Balancing Encounters: Descent into Avernus

Perfectly balance challenges for your player’s enjoyment using this guide to Baldur’s Gate: Descent into Avernus, an adventure for characters of levels 1st-13th for the world’s greatest roleplaying game.
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AUTHOR’S NOTE
This material was written with the goal of creating balanced encounters in your Baldur’s Gate: Descent into Avernus 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 Baldur’s Gate: Descent into Avernus 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 standalone 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 Baldur’s Gate: Descent into Avernus, 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.
Using this Book

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.

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 one to two player characters would likely use the Feeble Party Strength unless their characters were of much higher level than the one intended for that encounter.

Intended Levels for Baldur’s Gate: Descent into Avernus

As Baldur’s Gate: Descent into Avernus 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. Throughout the first chapter, the characters should achieve 2nd level by the after the encounter with Dead-Eye, 3rd level after the Dungeon of the Dead Three, 4th level once they delve into the Vanthampur dungeon, and 5th level when they arrive in Elturel.

In the second chapter, the characters should make it to 6th level once they make it into the graveyard, and 7th level after they’ve made it down from the chains.

In the third chapter, the characters should achieve 8th level once they begin a path, and 11th level by the end of the path. In the fourth chapter, the characters should level up to 12th level after they make it into the interior of the citadel, and then 13th level once they obtain the Sword of Zariel.
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 following table below should give a rough sense of what your Party Strength will be as you move between chapters.

<table>
<thead>
<tr>
<th>Number of Player Characters</th>
<th>APL One Below*</th>
<th>APL Average</th>
<th>APL One Above*</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 characters</td>
<td>Very Very Weak</td>
<td>Very Weak</td>
<td>Weak</td>
</tr>
<tr>
<td>4 characters</td>
<td>Very Weak</td>
<td>Weak</td>
<td>Average</td>
</tr>
<tr>
<td>5 characters</td>
<td>Weak</td>
<td>Average</td>
<td>Strong</td>
</tr>
<tr>
<td>6 characters</td>
<td>Average</td>
<td>Strong</td>
<td>Very Strong</td>
</tr>
<tr>
<td>7 characters</td>
<td>Strong</td>
<td>Very Strong</td>
<td>Very Strong</td>
</tr>
</tbody>
</table>

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).
**Chapter 1 Encounter Edits**

*Saving Time.* If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is (as it’s not worth the time to scale it).

**PART 1: THE BASILISK GATE/ELFSONG TAVERN**

*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 (note that APL means Average Player Level):

- **Feeble** is one APL 1 player character
- **Very Very Weak** is two APL 1 player characters
- **Very Weak** is three APL 1 player characters
- **Weak** is four APL 1 player characters
- **Average** (the intended level) is five APL 1 player characters
- **Strong** is six APL 1 player characters
- **Very Strong** is seven APL 1 player characters
- **Very Very Strong**, is seven APL 2 player characters
- **Ultimate** is seven APL 3 player characters

*Further Guidance.* If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**ELFSONG TAVERN**

**E13. ALAN’S BEDROOM:**

*Encounter Note.* I’m not including edits to this because firstly, I think that it is somewhat unlikely to occur given that the PCs should mostly be just looking around for Tarina, and also because I think it’s fair at any level.

**WITH FRIENDS LIKE THESE:**

*Encounter Note.* Tarina, given that she is attacked, assists and functions roughly as a level 1 character. She is already included in the scaling, however (so average is 5 1st levels + Tarina). Also, two of the bandits are guarding the exits, so I won’t be including them either. Finally, this is a very challenging encounter. If this is your players’ (not characters) first fight, I’d strongly recommend bumping it down a couple of notches.

- **Feeble:** One Bandit (Lekard “Dead-Eye” Cadavrus) (MM pg. 343) with 16 HP and three Bandits (MM pg. 343)
- **Very Very Weak:** One Thug (Lekard “Dead-Eye” Cadavrus) (MM pg. 350) with 16 HP, and five Bandits (MM pg. 343)
- **Very Weak:** One Spy (Lekard “Dead-Eye” Cadavrus) and three Bandits (MM pg. 343)
- **Weak:** One Spy (Lekard “Dead-Eye” Cadavrus) (MM pg. 349) with 33 HP and five Bandits (MM pg. 343)
- **Average:** One Bandit Captain (Lekard “Dead-Eye” Cadavrus) (MM pg. 344) and five Bandits (MM pg. 343)
- **Strong:** One Bandit Captain (Lekard “Dead-Eye” Cadavrus) (MM pg. 344) and six Bandits (MM pg. 343)
- **Very Strong:** One Bandit Captain (Lekard “Dead-Eye” Cadavrus) (MM pg. 344) with 97 HP and five Bandits (MM pg. 343)
- **Very Very Strong:** One Bandit Captain (Lekard “Dead-Eye” Cadavrus) (MM pg. 344) and six Thugs (MM pg. 350)
Ultimate: One Swashbuckler (Lekard “Dead-Eye” Cadavrus) (VGT pg. 217) with 99 HP and four Bandit Captains (MM pg. 344)

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**PART 2: DUNGEON OF THE DEAD THREE**

**Intended Level: 2nd**

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 APL 1 player characters
- **Very Very Weak** is three APL 1 player characters
  - **Very Weak** is four APL 1 player characters
  - **Weak** is five APL 1 player characters
  - **Average** (the intended level) is five APL 2 player characters
  - **Strong** is six APL 2 player characters
  - **Very Strong** is seven APL 2 player characters
  - **Very Very Strong**, is seven APL 3 player characters
  - **Ultimate** is seven APL 4 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

I’d also recommend increasing the scale of the area to around 10 ft. or so if you’re running with 6-7 players (definitely with 7).

**DUNGEON OF THE DEAD THREE**

**D2. BATHS - MIDNIGHT TO DAWN:**

- **Feeble:** One Night Blade (BG:DiA pg. 233)
- **Very Very Weak:** One Night Blade (BG:DiA pg. 233) with 16 HP
Very Weak: Two Night Blades (BG:DiA pg. 233) with 5 HP
Weak: Two Night Blades (BG:DiA pg. 233)
Average: Three Night Blades (BG:DiA pg. 233)
Strong: Five Night Blades (BG:DiA pg. 233)
Very Strong: Five Night Blades (BG:DiA pg. 233) with 16 HP
Very Very Strong: Seven Night Blades (BG:DiA pg. 233) with 5 HP
Ultimate: Three Necromites of Myrkul (BG:DiA pg. 233) and four Night Blades (BG:DiA pg. 233)

D10. NECROMITE’S ROOM:

Feeble: One Necromite of Myrkul (BG:DiA pg. 234) with 6 HP
Very Very Weak: One Necromite of Myrkul (BG:DiA pg. 234) with 19 HP
Very Weak: Two Necromites of Myrkul (BG:DiA pg. 234) with 6 HP
Weak: Two Necromites of Myrkul (BG:DiA pg. 234)
Average: Three Necromites of Myrkul (BG:DiA pg. 234)
Strong: Four Necromites of Myrkul (BG:DiA pg. 234) with 19 HP
Very Strong: Three Skull Lashers of Myrkul (BG:DiA pg. 234)
Very Very Strong: Four Skull Lashers of Myrkul (BG:DiA pg. 234)
Ultimate: One Master of Souls (BG:DiA pg. 234) and two Skull Lashers of Myrkul (BG:DiA pg. 234) with 16 HP

D12. BANE’S ALTAR:

Feeble: One Fist of Bane (Yignath) (BG:DiA pg. 232)
Very Very Weak: Two Fists of Bane (Yignath and Kazzira) (BG:DiA pg. 232) with 11 HP

Very Weak: Two Fists of Bane (Yignath and Kazzira) (BG:DiA pg. 232)
Weak: Two Fists of Bane (Yignath and Kazzira) (BG:DiA pg. 232) with 33 HP
Average: One Iron Consul (Yignath) (BG:DiA pg. 232) and one Fist of Bane (Kazzira) (BG:DiA pg. 232)
Strong: One Iron Consul (Yignath) (BG:DiA pg. 232) and two Fists of Bane (Kazzira and Mazura) (BG:DiA pg. 232)
Very Strong: One Iron Consul (Yignath) (BG:DiA pg. 232) with 64 HP and two Fists of Bane (Kazzira and Mazura) (BG:DiA pg. 232) with 33 HP
Very Very Strong: One Iron Consul (Yignath) (BG:DiA pg. 232) and two Iron Consuls (Kazzira and Mazura) (BG:DiA pg. 232) with 24 HP
Ultimate: One Iron Consul (Yignath) (BG:DiA pg. 232) with 64 HP and three Iron Consuls (Kazzira, Lanlina, and Mazura) (BG:DiA pg. 232)

D13. MORGUE:

Encounter Note. This is an incredibly deadly encounter for 2nd-level-characters (assuming an average party). First off, I would have the first 3rd-level-spell-slot be spent from beginning to cast Animate Dead and second, I would highly recommend emphasizing that there's someone distracted even before they enter the room, that way they might take the hint to turn the lights off and try and sneak.

Another possibility is that Flennis doesn’t want to harm her creations, and thus doesn’t cast AoE spells (FIREBALL) that could injure her skeletal rodents (not even if they’re not in the area because of the instability of the foundation)

Feeble: One Skull Lasher of Myrkul (Flennis) (BG:DiA pg. 234) who is out of 3rd-level-spell-slots
✧ **Very Very Weak:** One Skull Lasher of Myrkul (Flennis) (BG:DiA pg. 234) with 48 HP and one Swarm of Undead Insects (MM pg. 338, but undead, not beasts) with 33 HP

✧ **Very Weak:** One Skull Lasher of Myrkul (Flennis) (BG:DiA pg. 234) and three Swarms of Undead Rats (MM pg. 339, but undead, not beasts)

✧ **Weak:** One Skull Lasher of Myrkul (Flennis) (BG:DiA pg. 234) with 48 HP and one Swarm of Undead Insects (MM pg. 338, but undead, not beasts), one Swarm of Undead Rats (MM pg. 339, but undead, not beasts), and one Swarm of Undead Ravens (MM pg. 339, but undead, not beasts)

✧ **Average:** One Master of Souls (Flennis) (BG:DiA pg. 234) and one Swarm of Undead Rats (MM pg. 339, but undead, not beasts)

✧ **Strong:** One Master of Souls (Flennis) (BG:DiA pg. 234) with 66 HP and two Swarms of Undead Rats (MM pg. 339, but undead, not beasts)

✧ **Very Strong:** One Master of Souls (Flennis) (BG:DiA pg. 234) with 66 HP, and three Swarms of Undead Insects (MM pg. 339, but undead, not beasts, and they appear to be rats)

✧ **Very Very Strong:** One Mage (Flennis) (MM pg. 347) and two Swarms of Undead Snakes (MM pg. 338, but undead, not beasts)

✧ **Ultimate:** One Mage (Flennis) (MM pg. 347) with 60 HP and three Swarms of Undead Snakes (MM pg. 338, but undead, not beasts)

D21. ZOMBIE CRYPT:

✧ **Feeble:** One Zombie (MM pg. 316) with 33 HP

✧ **Very Very Weak:** Two Zombies (MM pg. 316) with 33 HP

✧ **Very Weak:** Three Zombies (MM pg. 316) with 33 HP

✧ **Weak:** Three Zombies (MM pg. 316)

✧ **Average:** Six Zombies (MM pg. 316)

✧ **Strong:** Three Ghouls (MM pg. 148) with 11 HP

✧ **Very Strong:** Three Ghouls (MM pg. 148)

✧ **Very Very Strong:** Four Ghouls (MM pg. 148)

✧ **Ultimate:** Six Ghouls (MM pg. 148) with 33 HP

D25. BANE’S REST:

✧ **Feeble:** One Fist of Bane (BG:DiA pg. 232)

✧ **Very Very Weak:** Two Fists of Bane (BG:DiA pg. 232) with 11 HP

✧ **Very Weak:** Two Fists of Bane (BG:DiA pg. 232)

✧ **Weak:** Two Fists of Bane (BG:DiA pg. 232) with 33 HP

✧ **Average:** Four Fists of Bane (BG:DiA pg. 232)

✧ **Strong:** Six Fists of Bane (BG:DiA pg. 232)

✧ **Very Strong:** Six Fists of Bane (BG:DiA pg. 232) with 33 HP

✧ **Very Very Strong:** Three Iron Consuls (BG:DiA pg. 232) with 24 HP

✧ **Ultimate:** Four Iron Consuls (BG:DiA pg. 232)

D26. BHAAL’S REST:

**Encounter Note.** No matter what stat-block the Reaper uses, they always have Disguise Self 1/day

✧ **Feeble:** One Night Blade (BG:DiA pg. 233) with 16 HP

✧ **Very Very Weak:** One Fist of Bane (BG:DiA pg. 232) with 33 HP
Von Weak: One Skull Lasher of Myrkul (BG:DiA pg. 234)
Weak: One Skull Lasher of Myrkul (BG:DiA pg. 234) with 48 HP
Average: One Reaper of Bhaal (BG:DiA pg. 233)
Strong: One Reaper of Bhaal (BG:DiA pg. 233) with 40 HP
Very Strong: One Master of Souls (BG:DiA pg. 234)
Very Very Strong: One Death’s Head of Bhaal (BG:DiA pg. 233)
Ultimate: One Death’s Head of Bhaal (BG:DiA pg. 233) with 104 HP

D28. Old Cellar:
Feeble: One Skeleton (MM pg. 272)
Very Very Weak: Two Skeletons (MM pg. 272) with 6 HP
Very Weak: Two Skeletons (MM pg. 272)
Weak: Two Skeletons (MM pg. 272) with 19 HP
Average: Four Skeletons (MM pg. 272)
Strong: Six Skeletons (MM pg. 272)
Very Strong: One Warhorse Skeleton (MM pg. 273) and five Skeletons (MM pg. 272) with 19 HP
Very Very Strong: Three Ghouls (MM pg. 148)
Ultimate: Four Ghouls (MM pg. 148)

D29. Mortlock Vanthumper:
Encounter Note. Mortlock Vanthumper should most likely join up with the party. If he does he functions roughly as a 5th-level character. He will not be automatically included in the encounter calculation because he is not automatically assumed to join the party. If he does, this may change what encounter strength your group is.

D33. Covenant of the Dead Three:
Encounter Note. This encounter is really challenging (debatably on the level of Flennis), and honestly, you might want to note that the party doesn’t have to at this point kill the last leader of the cult. Vaaz is rather broken for a party of 2nd-level-characters. I really hope your character has the skeletons.

Feeble: One Skull Lasher of Myrkul (Vaaz) (BG:DiA pg. 234) with 48 HP - You may want to change how you describe the fight between him and Mortlock.
Very Very Weak: One Reaper of Bhaal (Vaaz) (BG:DiA pg. 233) with 40 HP
Very Weak: One Master of Souls (Vaaz) (BG:DiA pg. 234) - You may want to change how you describe the fight between him and Mortlock. You also will not want to cast Fireball (do something else)
Weak: One Master of Souls (Vaaz) (BG:DiA pg. 234) - You may want to change how you describe the fight between him and Mortlock. You also will not want to cast Fireball (upscale some other spell or something).
Average: One Death’s Head of Bhaal (Vaaz) (BG:DiA pg. 233)
Strong: One Death’s Head of Bhaal (Vaaz) (BG:DiA pg. 233) with 48 HP and two Night Blades (BG:DiA pg. 233)
Very Strong: One Death’s Head of Bhaal (Vaaz) (BG:DiA pg. 233) with 48 HP and four Night Blades (BG:DiA pg. 233)
Very Very Strong: One Death’s Head of Bhaal (Vaaz) (BG:DiA pg. 233) with three Reapers of Bhaal (BG:DiA pg. 233) with 40 HP
Ultimate: One Black Gauntlet of Bane (Vaaz) (BG:DiA pg. 232) with four Iron Consuls (BG:DiA pg. 232)
**SURPRISE! DRAGON CULTISTS:**

- **Feeble:** One Acolyte (Ultiss) (MM pg. 342) and two Cultists (MM pg. 345) with 4 HP
- **Very Very Weak:** One Acolyte (Ultiss) (MM pg. 342) and four Cultists (MM pg. 345) with 13 HP
- **Very Weak:** One Spy (Ultiss) (MM pg. 349) and two Cultists (MM pg. 345)
- **Weak:** One Spy (Ultiss) (MM pg. 349) and three Cultists (MM pg. 345)
- **Average:** One Cult Fanatic (Ultiss) (MM pg. 345) and four Cultists (MM pg. 345)
- **Strong:** One Cult Fanatic (Ultiss) (MM pg. 345) and four Thugs (MM pg. 350) with scimitars instead of maces
- **Very Strong:** One Cult Fanatic (Ultiss) (MM pg. 345) with 49 HP and five Thugs (MM pg. 350) with scimitars instead of maces
- **Very Very Strong:** Two Cult Fanatics (Ultiss and Nolis) (MM pg. 345) with 49 HP and four Spies (MM pg. 349) with 40 HP
- **Ultimate:** One Warlock of the Archfey (Ultiss) (VGtM pg. 219) and three Bandit Captains (MM pg. 344)
PART 3: LOW LANTERN & VANTHUMPER VILLA

Intended Level: 3rd

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 APL 1 player characters
- **Very Very Weak** is four APL 1 player characters
- **Very Weak** is five APL 1 player characters
- **Weak** is five APL 2 player characters
- **Average** (the intended level) is five APL 3 player characters
- **Strong** is six APL 3 player characters
- **Very Strong** is seven APL 3 player characters
- **Very Very Strong** is seven APL 4 player characters
- **Ultimate** is seven APL 5 player characters

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

LOW LANTERN

L1. MAIN DECK:

**Encounter Note.** A reminder that these imps don't fight just yet.

- **Feeble:** One Imp (MM pg. 76) with 6 HP
- **Very Very Weak:** One Imp (MM pg. 76)
- **Very Weak:** One Imp (MM pg. 76) with 15 HP
- **Weak:** Two Imps (MM pg. 76) with 6 HP
- **Average:** Two Imps (MM pg. 76)
- **Strong:** Three Imps (MM pg. 76) with 6 HP
- **Very Strong:** Three Imps (MM pg. 76)
- **Very Very Strong:** Four Imps (MM pg. 76) with 15 HP
- **Ultimate:** Two Spined Devils (MM pg. 78) with 33 HP perched at a nearby building who might be called by the four Imps (MM pg. 76)

L6. TAVERN LOUNGE:

**Encounter Note.** I'm including Amrik, but it should be noted that he tries to flee at any and every opportunity.

- **Feeble:** Amrik Vanthampur flees immediately, he doesn't fight. Meanwhile, the bodyguards consist of one Imp (Kasharra) (MM pg. 76) with 6 HP and one Thug (Vhaltus) (MM pg. 350) with 16 HP
- **Very Very Weak:** Amrik Vanthampur flees immediately, he doesn't fight. Meanwhile, the bodyguards consist of one Imp (Kasharra) (MM pg. 76) and one Spy (Vhaltus) (MM pg. 350) with 13 HP
- **Very Weak:** Amrik Vanthampur flees immediately, he doesn't even fight. Meanwhile, the bodyguards consist of one Imp (Kasharra) (MM pg. 76) and one Spy (Vhaltus) (MM pg. 350)
- **Weak:** One Bandit Captain (Amrik Vanthampur) (MM pg. 344) with 32 HP and the Smoke Bomb feature, one Imp (Kasharra) (MM pg. 76), and one Thug (Vhaltus) (MM pg. 350)
- **Average:** One Amrik Vanthampur (BG:DiA pg. 30), one Spined Devil (Kasharra) (MM pg. 78), and one Thug (Vhaltus) (MM pg. 350)
- **Strong:** One Amrik Vanthampur (BG:DiA pg. 30) with 99 HP, one Bandit Captain (Vhaltus) (MM pg. 344) with 97 HP, and one Spined Devil (Kasharra) (MM pg. 78) with 33 HP
Very Strong: One Amrik Vanthampur (BG:DiA pg. 30) with 99 HP, one Bearded Devil (Kasharra) (MM pg. 70) with 78 HP who appears to simply be a normal human but with a crazy amount of facial hair, and one Veteran (Vhaltus) (MM pg. 350) with 87 HP

Very Very Strong: One Master Thief (Amrik Vanthampur) (VGtM pg. 216) with the Smoke Bomb action, one Bearded Devil (Kasharra) (MM pg. 70) who appears to simply be a normal human but with a crazy amount of facial hair, and one Bandit Captain (Vhaltus) (MM pg. 344)

Ultimate: One Master Thief (Amrik Vanthampur) (VGtM pg. 216) with 126 HP and the Smoke Bomb action, one Barbed Devil (Kasharra) (MM pg. 70) with 156 HP who appears to simply be a normal human but with a lot of body hair (arms, legs, etc...), and one Gladiator (Vhaltus) (MM pg. 346) with 165 HP

Reya Mantlemorn:

Encounter Note. Reya, if she joins the group, functions roughly as a 5th-level-character. Again, she, like Mortlock is not automatically included, so when you scale you’ll have to include her in the calculations.

Vanthampur Villa

VI. Yard:

Encounter Note. I’m presuming that if the guards hear combat, being outside it’ll reach them and they can all join in.

Feeble: Three stationed Guards (MM pg. 347) with 5 HP

Very Very Weak: Three stationed Guards (MM pg. 347)

Very Weak: Three stationed Guards (MM pg. 347) and one roaming Guard (MM pg. 347) all of whom have 5 HP

Weak: Three squads of two Guards (MM pg. 347) and one roaming Guard (MM pg. 347) all of whom have 5 HP

Average: Three squads of three Guards (MM pg. 347)

Strong: Three squads of three Guards (MM pg. 347) and two roaming Guards (MM pg. 347)

Very Strong: Three squads of four Guards (MM pg. 347)

Very Very Strong: Three squads of two Thugs (MM pg. 350) and one roaming Thug (MM pg. 350) all of whom have 16 HP

Ultimate: Three squads of three Thugs (MM pg. 350) and two roaming Thugs (MM pg. 350)

V3. Foyer:

Feeble: One Imp (MM pg. 76)

Very Very Weak: One Imp (MM pg. 76) with 15 HP

Very Weak: Two Imps (MM pg. 76) with 6 HP

Weak: Three Imps (MM pg. 76) with 6 HP

Average: Four Imps (MM pg. 76)

Strong: Six Imps (MM pg. 76)

Very Strong: Six Imps (MM pg. 76) with 15 HP

Very Very Strong: Nine Imps (MM pg. 76)

Ultimate: Six Bearded Devils (MM pg. 79) with 78 HP who appear to simply be household guards (two standing by each door) with a lot of facial hair

V9. Dining Room:

Feeble: One Imp (MM pg. 76)

Very Very Weak: One Imp (MM pg. 76) with 15 HP

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) with 15 HP
Very Very Strong: Seven Imps (MM pg. 76)
Ultimate: Five Bearded Devils (MM pg. 70) who appear to simply be household guards (two standing by each door and one watching the windows [which you may want to take into account if the heroes are sneaking outside]) with a lot of facial hair

V13. Thurstwell’s Bedroom:

Encounter Note. This encounter is only slightly taxing, but only really to incredibly weak parties. Therefore I’m only providing guidance if your party is Feeble. Any other strength should be able to handle Thurstwell and his minion.

Feeble: One Imp (MM pg. 76) and one Thurstwell Vanthampur (BG:DiA pg. 34) who just cowers, and does not cast Sacred Flame.

Very Very Weak - Ultimate: One Imp (MM pg. 76) and one Thurstwell Vanthampur (BG:DiA pg. 34)

V18. Duke’s Study:

Feeble: One Animated Armor (MM pg. 19) with 16 HP

Very Very Weak: One Animated Armor (MM pg. 19)

Very Weak: One Animated Armor (MM pg. 19) with 49 HP

Weak: One Helmed Horror (MM pg. 183) with 32 HP

Average: One Helmed Horror (MM pg. 183)

Strong: One Shield Guardian (MM pg. 271) that is unbound and

Ultimate: Five Bearded Devils (MM pg. 70) who appear to simply be household guards (two standing by each door and one watching the windows [which you may want to take into account if the heroes are sneaking outside]) with a lot of facial hair

V19. Tower Peak:

Encounter Note. The imps technically aren’t going to fight too much, but nevertheless, they still should be present.

Feeble: One Imp (MM pg. 76) who dies in 1 hit.

Very Very Weak: One Imp (MM pg. 76) with 6 HP

Very Weak: One Imp (MM pg. 76)

Weak: Two Imps (MM pg. 76) with 6 HP

Average: Two Imps (MM pg. 76)

Strong: Three Imps (MM pg. 76) with 6 HP

Very Strong: Three Imps (MM pg. 76)

Very Very Strong: Four Imps (MM pg. 76) with 15 HP

Ultimate: Two Spined Devils (MM pg. 78) waiting on the top of the tower to attack if the four Imps (MM pg. 76) ever call out.
**Part 4: Under the Villa/Candlekeep**

*Intended Level: 4th*

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 APL 2 player characters
- **Very Very Weak** is four APL 2 player characters
- **Very Weak** is five APL 2 player characters
- **Weak** is five APL 3 player characters
- **Average** (the intended level) is five APL 4 player characters
- **Strong** is six APL 4 player characters
- **Very Strong** is seven APL 4 player characters
- **Very Very Strong** is seven APL 5 player characters
- **Ultimate** is seven APL 6 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

Also feel free to use some of the Cult of Zariel blessings on Mordenkainen’s Tome of Foes pg. 21

**Under the Villa**

**V20. Cellar:**

- **Feeble:** One Spined Devil (MM pg. 78) with 33 HP
- **Very Very Weak:** Two Spined Devils (MM pg. 78) with 11 HP
- **Very Weak:** Two Spined Devils (MM pg. 78)
- **Weak:** Three Spined Devils (MM pg. 78) with 11 HP
- **Average:** Three Spined Devils (MM pg. 78)
- **Strong:** Five Spined Devils (MM pg. 78) in two crates
- **Very Strong:** Five Spined Devils (MM pg. 78) with 33 HP in two crates
- **Very Very Strong:** Nine Spined Devils (MM pg. 78) in three crates
- **Ultimate:** Ten Spined Devils (MM pg. 78) with 33 HP in four crates

**V26. Temple of Zariel:**

- **Feeble:** One Spined Devil (Odious) and two Cultists (MM pg. 345)
- **Very Very Weak:** One Spined Devil (Odious) (MM p. 78) with 33 HP and four Cultists (MM pg. 345)
- **Very Weak:** One Bearded Devil (Odious) (MM pg. 70) and four Cultists (MM p. 345)
- **Weak:** One Bearded Devil (Odious) (MM pg. 70) and two Cult Fanatics (MM pg. 345)
- **Average:** One Barbed Devil (Odious) (MM pg. 70) with four Cultists (MM pg. 345)
- **Strong:** One Barbed Devil (Odious) (MM pg. 70), one Cult Fanatic (MM pg. 345), and five Cultists (MM pg. 345)
- **Very Strong:** One Barbed Devil (Odious) (MM pg. 70) and four Cult Fanatics (MM pg. 345)
- **Very Very Strong:** One Chain Devil (Odious) (MM pg. 72) with 120 HP, three Cult Fanatics (MM pg. 345), and five Cultists (MM pg. 345)
- **Ultimate:** One Chain Devil (Odious) (MM pg. 72), four Cult Fanatics (MM pg. 345), and six Cultists (MM pg. 345)

**V28. Secret Shrine:**

*Encounter Note.* Something important to note about this is that this is not written as a boss fight, or if it is, whoever wrote it did so poorly. Thalamra stands very little chance of being effective on her own (with an AC of 10, even 78 HP won’t last you that long, and her
damage output is sorta shut down once she’s forced into melee). This should be something that you’re cognizant of, since as written, the fight is essentially of easy difficulty (a minor expenditures of resources). If you want for it to be more climactic, I recommend Thalamra joins in the fight in V26 (Temple of Zariel). Also, if you’re an especially cruel (or clever) DM, you may have noticed that I have given Telekinesis to Thalamra at the Strong - Very Strong level and there’s also a rather heavy alter present. Should you decide to do this I recommend somewhere around 4d10 damage or so, half as much on a Successful DC 15 Dexterity saving throw (based on the spell save DC of a Warlock of the Great Old One).

♦ **Feeble**: One Cult Fanatic (Duke Thalamra Valthampur) (MM pg. 345) with 16 HP who has already used up her 2nd-level spell slots
♦ **Very Very Weak**: One Cult Fanatic (Duke Thalamra Valthampur) (MM pg. 345) with 16 HP
♦ **Very Weak**: One Cult Fanatic (Duke Thalamra Valthampur) (MM pg. 345)
♦ **Weak**: One Duke Thalamra Valthampur (BG:DiA pg. 38) with 39 HP
♦ **Average**: One Duke Thalamra Valthampur (BG:DiA pg. 38)
♦ **Strong**: One Warlock of the Great Old One (Duke Thalamra Valthampur) (VGTm pg. 220)
♦ **Very Strong**: One Warlock of the Great Old One (Duke Thalamra Valthampur) (VGTm pg. 220) with 136 HP
♦ **Very Very Strong**: One Warlock of the Fiend (Duke Thalamra Valthampur) (VGTm pg. 219) with 117 HP
♦ **Ultimate**: One Warlock of the Fiend (Duke Thalamra Valthampur) (VGTm pg. 219) who instantly summons a Bearded Devil (MM pg. 70) to her aid

**V29. Prison:**

*Encounter Note.* If Thoss is not in a form that normally would use a belt, feel free to reskin it as something else (e.g. a sash, in a claw, etc...). If Falaster Fisk joins the party he functions roughly as a 3rd-level-character. He’s not automatically included in the encounter edits because the players might not find him until the end of the dungeon.

♦ **Feeble**: One Imp (Thoss) (MM pg. 76)
♦ **Very Very Weak**: One Imp (Thoss) (MM pg. 76) with 15 HP
♦ **Very Weak**: One Spined Devil (Thoss) (MM pg. 78) with 11 HP
♦ **Weak**: One Bearded Devil (Thoss) (MM pg. 70) with 26 HP
♦ **Average**: One Bearded Devil (Thoss) (MM pg. 70)
♦ **Strong**: One Barbed Devil (Thoss) (MM pg. 70)
♦ **Very Strong**: Two Bearded Devils (Thoss and Faran) (MM pg. 70) with 26 HP
Very Very Strong: Two Bearded Devils (Thoss and Farna) (MM pg. 70) with 78 HP
Ultimate: One Barbed Devil (Thoss) (MM pg. 70) with 65 HP and one Bearded Devil (Farna) (MM pg. 70)

V32. Connecting Tunnel:
Feeble: One Cult Fanatic (MM pg. 345) with 16 HP
Very Very Weak: One Cult Fanatic (MM pg. 345)
Very Weak: One Cult Fanatic (MM pg. 345) with 49 HP
Weak: One Cult Fanatic (MM pg. 345) with 16 HP and two Cultists (MM pg. 345)
Average: Two Cult Fanatics (MM pg. 345)
Strong: Three Cult Fanatics (MM pg. 345) with 16 HP
Very Strong: Three Cult Fanatics (MM pg. 345)
Very Very Strong: Three Illusionists (VGtM pg. 214) with 57 HP
Ultimate: Three Warlocks of the Archfey (VGtM pg. 219) with 24 HP

V33. Cultists’ Quarters:
Feeble: Three Cultists (MM pg. 345)
Very Very Weak: Four Cultists (MM pg. 345)
Very Weak: Five Cultists (MM pg. 345)
Weak: Seven Cultists (MM pg. 345) with 5 HP
Average: Ten Cultists (MM pg. 345)
Strong: Twelve Cultists (MM pg. 345)
Very Strong: Fourteen Cultists (MM pg. 345)
Very Very Strong: One Cult Fanatic (MM pg. 345) and ten Cultists (MM pg. 345)
Ultimate: Two Cult Fanatics (MM pg. 345) and six Cultists (MM pg. 345)

Journey to Candlekeep
Knights of the Shield:
Feeble: One Cambion (Kaddrus) (MM pg. 36)
Very Very Weak: One Incubus (Kaddrus) (MM pg. 285) and one Bandit Captain (Falar) (MM pg. 344)
Very Weak: One Incubus (Kaddrus) (MM pg. 285) and two Spies (Falar and Zaroud al’Ryshal) (MM pg. 349)
Weak: One Cambion (Kaddrus) (MM pg. 36) and two Veterans (Falar and Zaroud al’Ryshal)
Average: One Cambion (Kaddrus) (MM pg. 36) and three Veterans (Falar, Zaroud al’Ryshal, and Nulra Blacksaddle) (MM pg. 350)
Strong: One Cambion (Kaddrus) (MM pg. 36) with 121 HP, one Illusionist (Zandan) (VGtM pg. 214), and four Veterans (Falar, Zaroud al’Ryshal, Rakta, and Nulra Blacksaddle) (MM pg. 350) with 87 HP
Very Strong: Two Cambions (Kaddrus and Quintus) (MM pg. 36) disguised as a farmer couple with 121 HP and four Veterans (Zandan, Falar, Zaroud al’Ryshal, and Nulra Blacksaddle) (MM pg. 350) with 87 HP
Very Very Strong: Two Cambions (Kaddrus and Quintus) (MM pg. 36) disguised as a farmer couple with 44 HP and five Gladiators (Zandan, Falar, Zaroud al’Ryshal, Rakta, and Nulra Blacksaddle) (MM pg. 350)
Ultimate: One Mage (Zandan) (MM pg. 347) using Alter Self (instead of Suggestion) to appear to be a lanky farmhand with 60 HP, two Cambions (Kaddrus and Quintus) (MM pg. 36) disguised as a farmer couple, and five Gladiators (Falar, Zaroud al’Ryshal, Rakta, Nulra Blacksaddle, and Amin Farsan) (MM pg. 350)
**Chapter 2 Encounter Edits**

**Saving Time.** If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is (as it’s not worth the time to scale it).

**Part 1: Arrival in Elturel**

**Intended Level: 5th**

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level character):

- **Feeble** is three APL 3 player characters
- **Very Very Weak** is four APL 3 player characters
- **Very Weak** is five APL 3 player characters
- **Weak** is five APL 4 player characters
- **Average** (the intended level) is five APL 5 player characters
- **Strong** is five APL 6 player characters
- **Very Strong** is five APL 7 player characters
- **Very Very Strong**, is six APL 7 player characters
- **Ultimate** is seven APL 7 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**Unwelcome Party:**

**Encounter Note.** If you wish to include her, Harina functions as roughly a 0th-level-character

- **Feeble**: One **Bearded Devil** (Blass) (MM pg. 70)
- **Very Very Weak**: Two **Spined Devils** (Blass and Nodd) (MM pg. 70)
- **Very Weak**: Two **Bearded Devils** (Blass and Nodd) with 26 HP (MM pg. 70)
- **Weak**: Two **Bearded Devils** (Blass and Nodd) (MM pg. 70)
- **Average**: Three **Bearded Devils** (Blass, Nodd, and Thunn) (MM pg. 70)
- **Strong**: Four **Bearded Devils** (Blass, Nodd, Thunn, and Rane) with 26 HP (MM pg. 70)
- **Very Strong**: Four **Bearded Devils** (Blass, Nodd, Thunn, and Rane) with 78 HP (MM pg. 70)
- **Very Very Strong**: Three **Barbed Devils** (Blass, Nodd, and Thunn) with 65 HP (MM pg. 70)
- **Ultimate**: Three **Barbed Devils** (Blass, Nodd, and Thunn) (MM pg. 70)

**More Encounters in Elturel**

**Collapsed Building:**

**Encounter Note.** Strovin and Kartra are not able to effectively fight in combat, Velkora functions as roughly a 1st-level-character though.

**Cry for Help:**

**Encounter Note.** Orin/Faltrax obviously could be more useful, but, wanting to be duplicitous, he doesn’t fight as effectively.

- **Feeble**: One **Rutterkin** (MToF pg. 136)
- **Very Very Weak**: One **Bulezau** (MToF pg. 131) with 28 HP
- **Very Weak**: One **Bulezau** (MToF pg. 131)
- **Weak**: One **Bulezau** (MToF pg. 131) with 77 HP
- **Average:** Two Bulezaus (MToF pg. 131)
- **Strong:** Two Bulezaus (MToF pg. 131) with 77 HP
- **Very Strong:** Two Babaus (VGtM pg. 136) with 44 HP
- **Very Very Strong:** Three Bulezaus (MToF pg. 131) with 77 HP
- **Ultimate:** Four Bulezaus (MToF pg. 131)

**Ghastly Meal:**

*Encounter Note.* Shorah does not function as a combatant (for obvious reasons).

- **Feeble:** Two Ghouls (MM pg. 148)
- **Very Very Weak:** Two Ghouls (MM pg. 148) with 33 HP
- **Very Weak:** Two Ghouls (MM pg. 148) with 11 HP
- **Weak:** Three Ghouls (MM pg. 148) with 11 HP
- **Average:** Seven Ghouls (MM pg. 148)
- **Strong:** Eight Ghouls (MM pg. 148)
- **Very Very Strong:** Eleven Ghouls (MM pg. 148) with 33 HP
- **Ultimate:** Thirteen Ghouls (MM pg. 148) with 33 HP

**Ghoul Pack:**

*Encounter Note.* Presuming that the Ghoul leader is wearing the +1 Studded, that should increase their AC to 15, not 13 (+1 Studded = 13 + 2 DEX)

- **Feeble:** Two Ghouls (MM pg. 148)
- **Very Very Weak:** One Ghast (MM pg. 148) with the +1 Studded Leather (AC 16) with 18 HP and one Ghoul (MM pg. 148)
- **Very Weak:** Three Ghouls (MM pg. 148) with 11 HP
- **Weak:** Four Ghouls (MM pg. 148) with 33 HP
- **Average:** Seven Ghouls (MM pg. 148)
- **Strong:** Eight Ghouls (MM pg. 148)
- **Very Very Strong:** Seven Ghouls (MM pg. 148)
- **Ultimate:** Eight Ghouls (MM pg. 148)

**Narzugon Cavalier:**

*Encounter Note.* I am not going to decrease the difficulty of this encounter because it is intended to be incredibly challenging. I will increase it though.

- **Feeble - Average:** One Narzugon (MToF pg. 167) and one Nightmare (MM pg. 235)
- **Strong:** One Narzugon (MToF pg. 167) with 165 HP and one Nightmare (MM pg. 235) with 102 HP
- **Very Strong:** One Narzugon (MToF pg. 167) riding one and leading two other Nightmares (MM pg. 235)
- **Very Very Strong:** Two Narzugon (MToF pg. 167) with 60 HP riding two and leading two other Nightmares (MM pg. 235)
- **Ultimate:** Two Narzugon (MToF pg. 167) riding two and leading two other Nightmares (MM pg. 235)

**VROCK PHILOSOPHY:**

- **Feeble:** One weakened Vrock (Spined Devil [MM pg. 78])
- **Very Very Weak:** One Bulezau (MToF pg. 131) with 28 HP which has leaped up atop a building instead of flying
- **Very Weak:** One Bulezau (MToF pg. 131) which has leaped up atop a building instead of flying
- **Weak:** One Shadow Demon (MM pg. 64)
- **Average:** One Vrock (MM pg. 64)
- **Strong:** One Vrock (MM pg. 64) with 154 HP
- **Very Strong:** One Glabrezu (MM pg. 58) with 90 HP who has cast Fly
- **Very Very Strong:** One Glabrezu (MM pg. 58) who has cast Fly
- **Ultimate:** One Glabrezu (MM pg. 58) with 225 HP who has cast Fly

**ZOMBIE HORDE:**

- **Feeble:** Four Zombies (MM pg. 316) with 12 HP
- **Very Very Weak:** Five Zombies (MM pg. 316) with 12 HP
- **Very Weak:** Six Zombies (MM pg. 316) with 12 HP
- **Weak:** Eight Zombies (MM pg. 316) with 12 HP
- **Average:** Twelve Zombies (MM pg. 316)
- **Strong:** Twelve Zombies (MM pg. 316)
- **Very Strong:** Fourteen Zombies (MM pg. 316) with 33 HP
- **Very Very Strong:** Eight Ghouls (MM pg. 148)
- **Ultimate:** Nine Ghouls (MM pg. 148)
TORM’S BRIDGES

INFERNAL FORCE:
✧ Feeble: Two Spined Devils (MM pg. 78)
✧ Very Very Weak: Two Bearded Devils (MM pg. 70) with 24 HP
✧ Very Weak: Three Spined Devils (MM pg. 78) with 11 HP
✧ Weak: One Bearded Devil (MM pg. 70) and two Spined Devils (MM pg. 78) with 11 HP
✧ Average: Two Bearded Devils (MM pg. 70) and four Spined Devils (MM pg. 78)
✧ Strong: One Barbed Devil (MM pg. 70) with 156 HP and three Bearded Devils (MM pg. 70)
✧ Very Strong: One Barbed Devil (MM pg. 70) and four Bearded Devils (MM pg. 70)
✧ Very Very Strong: One Chain Devil (MM pg. 72) and two Barbed Devils (MM pg. 70) with 156 HP
✧ Ultimate: One Chain Devil (MM pg. 72) and three Barbed Devils (MM pg. 70)

PART 2: HIGH HALL

Intended Level: 5th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level-character):
✧ Feeble is three APL 3 player character
✧ Very Very Weak is four APL 3 player characters
✧ Very Weak is five APL 3 player characters
✧ Weak is five APL 4 player characters
✧ Average (the intended level) is five APL 5 player characters
✧ Strong is five APL 6 player characters
✧ Very Strong is five APL 7 player characters
✧ Very Very Strong, is six APL 7 player characters
✧ Ultimate is seven APL 7 player characters

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

APPROACHING THE HIGH HALL:
✧ Feeble: Two Vargouilles (VGTM pg. 195) with 9 HP flying around on watch. This would normally decrease the Dexterity (Stealth) DC down to their Passive Wisdom (Perception) 8, but we’ll say that due to their height, it stays the same.
✧ Strong: Two Hell Hounds (MM pg. 182) with 67 HP
✧ Very Weak: Three Vargouilles (VGTM pg. 195) with 9 HP flying around on watch. This would normally decrease the Dexterity (Stealth) DC down to their Passive Wisdom (Perception) 8, but we’ll say that due to their height, it stays the same.
✧ Very Very Weak: One Hell Hound (MM pg. 182) and four Vargouilles (VGTM pg. 195)
✧ Very Very Strong: Three Hell Hounds (MM pg. 182) with 67 HP
✧ Ultimate: Four Hell Hounds (MM pg. 182)

CATHEDRAL ASSAULT

GROUP 1 - ABISHAI AND CULTISTS:

Encounter Note. Don’t forget that there are Cultist of Zariel traits on pg. 21
- **Feeble**: One *White Abishai* (Vicuusa) (MToF pg. 163) who is exhausted from the assault and suffers from four layers of exhaustion
- **Very Very Weak**: One *White Abishai* (Vicuusa) (MToF pg. 163) with 34 HP
- **Very Weak**: One *White Abishai* (Vicuusa) (MToF pg. 163)
- **Weak**: One *White Abishai* (Vicuusa) (MToF pg. 163) with 98 HP
- **Average**: One *White Abishai* (Vicuusa) (MToF pg. 163) and six *Cultists* (MM pg. 345)
- **Strong**: One *White Abishai* (Vicuusa) (MToF pg. 163), two *Cult Fanatics* (MM pg. 345) with 16 HP, and four *Cultists* (MM pg. 345)
- **Very Strong**: One *White Abishai* (Vicuusa) (MToF pg. 163), three *Cult Fanatics* (MM pg. 345), and six *Cultists* (MM pg. 345)
- **Very Very Strong**: One *White Abishai* (Vicuusa) (MToF pg. 163) with 96 HP, two *Berserkers* (MM pg. 344), two *Cult Fanatics* (MM pg. 345), and eight *Cultists* (MM pg. 345)
- **Ultimate**: One *White Abishai* (Vicuusa) (MToF pg. 163), two *Veterans* (MM pg. 344), three *Cult Fanatics* (MM pg. 345), and eight *Cultists* (MM pg. 345)

**GROUP 2 - CRAB ATTACK:**
- **Feeble**: One *Spined Devil* (Dreb) (MM pg. 78) with 11 HP and three *Giant Crabs* (MM pg. 324)
- **Very Very Weak**: One *Spined Devil* (Dreb) (MM pg. 78) with 33 HP and four *Giant Crabs* (MM pg. 324)
- **Very Weak**: One *Bearded Devil* (Dreb) (MM pg. 70) with 26 HP and five *Giant Crabs* (MM pg. 324)
- **Weak**: One *Bearded Devil* (Dreb) (MM pg. 70) with 78 HP and nine *Giant Crabs* (MM pg. 324)
- **Average**: One *Barbed Devil* (Dreb) (MM pg. 70) and eight *Giant Crabs* (MM pg. 324)
- **Strong**: One *Barbed Devil* (Dreb) (MM pg. 70) and ten *Giant Crabs* (MM pg. 324)
- **Very Strong**: One *Barbed Devil* (Dreb) (MM pg. 70), two *Imps* (MM pg. 76), and eight *Giant Crabs* (MM pg. 324)
- **Very Very Strong**: One *Barbed Devil* (Dreb) (MM pg. 70), three *Bearded Devils* (MM pg. 70), and eight *Giant Crabs* (MM pg. 324)
- **Ultimate**: One *Barbed Devil* (Dreb) (MM pg. 70), three *Bearded Devils* (MM pg. 70), and eight *Giant Crabs* (MM pg. 324)

**GROUP 3 - DEVILISH BRIGANDS:**

*Encounter Note.* The edits on MToF pg. 21 probably should not be used here because although the captains are following a devil, that devil is not an archdevil and cannot grant abilities.

- **Feeble**: One *Imp* (MM pg. 76) and five *Bandits* (MM pg. 343)
- **Very Very Weak**: One *Imp* (MM pg. 76) and two *Thugs* (MM pg. 350) with 48 HP
- **Very Weak**: One *Imp* (MM pg. 76) and three *Thugs* (MM pg. 350) with 48 HP
- **Weak**: One *Spined Devil* (MM pg. 78) and two *Spies* (Brigands) (MM pg. 349)
- **Average**: One *Spined Devil* (MM pg. 78) and three *Bandit Captains* (Brigands) (MM pg. 344)
- **Strong**: One *Spined Devil* (MM pg. 78) and four *Bandit Captains* (Brigands) (MM pg. 344)
- **Very Strong**: One *Bearded Devil* (MM pg. 70) and four *Bandit Captains* (Brigands) (MM pg. 344) with 97 HP
PART 3: GRAND CEMETERY

Intended Level: 6th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level character):

- ** Feeble** is three APL 4 player characters
- **Very Very Weak** is three APL 5 player characters
- **Very Weak** is three APL 6 player characters
- **Weak** is four APL 6 player characters
- **Average** (the intended level) is five APL 6 player characters
- **Strong** is five APL 7 player characters
- **Very Strong** is five APL 8 player characters
- **Very Very Strong**, is six APL 8 player characters
- **Ultimate** is seven APL 8 player characters

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

EXPLORE THE CEMETERY

APPROACHING THE CHAPEL:

- **Feeble**: One Minotaur Skeleton (MM pg. 273)
- **Very Very Weak**: Two Minotaur Skeletons (MM pg. 273)
Very Weak: Two Minotaur Skeletons (MM pg. 273) with 100 HP
Weak: Three Minotaur Skeletons (MM pg. 273) with 33 HP
Average: Three Minotaur Skeletons (MM pg. 273)
Strong: Three Minotaur Skeletons (MM pg. 273) with 100 HP
Very Strong: Four Minotaur Skeletons (MM pg. 273) with 100 HP
Very Very Strong: Six Minotaur Skeletons (MM pg. 273) with 100 HP
Ultimate: Seven Minotaur Skeletons (MM pg. 273) with 33 HP

**G1. WALK OF BRAVERY:**

*Encounter Note.* In terms of the fleeing enemy, it is always a Specter, that way it can utilize the incorporeal movement ability. Also some pillars may house multiple spirits.

Feeble: One Specter (MM pg. 279) and two Shadows (MM pg. 269) with 8 HP
Very Very Weak: Two Specters (MM pg. 279) with 33 HP and three Shadows (MM pg. 269)
Weak: Three Specters (MM pg. 279) and four Shadows (MM pg. 269) with 8 HP
Average: Four Specters (MM pg. 279) and four Shadows (MM pg. 269)
Strong: Five Specters (MM pg. 279) and five Shadows (MM pg. 269)
Very Strong: Four Specters (MM pg. 279) and seven Shadows (MM pg. 269)
Very Very Strong: Two Sword Wraith Warriors (MToF pg. 241), four Specters (MM pg. 279) with 33 HP, and four Shadows (MM pg. 269) with 24 HP

**G2. CHAPEL OF LIGHT:**

Feeble: Two Minotaur Skeletons (MM pg. 273) with 33 HP
Very Very Weak: Two Minotaur Skeletons (MM pg. 273) with 100 HP
Very Weak: Three Minotaur Skeletons (MM pg. 273) with 33 HP
Weak: Three Minotaur Skeletons (MM pg. 273)
Average: Four Minotaur Skeletons (MM pg. 273)
Strong: Five Minotaur Skeletons (MM pg. 273)
Very Strong: Six Minotaur Skeletons (MM pg. 273)
Very Very Strong: Seven Minotaur Skeletons (MM pg. 273)
Ultimate: Eight Minotaur Skeletons (MM pg. 273)

**G4. VESTMENT CHAMBER - W/ GIDEON:**

*Encounter Note.* I'm only going to scale the actual possible encounter against the Mezzoloths + Gideon. The scorpion and the dretches are not really that challenging by comparison (especially with the assistance provided by the yugoloths and Gideon). I'd also highly recommend emphasizing how they might be able to speak with Gideon, as otherwise this encounter is pretty challenging. If a Mezzoloth is sent to accompany the party, it functions roughly as a 7th-level-character

Feeble: One Gideon Lightward (BG:DiA pg. 65)
Very Very Weak: One Gideon Lightward (BG:DiA pg. 65) with 80 HP and one Mezzoloth (MM pg. 313)
Very Weak: One Gideon Lightward (BG:DiA pg. 65) with 172 HP and one Mezzoloth (MM pg. 313)
Weak: One Gideon Lightward (BG:DiA pg. 65) with 80 HP and two Mezzoloths (MM pg. 313) with 40 HP
Average: One Gideon Lightward (BG:DiA pg. 65) and two Mezzoloths (MM pg. 313)
Strong: One Gideon Lightward (BG:DiA pg. 65) and three Mezzoloths (MM pg. 313) with 40 HP
Very Strong: One Gideon Lightward (BG:DiA pg. 65) with 172 HP and four Mezzoloths (MM pg. 313) with 40 HP
Very Very Strong: One Gideon Lightward (BG:DiA pg. 65) with 172 HP and four Dhergoloths (MToF pg. 248)
Ultimate: One Gideon Lightward (BG:DiA pg. 65) with 172 HP and four Dhergoloths (MToF pg. 248) with 168 HP

G4. VESTMENT CHAMBER - W/OUT GIDEON:

Encounter Note. If a Mezzoloth is sent to accompany the party, it functions roughly as a 7th-level character
Feeble: One Mezzoloth (MM pg. 313) with 40 HP
Very Very Weak: One Dhergoloth (MToF pg. 248)
Very Weak: One Canoloth (MToF pg. 247) with 64 HP
Weak: Two Mezzoloths (MM pg. 313) with 40 HP
Average: Two Mezzoloths (MM pg. 313)
Strong: Two Mezzoloths (MM pg. 313) with 110 HP
Very Strong: Two Dhergoloths (MToF pg. 248)
Very Very Strong: One Dhergoloth (MToF pg. 248) and two Mezzoloths (MM pg. 313)
Ultimate: One Dhergoloth (MToF pg. 248) with 70 HP and three Mezzoloths (MM pg. 313)

G5. GIDEON’S QUARTERS:

Feeble: One Mummy (Gideon Lightward) (MM pg. 228) with 29 HP
Very Very Weak: One Mummy (Gideon Lightward) (MM pg. 228) with 81 HP
Very Weak: One Vampire Spawn (Gideon Lightward) (MM pg. 298) with 44 HP whose “Bite” is draining the life-force with his touch
Weak: One Gideon Lightward (BG:DiA pg. 65) with 80 HP
Average: One Gideon Lightward (BG:DiA pg. 65)
Strong: One Gideon Lightward (BG:DiA pg. 65) with 172 HP
Very Strong: One Gideon Lightward (BG:DiA pg. 65) who, if engaged in combat, calls a Shadow (MM pg. 269) to his assistance
Very Very Strong: One Gideon Lightward (BG:DiA pg. 65) who, if engaged in combat, calls two Specters (MM pg. 279) with 33 HP to his assistance

Ultimate: One Gideon Lightward (BG:DiA pg. 65) who, if engaged in combat, calls four Specters (MM pg. 279) with 33 HP to his assistance.

G12. VAULT OF ASCENDANCE:

Feeble: One Minotaur (MM pg. 223) with 114 HP

Very Very Weak: Two Minotaurs (MM pg. 223)

Very Weak: Two Minotaurs (MM pg. 223) with 114 HP

Weak: Three Minotaurs (MM pg. 223) with 38 HP

Average: Three Minotaurs (MM pg. 223)

Strong: Four Minotaurs (MM pg. 223)

Very Strong: Four Minotaurs (MM pg. 223) with 114 HP

Very Very Strong: Six Minotaurs (MM pg. 223) with 38 HP

Ultimate: Seven Minotaurs (MM pg. 223) with 38 HP

PART 4: ESCAPING THE SIEGE

Intended Level: 6th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level-character):

Feeble is three APL 3 player character

Very Very Weak is four APL 3 player characters

Very Weak is five APL 3 player characters

Weak is five APL 4 player characters

Average (the intended level) is five APL 5 player characters

Strong is five APL 6 player characters

Very Strong is five APL 7 player characters

Very Very Strong, is six APL 7 player characters

Ultimate is seven APL 7 player characters

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

BATTLE OF ELTUREL:

Feeble: Four Spined Devils (MM pg. 78)

Very Very Weak: Seven Spined Devils (MM pg. 78)

Very Weak: Eight Spined Devils (MM pg. 78) with 33 HP

Weak: Ten Spined Devils (MM pg. 78) with 33 HP

Average: Twelve Spined Devils (MM pg. 78)

Strong: Fourteen Spined Devils (MM pg. 78)

Very Strong: Fifteen Spined Devils (MM pg. 78) with 11 HP

Very Very Strong: One Bone Devil (MM pg. 71) with 210 HP leading thirteen Spined Devils (MM pg. 78) with 33 HP

Ultimate: One Bone Devil (MM pg. 71) with 210 HP leading fourteen Spined Devils (MM pg. 78)
Chapter 3 Encounter Edits

**Saving Time.** If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is (as it’s not worth the time to scale it).

**Part 1: Fort Knucklebone**

**Intended Level: 7th**

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 5 player characters
- **Very Very Weak** is three APL 6 player characters
- **Very Weak** is three APL 7 player characters
- **Weak** is four APL 7 player characters
- **Average** (the intended level) is five APL 7 player characters
- **Strong** is five APL 8 player characters
- **Very Strong** is five APL 9 player characters
- **Very Very Strong** is six APL 9 player characters
- **Ultimate** is seven APL 9 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**Helping Barnabus:**

- **Feeble:** Two Redcaps (VGtM pg. 188) with 30 HP
- **Very Very Weak:** Two Redcaps (VGtM pg. 188) with 60 HP
- **Very Weak:** One Redcap (VGtM pg. 188) and 1d2 more Redcaps (VGtM pg. 188)
- **Weak:** One Redcap (VGtM pg. 188) and 1d3 more Redcaps (VGtM pg. 188)
- **Average:** One Redcap (VGtM pg. 188) and 1d4 more Redcaps (VGtM pg. 188)
- **Strong:** One Redcap (VGtM pg. 188) with 2d3-1 more Redcaps (VGtM pg. 188)
- **Very Strong:** One Redcap (VGtM pg. 188) with 2d3 more Redcaps (VGtM pg. 188)
- **Very Very Strong:** One Redcap (VGtM pg. 188) with 1d10 more Redcaps (VGtM pg. 188) all with 60 HP
- **Ultimate:** One Redcap (VGtM pg. 188) and 2d4+1 more Redcaps (VGtM pg. 188)

**Dream 2: Betrayal!**

- **Feeble:** Three Spined Devils (MM pg. 78) with 11 HP
- **Very Very Weak:** Three Spined Devils (MM pg. 78)
- **Very Weak:** Four Spined Devils (MM pg. 78) with 11 HP
- **Weak:** Five Spined Devils (MM pg. 78)
- **Average:** Six Spined Devils (MM pg. 78)
- **Strong:**
- **Very Strong:**
- **Ultimate:**

**Raggadragga Attacks!**

**Encounter Note.** The Demon Grinder has a capacity of eight creatures

- **Feeble:** One Wereboar (Raggadragga) (MM pg. 209) with 120 HP and four Jackalweres (Jibbs, Oozywog, Finnik, and Yeegha) (MM pg. 193) with 27 HP
Very Very Weak: One Wereboar (Raggadragga) (MM pg. 209), two Wolerats (Jibbs and Oozywog) (MM pg. 209) with 16 HP, and two Jackalweres (Finnik and Yeeqha) (MM pg. 193)

Very Weak: One Wereboar (Raggadragga) (MM pg. 209) and four Wererats (Jibbs, Oozywog, Finnik, and Yeeqha) (MM pg. 209) with 16 HP

Weak: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs and Oozywog) (MM pg. 209), and two Wererats (Finnik and Yeeqha) (MM pg. 209)

Average: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs and Oozywog) (MM pg. 209), and two Wererats (Finnik and Yeeqha) (MM pg. 209)

Strong: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs and Oozywog) (MM pg. 209), two Wereboars (Jibbs and Oozywog) (MM pg. 209), and one Werewolf (MM pg. 211) who is simply part of the crew, and can take the place of any creature who perishes

Very Strong: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs, Oozywog) (MM pg. 209) with 16 HP, and two Wereerats (MM pg. 209) who are simply part of the crew, and can take the place of any creatures who perish

Very Very Strong: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs, Oozywog) (MM pg. 209), two Wereboars (Jibbs, Oozywog) (MM pg. 209), two Wereerats (Jibbs, Oozywog) (MM pg. 209), and three Werehounds (Finnik and Yeeqha) (MM pg. 211) with 87 HP, and three Werehounds (MM pg. 211) with 87 HP who are simply part of the crew, and can take the place of any creatures who perish

Ultimate: One Wereboar (Raggadragga) (MM pg. 209) with 120 HP, two Wereboars (Jibbs, Oozywog) (MM pg. 209), two Werehounds (Finnik and Yeeqha) (MM pg. 210), and three Werehounds (MM pg. 210) who are simply part of the crew, and can take the place of any creatures who perish

Warlords of the Avernian Wastelands

Encounter Note. I am assuming that the “crews” make up the whole Creature Capacity for each of the vehicles unless otherwise specified. Also note that these encounters are for the most part... pretty hard.
**Bitter Breath:**

*Encounter Note.* Tormenter (4), Devil’s Ride (1), and 2 Scavengers (8)

✧ **Feeble:** One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Captain (High Graj Karkajuk) (MM pg. 186), one Hobgoblin (MM pg. 186) with 16 HP, and eight Hobgoblins (MM pg. 186) (one and seven) (there is only one scavenger)

✧ **Very Very Weak:** One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Captain (High Graj Karkajuk) (MM pg. 186), two Hobgoblins (MM pg. 186) with 16 HP, and eight Hobgoblins (MM pg. 186) (three, four, and four)

✧ **Very Weak:** One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Devastator (High Graj Karkajuk) (VGtM pg. 161), two Hobgoblin Captains (MM pg. 186), and ten Hobgoblins (MM pg. 186) (two, four, and four)

✧ **Weak:** One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187) with 143 HP, two Hobgoblin Captains (MM pg. 186) with 58 HP, and ten Hobgoblins (MM pg. 186) with 16 HP (two, four, and four)

✧ **Average:** One Horned Devil (Bitter Breath) (MM pg. 74), one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187), two Hobgoblin Captains (MM pg. 186), and seventeen Hobgoblins (MM pg. 186) (three, seven, and seven)

✧ **Strong:** One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187), two Hobgoblin Devastators (VGtM pg. 161), three Hobgoblin Captains (MM pg. 186), and fourteen Hobgoblins (MM pg. 186) (seven and seven)

✧ **Very Strong:** One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187), two Hobgoblin Devastators (VGtM pg. 161), three Hobgoblin Captains (MM pg. 186), six Hobgoblin Iron Shadows (VGtM pg. 161) (three and three), and eight Hobgoblins (MM pg. 186) (four and four)

✧ **Very Very Strong:** One Horned Devil (Bitter Breath) (MM pg. 74), one Hobgoblin Champion (High Graj Karkajuk) (VGtM pg. 212), two Hobgoblin Warlords (MM pg. 187), three Hobgoblin Devastators (VGtM pg. 161), and twelve Hobgoblin Captains (MM pg. 186) (six and six)

✧ **Ultimate:** One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Champion (High Graj Karkajuk) (VGtM pg. 212) with 214 HP, two Hobgoblin Warlords (MM pg. 187), seven Hobgoblin Devastators (VGtM pg. 161) with 67 HP (three, two, and two), and ten Hobgoblin Captains (MM pg. 186) (five and five)

**Feonor:**

*Encounter Note.* Demon Grinder (8) and 2 Tormentors (4). Also I’m going to guess that the Crawling Claws are just grabbing on to the vehicle in some way, and to be honest, they’re not really a challenge to level 5-9 characters.

✧ **Feeble:** One Necromancer (Feenor) (VGtM pg. 217) with 33 HP, one Ghast (MM pg. 148), and eight Ghouls (MM pg. 148)

✧ **Very Very Weak:** One Necromancer (Feenor) (VGtM pg. 217), four Ghouls (MM pg. 148), and five Ghasts (MM pg. 148) with 54 HP

✧ **Very Weak:** One Necromancer (Feenor) (VGtM pg. 217) with 99 HP, one Ghast (MM
Four Wights (MM pg. 300) with 66 HP, and four Ghouls (MM pg. 148) with 33 HP

**Weak:** One Necromancer (Feonor) (VGtM pg. 217), one Ghast (MM pg. 148), four Mezzoloths (MM pg. 313), and four Ghouls (MM pg. 148)

**Average:** One Archmage (Feonor) (MM pg. 342), one Ghast (MM pg. 148), four Mezzoloths (MM pg. 313), and four Ghouls (MM pg. 148)

**Strong:** One Archmage (Feonor) (MM pg. 342), one Bodak (VGtM pg. 127), four Mezzoloths (MM pg. 313), and four Wights (MM pg. 148)

**Very Strong:** One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241) with 180 HP, four Mezzoloths (MM pg. 313) with 110 HP, and four Sword Wraiths (MToF pg. 241)

**Very Very Strong:** One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241), six Mezzoloths (MM pg. 313), and six Sword Wraith Warriors (MToF pg. 241)

**Ultimate:** One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241), six Dhergoloths (MToF pg. 248) with 70 HP, and six Sword Wraith Warriors (MToF pg. 241)

**Princeps Kovik:**

*Encounter Note.* Demon Grinder (8), Tormentor (4), and 3 Devil’s Rides (1)

**Feeble:** One Chain Devil (Princeps Kovik) (MM pg. 72), two Barbed Devils (MM pg. 70) with 65 HP, and six Bearded Devils (MM pg. 70) (four, one, and one)

**Very Very Weak:** One Chain Devil (Princeps Kovik) (MM pg. 72) with 120 HP, three Barbed Devils (MM pg. 70), and six Bearded Devils (MM pg. 70) with 78 HP (four, one, and one)

**Very Weak:** One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70) with 65 HP, and six Bearded Devils (MM pg. 70) with 26 HP (four, one, and one)

**Weak:** One Chain Devil (Princeps Kovik) (MM pg. 72), five Barbed Devils (MM pg. 70) (one and four), and eight Bearded Devils (MM pg. 70) (six, one, and one) with 78 HP

**Average:** One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70), and ten Merregons (MToF pg. 166) (eight, one, and one)

**Strong:** One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70), and ten Bearded Devils (MM pg. 70) (eight, one, and one)

**Very Strong:** One Chain Devil (Princeps Kovik) (MM pg. 72) with 120 HP, four Bearded Devils (MM pg. 70) with 78 HP, and ten Barbed Devils (MM pg. 70) (eight, one, and one)

**Very Very Strong:** One Bone Devil (Princeps Kovik) (MM pg. 72) with 210 HP, four Chain Devils (MM pg. 72), and ten Barbed Devils (MM pg. 70) (eight, one, and one)

**Ultimate:** One Bone Devil (Princeps Kovik) (MM pg. 72) with 210 HP, six Barbed Devils (MM pg. 70) (four, one, and one), and eight Chain Devils (MM pg. 72)
Part 2: Haruman’s Hill

Intended Level: 7th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 5 player characters
- **Very Very Weak** is three APL 6 player characters
- **Very Weak** is three APL 7 player characters
- **Weak** is four APL 7 player characters
- **Average** (the intended level) is five APL 7 player characters
- **Strong** is five APL 8 player characters
- **Very Strong** is five APL 9 player characters
- **Very Very Strong** is six APL 9 player characters
- **Ultimate** is seven APL 9 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

Haruman’s Arrival:

**Encounter Note.** This is an incredibly dangerous encounter. However, note that the Hellwasp is not going to actually attack the characters unless they forcibly remove Lulu from its grasp, instead opting to just flee back to the nest. The wasp is present no matter what the difficulty of the encounter is.

- **Feeble:** One Champion (Haruman) (VGTM pg. 212) with 214 HP who appears to be a Narzugon and has the **Fiend** type, who rides on his dependent Nightmaret (MM pg. 235) mount
- **Very Very Weak:** One Narzugon (Haruman) (MTToF pg. 167) with 60 HP who rides on his dependent Nightmaret (MM pg. 235) mount
- **Very Weak:** One Narzugon (Haruman) (MTToF pg. 167) who rides on his dependent Nightmaret (MM pg. 235) mount
- **Weak:** One Narzugon (Haruman) (MTToF pg. 167) with 165 HP who rides on his dependent Nightmaret (MM pg. 235) mount
- **Average:** One Narzugon (Haruman) (MTToF pg. 167) and one Nightmaret (MM pg. 235)
- **Strong:** One Narzugon (Haruman) (MTToF pg. 167) with 165 HP and one Nightmaret (MM pg. 235)
Very Strong: One Narzugon (Haruman) (MToF pg. 167) with 60 HP, one Nightmare (MM pg. 235), and two Merregons (MToF pg. 166) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”

Very Very Strong: One Narzugon (Haruman) (MToF pg. 167), one Nightmare (MM pg. 235) with 102 HP, and four Barbed Devils (MM pg. 70) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”

Ultimate: One Narzugon (Haruman) (MToF pg. 167), one Nightmare (MM pg. 235) with 102 HP, and five Merregons (MToF pg. 166) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”

**HELLWASP NEST**

**N2. DRONE CELLS:**

- **Feeble:** Two Hellwasps (BG:DiA pg. 236) with 26 HP
- **Very Very Weak:** Two Hellwasps (BG:DiA pg. 236)
- **Very Weak:** Two Hellwasps (BG:DiA pg. 236) with 78 HP
- **Weak:** Three Hellwasps (BG:DiA pg. 236) with 26 HP
- **Average:** Three Hellwasps (BG:DiA pg. 236)
- **Strong:** Four Hellwasps (BG:DiA pg. 236) with 26 HP
- **Very Strong:** Four Hellwasps (BG:DiA pg. 236)
- **Very Very Strong:** Three Hellwasps (BG:DiA pg. 236) with 78 HP
- **Ultimate:** Seven Hellwasps (BG:DiA pg. 236) with 26 HP

**N3. HELLWASP LARVAE:**

- **Feeble:** Two Hellwasps (BG:DiA pg. 236) with 26 HP
- **Very Very Weak:** Two Hellwasps (BG:DiA pg. 236)
- **Very Weak:** Two Hellwasps (BG:DiA pg. 236) with 78 HP
- **Weak:** Three Hellwasps (BG:DiA pg. 236) with 26 HP
- **Average:** Three Hellwasps (BG:DiA pg. 236)
- **Strong:** Four Hellwasps (BG:DiA pg. 236) with 26 HP
- **Very Strong:** Four Hellwasps (BG:DiA pg. 236)
- **Very Very Strong:** Six Hellwasps (BG:DiA pg. 236)
- **Ultimate:** Seven Hellwasps (BG:DiA pg. 236) with 26 HP

**N4. LARDER:**

- **Feeble:** One Hellwasp (BG:DiA pg. 236)
- **Very Very Weak:** One Hellwasp (BG:DiA pg. 236) with 78 HP
- **Very Weak:** Two Hellwasps (BG:DiA pg. 236) with 16 HP
- **Weak:** Two Hellwasps (BG:DiA pg. 236) with 26 HP
- **Average:** Two Hellwasps (BG:DiA pg. 236)
- **Strong:** Two Hellwasps (BG:DiA pg. 236) with 78 HP
- **Very Strong:** Three Hellwasps (BG:DiA pg. 236) with 26 HP
- **Very Very Strong:** Three Hellwasps (BG:DiA pg. 236) with 78 HP
- **Ultimate:** Four Hellwasps (BG:DiA pg. 236)
Path of Demons

Part 1: Spawning Trees

Intended Level: 8th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 6 player characters
- **Very Very Weak** is three APL 7 player characters
- **Very Weak** is three APL 8 player characters
- **Weak** is four APL 8 player characters
- **Average** (the intended level) is five APL 8 player characters
- **Strong** is five APL 9 player characters
- **Very Strong** is five APL 10 player characters
- **Very Very Strong** is six APL 10 player characters
- **Ultimate** is seven APL 10 player characters

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

Devilish Work Crew:

**Encounter Note.** I would recommend describing Krikendolt as holding back from the fight, that way it’ll help clue the players in that something’s up. Thus, I’ll be balancing for four devils, not five. If Krikendolt actually joins up with the heroes, then he functions roughly as a 6th-level-character.

- **Feeble** is two Bearded Devils (MM pg. 70)
- **Very Very Weak** is two Bearded Devils (MM pg. 70) with 78 HP
- **Very Weak** is three Bearded Devils (MM pg. 70) with 52 HP
- **Weak** is three Bearded Devils (MM pg. 70) with 78 HP
- **Average** is four Bearded Devils (MM pg. 70)
- **Strong** is five Bearded Devils (MM pg. 70)
- **Very Strong** is five Bearded Devils (MM pg. 70) with 78 HP
- **Very Very Strong** is seven Bearded Devils (MM pg. 70) with 26 HP
- **Ultimate** is seven Bearded Devils (MM pg. 70) with 78 HP

Part 2: Tower of Urm

Intended Level: 8th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 6 player character
- **Very Very Weak** is three APL 7 player characters
- **Very Weak** is three APL 8 player characters
- **Weak** is four APL 8 player characters
- **Average** (the intended level) is five APL 8 player characters
- **Strong** is five APL 9 player characters
- **Very Strong** is five APL 10 player characters
- **Very Very Strong** is six APL 10 player characters
- **Ultimate** is seven APL 10 player characters
Further Guidance. If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**Nycaloth Kidnappers:**

*Encounter Note.* This encounter does not have to happen in this part, so if the characters are of a higher level, feel free to scale up or down as you see fit. Also, note that if these numbers are included in the initial description, so you may need to change the description of the tower depending on the number and type of monsters in this encounter.

- **Feeble:** Two Mezzoloths (MM pg. 313) with 110 HP
- **Very Very Weak:** One Yagnoloth (MToF pg. 252)
- **Very Weak:** Three Mezzoloths (MM pg. 313) with 40 HP
- **Weak:** Two Nycaloths (MM pg. 314) with 65 HP
- **Average:** Two Nycaloths (MM pg. 314)
- **Strong:** Two Nycaloths (MM pg. 314) with 182 HP
- **Very Strong:** Two Yagnoloths (MToF pg. 252)
- **Very Very Strong:** Three Nycaloths (MM pg. 314)
- **Ultimate:** One Arcanaloth (MM pg. 314 who was promised information by Zariel) and two Nycaloths (MM pg. 314)

**Part 5: Pit of Shummrath**

*Intended Level: 8th*

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 6 player characters
- **Very Very Weak** is three APL 7 player characters
- **Very Weak** is three APL 8 player characters
- **Weak** is four APL 8 player characters
- **Average** (the intended level) is five APL 8 player characters
- **Strong** is five APL 9 player characters
- **Very Strong** is six APL 10 player characters
- **Very Very Strong** is seven APL 10 player characters
- **Ultimate** is seven APL 10 player characters

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

**Damming the Styx:**

- **Feeble:** Three Spined Devils (MM pg. 78)
- **Very Very Weak:** Five Spined Devils (MM pg. 78)
- **Very Weak:** Six Spined Devils (MM pg. 78)
- **Weak:** Seven Spined Devils (MM pg. 78) with 11 HP
- **Average:** Eight Spined Devils (MM pg. 78)
- **Strong:** Nine Spined Devils (MM pg. 78)
- **Very Strong:** Ten Spined Devils (MM pg. 78) with 33 HP
- **Very Very Strong:** Twelve Spined Devils (MM pg. 78) with 33 HP
- **Ultimate:** Fourteen Spined Devils (MM pg. 78)

**Part 6: Crypt of the Hellriders**

*Intended Level: 9th*
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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player characters
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Very Very Strong**, is six APL 11 player characters
- **Ultimate** is seven APL 11 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

## C2. Funerary Chambers:

**Encounter Note.** This is normally a noncombat encounter, but if required, the number of Ghosts is equal to the number of players - 2. They don’t fight other than use their possession powers, hence why I’m not really scaling anything.

One interesting change could be that each C2 area provides one piece of information. Encouraging exploration (and also providing extra forces to Olanthius’ appearance).

## C4. Warlocks’ Tomb:

- **Feeble:** Four Mummies (MM pg. 228)
- **Very Very Weak:** Five Mummies (MM pg. 228)
- **Very Weak:** Six Mummies (MM pg. 228)
- **Weak:** Seven Mummies (MM pg. 228) with 29 HP
- **Average:** Eight Mummies (MM pg. 228)
- **Strong:** Nine Mummies (MM pg. 228)
- **Very Strong:** Seven Deathlocks (MToF pg. 128) with 54 HP
- **Very Very Strong:** One Deathlock Mastermind (MToF pg. 129) and seven Deathlocks (MToF pg. 128) with 54 HP
- **Ultimate:** Two Deathlock Masterminds (MToF pg. 129) and six Deathlocks (MToF pg. 128)

## Olanthius Returns:

**Encounter Note.** This is currently operating under the assumption that Olanthius is alone. Realistically that will not be the case, but simply add the appropriate number of specters. I must note though, I won’t be scaling down the encounter because it’s intended to be challenging (although I would have Olanthius fully enter any room, making an escape possible, given that if you block off the room, the PCs might presume the only way out is by defeating Olanthius).

- **Feeble - Average:** One Death Knight (Olanthius) (MM pg. 47)
- **Strong:** One Death Knight (Olanthius) (MM pg. 47) with 247 HP
- **Very Strong:** One Death Knight (Olanthius) (MM pg. 47) with 114 HP and a Sword Wraith Commander (MToF pg. 241) lieutenant
- **Very Very Strong:** One Death Knight (Olanthius) (MM pg. 47) with 114 HP and two Sword Wraith Commander (MToF pg. 241) lieutenants
- **Ultimate:** One Death Knight (Olanthius) (MM pg. 47) and two Sword Wraith Commander (MToF pg. 241) lieutenants
**PART 8: KOSTCHTCHIE’S MAW**

**Intended Level: 10th**

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 8 player characters
- **Very Very Weak** is three APL 9 player characters
- **Very Weak** is three APL 10 player characters
- **Weak** is four APL 10 player characters
- **Average** (the intended level) is five APL 10 player characters
- **Strong** is five APL 11 player characters
- **Very Strong** is five APL 12 player characters
- **Very Very Strong** is six APL 12 player characters
- **Ultimate** is seven APL 12 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**PRISON GUARDS:**

- **Feeble:** One Chain Devil (Mazer) (MM pg. 72) with 50 HP and one Hell Hound (MM pg. 182)
- **Very Very Weak:** One Chain Devil (Mazer) (MM pg. 72) and two Hell Hounds (MM pg. 182)
- **Weak:** One Chain Devil (Mazer) (MM pg. 72) and two Hell Hounds (MM pg. 182)
- **Average:** One Chain Devil (Mazer) (MM pg. 72) and four Hell Hounds (MM pg. 182)
- **Strong:** One Chain Devil (Mazer) (MM pg. 72) with 120 HP and five Hell Hounds (MM pg. 182) with 67 HP
- **Very Strong:** One Chain Devil (Mazer) (MM pg. 72) with 120 HP and six Hell Hounds (MM pg. 182)
- **Very Very Strong:** Two Chain Devils (Mazer and Fralor) (MM pg. 72) and seven Hell Hounds (MM pg. 182)
- **Ultimate:** Two Chain Devils (Mazer and Fralor) (MM pg. 72) with 120 HP and eight Hell Hounds (MM pg. 182)
Path of Devils

Part 2: Bone Brambles

Intended Level: 8th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 6 player characters
- **Very Very Weak** is three APL 7 player characters
- **Very Weak** is three APL 8 player characters
- **Weak** is four APL 8 player characters
- **Average** (the intended level) is five APL 8 player characters
- **Strong** is five APL 9 player characters
- **Very Strong** is five APL 10 player characters
- **Very Very Strong** is six APL 10 player characters
- **Ultimate** is seven APL 10 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**B2. Dead Ends - Dryad Spirits:**

- **Feeble**: Two Banshees (MM pg. 23) with 29 HP
- **Very Very Weak**: Two Banshees (MM pg. 23)
- **Very Weak**: Two Banshees (MM pg. 23) with 87 HP
- **Weak**: Two Banshees (MM pg. 23) with 29 HP
- **Average**: Three Banshees (MM pg. 23)
- **Strong**: Four Banshees (MM pg. 23) with 29 HP
- **Very Strong**: Four Banshees (MM pg. 23)
- **Very Very Strong**: Two Ghosts (MM pg. 147) and four Banshees (MM pg. 23)
- **Ultimate**: Two Ghosts (MM pg. 147) with 67 HP and four Banshees (MM pg. 23) with 87 HP

**B2. Dead Ends - Shambling Mounds:**

- **Feeble**: Two Shambling Mounds (MM pg. 27) with 68 HP
- **Very Very Weak**: Two Shambling Mounds (MM pg. 270)
- **Very Weak**: Two Shambling Mounds (MM pg. 270) with 204 HP
- **Weak**: Three Shambling Mounds (MM pg. 270) with 68 HP
- **Average**: Three Shambling Mounds (MM pg. 270)
- **Strong**: Three Shambling Mounds (MM pg. 270) with 204 HP
- **Very Strong**: Four Shambling Mounds (MM pg. 270)
- **Very Very Strong**: One Corpse Flower (MToF pg. 127) with 190 HP and four Shambling Mounds (MM pg. 270)
- **Ultimate**: One Corpse Flower (MToF pg. 127) with 190 HP and five Shambling Mounds (MM pg. 270)

**Hold the Fort:**

- **Feeble**: One Shambling Mound (MM pg. 270) and one Wraith (MM pg. 302) with 99 HP
- **Very Very Weak**: One Shambling Mound (MM pg. 270) with 68 HP and two Banshees (MM pg. 23) with 29 HP
- **Very Weak**: One Corpse Flower (MToF pg. 127) with 190 HP and one Banshee (MM pg. 23)
PART 6: BEL’S FORGE

*Intended Level: 9th*

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player characters
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Very Very Strong** is six APL 11 player characters
- **Ultimate** is seven APL 12 player characters

*Further Guidance.* If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

F2. FIRE GIANT BLACKSMITHS:

*Encounter Note.* I’d recommend that once a suitable number of the party members are down, Bel can simply ask if they’re willing to parley. If not, the slaughter continues.

- **Feeble - Very Very Strong:** Four Fire Giants (MM pg. 154)
- **Ultimate:** Four Fire Giants (MM pg. 154) with 234 HP

PART 7: SIBRIEX

*Intended Level: 10th*

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 8 player characters
- **Very Very Weak** is three APL 9 player characters
- **Very Weak** is three APL 10 player characters
- **Weak** is four APL 10 player characters
- **Average** (the intended level) is five APL 10 player characters
- **Strong** is five APL 11 player characters
- **Very Strong** is five APL 12 player characters
- **Very Very Strong** is six APL 12 player characters
- **Ultimate** is seven APL 12 player characters

*Further Guidance.* If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.
basis for improvising.

**Basis for Improvising:**

- **Feeble - Very Strong:** One Arcanaloth (Fetchtatter) (MM pg. 313) and two Chain Devils (Shalok and Jank) (MM pg. 72)
- **Very Very Strong:** One Arcanaloth (Fetchtatter) (MM pg. 313) and four Chain Devils (Shalok, Jank, Rekor, and Fenner) (MM pg. 72)
- **Ultimate:** One Arcanaloth (Fetchtatter) (MM pg. 313) with 156 HP and five Chain Devils (Shalok, Jank, Rekor, Fenner, and Branok)

**Part 8: Wrecked Flying Fortress**

**Intended Level: 10th**

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 8 player characters
- **Very Very Weak** is three APL 9 player characters
- **Very Weak** is three APL 10 player characters
- **Weak** is four APL 10 player characters
- **Average** (the intended level) is five APL 10 player characters
- **Strong** is five APL 11 player characters
- **Very Strong** is five APL 12 player characters
- **Very Very Strong** is six APL 12 player characters
- **Ultimate** is seven APL 12 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**Arrival at the Wreck:**

- **Feeble - Strong:** Six Vrocks (MM pg. 64) who flee once three die
- **Very Strong:** Seven Vrocks (MM pg. 64) with 55 HP who flee once three die
- **Very Very Strong:** Eight Vrocks (MM pg. 64) with 154 HP who flee once four die
- **Ultimate:** Nine Vrocks (MM pg. 64) with 154 HP who flee once four die

**Soul Intake:**

- **Feeble:** One Hydra (MM pg. 190) with 90 HP and immunity to necrotic damage
- **Very Very Weak:** One Hydra (MM pg. 190) with immunity to necrotic damage
- **Very Weak:** Two Young Remorhaz (MM pg. 258) with 46 HP and the edits on BG:DiA pg. 119
- **Weak:** One Remorhaz (MM pg. 258) with 102 HP and the edits on BG:DiA pg. 119
- **Average:** One Remorhaz (MM pg. 258) with the edits on BG:DiA pg. 119
- **Strong:** One Remorhaz (MM pg. 258) with 289 HP and the edits on BG:DiA pg. 119
- **Very Strong:** One Purple Worm (MM pg. 255) with immunity to necrotic damage and the poison damage is necrotic damage
- **Very Very Strong:** Two Remorhaz (MM pg. 258) with the edits on BG:DiA pg. 119
- **Ultimate:** Two Remorhaz (MM pg. 258) with 289 HP and the edits on BG:DiA pg. 119

**W1. Bridge - Mad Maggie's Force:**

**Encounter Note.** Two Devil’s Rides (1) and one Tormentor (4). Plus possibly one Demon Grinder (12)

- **Feeble - Average:** One Flameskull (Barnabus) (MM pg. 134), two Kenku (Chukka and Clonk) (MM pg. 194) with the
edits on BG:DiA pg. 83, and nine Madcaps (VGtM pg. 188 and BG:DiA pg. 240)

Strong: One Night Hag (Mad Maggie) driving a fixed Demon Grinder, one Flameskull (Barnabas) (MM pg. 134), two Kenku (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and nine Madcaps (VGtM pg. 188 and BG:DiA pg. 24) (three and six)

Very Strong: One Fiendish Flesh Golem (Mickey) (BG:DiA pg. 236) with 300 HP, one Night Hag (Mad Maggie) driving a fixed Demon Grinder, one Flameskull (Barnabas) (MM pg. 134), two Kenku (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and seven Madcaps (VGtM pg. 188 and BG:DiA pg. 24) (three and four)

Very Very Strong: One Fiendish Flesh Golem (Mickey) (BG:DiA pg. 236), one Night Hag (Mad Maggie) driving a fixed Demon Grinder, one Flameskull (Barnabas) (MM pg. 134), two Kenku (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and eleven Madcaps (VGtM pg. 188 and BG:DiA pg. 240) (three and eight)

Ultimate: One Fiendish Flesh Golem (Mickey) (BG:DiA pg. 236), one Night Hag (Mad Maggic) driving a fixed Demon Grinder with 165 HP, one Flameskull (Barnabas) (MM pg. 134), two Kenku (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and thirteen Madcaps (VGtM pg. 188 and BG:DiA pg. 240) (three and ten) with 60 HP

Warlords of the Avernian Wastelands

Encounter Note. I am assuming that the “crews” make up the whole Creature Capacity for each of the vehicles unless otherwise specified. Also note that these encounters are for the most part... pretty hard.

Bitter Breath:

Encounter Note. Tormenter (4), Devil’s Ride (1), and 2 Scavengers (8)

Feeble: One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Captain (High Graj Karkajuk) (MM pg. 186), one Hobgoblin (MM pg. 186) with 16 HP, and eight Hobgoblins (MM pg. 186) (one and seven) (there is only one scavenger)

Very Very Weak: One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Captain (High Graj Karkajuk) (MM pg. 186), two Hobgoblins (MM pg. 186) with 16 HP, and eight Hobgoblins (MM pg. 186) (three, four, and four)

Very Weak: One Horned Devil (Bitter Breath) (MM pg. 74) with 89 HP, one Hobgoblin Devastator (High Graj Karkajuk) (VGtM pg. 161), two Hobgoblin Captains (MM pg. 186), and ten Hobgoblins (MM pg. 186) (two, four, and four)

Weak: One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187) with 143 HP, two Hobgoblin Captains (MM pg. 186) with 58 HP, and ten Hobgoblins (MM pg. 186) with 16 HP (two, four, and four)

Average: One Horned Devil (Bitter Breath) (MM pg. 74), one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187), two Hobgoblin Captains (MM pg. 186), and seventeen Hobgoblins (MM pg. 186) (three, seven, and seven)

Strong: One Horned Devil (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin Warlord (High Graj Karkajuk) (MM pg. 187), two Hobgoblin Devastators (VGtM pg. 161), three Hobgoblin Captains (MM
pg. 186), and fourteen **Hobgoblins** (MM pg. 186) (seven and seven)

- **Very Strong**: One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Devastators** (VGtM pg. 161), three **Hobgoblin Captains** (MM pg. 186), six **Hobgoblin Iron Shadows** (VGtM pg. 161) (three and three), and eight **Hobgoblins** (MM pg. 186) (four and four)

- **Very Very Strong**: One **Horned Devil** (Bitter Breath) (MM pg. 74), one Hobgoblin **Champion** (High Graj Karkajuk) (VGtM pg. 212), two **Hobgoblin Warlords** (MM pg. 187), three **Hobgoblin Devastators** (VGtM pg. 161), and twelve **Hobgoblin Captains** (MM pg. 186) (six and six)

- **Ultimate**: One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one Hobgoblin **Champion** (High Graj Karkajuk) (VGtM pg. 212) with 214 HP, two **Hobgoblin Warlords** (MM pg. 187), seven **Hobgoblin Devastators** (VGtM pg. 161) with 67 HP (three, two, and two), and ten **Hobgoblin Captains** (MM pg. 186) (five and five)

**FEONOR:**

*Encounter Note.* Demon Grinder (8) and 2 Tormentors (4). Also I’m going to guess that the Crawling Claws are just grabbing on to the vehicle in some way, and to be honest, they’re not really a challenge to level 5-9 characters.

- **Feeble**: One **Necromancer** (Feonor) (VGtM pg. 217) with 33 HP, one **Ghast** (MM pg. 148), and eight **Ghouls** (MM pg. 148)

- **Very Very Weak**: One **Necromancer** (Feonor) (VGtM pg. 217), four **Ghouls** (MM pg. 148), and five **Ghasts** (MM pg. 148) with 54 HP
Very Weak: One Necromancer (Feonor) (VGtM pg. 217) with 99 HP, one Ghast (MM pg. 148), four Wights (MM pg. 300) with 66 HP, and four Ghouls (MM pg. 148) with 33 HP

Weak: One Necromancer (Feonor) (VGtM pg. 217), one Ghast (MM pg. 148), four Mezzoloths (MM pg. 313), and four Ghouls (MM pg. 148)

Average: One Archmage (Feonor) (MM pg. 342), one Ghast (MM pg. 148), four Mezzoloths (MM pg. 313), and four Ghouls (MM pg. 148)

Strong: One Archmage (Feonor) (MM pg. 342), one Bodak (VGtM pg. 127), four Mezzoloths (MM pg. 313), and four Wights (MM pg. 148)

Very Strong: One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241) with 180 HP, four Mezzoloths (MM pg. 313) with 110 HP, and four Sword Wraiths (MToF pg. 241)

Very Very Strong: One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241) with 180 HP, six Mezzoloths (MM pg. 313), and six Sword Wraith Warriors (MToF pg. 241)

Ultimate: One Archmage (Feonor) (MM pg. 342) with 158 HP, one Sword Wraith Commander (MToF pg. 241), six Dhergoloths (MToF pg. 248) with 70 HP, and six Sword Wraith Warriors (MToF pg. 241)

Princeps Kovik:

Encounter Note. Demon Grinder (8), Tormentor (4), and 3 Devil’s Rides (1)

Feeble: One Chain Devil (Princeps Kovik) (MM pg. 72), two Barbed Devils (MM pg. 70) with 65 HP, and six Bearded Devils (MM pg. 70) (four, one, and one)

Very Very Weak: One Chain Devil (Princeps Kovik) (MM pg. 72) with 120 HP, three Barbed Devils (MM pg. 70), and six Bearded Devils (MM pg. 70) with 78 HP (four, one, and one)

Very Weak: One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70) with 65 HP, and six Bearded Devils (MM pg. 70) with 26 HP (four, one, and one)

Weak: One Chain Devil (Princeps Kovik) (MM pg. 72), five Barbed Devils (MM pg. 70) (one and four), and eight Bearded Devils (MM pg. 70) (six, one, and one) with 78 HP

Average: One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70), and ten Bearded Devils (MM pg. 70) (eight, one, and one)

Strong: One Chain Devil (Princeps Kovik) (MM pg. 72), four Barbed Devils (MM pg. 70), and ten Merregons (MToF pg. 166) (eight, one, and one)

Very Strong: One Chain Devil (Princeps Kovik) (MM pg. 72) with 120 HP, four Bearded Devils (MM pg. 70) with 78 HP, and ten Barbed Devils (MM pg. 70) (eight, one, and one)

Very Very Strong: One Bone Devil (Princeps Kovik) (MM pg. 72) with 210 HP, four Chain Devils (MM pg. 72), and ten Barbed Devils (MM pg. 70) (eight, one, and one)

Ultimate: One Bone Devil (Princeps Kovik) (MM pg. 72) with 210 HP, six Barbed Devils (MM pg. 70) (four, one, and one), and eight Chain Devils (MM pg. 72)
OTHER LOCATIONS

STYGIAN DOCK

*Intended Level: 9th* (This is the average level when the heroes are out and about on either path, so I’m basing it off of that)

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player characters
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Ultimate** is seven APL 11 player characters

*Further Guidance.* If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**DEMON ATTACK:**

*Encounter Note.* This is intended that there are some characters not in the bathysphere. If everyone were to go down in a five-person party, that’d leave one person facing a Glabrezu. What’d I recommend is that the bathysphere has enough room so that three people are left on the barge. That way if they concentrate their efforts it’s possible for them to either A: Defeat the Glabrezu or B: Rescue their friends

- **Feeble**: One Barlgura (MM pg. 56)
- **Very Very Weak**: One Armanite (MToF pg. 131) with 48 HP
- **Very Weak**: One Armanite (MToF pg. 131)
- **Weak**: One Glabrezu (MM pg. 58) with 90 HP
- **Average**: One Glabrezu (MM pg. 58)
- **Strong**: One Hezrou (MM pg. 60) with 195 HP
- **Very Strong**: One Nalfeshnee (MM pg. 62) with 112 HP
- **Very Very Strong**: One Nalfeshnee (MM pg. 62)
- **Ultimate**: One Nalfeshnee (MM pg. 62) with 256 HP

STYX WATCHTOWERS

*Intended Level: 9th* (This is the average level when the heroes are out and about on either path, so I’m basing it off of that)

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player character
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Very Very Strong**, is six APL 11 player characters
- **Ultimate** is seven APL 11 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**T1. Ground Floor:**

**Encounter Note.** This encounter is really tough and you should make it clear from the get-go that they shouldn’t be fighting these creatures. Sometimes the odds just are not in their favor. This is applicable even with seven APL 11 characters.

- **Feeble - Very Very Strong:** One Amnizu (MToF pg. 164) and one Chain Devil (MM pg. 72)
- **Ultimate:** One Amnizu (MToF pg. 164) with 297 HP and one Chain Devil (MM pg. 72)

**Sundered Chains**

**Intended Level:** 9th (This is the average level when the heroes are out and about on either path, so I’m basing it off of that)

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player character
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Very Very Strong**, is six APL 11 player characters
- **Ultimate** is seven APL 11 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**Infernal Pilgrim:**

- **Feeble:** One Chain Devil (Zartar) (MM pg. 72)
- **Very Very Weak:** One Chain Devil (Zartar) (MM pg. 72) with 120 HP
- **Very Weak:** One Chain Devil (Zartar) (MM pg. 72) and one Spined Devils (Narg) (MM pg. 78)
- **Weak:** One Chain Devil (Zartar) (MM pg. 72) with 50 HP and two Spined Devils (Narg and Yangor) (MM pg. 78)
- **Average:** One Chain Devil (Zartar) (MM pg. 72) and two Bearded Devils (Narg and Yangor) (MM pg. 70)
- **Strong:** One Chain Devil (Zartar) (MM pg. 72) and two Merregons (Narg and Yangor) (MToF pg. 166)
- **Very Strong:** One Chain Devil (Zartar) (MM pg. 72) with 120 HP and two Barbed Devils (Narg and Yangor) (MM pg. 70)
- **Very Very Strong:** One Chain Devil (Zartar) (MM pg. 72), two Barbed Devils (Narg and Yangor) (MM pg. 70) with 65 HP,
and four Bearded Devils (MM pg. 70) with 24 HP

- **Ultimate:** One Chain Devil (Zartar) (MM pg. 72) with 120 HP, two Barbed Devils (Narg and Yangor) (MM pg. 70), and four Bearded Devils (MM pg. 70)

**Zariel’s Flying Fortress**

**Intended Level:** 9th (This is the average level when the heroes are out and about on either path, so I’m basing it off of that)

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 7 player characters
- **Very Very Weak** is three APL 8 player characters
- **Very Weak** is three APL 9 player characters
- **Weak** is four APL 9 player characters
- **Average** (the intended level) is five APL 9 player characters
- **Strong** is five APL 10 player characters
- **Very Strong** is five APL 11 player characters
- **Very Very Strong** is six APL 11 player characters
- **Ultimate** is seven APL 11 player characters

**Further Guidance.** If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

**The Bridge:**

- **Feeble:** One Bone Devil (Nariangela) (MM pg. 71) with 75 HP
- **Very Very Weak:** One Chain Devil (Nariangela) (MM pg. 72) with 120 HP
- **Very Weak:** One Bone Devil (Nariangela) (MM pg. 71)
- **Weak:** One Erinyes (Nariangela) (MM pg. 73) with 90 HP
- **Average:** One
Erinyes (Nariangela) (MM pg. 73)
✧ Strong: One Bone Devil (Nariangela) (MM pg. 71) with 75 HP and two Spined Devils (MM pg. 78) flitting around acting as guards
✧ Very Strong: One Bone Devil (Nariangela) (MM pg. 71) and two Bearded Devils (MM pg. 70) acting as guards
✧ Very Very Strong: One Erinyes (Nariangela) (MM pg. 73) and two Bearded Devils (MM pg. 70) acting as guards
✧ Ultimate: One Erinyes (Nariangela) (MM pg. 73) and three Merregons (MM pg. 70) as her elite guards

CIRCLING DEVILS:
✧ Feeble - Very Very Strong: Three Bone Devils (MM pg. 71)
✧ Ultimate: Three Bone Devils (MM pg. 71) with 210 HP

POOR DEVIL: THAVIUS KREEG:

Encounter Note. It’s quite confusing given that it explains Thavius “poses no threat” but he also has spells. This would mean that he is at least 150 ft. away (fireball) which... doesn’t make much sense. Therefore, one can argue that Thavius actually is unable to use any of his abilities while chained up.

Regardless, he does not pose a threat so no encounter edits are needed.

ROAMING ENCOUNTER: SMILER THE DEFILER

Intended Level: 9th (This is the average level when the heroes are out and about on either path, so I’m basing it off of that)

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):
✧ Feeble is three APL 7 player character
✧ Very Very Weak is three APL 8 player characters
✧ Very Weak is three APL 9 player characters
✧ Weak is four APL 9 player characters
✧ Average (the intended level) is five APL 9 player characters
✧ Strong is five APL 10 player characters
✧ Very Strong is five APL 11 player characters
✧ Very Very Strong, is six APL 11 player characters
✧ Ultimate is seven APL 11 player characters

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

Smiler the Defiler:

Encounter Note. This is not really a combat encounter, and is more likely a roleplaying encounter. In the case that Smiler joins the party his 168 hit points and damage resistance make him a pretty powerful companion... at a certain point it gets strange, but I think I would rate him somewhere around 16th-level.

Regardless if your players want to fight him...
✧ Feeble: Smiler just flees using his War Machine
✧ Very Very Weak - Very Weak: One Smiler the Defiler (BG:DiA pg. 133) with 88 HP
✧ Weak: - Strong: One Smiler the Defiler (BG:DiA pg. 133)
✧ Very Strong: One Spring Eladrin (MToF pg. 196) with 68 HP
✧ Very Very Strong: One Spring Eladrin (MToF pg. 196)
✧ Ultimate: One Spring Eladrin (MToF pg. 196) with 187 HP
Chapter 4
Encounter Edits

Saving Time. If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is (as it’s not worth the time to scale it).

Part 1: The Scab

Intended Level: 11th

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 (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 9 player characters
- **Very Very Weak** is three APL 10 player characters
- **Very Weak** is four APL 10 player characters
- **Weak** is five APL 10 player characters
- **Average** (the intended level) is five APL 11 player characters
- **Strong** is five APL 12 player characters
- **Very Strong** is five APL 13 player characters
- **Very Very Strong** is six APL 13 player characters
- **Ultimate** is seven APL 13 player characters

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

S3. Drowned Hag:

- **Feeble**: Three Rutterkin (MToF pg. 136)
- **Very Very Weak**: Two Babau (VGtM pg. 136) with 55 HP
- **Very Weak**: Three Bulezuas (MToF pg. 131)
- **Weak**: Four Bulezuas (MToF pg. 131) with 28 HP
- **Average**: Five Bulezuas (MToF pg. 131)
- **Strong**: Six Bulezuas (MToF pg. 131)
- **Very Strong**: Four Babau (VGtM pg. 136) with 121 HP
- **Very Very Strong**: Eight Bulezuas (MToF pg. 131)
- **Ultimate**: Seven Babu (VGtM pg. 136) with 44 HP

S4. Bloody Downpour:

- **Feeble**: Two Barlguras (MM pg. 56) with 34 HP
- **Very Very Weak**: Two Barlguras (MM pg. 56)
- **Very Weak**: Two Barlguras (MM pg. 56) with 102 HP
- **Weak**: One Barlgura (MM pg. 56) and two Shadow Demons (MM pg. 64)
- **Average**: Three Barlguras (MM pg. 56)
- **Strong**: Two Barlguras (MM pg. 56) and three Shadow Demons (MM pg. 64)
- **Very Strong**: Four Barlguras (MM pg. 56)
- **Very Very Strong**: Six Barlguras (MM pg. 56)
- **Ultimate**: Six Barlguras (MM pg. 56) with 102 HP

S5. Food Fight:

Encounter Note. This is operating under the assumption that both Hezrous are fought. If both Hezrous are left alive, this is a pretty easy fight. The reduction can be to 30 for all of the monsters should they successfully hide, though.

- **Feeble**: Two Barlguras (MM pg. 56) who have both injured each-other down to 34 HP
Very Very Weak: Two Barlguras (MM pg. 56)
Very Weak: Two Vrocks (MM pg. 64)
Weak: Two Hezrous (MM pg. 60) who have both injured each other down to 68 HP
Average: Two Hezrous (MM pg. 60)
Strong: Two Hezrous (MM pg. 60) with 195 HP
Very Strong: Two Glabrezus (MM pg. 58)
Very Very Strong: Two Nalfeshnee (MM pg. 62)
Ultimate: Two Nalfeshnee (MM pg. 62) with 256 HP

S6. Torture Chamber:

Encounter Note. In his condition (or really even in general to a party of this level), Alazub alone is not strong enough to be considered an encounter.

Feeble: Two Chasmes (MM pg. 57) with 42 HP
Very Very Weak: Two Chasmes (MM pg. 57)
Very Weak: Two Chasmes (MM pg. 57) with 126 HP
Weak: Three Chasmes (MM pg. 57) with 42 HP
Average: Three Chasmes (MM pg. 57)
Strong: Four Chasmes (MM pg. 57)
Very Strong: Four Chasmes (MM pg. 57) with 126 HP
Very Very Strong: Six Chasmes (MM pg. 57)
Ultimate: Seven Chasmes (MM pg. 57)

S10. Crokek’toeck’s Prison:

Feeble - Very Very Weak: One Shoosuva (VGtM pg. 137) with 165 HP

Very Weak - Weak: One Crokek’toeck (BG:DiA pg. 230) with 148 HP
Average: One Crokek’toeck (BG:DiA pg. 230)
Strong - Very Strong: One Crokek’toeck (BG:DiA pg. 230) who immediately disgorge five Maw Demons (VGtM pg. 137)
Ultimate: One Crokek’toeck (BG:DiA pg. 230) who immediately disgorge two Barlguras (MM pg. 56)

S11. Statue of Yeenoghu:

Feeble: One Vrock (MM pg. 64) and seven Gnolls (MM pg. 163)
Very Very Weak: One Vrock (MM pg. 64) with 154 HP and nine Gnolls (MM pg. 163)
Very Weak: Two Vrocks (MM pg. 64) with 55 HP and five Gnolls (MM pg. 163)
Weak: Two Vrocks (MM pg. 64) with 154 HP and eight Gnolls (MM pg. 163)
Average: Three Vrocks (MM pg. 64) and six Gnolls (MM pg. 163)
Strong: Three Vrocks (MM pg. 64) and nine Gnolls (MM pg. 163)
Very Strong: Three Vrocks (MM pg. 64) and nine Gnoll Flesh Crawlers (VGtM pg. 154)
Very Very Strong: Four Vrocks (MM pg. 64) and eight Gnoll Pack Lords (MM pg. 163)
Ultimate: Four Vrocks (MM pg. 64) with 154 HP and six Gnoll Fangs of Yeenoghu (MM pg. 163) with 97 HP

S13. Cackling Gnolls:

Feeble: One Gnoll Pack Lord (Targ Nar) (MM pg. 163) with 73 HP and ten Gnolls (MM pg. 163)
Very Very Weak: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP and seven Gnolls (MM pg. 163)

Very Weak: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP and ten Gnolls (MM pg. 163) with 11 HP

Weak: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP and thirteen Gnolls (MM pg. 163) with 33 HP

Average: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP and fifteen Gnolls (MM pg. 163)

Strong: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP, five Gnoll Flesh Gnawers (VGtM pg. 154), and twelve Gnolls (MM pg. 163)

Very Strong: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP, two Gnoll Pack Lords (MM pg. 163), four Gnoll Flesh Gnawers (MM pg. 154), and eight Gnolls (MM pg. 163)

Very Very Strong: One Gnoll Fang of Yeenoghu (Targ Nar) (MM pg. 163) with 100 HP, four Gnoll Pack Lords (MM pg. 163) with 73 HP, and eleven Gnoll Flesh Gnawers (VGtM pg. 154)

Ultimate: One Flind (Targ Nar) (VGtM pg. 153), two Gnoll Pack Lords (MM pg. 163) with 73 HP, and eleven Gnoll Flesh Gnawers (VGtM pg. 154)

S14. Entrance to the Bleeding Citadel:

Feeble: One Nalfeshnee (Trantolox) (MM pg. 62)

Very Very Weak: One Nalfeshnee (Trantolox) (MM pg. 62) with 256 HP

Very Weak: One Nalfeshnee (Trantolox) (MM pg. 62) with 112 HP and one Shadow Demon (MM pg. 64)

Weak: One Nalfeshnee (Trantolox) (MM pg. 62) with 112 HP and two Rutterkin (MToF pg. 136)

Average: One Nalfeshnee (Trantolox) (MM pg. 62) and three Bulezaus (MToF pg. 131)

Strong: One Nalfeshnee (Trantolox) (MM pg. 62) and two Vrocks (MM pg. 64) with 154 HP

Very Strong: One Nalfeshnee (Trantolox) (MM pg. 62) and three Vrocks (MM pg. 64)

Very Very Strong: One Nalfeshnee (Trantolox) (MM pg. 62) and three Vrocks (MM pg. 64)

Part 3: Idyllglen

Intended Level: 12th

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 APL 10 player character

Very Very Weak is three APL 11 player characters

Very Weak is three APL 12 player characters

Weak is four APL 12 player characters

Average (the intended level) is five APL 12 player characters

Strong is five APL 13 player characters

Very Strong is five APL 14 player characters

Very Very Strong, is six APL 14 player characters

Ultimate is seven APL 14 player characters

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

**Encounter Note.** If you’re planning on having Jhessa join in the fight, feel free to treat her as if she was roughly a 5th-level-character.

**EVENT 1. CHARACTERS’ ARRIVAL:**

**Encounter Note.** I’d recommend utilizing a Shoosuva instead of a Hezrou, it’s a bit more... thematic.

- **Feeble:** One Barlgura (MM pg. 56) with 34 HP, one Giant Hyena (MM pg. 326), three Gnolls (MM pg. 163), and three Dretches (MM pg. 57)
- **Very Very Weak:** One Vrock (MM pg. 64), one Giant Hyena (MM pg. 326), four Gnolls (MM pg. 163) with 33 HP, and four Dretches (MM pg. 57)
- **Very Weak:** One Armanite (MTToF pg. 131), one Giant Hyena (MM pg. 326) with 22 HP, four Gnolls (MM pg. 163) with 11 HP, and four Dretches (MM pg. 57) with 9 HP
- **Weak:** One Shoosuva (VGtM pg. 137), one Giant Hyena (MM pg. 326) with 67 HP, four Gnolls (MM pg. 163) with 33 HP, and four Dretches (MM pg. 57) with 27 HP
- **Average:** One Shoosuva (VGtM pg. 137), one Giant Hyena (MM pg. 326), six Gnolls (MM pg. 163), and six Dretches (MM pg. 57)
- **Strong:** One Shoosuva (VGtM pg. 137), one Giant Hyena (MM pg. 326), five Maw Demons (VGtM pg. 137), six Gnolls (MM pg. 163)
- **Very Strong:** One Shoosuva (VGtM pg. 137), one Giant Hyena (MM pg. 326), five Gnoll Flesh Crawlers (VGtM pg. 154), and six Maw Demons (VGtM pg. 137)
- **Very Very Strong:** One Shoosuva (VGtM pg. 137) with 165 HP, one Giant Hyena (MM pg. 326), eight Gnoll Flesh Crawlers (VGtM pg. 154), and eight Maw Demons (VGtM pg. 137)
- **Ultimate:** One Shoosuva (VGtM pg. 137) with 165 HP, one Giant Hyena (MM pg. 326), six Gnoll Pack Lords (MM pg. 163), and eight Maw Demons (VGtM pg. 137)

**EVENT 2. YEENOOGHU’S CHAMPION:**

- **Feeble:** One Glabrezu (Garoknul) (MM pg. 58) with 225 HP who flies away instead of teleporting away
Very Very Weak: One Wastrilith (MToF pg. 139) with 90 HP who simply transforms into water instead of teleporting away

Very Weak: One Nabassu (MToF pg. 135) with 120 HP who vanishes into the shadows instead of teleporting away

Weak: One Marilith (Garoknul) (MM pg. 61) with 108 HP

Average: One Marilith (Garoknul) (MM pg. 61)

Strong: One Nabassu (MToF pg. 135) with 260 HP

Very Strong: One Marilith (Garoknul) (MM pg. 61) with 270 HP

Very Very Strong: One Balor (Garoknul) (MM pg. 55) with 378 HP

Ultimate: One Molydeus (Garoknul) (MM pg. 55) with 304 HP

Event 5. Renewed Assault:

Feeble: Round 1 - One Bulezau (MToF pg. 131) and three Dretches (MM pg. 57). Round 2 - One Gnoll Flesh Crawler (VGTm pg. 154) and four Gnolls (MM pg. 163). Round 3 - One Babau (VGTm pg. 136) with 44 HP

Very Very Weak: Round 1 - One Bulezau (MToF pg. 131) and four Dretches (MM pg. 57). Round 2 - One Gnoll Flesh Crawler (VGTm pg. 154) and four Gnolls (MM pg. 163). Round 3 - One Babau (VGTm pg. 136)

Very Weak: Round 1 - One Babau (VGTm pg. 136) and three Dretches (MM pg. 57). Round 2 - One Gnoll Pack Lord (MM pg. 163) and four Gnolls (MM pg. 163). Round 3 - One Barlgura (MM pg. 56)

Weak: Round 1 - One Barlgura (MM pg. 56) and three Dretches (MM pg. 57). Round 2 - One Gnoll Pack Lord (MM pg. 163) with 73 HP and four Gnolls (MM pg. 163) with 33 HP. Round 3 - One Vrock (MM pg. 64)

Average: Round 1 - One Barlgura (MM pg. 56) and five Dretches (MM pg. 57). Round 2 - One Gnoll Pack Lord (MM pg. 163) and six Gnolls (MM pg. 163). Round 3 - One Vrock (MM pg. 64)

Strong: Round 1 - One Barlgura (MM pg. 56) and five Maw Demons (VGTm pg. 137). Round 2 - One Gnoll Pack Lord (MM pg. 163) and six Gnolls (MM pg. 163). Round 3 - One Armanite (MToF pg. 131)

Very Very Strong: Round 1 - One Armanite (MToF pg. 131) and five Maw Demons (VGTm pg. 137). Round 2 - One Gnoll Fang of Yeenoghu (MM pg. 163) and five Gnoll Flesh Crawlers (VGTm pg. 154). Round 3 - One Shoosuva (VGTm pg. 137)

Ultimate: Round 1 - One Shoosuva (VGTm pg. 137) with 55 HP and five Maw Demons (VGTm pg. 137). Round 2 - One Gnoll Fang of Yeenoghu (MM pg. 163) and five Gnoll Flesh Crawlers (VGTm pg. 154) with 11 HP. Round 3 - One Glabrezu (MM pg. 58)

Event 6. Yeenoghu:

Feeble - Very Very Weak: One Yeenoghu (MToF pg. 155) with 207 HP

Very Weak - Strong: One Yeenoghu (MToF pg. 155)

Very Strong - Very Very Strong: One Yeenoghu (MToF pg. 155) with 460 HP

Ultimate: One Yeenoghu (MToF pg. 155) and two Flinds (VGTm pg. 155)


**Chapter 5**

**Encounter Edits**

*Saving Time.* If recommendations for scaling an encounter are not included at all, it is suggested that you simply keep the encounter as is (as it’s not worth the time to scale it).

**Part 1: Endgame in Elturel**

*Intended Level: 13th*

The intention here is to ensure the same level of difficulty for each possible party. One important note is that these encounters are suitable for a party of 4 characters, so that’s being taken into consideration. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- **Feeble** is three APL 10 player characters
- **Very Very Weak** is three APL 11 player characters
- **Very Weak** is three APL 12 player characters
- **Weak** is three APL 13 player characters
- **Average** (the intended level) is four APL 13 player characters
- **Strong** is four APL 14 player characters
- **Very Strong** is four APL 15 player characters
- **Very Very Strong**, is five APL 15 player characters
- **Ultimate** is six APL 15 player characters

*Further Guidance.* If these notes do not range high enough for your particular group, use the highest Party Strength provided as a basis for improvising.

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**Event 1: River’s Edge:**

- **Feeble**: One Erinyes (MM pg. 73) who is “injured”
- **Very Very Weak**: One Erinyes (MM pg. 73) who is “injured” but actually has 216 HP
- **Very Weak**: Two Bone Devils (MM pg. 71) with 75 HP
- **Weak**: Two Bone Devils (MM pg. 71) who are “injured”
- **Average**: Two Horned Devils (MM pg. 74) with 125 HP
- **Strong**: Two Horned Devils (MM pg. 74) who are “injured”
- **Very Strong**: Two Erinyes (MM pg. 73) who are “injured”
- **Very Very Strong**: Two Erinyes (MM pg. 73) who are “injured”

**Event 2: Field of Flames - Hezrous:**

*Encounter Note.* In the case that the type or number of demon changes, just triple that number and that’s how many Lucille faces.

- **Feeble**: Two Barlguras (MM pg. 56) with 34 HP
- **Very Very Weak**: Two Vrocks (MM pg. 64)
- **Very Weak**: Two Vrocks (MM pg. 64) with 154 HP
- **Weak**: Two Armanites (MToF pg. 131)
- **Average**: Two Hezrous (MM pg. 60)
- **Strong**: Two Hezrous (MM pg. 60) with 195 HP
- **Very Strong**: Two Glabrezus (MM pg. 58)
- **Very Very Strong**: Two Glabrezus (MM pg. 58) with 225 HP
- **Ultimate**: Two Nalfeshnees (MM pg. 62)

**Event 2: Field of Flames - Lucille:**

*Encounter Note.* This is an optional
encounter, it is by no means required. Therefore I will not be making this encounter easier, as it was the character’s decision to attack someone theoretically more powerful than them.

- **Feeble** - **Average:** One *Pit Fiend* (Lucille) (MM pg. 77) with 175 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*.

- **Strong:** One *Pit Fiend* (Lucille) (MM pg. 77) with 192 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*.

- **Very Strong:** One *Pit Fiend* (Lucille) (MM pg. 77) with 408 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*.

- **Ultimate:** One *Pit Fiend* (Lucille) (MM pg. 77) with the *Helm of Devil Command* and the *Battle Standard of Infernal Power* who uses the *Helm* in order to summon an *Ice Devil* (MM pg. 75).

**Event 3: Showdown with Zariel:**

*Encounter Note.* This is a rather confusing encounter, as it’s more a list of possible outcomes. Regardless, I’m assuming that the most likely scenario is that the characters encounter Zariel after her battle with Yeengo’s Balor, so we’ll go with that. Unlike the previous encounter, fighting could be a character’s only recourse, so I’m including downward scaling since it’s only fair. Regardless, this is an *incredibly* hard battle, so be careful.

Also, you may choose the school of thought where one should not scale an extraordinarily powerful being up or down, which is fine, but I’m including it regardless.

- **Feeble:** One *Zariel* (MToF pg. 180) with 200 HP, one legendary resistance, and she can only use one legendary action from her battle (maybe increase it to two Balors?)

- **Very Very Weak:** One *Zariel* (MToF pg. 180) with 290 HP, one legendary resistance, and she can only use 2 legendary actions from her battle (maybe increase it to two Balors?)

- **Very Weak:** One *Zariel* (MToF pg. 180) with 375 HP and two legendary resistances remaining from her battle

- **Weak:** One *Zariel* (MToF pg. 180) with 530 HP remaining from her battle

- **Average:** One *Zariel* (MToF pg. 180) with 450 HP remaining from her battle

- **Strong:** One *Zariel* (MToF pg. 180) with 670 HP remaining from her battle

- **Very Strong:** One *Zariel* (MToF pg. 180) with 670 HP and who calls a *Pit Fiend* (Lucille) (MM pg. 77) with the *Helm of Devil Command* and the *Battle Standard of Infernal Power*, unless she has been killed, in which case, Zariel summons an *Amnizu* (Thavius Kreeg) (MToF pg. 164), unless he has been killed, in which case, Zariel summons an *Ice Devil* (MM pg. 75) to the battle.
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