MM pg. 128)

J3, MATES' CABIN:

- **Feeble:** One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Drow Elite Warrior** (MM pg. 128)

- **Weak:** One **Drow Elite Warrior** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Drow Elite Warriors** (MM pg. 128)
- **Strong:** Two **Drow Elite Warriors** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Drow Mage** (MM pg. 129) and one **Drow Elite Warrior** (MM pg. 128) with 106 HP
- **Very Very Strong:** Two **Drow House Captains** (MTof pg. 184)
- **Ultimate:** Two **Drow Shadowblades** (MTof pg. 187) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

J10, CAPTAIN'S CABIN:

- **Feeble:** One **Enchanter** (VGtM pg. 213) with Drow racial traits and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs with an inactive Nimblewright awaiting repairs
- **Very Very Weak:** One **Thayan Apprentice** (TftYP pg. 245) with Drow racial traits and one **Nimblewright** (W:DH pg. 212) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Illusionist** (VGtM pg. 214) with Drow racial traits and one **Nimblewright** (W:DH pg. 212) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Illusionist** (VGtM pg. 214) with Drow racial traits and one **Nimblewright** (W:DH pg. 212)
- **Average:** One **Drow Mage** (MM pg. 129) and one **Nimblewright** (W:DH pg. 212)
- **Strong:** One **Diviner** (MM pg. 129) with Drow racial traits and one **Nimblewright** (W:DH pg. 212)
- **Very Strong:** One **Evoker** (VGtM pg. 214) if aboard the *H_lraiser*, one **Necromancer** (VGtM pg. 217) if aboard the *Heartbreaker*, or one **Abjurer** (VGtM pg. 209) if aboard the *Eyecatcher* all of whom have Drow racial traits and are accompanied by one **Nimblewright** (W:DH pg. 212)
- **Very Very Strong:** One **Drow Mage** (MM pg. 129) and one **Nimblewright** (W:DH pg. 212). A **Drow Elite Warrior** (MM pg. 128) arrives at the beginning of the second and third round at the behest of the Mage
- **Ultimate:** One **Drow Mage** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Nimblewright** (W:DH pg. 212). A **Drow Elite Warrior** (MM pg. 129) arrives at the beginning of the second and third round at the behest of the Mage.



J17, LOWER CARGO HOLD (EYECATCHER):

- **Feeble:** One **Giant Spider** (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two **Giant Spiders** (MM pg. 328) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two **Giant Spiders** (MM pg. 328) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Two **Giant Spiders** (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Four **Giant Spiders** (MM pg. 328)
- **Strong:** Four **Giant Spiders** (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** Five **Giant Spiders** (MM pg. 328) with 39 HP
- **Very Very Strong:** Three **Phase Spiders** (MM pg. 334) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** Three **Phase Spiders** (MM pg. 334)

J23, GUNSLINGERS' HOLD:

- **Feeble:** One **Drow Gunslinger** (W:DH pg. 201) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Very Very Weak:** One **Drow Gunslinger** (W:DH pg. 201) with 42 HP
- **Very Weak:** One **Drow Gunslinger** (W:DH pg. 201) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Drow Gunslinger** (W:DH pg. 201) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Drow Gunslingers** (W:DH pg. 201)
- **Strong:** Two **Drow Gunslingers** (W:DH pg. 201) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** Three **Drow Gunslingers** (W:DH pg. 201)

with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Four **Drow Gunslingers** (W:DH pg. 201) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Ultimate:** Two **Drow House Captains** (MToF pg. 184)

J31, TRAINING AREA:

- **Feeble:** Two **Animated Armors** (MM pg. 19) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** Two **Animated Armors** (MM pg. 19) with 16 HP
- **Very Weak:** Two **Animated Armors** (MM pg. 19)
- **Weak:** Three **Animated Armors** (MM pg. 19) with 16 HP
- **Average:** Five **Animated Armors** (MM pg. 19)
- **Strong:** Six **Animated Armors** (MM pg. 19)
- **Very Strong:** Six **Animated Armors** (MM pg. 19) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Seven **Animated Armors** (MM pg. 19) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** Three **Helmed Horrors** (MM pg. 183) with 32 HP

U7B, COMMAND CENTER:

- **Feeble:** One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Very Very Weak:** One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Drow Elite Warrior** (MM pg. 128)
- **Weak:** One **Drow Elite Warrior** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Drow Elite Warriors** (MM pg. 128)
- **Strong:** Two **Drow Elite Warriors** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Drow Mage** (MM pg. 129) and one **Drow Elite Warrior** (MM pg. 128) with 106 HP
- **Very Very Strong:** Two **Drow House Captains** (MToF pg. 184)
- **Ultimate:** Two **Drow Shadowblades** (MToF pg. 187) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

CHAPTER 8: WINTER WIZARDRY

ANALYSIS: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. At any rate

- **Feeble** is 3 level 3
- **Very Very Weak** is 4 level 3 player characters
- **Very Weak** is going to be level 3s
- **Weak** is level 4s

the norm (as I would assume) is 5 level 5s

- **Strong** is going to be level 6s
- **Very Strong** is level 7s
- **Very Very Strong**, is going to be 6 level 7s
- **Ultimate** is going to be for those who want to take on a bit of a challenge, or you have a group of 7 level 7s.

If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 5 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

KOLAT TOWERS

K2, DINING ROOM:

- **Feeble:** One **Spy** (MM pg. 349) (Sidra Romeir) with 40 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** One **Spy** (MM pg. 349) (Sidra Romeir) with 13 HP and two **Bandits** (MM pg. 343)
- **Very Weak:** One **Spy** (MM pg. 349) (Sidra Romeir) and three **Bandits** (MM pg. 343)
- **Weak:** One **Spy** (MM pg. 349) (Sidra Romeir) with 40 HP and two **Thugs** (MM pg. 350) with 48 HP
- **Average:** One **Veteran** (MM pg. 350) (Sidra Romeir) and two **Thugs** (MM pg. 350)

- **Strong:** One **Veteran** (MM pg. 350) (Sidra Romeir) and two **Spies** (MM pg. 343)
- **Very Strong:** One **Veteran** (MM pg. 350) (Sidra Romeir) with 87 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Spies** (MM pg. 343)
- **Very Very Strong:** One **Master Thief** (VGtM pg. 216) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Spies** (MM pg. 343)
- **Ultimate:** One **Master Thief** (VGtM pg. 216) and two **Spies** (MM pg. 343) with 40 HP

K3, KITCHEN:

- **Feeble:** One **Thayan Apprentice** (Manafret Cherryport) (TftYP pg. 245)
- **Very Very Weak:** One **Illusionist** (Manafret Cherryport) (VGtM pg. 214) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Illusionist** (Manafret Cherryport) (VGtM pg. 214)
- **Weak:** One **Mage** (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 15 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Mage** (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149
- **Strong:** One **Mage** (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 46 HP
- **Very Strong:** One **Mage** (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 46 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Diviner** (Manafret Cherryport) (VGtM pg. 213) with 100 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Evoker** (Manafret Cherryport) (VGtM pg. 214) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

K4, MUSTY LIBRARY:

- **Feeble:** One **Gargoyle** (MM pg. 140) with 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Weak:** One **Gargoyle** (MM pg. 140) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Weak:** One **Gargoyle** (MM pg. 140)
- **Weak:** One **Gargoyle** (MM pg. 140) with 78 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Average:** Two **Gargoyles** (MM pg. 140)

- **Strong:** Two **Gargoyles** (MM pg. 140) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Strong:** Two **Gargoyles** (MM pg. 140) with 78 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Very Strong:** Three **Gargoyles** (MM pg. 140) with 78 HP
- **Ultimate:** Four **Gargoyles** (MM pg. 140)

K13, HOLDING CELL:

Lady Gondafrey counts as a level 4 character should the player characters choose to bring her along.

K15, SUMMONING CHAMBER:

- **Feeble:** One **Rutterkin** (MToF pg. 136) with 20 HP
- **Very Very Weak:** One **Rutterkin** (MToF pg. 136)
- **Very Weak:** One **Bulezau** (MToF pg. 131) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Barlgura** (MM pg. 56) with 34 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Barlgura** (MM pg. 56)
- **Strong:** One **Barlgura** (MM pg. 56) with 102 HP
- **Very Strong:** One **Vrock** (MM pg. 64)
- **Very Very Strong:** One **Hezrou** (MM pg. 60) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Glabrezu** (MM pg. 58) with 225 HP

K17, FLESH GOLEM:

- **Feeble - Very Very Weak:** One **Animated Armor** (MM pg. 19) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Weak:** One **Stone Defender** (MToF pg. 126) with 28 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Weak:** One **Stone Defender** (MToF pg. 126) with 28 HP
- **Average:** One **Flesh Golem** (MM pg. 169)
- **Strong:** One **Flesh Golem** (MM pg. 169) with 132 HP
- **Very Strong:** One **Strahd's Animated Armor** (CoS pg. 227)
- **Very Very Strong:** One unbound **Shield Guardian** (MM pg. 271) with 210 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Clay Golem** (MM pg. 168) with 196 HP

K18, ARCANE RUNE:

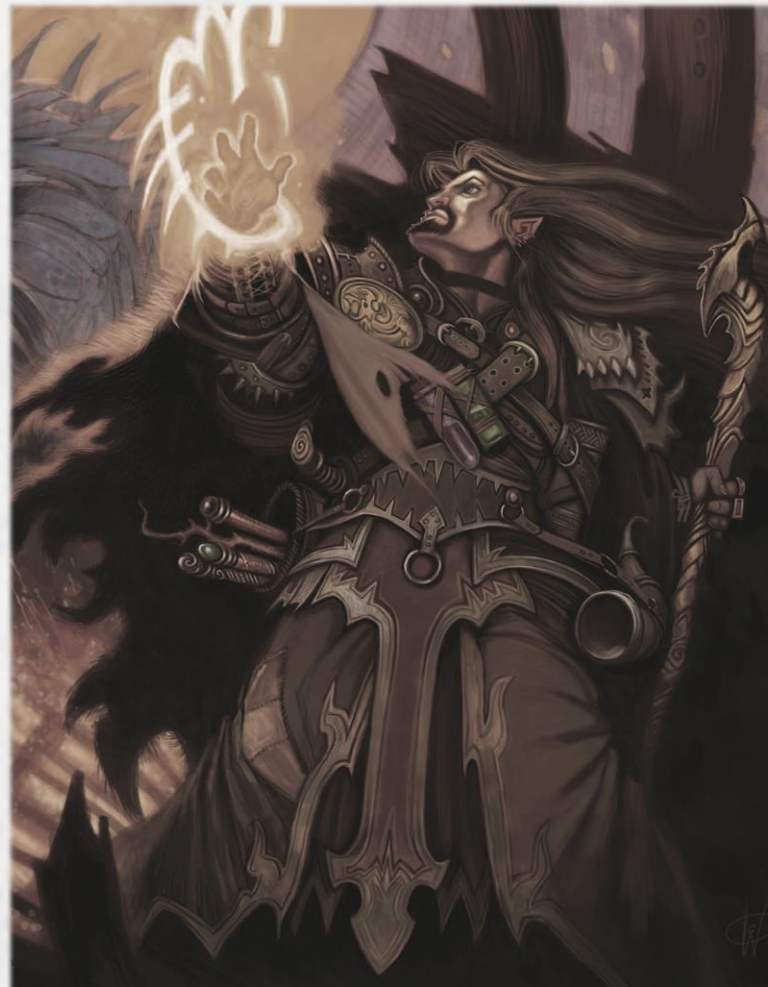
- **Feeble:** One **Gibbering Mouther** (MM pg. 157) with 36 HP
- **Very Very Weak:** One **Gibbering Mouther** (MM pg. 157)
- **Very Weak:** One **Red Slaad** (MM pg. 276) with 46 HP and a -2 to Attack Rolls, Ability Checks,

Damage Rolls, Saving Throws, and Saving Throw DCs

- **Weak:** One **Red Slaad** (MM pg. 276) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Red Slaad** (MM pg. 276)
- **Strong:** One **Red Slaad** (MM pg. 276) with 136 HP
- **Very Strong:** One **Gray Slaad** (MM pg. 277) with 68 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Green Slaad** (MM pg. 277) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Gray Slaad** (MM pg. 277) with 187 HP

K22, TELEPORTATION CIRCLE:

- **Feeble - Very Very Weak:** One **Spectator** (MM pg. 30) with 19 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Spectator** (MM pg. 30) and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Spectator** (MM pg. 30)
- **Average:** One **Spectator** (MM pg. 30) and four **Flying Snakes** (MM pg. 322)
- **Strong:** One **Spectator** (MM pg. 30) with 59 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Flying Snakes** (MM pg. 322)



- **Very Strong:** One **Spectator** (MM pg. 30) with 59 HP and six **Flying Snakes** (MM pg. 322)
Very Very Strong: One **Mindwitness** (VGtM pg. 176) and two **Flying Snakes** (MM pg. 322)
- **Ultimate:** One **Gauth** (VGtM pg. 125) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Flying Snakes** (MM pg. 322)

EXTRADIMENSIONAL SANCTUM

E3, GUARD STATION:

- **Feeble:** One **Enchanter** (VGtM pg. 213) (Kaevja Cynavern) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Mage** (MM pg. 347) (Kaevja Cynavern) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has already used her 5th-level spell slot
- **Very Weak:** One **Mage** (MM pg. 347) (Kaevja Cynavern)
- **Weak:** One **Earth Elemental** (MM pg. 124) with 72 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws summoned by one **Illusionist** (VGtM pg. 214) (Kaevja Cynavern)
- **Average:** One **Mage** (MM pg. 347) (Kaevja Cynavern) and one **Earth Elemental** (MM pg. 124) that she summons
- **Strong:** One **Mage** (MM pg. 347) (Kaevja Cynavern) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who summons an **Earth Elemental** (MM pg. 124) with 180 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Strong:** One **Diviner** (VGtM pg. 213) (Kaevja Cynavern) with 100 HP who summons one **Earth Elemental** (MM pg. 124)
Very Very Strong: One **Necromancer** (VGtM pg. 217) (Kaevja Cynavern) who summons an **Earth Elemental** (MM pg. 124) and, either when the Elemental dies or when she is reduced to 30 HP or less, uses her next action to animate four **Specters** (MM pg. 279)
- **Ultimate:** One **Necromancer** (VGtM pg. 217) (Kaevja Cynavern) who summons an **Earth Elemental** (MM pg. 124) and as her next action summons three **Vampiric Mists** (MToF pg. 246)

E5, LABORATORY:

- **Feeble:** One **Swashbuckler** (VGtM pg. 217) (Urstol Floxin) with 30 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Weak:** One **Master Thief** (VGtM pg. 216) (Urstol Floxin) with 30 HP
- **Weak:** One **Assassin** (MM pg. 343) (Urstol Floxin) with 39 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Average:** One **Assassin** (MM pg. 343) (Urstol Floxin)
- **Strong:** One **Assassin** (MM pg. 343) (Urstol Floxin) with 117 HP
- **Very Strong:** One **Assassin** (MM pg. 343) (Urstol Floxin) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: One **Assassin** (MM pg. 343) (Urstol Floxin) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Gladiator** (MM pg. 346)
- **Ultimate:** One **Assassin** (MM pg. 343) (Urstol Floxin) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Gladiator** (MM pg. 346) with 165 HP

E7, MANSHOON'S SIMULACRUM:

- **Feeble:** One **Illusionist** (VGtM pg. 214) (Manshoon's Simulacrum)
- **Very Very Weak:** One **Illusionist** (VGtM pg. 214) (Manshoon's Simulacrum) with 57 HP
- **Very Weak:** One **Transmuter** (VGtM pg. 218) (Manshoon's Simulacrum) with 20 HP
- **Weak:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Manshoon's Simulacrum** (W:DH pg. 208-209)
- **Strong:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 189 HP
- **Very Strong:** One **Manshoon's Simulacrum** (W:DH pg. 208-209) with 189 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: One **Archmage** (MM pg. 342) (Manshoon's Simulacrum) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Archmage** (MM pg. 343) (Manshoon's Simulacrum) with 146 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

E8, READING ROOM:

NOTE: In the case that Agorn or Vevette have been disposed of, remove their respective stat block from this encounter.

- **Feeble:** One **Bard** (VGtM pg. 211) (Agorn Fuoco) with 24 HP, Vevette is off conducting Zhent business
- **Very Very Weak:** One **Bard** (VGtM pg. 211) (Agorn Fuoco), Vevette is off conducting Zhent business
- **Very Weak:** One **Bard** (VGtM pg. 211) (Agorn Fuoco) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and one **Spy** (MM pg. 349) (Vevette Blackwater) with 13 HP and a -2 to Attack Rolls, Ability Checks,



Damage Rolls, Saving Throws, and Saving Throw DCs

- **Weak:** One **Bard** (VGtM pg. 211) (Agorn Fuoco) with 24 HP and one **Spy** (MM pg. 349) (Vevette Blackwater)
- **Average:** One **Swashbuckler** (VGtM pg. 217) (Vevette Blackwater) and one **Bard** (VGtM pg. 211) (Agorn Fuoco)
- **Strong:** One **Swashbuckler** (VGtM pg. 217) (Vevette Blackwater) and one **Windharrow** (PotA pg. 192) (Agorn Fuoco)
- **Very Strong:** One **Swashbuckler** (VGtM pg. 217) (Vevette Blackwater) with 99 HP and one **Windharrow** (PotA pg. 192) (Agorn Fuoco) with 83 HP
- **Very Very Strong:** One **Master Thief** (VGtM pg. 216) (Vevette Blackwater) and one **Windharrow** (PotA pg. 192) (Agorn Fuoco) with 83 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Master Thief** (VGtM pg. 216) (Vevette Blackwater) with 90 HP and one **Windharrow** (PotA pg. 192) (Agorn Fuoco)

E10, AUDIENCE CHAMBER:

- **Feeble:** One **Martial Arts Adept** (VGtM pg. 216) (Mookie Plush) with the edits described on W:DH pg. 160 except with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Very Very Weak:** One **Martial Arts Adept** (VGtM pg. 216) (Havia Quickknife) with the edits described on W:DH pg. 160 except with 24 HP
- **Very Weak:** One **Martial Arts Adept** (VGtM pg. 216) (Mookie Plush) with the edits described on W:DH pg. 160
- **Weak:** One **Martial Arts Adept** (VGtM pg. 216) (Havia Quickknife) with the edits described on W:DH pg. 160 except with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Martial Arts Adepts** (VGtM pg. 216) (Havia Quickknife and Mookie Plush) with the edits described on W:DH pg. 160
- **Strong:** Two **Martial Arts Adepts** (VGtM pg. 216) (Havia Quickknife and Mookie Plush) with the edits described on W:DH pg. 160 except they have a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** Two **Martial Arts Adepts** (VGtM pg. 216) (Havia Quickknife and Mookie Plush) with the edits described on W:DH pg. 160 except they have 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Two **Hellenraes** (PotA pg. 198) (Havia Quickknife and Mookie Plush) with the edits described on W:DH pg. 160 except they have 66 HP
- **Ultimate:** Two **Hellenraes** (PotA pg. 198) (Havia Quickknife and Mookie Plush) with the edits described on W:DH pg. 160 except they have 96 HP and 45 ft. of movement

E12, MANSHOON'S QUARTERS:

- **Feeble:** One **Transmuter** (VGtM pg. 213) with Manshoon's special equipment
- **Very Very Weak:** One **Mage** (MM pg. 347) with Manshoon's special equipment
- **Very Weak:** One **Diviner** (VGtM pg. 213) with Manshoon's special equipment but a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Diviner** (VGtM pg. 213) with Manshoon's special equipment
- **Average:** One **Manshoon** (W:DH pg. 209)
- **Strong:** One **Manshoon** (W:DH pg. 209) with 193 HP
- **Very Strong:** One **Manshoon** (W:DH pg. 209) with 193 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Manshoon** (W:DH pg. 209) with an **Incubus** and a **Succubus** (MM pg. 285) as his servants who are awaiting his orders on the Ethereal plane
- **Ultimate:** One **Manshoon** (W:DH pg. 209) with two **Planar Bound Invisible Stalker** (MM pg. 139) servants

APPENDIX A: FACTION MISSIONS

SOCIETY CANNOT SHARE A COMMON COMMUNICATION SYSTEM SO LONG AS IT IS SPLIT INTO WARRING FACTIONS.

—BERTOLT BRECHT

2ND LEVEL MISSIONS

EMERALD ENCLAVE MISSION:

NOTE: This applies to each instance of encountering a Scarecrow, i.e. if two Scarecrows show up on a specific night, treat each instance as two Scarecrows.

- **Weak:** One **Scarecrow** (MM pg. 268) with 18 HP
- **Average:** One **Scarecrow** (MM pg. 268)
- **Strong:** One **Scarecrow** (MM pg. 268) with 54 HP
- **Very Strong:** One **Scarecrow** (MM pg. 268) with 54 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Two **Scarecrows** (MM pg. 268)
- **Ultimate:** Three **Scarecrows** (MM pg. 268) with 18 HP

LORDS' ALLIANCE MISSION:

- **NOTE:** The adventurers would have the assistance of the two **Guards** (MM pg. 347) who are equivalent to 1st level adventurers
- **Very Weak:** One **Giant Spider** (MM pg. 328)
- **Weak:** Two **Rust Monsters** (MM pg. 262)
- **Average:** One **Carrion Crawler** (MM pg. 37)
- **Strong:** Three **Swarms of Rats**

(MM pg. 339) with 36 HP

- **Very Strong:** Two **Giant Spiders** (MM pg. 328) with 13 HP
- **Very Very Strong:** Three **Swarms of Insects** (MM pg. 338)
- **Ultimate:** Seven **Swarms of Rats** (MM pg. 339)

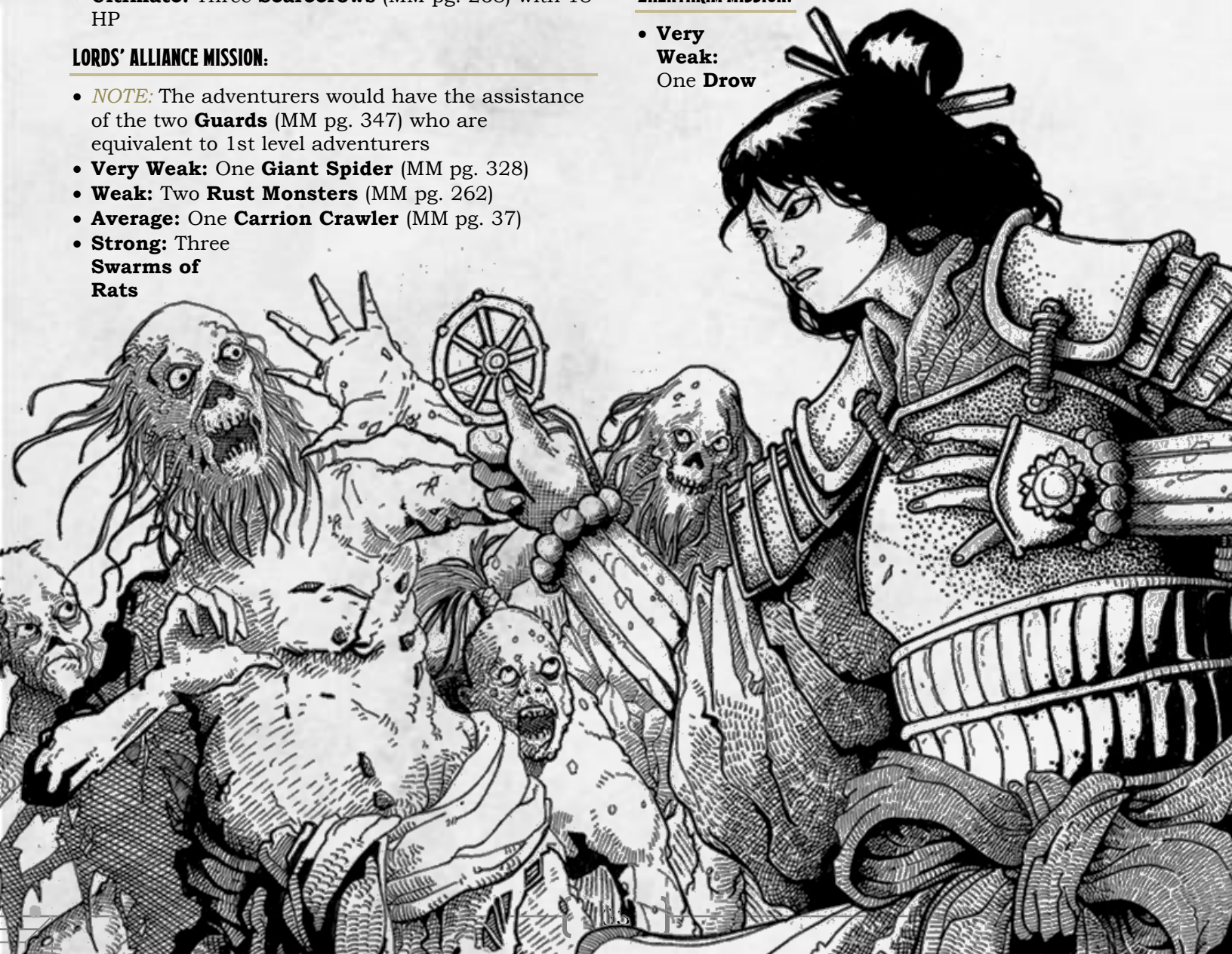
ORDER OF THE GAUNTLET MISSION:

NOTE: Not wanting to be sentenced to death for killing someone, the Thugs will aim to knock out, fine with a tenday in the jail and a couple *cure wounds* worth of damages.

- **Very Weak:** Three **Thugs** (MM pg. 350) with 16 HP and a -2 to attack rolls, ability checks, damage rolls, and saving throws
- **Weak:** Three **Thugs** (MM pg. 350)
- **Average:** Four **Thugs** (MM pg. 350)
- **Strong:** Two **Bandit Captains** (MM pg. 344)
- **Very Strong:** Two **Bandit Captains** (MM pg. 344) with 97 HP
- **Very Very Strong:** Eight **Thugs** (MM pg. 350)
- **Ultimate:** Four **Bandit Captains** (MM pg. 344)

ZHENTARIM MISSION:

- **Very Weak:** One **Drow**



- Gunslinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, having been injured by a previous murder who was stronger than Soluun expected
 - **Average:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas
 - **Strong:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas with 105 HP
 - **Very Strong:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas with 105 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
 - **Very Very Strong:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas with 105 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three **Spies** (MM pg. 349) who are the protege of Soluun Xibrindas with Drow racial traits
 - **Ultimate:** One **Master Thief** (VGtM pg. 216) named Soluun Xibrindas with the *Poisonous Pistol* attack option (+7 to hit), the *Gunslinger* feature, and Drow racial traits, and four **Spies** (MM pg. 349) who are the protege of Soluun Xibrindas with Drow racial traits.

3RD LEVEL MISSIONS

EMERALD ENCLAVE MISSION.

- **Very Very Weak:** Three **Skeletons** (MM pg. 272) with 6 HP and a -2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Weak:** Four **Skeletons** (MM pg. 272) with 7 HP
- **Weak:** Five **Skeletons** (MM pg. 272)
- **Average:** Six **Skeletons** (MM pg. 272)
- **Strong:** Seven **Skeletons** (MM pg. 272)
- **Very Strong:** Eight **Skeletons** (MM pg. 272)
- **Very Very Strong:** Six **Skeletons** (MM pg. 272), four of which are riding **Warhorse Skeletons** (MM pg. 273)
- **Ultimate:** Six **Skeletons** (MM pg. 272), four of which are riding **Warhorse Skeletons** (MM pg. 273) and are accompanied by an amalgamation of bones (use the **Minotaur Skeleton** stat block [MM pg. 273])

HARPER MISSION.

- **Very Very Weak:** One **Slaad Tadpole** (MM pg. 276) which I would describe as a fledgeling Gazer that cannot really fly other than hovering off the ground and only has premature eyestalks (and thus can only bite)
- **Very Weak:** One **Slaad Tadpole** (MM pg. 276) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, which I would describe as a fledgeling Gazer that cannot really fly

other than hovering off the ground and only has premature eyestalks (and thus can only bite)

- **Weak:** One **Gazer** (VGtM pg. 126) with 5 HP and a -2 penalty to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Gazer** (VGtM pg. 126)
- **Strong:** One **Gazer** (VGtM pg. 126) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Intellect Devourer** (MM pg. 191) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Spectator** (MM pg. 30)
- **Ultimate:** One **Mindwitness** (VGtM pg. 176) with 37 HP

LORD'S ALLIANCE MISSION.

- **Very Very Weak:** A **Bandit Captain** (MM pg. 344) named Harko
- **Very Weak:** A **Bandit Captain** (MM pg. 344) named Harko with 97 HP and a +2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Weak:** A **Bandit Captain** (MM pg. 344) named Harko with 32 HP and a -2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Kenku** (MM pg. 194)
- **Average:** A **Bandit Captain** (MM pg. 344) named Harko and two **Kenku** (MM pg. 194)
- **Strong:** A **Bandit Captain** (MM pg. 344) named Harko and four **Kenku Thugs** (MM pg. 194) with the Kenku racial features (VGtM pg. 111)
- **Very Strong:** A **Veteran** (MM pg. 350) named Harko with only Studded Leather armor (reducing his AC to 13) and two **Kenku Bandit Captains** (MM pg. 344) with the Kenku racial features (VGtM pg. 111)
- **Very Very Strong:** A **Veteran** (MM pg. 350) named Harko and two **Kenku Bandit Captains** (MM pg. 344) with the Kenku racial features (VGtM pg. 111)
- **Ultimate:** A **Gladiator** (MM pg. 346) named Harko and two **Kenku Veterans** (MM pg. 344) with the Kenku racial features (VGtM pg. 111) and 78 HP

4TH LEVEL MISSIONS

BREGAN D'AERTHE - NIGHT 1.

- **Feeble:** Six **Goblins** (MM pg. 166)
- **Very Very Weak:** Seven **Goblins** (MM pg. 166)
- **Very Weak:** Two **Hobgoblin Iron Shadows** (VGtM pg. 162)
- **Weak:** Five **Bugbears** (MM pg. 33)
- **Average:** Six **Bugbears** (MM pg. 33)
- **Strong:** One **Bugbear Chief** (MM pg. 33) with 100 HP and a +2 to attack rolls, ability checks, damage rolls, and saving throws with five **Bugbears** (MM pg. 33)

- **Very Strong:** Two **Bugbear Chieftains** (MM pg. 33) and four **Bugbears** (MM pg. 33)
- **Very Very Strong:** One **Hobgoblin Warlord** (MM pg. 187) and three **Hobgoblin Captains** (MM pg. 186)
- **Ultimate:** One **Hobgoblin Warlord** (MM pg. 187), one **Hobgoblin Devastator** (VGtM pg. 161) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three **Hobgoblin Captains**

BREGAN D'AERTHE - NIGHT 3:

- **Feeble:** One **Spectator** (MM pg. 30) with 19 HP
- **Very Very Weak:** One **Spectator** (MM pg. 30)
- **Very Weak:** One **Beholder Zombie** (MM pg. 316) with 46 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One **Beholder Zombie** (MM pg. 316) with 46 HP
- **Average:** One **Beholder Zombie** (MM pg. 316)
- **Strong:** Two **Spectators** (MM pg. 30) with 60 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Beholder Zombie** (MM pg. 316) with 46 HP and two **Gazers** (VGtM pg. 126)
- **Very Very Strong:** One **Beholder Zombie** (MM pg. 316) and two **Spectators** (MM pg. 30) with 59 HP
- **Ultimate:** One **Gauth** (VGtM pg. 125) with 99 HP and two **Spectators** (MM pg. 30)

ORDER OF THE GAUNTLET:

- **Feeble:** One **Wererat** (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two **Wererats** (MM pg. 209)
- **Very Weak:** Two **Wererats** (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Three **Wererats** (MM pg. 209) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Three **Wererats** (MM pg. 209)
- **Strong:** Four **Wererats** (MM pg. 209) with 49 HP
- **Very Strong:** Four **Wererats** (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Five **Wereboars** (MM pg. 209) who look like wererats, and are lawful evil, gaining the Halfling racial features with the exception that they have 66 (12d6+24) HP. They also use a Warhammer in two hands as opposed to a maul, dealing 8 (1d10+3) bludgeoning damage instead of 10 (2d6+3).
- **Ultimate:** Five **Werebears** (MM pg. 208) who look like wererats, and are lawful evil, gaining the Halfling racial features with the exception that

they have 117 (18d6+54) HP. They also use a Battleaxe in two hands as opposed to a greataxe, dealing 9 (1d10+4) bludgeoning damage instead of 11 (1d12+4).

LORD'S ALLIANCE:

- **Feeble:** One **Enchanter** (VGtM pg. 213) named Esloon Bezant with 20 HP
- **Very Very Weak:** One **Illusionist** (VGtM pg. 214) named Esloon Bezant and five **Thug** (MM pg. 350)
- **Very Weak:** One **Illusionist** (VGtM pg. 214) named Esloon Bezant and six **Thugs** (MM pg. 350)
- **Weak:** One **Mage** (MM pg. 347) named Esloon Bezant with 20 HP and two **Thugs** (MM pg. 350)
- **Average:** One **Mage** (MM pg. 347) named Esloon Bezant with four **Thugs** (MM pg. 350)
- **Strong:** One **Mage** (MM pg. 347) named Esloon Bezant and four **Bandit Captains** (MM pg. 344)
- **Very Strong:** One **Mage** (MM pg. 347) named Esloon Bezant and four **Veterans** (MM pg. 350)
- **Very Very Strong:** One **Diviner** (VGtM pg. 213) named Esloon Bezant and four **Gladiators** (MM pg. 346)
- **Ultimate:** One **Necromancer** (VGtM pg. 217) named Esloon Bezant and five **Gladiators** (MM pg. 346)

5TH LEVEL MISSIONS

EMERALD ENCLAVE:

- **Feeble:** One **Grell** (MM pg. 172) with 30 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One **Grell** (MM pg. 172) with 30 HP
- **Very Weak:** One **Grell** (MM pg. 172)
- **Weak:** One **Grell** (MM pg. 172) with 82 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Two **Grells** (MM pg. 172)
- **Strong:** Two **Grells** (MM pg. 172) with 82 HP
- **Very Strong:** Two **Grells** (MM pg. 172) with 82 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Three **Grells** (MM pg. 172) with 82 HP
- **Ultimate:** Four **Grells** (MM pg. 172)

ORDER OF THE GAUNTLET:

NOTE: Savra is also present and functions as roughly a level 5 character.

- **Feeble:** Two **Spined Devils** (MM pg. 78) with a -2 to Ability Checks, Attacks Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two **Spined Devils** (MM pg. 78)
- **Very Weak:** Two **Spined Devils** (MM pg. 78) with 33 HP
- **Weak:** Three **Spined Devils** (MM pg. 78)
- **Average:** Five **Spined Devils** (MM pg. 78)

- **Strong:** Six **Spined Devils** (MM pg. 78)
- **Very Strong:** Six **Spined Devils** (MM pg. 78) with 33 HP
- **Very Very Strong:** Six **Spined Devils** (MM pg. 78) with 33 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** Seven **Spined Devils** (MM pg. 78)

ZHENTARIM:

- **Feeble:** One **Thayan Apprentice** (Skeemo Weirdbottle) (TftYP pg. 245)
- **Very Very Weak:** One **Illusionist** (Skeemo Weirdbottle) (VGtM pg. 214) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One **Illusionist** (Skeemo Weirdbottle) (VGtM pg. 214)
- **Weak:** One **Skeemo Weirdbottle** (W:DH pg. 200) with 36 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Average:** One **Skeemo Weirdbottle** (W:DH pg. 200)
- **Strong:** One **Skeemo Weirdbottle** (W:DH pg. 200) with 98 HP
- **Very Strong:** One **Skeemo Weirdbottle** (W:DH pg. 200) with 98 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Diviner** (Skeemo Weirdbottle) (VGtM pg. 213) with 100 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One **Evoker** (Skeemo Weirdbottle) (VGtM pg. 214) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs



APPENDIX B: IMPROVED FACTION REINFORCEMENTS

I GOT A JOB FOR YOU GUYS. ONE LAST SCORE. THE BIG ONE.

—JAKE, *ADVENTURE TIME*

Due to the fact that the assistance offered by the various factions varies widely in terms of power level, this Appendix attempts to make things a bit more even, depending on what missions the heroes have completed by this point. In order to determine the degree of assistance gained by members of a given faction, take the renown possessed by the character with the highest renown score and look at the appropriate number in each section.

If the character has the Safe Haven feature of the Faction Agent background, then that character gains the assistance of their own faction only (it is worth noting that theoretically such a character should have higher renown). If they have another background feature, the character instead chooses whatever faction's assistance that they want.

Something interesting that you could offer the players would be the ability to play any reinforcements that they bring. This can help prevent the players from feeling too overshadowed by the NPCs.

BREGAN D'AERTHE

(Assuming Jarlaxle is not the main antagonist)

- **0 Renown:** Jarlaxle will send one lieutenant (Soluun), but he only helps if the characters offer up the gold and the *dragonstaff* to Jarlaxle.
- **1 Renown:** Jarlaxle will send two of his lieutenants (Fel'rekt & Krebbyg), but they only help if the characters offer up the gold and the *dragonstaff* to Jarlaxle.
- **2 Renown:** Jarlaxle will send his lieutenants, but they only help if the characters offer up the gold and the *dragonstaff* to Jarlaxle.
- **3 Renown:** Jarlaxle will arrive, but only helps if the characters offer him the gold and the *dragonstaff*, otherwise he simply hangs back.
- **4 Renown:** Jarlaxle arrives with his lieutenants (as described in the book), but only helps if the characters offer him the gold and the *dragonstaff*, otherwise he simply hangs back.
- **5 Renown:** Jarlaxle arrives with his lieutenants (as described in the book), but only helps if the characters offer him the gold and the *dragonstaff*, otherwise he'll let one of his lieutenants (Soluun) fight while he hangs back.
- **6+ Renown:** Jarlaxle arrives with his lieutenants (as described in the book), but only helps if the characters offer him the gold and the *dragonstaff*,

otherwise he'll let his lieutenants fight while he hangs back.

HARPERS

- **0 Renown:** Threestrings arrives, Renaer also arrives if he is not present.
- **1 Renown:** One swashbuckler arrives, Renaer also arrives if he is not present. Bonnie arrives instead of the swashbuckler if she and her doppelganger party have not been run out of town.
- **2 Renown:** A swashbuckler and Threestrings arrive, Renaer also arrives if he is not present. Bonnie arrives instead of the swashbuckler if she and her doppelganger party have not been run out of town.
- **3 Renown:** Mirt arrives, Renaer also arrives if he is not present.
- **4 Renown:** Mirt arrives with a swashbuckler and Threestrings, Renaer also arrives if he is not present. Bonnie arrives instead of the swashbuckler if she and her doppelganger party have not been run out of town.
- **5 Renown:** Mirt arrives with two swashbucklers and Threestrings, Renaer also arrives if he is not present (the characters should not be penalized for thinking ahead). Bonnie arrives instead of the swashbuckler if she and her doppelganger party have not been run out of town.
- **6+ Renown:** Mirt arrives with a swashbuckler, Threestrings, and Durnan in a reunion party, Renaer also arrives if he is not present. Bonnie arrives instead of the swashbuckler if she and her doppelganger party have not been run out of town.

EMERALD ENCLAVE

- **0 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *cure wounds* every round.
- **1 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *cure wounds* with a 2nd level spell slot every round.
- **2 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *mass healing word* every round.
- **3 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *mass healing word* with a 4th level spell slot every round.
- **4 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *mass cure wounds* every round.
- **5 Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *mass cure wounds* with a 6th level spell slot every round.
- **6+ Renown:** Jeryth arrives and acts as an Archdruid who can be neither harmed nor seen, casting *mass cure wounds* with a 7th level spell slot every round.



FORCE GRAY

- **0 Renown:** Meloan emerges and fights alongside the characters as described in the book. However, unless The Xanathar is the main antagonist, Meloan has just returned from a mission and is injured so that he only has 35 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws.
- **1 Renown:** Meloan emerges and fights alongside the characters as described in the book. However, unless The Xanathar is the main antagonist, Meloan has just returned from a mission and is injured so that he only has 71 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws.
- **2 Renown:** Meloan emerges and fights alongside the characters as described in the book.
- **3 Renown:** Meloan emerges and fights alongside the characters as described in the book, with the exception that *Azuredge* realizes the severity of the situation and for one of Meloan's attacks every round, grants its abilities (if the Xanathar is the primary antagonist, once per round *Azuredge* will actually attack The Xanathar's allies, trying to use all of its abilities).

- **4 Renown:** If the adventurers uncovered something wrong with Meloan, he is healed by Vajra and he fights alongside the characters with all of the powers of *Azuredge*, otherwise this functions as described under 3 Renown.

- **5 Renown:** Meloan has been saved by Vajra, and he fights alongside the characters with all of the powers of *Azuredge*. In addition, he has drunk from a *potion of fire giant strength* increasing his Strength to 25 and a *potion of heroism* granting him 10 temporary hit points, and the effects of the *bless* spell.

- **6+ Renown:** Vajra teleports in, however, she appears having used all of her 8th-9th level spell slots defending the city. In addition, if Manshoon is the villain, Vajra realizes what's going on and begins using the Blackstaff to try and *dispel* the magic of the *simulacrum*.

LORD'S ALLIANCE

- **0 Renown:** Jalester Silvermane is present.
- **1 Renown:** Jalester Silvermane is present, along with a retinue of two Veterans from the city watch. If the Cassalanter are the villains, both of the Veterans are on their payroll and join the enemy team.
- **2 Renown:** Jalester Silvermane is present, along with a retinue of three Veterans from the city watch. If the Cassalanter are the villains, two of the Veterans are on their payroll and join the enemy team.
- **3 Renown:** Jalester Silvermane is present, along with a retinue of four Veterans from the city watch. If the Cassalanter are the villains, three of the Veterans are on their payroll and join the enemy team.
- **4 Renown:** Jalester Silvermane is present, along with a retinue of five Veterans from the city watch. If the Cassalanter are the villains, four of the Veterans are on their payroll and join the enemy team.
- **5 Renown:** Jalester Silvermane is present, along with a retinue of six Veterans from the city watch. If the Cassalanter are the villains, four of the Veterans are on their payroll and join the enemy team.
- **6+ Renown:** Lareal Silverhand is present, however she appears having used all of her 7th-9th spell slots defending the city. Lareal instantly shuts down Jarlaxle if he is the main antagonist, and if he happens to be present forces him to help out. If Xanathar is the main antagonist, Lareal sends him a message to call off the heist, which he complies with, fearing her retribution. The Manshoon *simulacrum* will enter having to concentrate on alter self so that he does not give up his identity to the Open Lord.

ORDER OF THE GAUNTLET

- **0 Renown:** Savra Belabranta arrives, but she has been injured having just completed a mission, so she only has 26 HP and a -2 to all Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws
- **1 Renown:** Savra Belabranta arrives
- **2 Renown:** Savra Belabranta arrives, but she drinks a *potion of speed* as her first action (which Manshoon's *simulacrum* [if present] is more than happy to *dispel*)
- **3 Renown:** Savra Belabranta arrives, but she has drunk a *potion of hill giant strength* and a *potion of heroism* before this fight. In addition, she drinks a *potion of speed* as her first action (which Manshoon's *simulacrum* [if present] is more than happy to *dispel*)
- **4 Renown:** Hlam arrives, but he has been dealing with other threats, and he woke up on the wrong side of the bed this morning. Therefore he only has no Legendary Actions, he cannot use Quivering Palm, and he has already used Wholeness of Body.
- **5 Renown:** Hlam arrives
- **6+ Renown:** Hlam and Savra Belabranta arrive, Savra has been magically enhanced as described in 3.

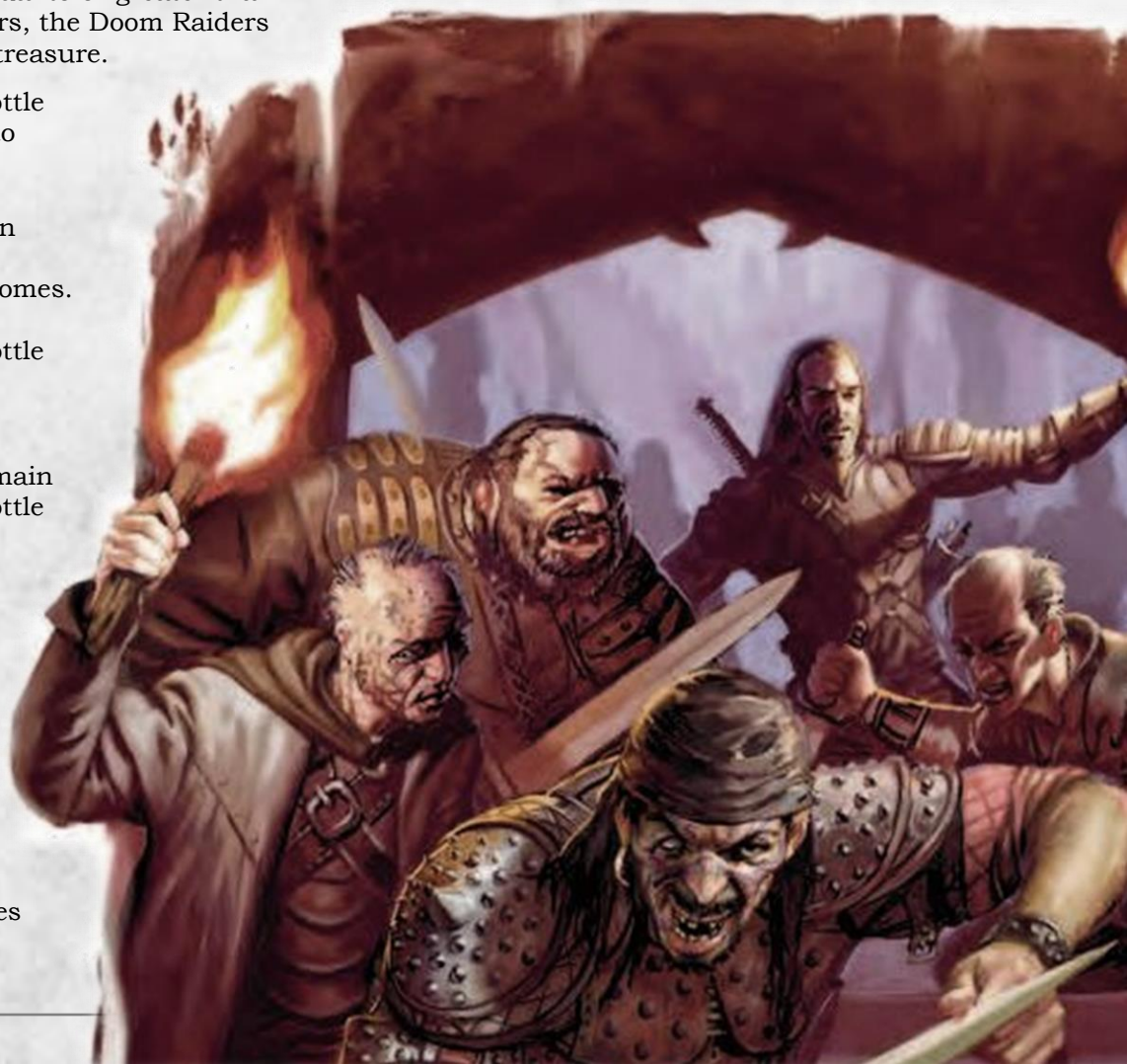
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NOTE: By the end of the battle, if the number of remaining Doom Raiders is equal to or greater than the remaining player characters, the Doom Raiders demand that they receive the treasure.

- **0 Renown:** Skeemo Weirdbottle arrives, however he defects to Manshoon if he is the main antagonist.
- **1 Renown:** If she hasn't been slain, Istrid Horn arrives, otherwise Ziraj the Hunter comes. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defect to Manshoon.
- **2 Renown:** Tashlyn Yafeera arrives. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defect to Manshoon.
- **3 Renown:** If she hasn't been slain, Istrid Horn arrives, otherwise Ziraj the Hunter comes. Skeemo Weirdbottle also arrives (if he hasn't been slain) and if Manshoon is the main antagonist, he defects to Manshoon.
- **4 Renown:** If she hasn't been slain, Istrid Horn arrives with Ziraj the Hunter. If she

has been slain treat this as 4.

- **5 Renown:** If she hasn't been slain, Istrid Horn arrives with Tashlyn Yafeera. If Istrid has been slain, Ziraj the Hunter arrives instead. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defects to Manshoon.
- **6 Renown:** If she hasn't been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up. Skeemo Weirdbottle also arrives (if he hasn't been slain) and if Manshoon is the main antagonist, he defects to Manshoon.
- **7 Renown:** If she hasn't been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up, Skeemo Weirdbottle also arrives (if he hasn't been slain). If Manshoon is the main antagonist, he defects to Manshoon. They have all drunk *potions of heroism*.
- **8+ Renown:** If she hasn't been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up. Skeemo Weirdbottle also arrives (if he hasn't been slain) and if Manshoon is the main antagonist, he defects to Manshoon. They have all drunk *potions of heroism*, and spend their first actions drinking *potions of speed*.



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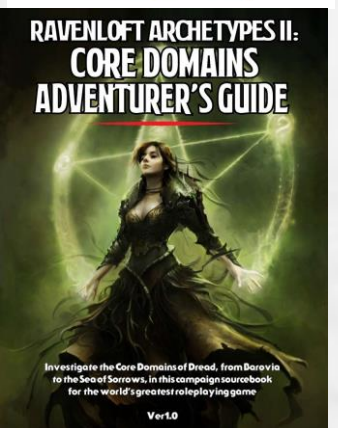
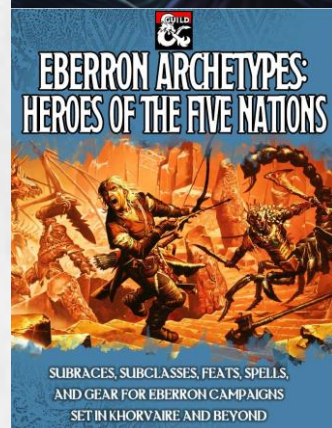
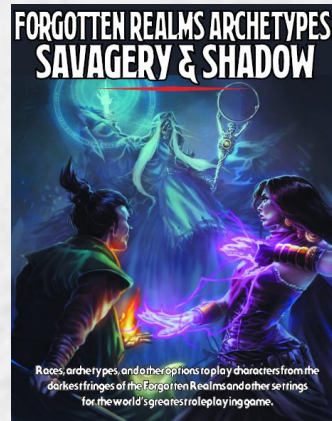
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