

Out of the Box

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Encounters by Tier & Environment

Tier 1 and Suggested Level

1-3	Shell Game
2	Aces High
2	Backstabber
2	One Crow, Two Crow, Three Crow, Scarecrow
2	Passenger
2	Rube's Cube
2	Walk in the Woods
3-4	Dance Macabre
3+	Feeling Buggy
3	Fountain of Fortunes
3	Golden Test
3	Gone But Not Forgotten
3	Mirror, Mirror
3	Wooden Dragon
4	Argument
4	Auntie Knows Best
4	Balance
4	Dogs of War
4	Island in the Storm
4	Standing Warning
4	Watch Dog

Tier 2 and Suggested Level

5	Beast of Bellard
5	Chickening Out
5	Counting Sheep
6+	Albatross
6	Eyes Have It
6	Gang of One
6	Heart of Darkness
6	Keeper's Teavern
6	Madame Versiliplex's Magical Wonders
7	Enemy at the Gate
7	Girl with the Dragon SNAFU
7	Menagerie
8	All That Glitters
8	Procession
9	Deep Breaths

Tier 3 and Suggested Level

11	Crones and Their Cravings
12	Fire for Effect
15	Devil's Hospitality

Any

All That Remains
Coin Flip
Council of Three
Dinner Party
Fibble's Fantastic Familiars
Mirrors of the Soul
Pay to Play
Shadow of Your Former Self



Encounter levels are calculated using the Fifth Edition Challenge Rating system, based on the creatures and situations designed for each one. Out of the Box encounters are designed to support any pillar of play, and the suggested level applies mainly to encounters with high potential to result in combat. A party of 20th level adventurers may experience the same challenge as a newly formed party leaving the tavern for the first time in some cases.

Where applicable you'll find information about scaling encounters for parties of different levels. Out of the Box encounters are designed to be used at any time in your games to provide engaging scenarios to engage players and their characters.



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