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

This material was written with the goal of creating balanced encounters in your Waterdeep: Dragon Heist campaign. But what exactly does “balanced” mean? In this case, we mean it as seeking that perfect middle ground between ease and difficulty, the sweet spot that maximizes your players’ satisfaction with their experience at the table. Ideally, it would include the danger of failure without dispiriting frustration, yet also the hope of success without things feeling easy or inconsequential. Obviously, such a balance can be very subjective. Even two tables with the same distribution of classes and character levels may differ substantially in effectiveness. And of course, in situations where the numbers on character sheets matter less than the unique aptitudes of the actual players—such as an entirely social roleplaying encounter, or solving a perplexing riddle—even a document like this one can’t provide much help. As a result, our focus here is on combat encounters and other challenges that deal primarily with D&D rules mechanics.

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

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

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

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

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

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

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

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

HOW TO USE THESE ENCOUNTER EDITS

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

PARTY STRENGTH

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

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

INTENDED LEVELS FOR WATERDEEP: DRAGON HEIST

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

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

AVERAGE PARTY LEVEL

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

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

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

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

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

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

USING PARTY STRENGTH IN ENCOUNTERS

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

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

ROUGH ESTIMATES OF ONGOING PARTY STRENGTH

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

<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 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).
Adventuring in the big city poses big challenges for some gaming groups. Players need to think about how to get what they want without simply killing their way through problems.

—James Haeck, DnDBeyond.com

**ENCOUNTER EDITS**

**CHAPTER 1: A FRIEND IN NEED**

*Intended Level: 1st*

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

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

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

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

**WHERE TO START**

**TAVERN BRAWL:**

- **NOTE:** The party is assisted by Yagra (a Thug [MM pg. 350] with Half-Orc traits) who functions as roughly a level 3 character
- **Feeble:** One Thug (MM pg. 350)
- **Very Very Weak:** One Thug (MM pg. 350) with 41/50 HP remaining
- **Very Weak:** One Thug (MM pg. 350) with 8 HP remaining and a Bandit (MM pg. 343)
- **Weak:** Three Bandits (MM pg. 343)
- **Average:** Five Bandits (MM pg. 343), one of whom is at 3 HP
- **Strong:** Five Bandits (MM pg. 343), one of whom has 14/18 HP remaining
- **Very Strong:** Six Bandits (MM pg. 343), one of whom is at 7 HP
- **Very Very Strong:** One Thug (MM pg. 350) with 41/50 HP remaining and five Bandits (MM pg. 343)
- **Ultimate:** Three Thugs (MM pg. 350), one of whom is at 8 HP

**TROLL AND FRIENDS:**

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

**ZHENTARIM HIDEOUT**

**Z1, MAIN ROOM:**

- **NOTE:** The Kenku try to catch the characters off-guard. Anyone with a passive wisdom (Perception) lower than a 15 (or 13 is they have a +2 to ability checks) is surprised from the Hidden Kenku.
- **Feeble:** Two Kenku (MM pg. 194) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Very Very Weak:** Two Kenku (MM pg. 194)
- **Very Weak:** Three Kenku (MM pg. 194) with 6 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws
- **Average:** Four Kenku (MM pg. 194)
- **Strong:** Six Kenku (MM pg. 194)
- **Very Strong:** Six Kenku (MM pg. 194) with 24 HP
- **Very Very Strong:** Ten Kenku (MM pg. 194)
- **Ultimate:** Thirteen Kenku (MM pg. 194)

**TRACKING FLOON**

**GAZER GUARD:**

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

**XANATHAR GUILD HIDEOUT**

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

**Q2, WATCH POSTS:**

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

Q5, Sleeping Area:

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

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

Q6, Lavatory:

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

Q7, Boss Fight:

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

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

Nihiloor becomes an Alhoon

Q12, Hostel Cellar:

- **Feeble:** One Jackalwere (MM pg. 193) named Roscoe Underbough who looks like a Wererat, gaining the Halfling racial features with the exception that he has 21 (4d6) HP
• **Very Very Weak:** One Jackalwere (MM pg. 193) named Roscoe Underbough who looks like a Wererat, gaining the Halfling racial features with the exception that he has has 24 (6d6) HP

• **Very Weak:** One Wererat (MM pg. 209) named Roscoe Underbough with Halfling racial features, 13 HP, and a -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs.

• **Weak:** One Wererat (MM pg. 209) named Roscoe Underbough with Halfling racial features and 13 HP

• **Average:** One Wererat (MM pg. 209) named Roscoe Underbough with Halfling racial features

• **Strong:** One Wereboar (MM pg. 209) named Roscoe Underbough who looks like a wererat, gaining the Halfling racial features with the exception that he has 66 (12d6+24) HP. He also uses a Warhammer in two hands as opposed to a maul, dealing 8 (1d10+3) bludgeoning damage instead of 10 (2d6+3).

• **Very Strong:** Two Wererats, one of whom is named Roscoe Underbough, both have the Halfling racial traits, 13 HP, and -2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs.

• **Very Very Strong:** Two Wererats, one of whom is named Roscoe Underbough, both have the Halfling racial traits, 40 HP, and Roscoe has a +2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs.

• **Ultimate:** Three Wererats, one of whom is named Roscoe Underbough, all have Halfling racial features.

**CHAPTER 2: TROLLSKULL ALLEY**

**Intended Level:** 2nd

Encounter edits are not included for this chapter, which contains a mix of social and exploration encounters and assumes a focus on Faction Missions, which are described in their own special section, *Appendix A: Faction Missions.*
CHAPTER 3: FIREBALL

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

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

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

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

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

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

GRALHUND VILLA

G2, YARD - DAY:

- **Feeble**: One Acolyte (MM pg. 342) named Hurv and two Mastiffs (MM pg. 332)
- **Very Very Weak**: One Acolyte (MM pg. 342) named Hurv with 16 HP and three Mastiffs (MM pg. 332)
- **Very Weak**: One Cult Fanatic (MM pg. 345) named Hurv with 16 HP
- **Weak**: One Cult Fanatic (MM pg. 345) named Hurv and one Mastiff (MM pg. 332)
- **Average**: One Cult Fanatic (MM pg. 345) named Hurv and two Mastiffs (MM pg. 332)
- **Strong**: One Cult Fanatic (MM pg. 345) named Hurv and two Death Dogs (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two
- **Very Strong**: One Cult Fanatic (MM pg. 345) named Hurv with 49 HP and two Death Dogs (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two
- **Very Very Strong**: One Cult Fanatic (MM pg. 345) named Hurv with 49 HP and a +2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs and two Shadow Mastiffs (VGtM pg. 190)
- **Ultimate**: One Warlock of the Great Old One (VGtM pg. 220) named Hurv and two Shadow Mastiffs (VGtM pg. 190)

G2, YARD - NIGHT:

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

G12, FAMILY LIBRARY:

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

G15, GUEST SUITE:

- **Feeble**: Uurstol Floxin is so wounded that he functions only as a Spy (MM pg. 349) with 7 HP and a -2 penalty to all attack rolls, ability checks, damage rolls, and saving throws
- **Very Very Weak**: Uurstol Floxin is so wounded that he functions only as a Spy (MM pg. 349) with 48 HP
- **Very Weak**: One Assassin (MM pg. 343) with 25 HP, no poison, and a -2 to Attack Rolls, Ability
CHAPTER 4: DRAGON SEASON

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

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

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

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

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

**FINDING THE NIMBLEWRIGHT**

**CAUGHT AT LAST!**

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

Checks, Damage Rolls, and Saving Throws named Urstol Floxin

- **Weak**: One Assassin (MM pg. 343) with 25 HP and no poison named Urstol Floxin
- **Average**: One Assassin (MM pg. 343) with 50 HP and no poison named Urstol Floxin
- **Strong**: One Assassin (MM pg. 343) with no poison and a -2 penalty to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin
- **Very Strong**: One Master Thief (VtM pg. 216) with 126 HP and a +2 bonus to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin
- **Very Very Strong**: One Assassin (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by four Zhentarim Thugs (MM pg. 350)
- **Ultimate**: One Assassin (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by two Zhentarim Spies (MM pg. 349)
is medium sized (but the hit dice, and damage rolls are unchanged), is without the Bound or Spell Storing features and the Shield reaction, has 210 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Thro

- **Ultimate:** One Nimblewright who functions as an Assassin (MM pg. 343) with 117 HP, a +2 to Attack Rolls Ability Checks, Damage Rolls, and Saving Throws

### SPRING ENCOUNTER CHAIN

#### MISTSHORE:

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

#### MAUSOLEUM:

- **Feeble:** One Duergar (MM pg. 122) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Thro
- **Very Very Weak:** Two Duergar (MM pg. 122) with 13 HP
- **Very Weak:** Two Duergar (MM pg. 122)
- **Weak:** Three Duergar (MM pg. 122)
- **Average:** Four Duergar (MM pg. 122)
- **Strong:** One Duergar Mind Master (MM pg. 189), one Duergar Spy (MM pg. 234), and two Duergar (MM pg. 122)
- **Very Strong:** One Duergar Mind Master (MM pg. 189), one Duergar Spy (MM pg. 234), and three Duergar (MM pg. 122)
- **Very Very Strong:** One Duergar Mind Master (MM pg. 189), one Duergar Spy (MM pg. 234), and two Duergar Stone Guards (MM pg. 191) with 44 HP
- **Ultimate:** One Duergar Mind Master (MM pg. 189), one Duergar Spy (MM pg. 234), one Duergar Stone Guard (MM pg. 191), one Duergar Xarron (MM pg. 193), and four Duergar (MM pg. 122) with 39 HP

#### CONVERTED CELLAR - BIO, OLD TAVERN CELLAR:

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

#### OLD TOWER - GAZER ATTACK:

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

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

Summer Encounter Chain

Converted Windmill:

- **Feeble**: One Cult Fanatic (Arn, who slew Seffia on secret orders from Lord Cassalanter) (MM pg. 345) with 16 HP
- **Very Very Weak**: One Cult Fanatic (Arn, who slew Seffia on secret orders from Lord Cassalanter) (MM pg. 345)
- **Very Weak**: Two Cult Fanatics (Arn & Seffia) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak**: Two Cult Fanatics (Arn & Seffia) (MM pg. 345) with 16 HP
- **Average**: Two Cult Fanatics (Arn & Seffia) (MM pg. 345)
- **Strong**: Two Cult Fanatics (Arn & Seffia) (MM pg. 345) who also summoned two Nupperibos (MTof pg. 168) in addition to the Spined Devils, but the Nuppers stay behind.
- **Very Strong**: Two Cult Fanatics (Arn & Seffia) (MM pg. 345) who also summoned two Imps (MM pg. 76) in addition to the Spined Devils, but the Imps stay behind.
- **Very Very Strong**: Two Bearded Devils (MM pg. 70) with 78 HP summoned by Arn & Seffia to defend them and two Cult Fanatics (Arn & Seffia) (MM pg. 345)
- **Ultimate**: One Barbed Devil (MM pg. 70) with 156 HP summoned by Arn & Seffia to defend them and two Cult Fanatics (Arn & Seffia) (MM pg. 345)

Rooftop Chase:

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

Alley:

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

Street Chase:

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

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

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

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

**Cellar Complex - Xanathar Guild:**

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

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

**Cellar Complex - Trogs:**

- **Feeble:** Two **Troglodytes** (MM pg. 290) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Three **Troglodytes** (MM pg. 290) with 6 HP
- **Very Weak:** Four **Troglodytes** (MM pg. 290) with 6 HP
- **Weak:** Five **Troglodytes** (MM pg. 290) with 19 HP
- **Average:** Seven **Troglodytes** (MM pg. 290)
- **Strong:** Ten **Troglodytes** (MM pg. 290)
- **Very Strong:** Ten **Troglodytes** (MM pg. 290) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: One Troglodyte Champion of Laogzed (OotA pg. 229) with 88 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and seven Troglodytes (MM pg. 290)

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

OLD TOWER:

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

• Feeble: One Spy (Soluun Xibrindas) (MM pg. 349) with 40 HP, the Poisonous Pistol attack option (+5 to hit), the Gunslinger feature, and Drow racial traits

• Very Very Weak: One Bandit Captain (Soluun Xibrindas) (MM pg. 344) with 32 HP, the Poisonous Pistol attack option (+5 to hit), the Gunslinger feature, and Drow racial traits

• Very Weak: One Drow Gunslinger (Soluun Xibrindas) (W:DH pg. 202) with 42 HP and a -2 penalty to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• Weak: One Drow Gunslinger (Soluun Xibrindas) (W:DH pg. 202) with 42 HP

• Average: One Drow Gunslinger (Soluun Xibrindas) (W:DH pg. 202) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Thro DCs

• Strong: One Drow Gunslinger (Soluun Xibrindas) (W:DH pg. 202) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throws DCs

• Very Strong: One Shadow Dancer (Soluun Xibrindas) (MToF pg. 225) with the Poisonous Pistol attack option (+6 to hit), the Gunslinger feature, and Drow racial traits. In addition, the multiattack option allows for two shots with the pistol and the attributes of the chain can be used on their pistol.

• Very Very Strong: One Shadow Dancer (Soluun Xibrindas) (MToF pg. 225) with 106 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, the Poisonous Pistol attack option (+6 [+2] to hit), the Gunslinger feature, and Drow racial traits. In addition, the multiattack option allows for two shots with the pistol and the attributes of the chain can be used on their pistol.

MISTSHORE:

• Feeble: Two Spies (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (MM pg. 349) with 40 HP, the Poisonous Pistol attack option (+5 to hit), the Gunslinger feature, and Drow racial traits

• Very Very Weak: Two Bandit Captains (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (MM pg. 344) with 32 HP, the Poisonous Pistol attack option (+5 to hit), the Gunslinger feature, and Drow racial traits

• Very Weak: Two Bandit Captains (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (MM pg. 344) with the Poisonous Pistol attack option (+5 to hit), the Gunslinger feature, and Drow racial traits

• Weak: Two Drow Gunslingers (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (W:DH pg. 202) with 42 HP each

• Average: Two Drow Gunslingers (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (W:DH pg. 202)

• Strong: Two Master Thieves (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (VGtM pg. 216) with the Poisonous Pistol attack option (+7 to hit), the Gunslinger feature, and Drow racial traits,

• Very Strong: Two Master Thieves (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (VGtM pg. 216) with 126 HP, the Poisonous Pistol attack option (+7 to hit), the Gunslinger feature, and Drow racial traits,

• Very Very Strong: Two Assassins (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (MM pg. 344) with 117 HP, the Poisonous Pistol attack option (+6 to hit), the Gunslinger feature, and Drow racial traits.

• Ultimate: Two Assassins (Fel’rekt Lafeen & Krebbyg Masq’il’yr) (MM pg. 343) with 117 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs the Poisonous Pistol attack option (+6 [+2] to hit), the Gunslinger feature, and Drow racial traits. In addition, the poison on the crossbow is also present on the pistol.
• **Feeble**: One **Bard** (Kalain) (VGtM pg. 22 HP) with 25 HP and one **Death Dog** (MM pg. 321)

• **Very Very Weak**: One **Bard** (Kalain) (VGtM pg. 22 HP) and one **Carrion Crawler** (MM pg. 37) with 25 HP

• **Very Weak**: One **Displacer Beast** (MM pg. 81) with 42 HP and one **Bard** (Kalain) (VGtM pg. 211) with 22 HP

• **Weak**: One **Displacer Beast** (MM pg. 81) with 127 HP, one **Bard** (Kalain) (VGtM pg. 211), and four **Swarms of Rats** (MM pg. 339)

• **Average**: One **Displacer Beast** (MM pg. 81), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Rats** (MM pg. 339)

• **Strong**: One **Girallon** (VGtM pg. 152), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Insects** (MM pg. 338)

• **Very Strong**: One **Girallon** (VGtM pg. 152), one **Bard** (Kalain) (VGtM pg. 211), and four **Swarms of Poisonous Snakes** (MM pg. 338)

• **Very Very Strong**: One **Chimera** (MM pg. 39), one **Bard** (Kalain) (VGtM pg. 211), and six **Swarms of Poisonous Snakes** (MM pg. 338)

• **Ultimate**: One **Howler** (MToF pg. 210), one **Bard** (Kalain) (VGtM pg. 211) with 66 HP, and six **Swarms of Poisonous Snakes** (MM pg. 338)

**WINTER ENCOUNTER CHAIN**

**ALLEY**:

• **Feeble**: Two **Bugbears** (MM pg. 33) with 13 HP

• **Very Very Weak**: One **Bugbear** (MM pg. 33) with 40 HP leading two **Goblins** (MM pg. 166)

• **Very Weak**: One **Bugbear** (MM pg. 33) leading four **Goblins** (MM pg. 166)

• **Weak**: Three **Bugbears** (MM pg. 33)

• **Average**: Five **Bugbears** (MM pg. 33)

• **Strong**: One **Bugbear Chief** (MM pg. 33) with 97 HP leading four **Bugbears** (MM pg. 33)

• **Very Strong**: One **Bugbear Chief** (MM pg. 33) with 97 HP leading five **Bugbears** (MM pg. 33)

• **Very Very Strong**: Two **Bugbear Chieftains** (MM pg. 33) with 97 HP leading six **Bugbears** (MM pg. 33)

• **Ultimate**: Three **Bugbear Chieftains** (MM pg. 33) with 97 HP leading six **Bugbears** (MM pg. 33)

**ROOFTOP & STREET CHASE**:

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

**MISTSHORE**:

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

• **Feeble**: Eight **Bandits** (MM pg. 343) with 16 HP

• **Very Very Weak**: Ten **Bandits** (MM pg. 343) with 16 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws
• **Very Weak:** Six Thugs (MM pg. 350) with 16 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, and Saving Throws
• **Weak:** Six Thugs (MM pg. 350) with 48 HP
• **Average:** Nine Thugs (MM pg. 350)
• **Strong:** Eleven Thugs (MM pg. 350)
• **Very Strong:** Eight Dragonclaws (HotDQ pg. 89)

### Old Tower - Manshoon’s Simulacrum:

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

### Vault of Dragons

#### V4, Hall of Moradin:

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

#### V9, Main Vault:

• **Feeble - Very Strong:** An Adult Gold Dragon (MM pg. 114) named Aurinax
• **Very Very Strong - Ultimate:** Aurinax is an Ancient Gold Dragon (MM pg. 113)
Leaving the Vault of Dragons with Xanathar, Noska is Alive:

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

Leaving the Vault of Dragons with Xanathar, Noska is Dead:

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

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

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Leaving the Vault of Dragons with Xanathar, Noska is Alive:

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

Leaving the Vault of Dragons with Xanathar, Noska is Dead:

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

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

- **Weak**: One Enchanter (VGTm pg. 213) named Nar’l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensativity), one Grell (MM pg. 172), one Gazer (VGTm pg. 126), and six Bugbears (MM pg. 33)

- **Average**: One Nar’l Xibrindas, one Grell (MM pg. 172), one Gazer (VGTm pg. 126), and six Bugbears (MM pg. 33)

- **Strong**: One Nar’l Xibrindas, one Grell (MM pg. 172), one Spectator (MM pg. 30), and four Bugbear Chieftains (MM pg. 30)

- **Very Strong**: One Nar’l Xibrindas, one Grell (MM pg. 172), one Spectator (MM pg. 30), and six Bugbear Chieftains (MM pg. 30)

- **Very Very Strong**: One Evoker (VGTm pg. 214) named Nar’l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensativity), one Grell (MM pg. 172), two Gauths (VGTm pg. 125), and seven Bugbear Chieftains (MM pg. 30)

- **Ultimate**: One Death Kiss (VGTm pg. 124), One Evoker (VGTm pg. 214) named Nar’l Xibrindas with his traits (Special Equipment, Fey Ancestry, Innate Spellcasting, and Sunlight Sensativity), one Grell (MM pg. 172), and seven Bugbear Chieftains (MM pg. 30)

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

- **Feeble**: One Doppelganger (Willifort Crowelle) (MM pg. 82) who had been injured throughout the whole chaos, resulting in him only having 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throas, and seven Bugbears (MM pg. 30)

- **Very Very Weak**: One Doppelganger (Willifort Crowelle) (MM pg. 82) who had been injured throughout the whole chaos, resulting in him only having 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throas, and four Cultists (MM pg. 345)

- **Very Weak**: One Doppelganger (Willifort Crowelle) (MM pg. 82) who had been injured throughout the whole chaos, resulting in him only having 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throas, one Cult Fanatic (MM pg. 345), and four Cultists (MM pg. 345)

- **Weak**: One Doppelganger (Willifort Crowelle) (MM pg. 82), two Cult Fanatics (MM pg. 345), and four Cultists (MM pg. 345)

- **Average**: One Doppelganger (Willifort Crowelle) (MM pg. 82), three Cult Fanatics (MM pg. 345), and three Cultists (MM pg. 345)

- **Strong**: One Doppelganger (Willifort Crowelle) (MM pg. 82), three Cult Fanatics (MM pg. 345) who, at the beginning of combat suddenly summon two Spined Devils (MM pg. 78) with 30 HP, and four Cultists (MM pg. 345)

- **Very Strong**: One Doppelganger (Willifort Crowelle) (MM pg. 82), two guard-like Bearded Devils (MM pg. 70) with 78 HP, three Cult Fanatics (MM pg. 345) and four Cultists (MM pg. 345)

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

- **Ultimate**: One Doppelganger (Willifort Crowelle) (MM pg. 82), two Chain Devils (MM pg. 72) and four Cult Fanatics (MM pg. 345)

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

- **Feeble**: One Cult Fanatic (MM pg. 345) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throas, and Saving Throw DCs

- **Very Very Weak**: One Cult Fanatic (MM pg. 345) with 16 HP and three Cultists (MM pg. 345)

- **Very Weak**: One Cult Fanatic (MM pg. 345) and five Cultists (MM pg. 345)

- **Weak**: Two Cult Fanatics (MM pg. 345) with 49 HP and four Cultists (MM pg. 345)

- **Average**: Three Cult Fanatics (MM pg. 345) and three Cultists (MM pg. 345)

- **Strong**: Three Cult Fanatics (MM pg. 345) with 49 HP and seven Cultists (MM pg. 345)

- **Very Strong**: One guard-like Bearded Devil (MM pg. 70), three Cult Fanatics (MM pg. 345) with 16 HP, and three Cultists (MM pg. 345)

- **Very Very Strong**: Three guard-like Bearded Devils (MM pg. 70) and five Cult Fanatics (MM pg. 345)

- **Ultimate**: Three guard-like Bearded Devils (MM pg. 70) with 78 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throas, and Saving Throw DCs, four Cult Fanatics (MM pg. 345), and seven Cultists (MM pg. 345)

**LEAVING THE VAULT OF DRAGONS WITH JARLAXLE.**

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

- **Feeble**: One Jarlaxle Baenrae (W:DH pg. 206) with 61 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throas, and Saving Throw DCs

- **Very Very Weak**: One Jarlaxle Baenrae (W:DH pg. 206) with 61 HP

- **Very Weak**: One Jarlaxle Baenrae (W:DH pg. 206) with 61 HP and two Drow Gunslingers (possibly Fel’rekt Lafeen & Krebbyg Masq’il’yr) (W:DH pg. 202)
• Average: One Jarlaxle Baenrae (W:DH pg. 206) and three Drow Gunslingers (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
• Strong: One Jarlaxle Baenrae (W:DH pg. 206), two Drow House Captains (MToF pg. 184), and three Drow Gunslingers (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
• Very Strong: One Jarlaxle Baenrae (W:DH pg. 206), one Drow Mage (MM pg. 129), two Drow Elite Warriors (MM pg. 128), and three Drow Gunslingers (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
• Very Very Strong: One Jarlaxle Baenrae (W:DH pg. 206), one Drow Assassin (MM pg. 343), two Drow Arachnomancers (MToF pg. 182), two Drow House Captains (MToF pg. 184), and three Drow Gunslingers (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)
• Ultimate: One Jarlaxle Baenrae (W:DH pg. 206), one Drow Inquisitor (MToF pg. 184), two Drow Arachnomancer (MToF pg. 182), two Drow Shadowblades (MToF pg. 187), and three Drow Gunslingers (possibly Soluun Xibrindas, Fel'rekt Lafeen, & Krebbyg Masq'il'yr) (W:DH pg. 202)

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

• Feeble: One Bandit Captain (Vevette Blackwater) (MM pg. 344) with 32 HP, one Bard (Agorn Fuoco) (VGtM pg. 211) with 22 HP, and one Thayan Apprentice (Manshoon’s Simulacrum) (TftYP pg. 246),
• Very Very Weak: One Illusionist (Manshoon’s Simulacrum) (VGtM pg. 214), one Swashbuckler (Vevette Blackwater) (VGtM pg. 217) with 33 HP, and one Bard (Agorn Fuoco) (VGtM pg. 211) with 22 HP
• Very Weak: One Illusionist (Manshoon’s Simulacrum) (VGtM pg. 214) with 56 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, one Swashbuckler (Vevette Blackwater) (VGtM pg. 217), and one Bard (Agorn Fuoco) (VGtM pg. 211) with 66 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs
• Weak: One Manshoon Simulacrum (W:DH pg. 208-209) with 63 HP, one Swashbuckler (Vevette Blackwater) (VGtM pg. 217), one Bard (Agorn Fuoco) (VGtM pg. 211)
• Average: One Manshoon Simulacrum (W:DH pg. 208-209), one Swashbuckler (Vevette Blackwater) (VGtM pg. 217), one Bard (Agorn Fuoco) (VGtM pg. 211), and three Thugs (MM pg. 350)
• Strong: One Manshoon Simulacrum (W:DH pg. 208-209) with 189 HP, one Swashbuckler (Vevette Blackwater) (VGtM pg. 217), one Bard (Agorn Fuoco) (VGtM pg. 211), and five Spies (MM pg. 349)
• Very Strong: One Manshoon Simulacrum (W:DH pg. 208-209), two Martial Arts Adepts (Havia
Quickknife and Mookie Plush) (VGTM pg. 216), one Swashbuckler (Vevette Blackwater) (VGTM pg. 217), one Bard (Agorn Fuoco) (VGTM pg. 211), and five Spies (MM pg. 349)

**Very Very Strong:** One Assassin (Urstol Floxin) (MM pg. 343) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, still injured from everything that’s happened, one Manshoon Simulacrum (W:DH pg. 208-209), one Mage (Kaevja Cynavern) (MM pg. 347), one Swashbuckler (Vevette Blackwater) (VGTM pg. 217), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGTM pg. 216), and five Veterans (MM pg. 350)

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

**Very Very Weak:** One Illusionist (Manshoon Simulacrum) (VGTM pg. 214), one Bard (Agorn Fuoco) (VGTM pg. 211), and three Thugs (MM pg. 35)

**Very Very Weak:** One Illusionist (Manshoon Simulacrum) (VGTM pg. 214), one Bard (Agorn Fuoco) (VGTM pg. 211), and five Bandit Captains (MM pg. 344)

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

**Strong:** One Manshoon Simulacrum (W:DH pg. 208-209) with 189 HP, one Bard (Agorn Fuoco) (VGTM pg. 211) with 66 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

**Very Strong:** One Manshoon Simulacrum (W:DH pg. 208-209), one Bard (Agorn Fuoco) (VGTM pg. 211), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGTM pg. 216), and four Spies (MM pg. 349)

**Very Strong:** One Assassin (Urstol Floxin) (MM pg. 343) with 39 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Thro
DCs, one Bard (Agorn Fuoco) (VGtM pg. 211), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Spies (MM pg. 349)

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

- **Very Very Strong:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Strong:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Strong:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Average:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Very Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Very Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

- **Very Very Weak:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)

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

- **Feeble:** One Manshoon Simulacrum (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One Manshoon Simulacrum (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** One Manshoon Simulacrum (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** One Manshoon Simulacrum (W:DH pg. 208-209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One Manshoon Simulacrum (W:DH pg. 208-209) and five Thugs (MM pg. 350)
- **Strong:** One Manshoon Simulacrum (W:DH pg. 208-209) with 189 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216)
- **Very Strong:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and five Thugs (MM pg. 350)
- **Ultimate:** One Evoker (Manshoon Simulacrum) (VGtM pg. 214), one Assassin (Urstol Floxin) (MM pg. 343), one Mage (Kaevja Cynavern) (MM pg. 347), two Martial Arts Adepts (Havia Quickknife and Mookie Plush) (VGtM pg. 216), and six Spies (MM pg. 349)
CHAPTER 5: SPRING MADNESS

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

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

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

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

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

XANATHAR’S LAIR

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

X3, BEHOLDER ZOMBIE GUARD:

- **Feeble**: One Spectator (MM pg. 30) with 60 HP
- **Very Very Weak**: One Spectator (MM pg. 30) with 60 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak**: One Beholder Zombie (MM pg. 316) with 47 HP
- **Weak**: One Spectator (MM pg. 30) and four Gas Spores (MM pg. 138)
- **Average**: One Beholder Zombie (MM pg. 316) and four Gas Spores (MM pg. 138)
- **Strong**: One Gauth (VGtM pg. 125) and four Gas Spores (MM pg. 138)
- **Very Strong**: One Beholder Zombie (MM pg. 316) with 140 HP and six Gas Spores (MM pg. 138)
- **Very Very Strong**: One Death Kiss (VGtM pg. 124) with 85 HP and four Gas Spores (MM pg. 138)
- **Ultimate**: One Death Kiss (VGtM pg. 124) and four Gas Spores (MM pg. 138)

X17, PROMENADE

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

X18, AUDIENCE CHAMBER (XANATHAR IS NOT PRESENT).

- **Feeble**: One Thayan Apprentice (TftYP pg. 245) (Narl’l Xibrindas) with Drow racial traits and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak**: One Thayan Apprentice (TftYP pg. 245) (Narl’l Xibrindas) with Drow racial traits and 19 HP and two Gazers (VGtM pg. 126)
- **Very Weak**: One Illusionist (VGtM pg. 214) (Narl’l Xibrindas) with Drow racial traits and 19 HP and two Gazers (VGtM pg. 126)
- **Weak**: One Enchanter (VGtM pg. 213) (Narl’l Xibrindas) with Drow racial traits, 20 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and one Grell (MM pg. 172)
- **Average**: One Drow Mage (MM pg. 129) (Narl’l Xibrindas) with one Grell (MM pg. 172)
• **Strong:** One Drow Mage (MM pg. 129) (Nar’l Xibrindas) with one Mindwitness (VGtM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Very Strong:** One Drow Mage (MM pg. 129) (Nar’l Xibrindas) with one Guath (VGtM pg. 125)

• **Very Very Strong:** One Drow Mage (MM pg. 129) (Nar’l Xibrindas) with two Mindwitnesses (VGtM pg. 176)

• **Ultimate:** One Drow Mage (MM pg. 129) (Nar’l Xibrindas) with two Guaths (VGtM pg. 125)

**X19, XANATHAR’S SANCTUM:**

• **Feeble - Very Strong:** One Beholder (in lair) (MM pg. 28) (Xanathar) with the special equipment described on W:DH pg. 220 and one Cultist (MM pg. 343) (Ott Steeltoes) with the changes described on W:DH pg. 214

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

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

**X23, ANTECHAMBER OF MADNESS:**

• **Feeble:** Three Kuo-Toa (MM pg. 199) with 9 HP

• **Very Very Weak:** Three Kuo-Toa (MM pg. 199)

• **Very Weak:** Four Kuo-Toa (MM pg. 199)

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

• **Average:** One Kuo-Toa Whip (MM pg. 200) and six Kuo-Toa (MM pg. 199)
• **Strong:** Two *Kuo-Toa Whips* (MM pg. 200) with 97 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, SavingThrows, and Saving Throw DCs and four *Kuo-Toa* (MM pg. 199) with 27 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs

• **Very Strong:** Two *Kuo-Toa Whips* (MM pg. 200) and six *Kuo-Toa* (MM pg. 199)

• **Very Very Strong:** One *Kuo-Toa Monitor* (MM pg. 198) and seven *Kuo-Toa* (MM pg. 199)

• **Ultimate:** One *Kuo-Toa Monitor* (MM pg. 198), two *Kuo-Toa Whips* (MM pg. 200) with 32 HP, and four *Kuo-Toa* (MM pg. 199) with 9 HP

### X24, EXTRATION CHAMBER:

• **Feeble:** Nihiloor leads a *Mindwitness* (VGtM pg. 176) with 38 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs and six *Kuo-Toa* (MM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs then departs unless the adventurers actively oppose him.

• **Very Very Weak:** Nihiloor leads a *Mindwitness* (VGtM pg. 176) with -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs then departs unless the adventurers actively oppose him.

• **Very Weak:** One *Mind Flyaer* (MM pg. 222) (Nihiloor) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Weak:** One *Mind Flyaer* (MM pg. 222) (Nihiloor) and one *Intelect Devourer* (MM pg. 191)

• **Strong:** One *Mind Flyaer* (MM pg. 222) (Nihiloor) with 106 HP and one *Intelect Devourer* (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Very Strong:** One *Ulitharid* (VGtM pg. 175) (Nihiloor) with 190 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Very Very Strong:** One *Ulitharid* (VGtM pg. 175) (Nihiloor) with 190 HP who leads a *Mindwitness* (VGtM pg. 176) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Ultimate:** One *Alhoon* (VGtM pg. 172) (Nihiloor) exiled from his clan for practicioning arcane magic who found his way into the Xanathar Guild with 176 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs leading a *Mindwitness* (VGtM pg. 176) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

### X26, DEVOURER SPAWNING POOL - NO PRIOR CONFRONTATION:

• **Feeble - Very Strong:** One *Mind Flayer* (MM pg. 222) (Nihiloor) and four *Intelect Devourers* (MM pg. 191)

• **Very Very Strong:** One *Alhoon* (VGtM pg. 172) (Nihiloor) exiled from his clan for practicioning arcane magic who found his way into the Xanathar Guild with six *Intelect Devourers* (MM pg. 191)

• **Ultimate:** One *Alhoon* (VGtM pg. 172) (Nihiloor) exiled from his clan for practicioning arcane magic who found his way into the Xanathar Guild with 176 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs and six *Intelect Devourers* (MM pg. 191)

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

• **Feeble:** One *Intelect Devourer* (MM pg. 191)

• **Very Very Weak:** One *Intelect Devourer* (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Very Weak:** Two *Intelect Devourers* (MM pg. 191) with 10 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Weak:** Two *Intelect Devourers* (MM pg. 191)

• **Average:** Three *Intelect Devourers* (MM pg. 191)

• **Strong:** Three *Intelect Devourers* (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Very Strong:** Four *Intelect Devourers* (MM pg. 191) with 30 HP

• **Very Very Strong:** Six *Intelect Devourers* (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs

• **Ultimate:** Seven *Intelect Devourers* (MM pg. 191) with 10 HP

### X33, CRYPT OF XANATHARS PAST:

• **Feeble - Very Strong:** One *Beholder* (in lair) (MM pg. 28) (Xanathar)

• **Very Very Strong:** One *Beholder* (in lair) (MM pg. 28) (Xanathar) who summons two *Spectators* (MM pg. 30) at the beginning of the second and third rounds

• **Ultimate:** One *Beholder* (in lair) (MM pg. 28) (Xanathar) with 266 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Rolls, and Saving Throw DCs and who summons two *Spectators* (MM pg. 30) at the beginning of the second round
CHAPTER 6: HELL OF A SUMMER

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

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

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

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

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

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

VICTORO CASSALANTER:

• Feeble: One Kuo-Toa Archpriest (Victoro Cassalanter) (MM pg. 200) with 48 HP, a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, and no Amphibious, Otherworldly Perception, Slippery, or Sunlight Sensativity. In addition, it has Victoro’s standard special equipment section which increases its AC to 16.

• Very Very Weak: One Drow Priestess of Lolth (Victoro Cassalanter) (MM pg. 129) with 35 HP, a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs, and no Innate Spellcasting or Sunlight Sensitivity. In addition, her Summon Demon trait is replaced with Summon Devil which is like Summon Demon but summons an Orthon (MToF pg. 169) instead and Victoro’s standard special equipment section.

• Very Weak: One Victoro Cassalanter (W:DH pg. 218) with 48 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

• Weak: One Victoro Cassalanter (W:DH pg. 218) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

• Average: One Victoro Cassalanter (W:DH pg. 218)

• Strong: One Victoro Cassalanter (W:DH pg. 218) with 145 HP

• Very Strong: One Victoro Cassalanter (W:DH pg. 218) with 145 HP and a +2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

• Very Very Strong: One Victoro Cassalanter (W:DH pg. 218) guarded by two Bearded Devils (MM pg. 70) who appear to protect him in a puff of brimstone.

• Ultimate: One Victoro Cassalanter (W:DH pg. 218) guarded by four Bearded Devils (MM pg. 70) who appear to protect him in a puff of brimstone

AMMALIA CASSALANTER:

• Feeble: One Thayan Apprentice (Ammalia Cassalanter) (TfTyp pg. 245) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• Very Very Weak: One Illusionist (Ammalia Cassalanter) (VGtM pg. 214) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• Very Weak: One Ammalia Cassalanter (W:DH pg. ) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• Weak: One Ammalia Cassalanter (W:DH pg. 193) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• Average: One Ammalia Cassalanter (W:DH pg. 193)

• Strong - Very Strong: One Ammalia Cassalanter (W:DH pg. 193) with 67 HP

• Very Very Strong: One Diviner (Ammalia Cassalanter) (VGtM pg. 213) with 100 HP

• Ultimate: One Ammalia Cassalanter (W:DH pg. 193) with three Imps (MM pg. 76)

CASSALANTER VILLA

C2, GARDEN MUDROOM:

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

C10, KITCHEN:

• Feeble: Three Animated Knives (MM pg. 20) with 8 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• Very Very Weak: Three Animated Knives (MM pg. 20)

• Very Weak: Four Animated Knives (MM pg. 20)

• Weak: Six Animated Knives (MM pg. 20)

• Average: Ten Animated Knives (MM pg. 20)

• Strong: Ten Animated Knives (MM pg. 20) with 25 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• Very Strong: Eleven Animated Knives (MM pg. 20) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• Very Very Strong: One Animated Table (TfTyp pg. 230) and nine Flying Swords (MM pg. 20) with 25 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• Ultimate: One Animated Table (TfTyp pg. 230) and ten Flying Swords (MM pg. 20)

C15, BANQUET HALL:

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

C20, LINEN CLOSET:

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

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

• Very Very Weak: One Rug of Smothering (MM pg. 20) with 16 (13) HP

• Very Weak: One Rug of Smothering (MM pg. 20)

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

C24, OSVALDO’S PRISON - AVERAGE:

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

C25, BUTTERFLY GARDEN:

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

TEMPLE OF ASMODEUS

A4, FAMILY CRYPT:

• **Feeble:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Very Very Weak:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147)
• **Very Weak:** One **Ghost** (Caladorn Cassalanter) (MM pg. 147) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Weak**: One Ghost (Caladorn Cassalanter) (MM pg. 147) and two Specters (MM pg. 279) with 11 HP
• **Average**: One Ghost (Caladorn Cassalanter) (MM pg. 147) and three Specters (MM pg. 279)
• **Strong**: One Ghost (Caladorn Cassalanter) (MM pg. 147) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four Specters (MM pg. 279)
• **Very Strong**: One Ghost (Caladorn Cassalanter) (MM pg. 147) and three Poltergeists (MM pg. 279)

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

**CHAPTER 7: MAESTRO’S FALL**

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

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

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

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

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

**FACING JARLAXLE BAENRAE**

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

**JARLAXLE BAENRAE**:

• **Feeble**: One Drow Elite Warrior (MM pg. 128) (Jarlaxle Baenrae) with Jarlaxle’s special equipment, a 106 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Very Very Weak**: One Drow House Captain (MToF pg. 184) (Jarlaxle Baenrae) with Jarlaxle’s special equipment and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Very Weak:** One Drow House Captain (MTof pg. 184) (Jarlaxle Baenrae) with Jarlaxle’s special equipment
• **Weak:** One Jarlaxle Baenrae (W:DH pg. 206) with 61 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Average:** One Jarlaxle Baenrae (W:DH pg. 206)
• **Strong:** One Jarlaxle Baenrae (W:DH pg. 206) with 184 HP
• **Very Strong:** One Jarlaxle Baenrae (W:DH pg. 206) with 184 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Very Very Strong:** One Jarlaxle Baenrae (W:DH pg. 206) who summons two Drow Elite Warriors (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Ultimate:** One Jarlaxle Baenrae (W:DH pg. 206) who summons two Drow Mages (MM pg. 129)

**AREAS OF THE SHIPS**

**J1, MAIN DECK:**

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

**J3, MATES’ CABIN:**

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

**J10, CAPTAIN’S CABIN:**

• **Feeble:** One Enchanter (VGtM pg. 213) with Drow racial traits and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs with an inactive Nimblewright awaiting repairs
• **Very Very Weak:** One Thayan Apprentice (TftYP pg. 245) with Drow racial traits and one Nimblewright (W:DH pg. 212) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Very Weak:** One Illusionist (VGtM pg. 214) with Drow racial traits and one Nimblewright (W:DH pg. 212) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• **Weak:** One Illusionist (VGtM pg. 214) with Drow racial traits and one Nimblewright (W:DH pg. 212)
• **Average:** One Drow Mage (MM pg. 129) and one Nimblewright (W:DH pg. 212)
• **Strong:** One Diviner (MM pg. 129) with Drow racial traits and one Nimblewright (W:DH pg. 212)
• **Very Strong:** One Evoker (VGtM pg. 214) if aboard the H_\_lraiser, one Necromancer (VGtM pg. 217) if aboard the Heartbreaker, or one Abjurer (VGtM pg. 209) if aboard the Eyecatcher all of whom have Drow racial traits and are accompanied by one Nimblewright (W:DH pg. 212)
• **Very Very Strong:** One Drow Mage (MM pg. 129) and one Nimblewright (W:DH pg. 212). A Drow Elite Warrior (MM pg. 128) arrives at the beginning of the second and third round at the behest of the Mage
• **Ultimate:** One Drow Mage (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one Nimblewright (W:DH pg. 212). A Drow Elite Warrior (MM pg. 129) arrives at the beginning of the second and third round at the behest of the Mage.
**J17, Lower Cargo Hold (Eyecatcher):**

- **Feeble:** One Giant Spider (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** Two Giant Spiders (MM pg. 328) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Weak:** Two Giant Spiders (MM pg. 328) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Two Giant Spiders (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** Four Giant Spiders (MM pg. 328)
- **Strong:** Two Drow Gunslingers (W:DH pg. 201)
- **Very Strong:** Three Phase Spiders (MM pg. 334) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** Three Drow Gunslingers (W:DH pg. 201)
- **Ultimate:** Three Helmed Horrors (MM pg. 183) with 32 HP

**J23, Gunslingers’ Hold:**

- **Feeble:** One Drow Gunslinger (W:DH pg. 201) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One Drow Gunslinger (W:DH pg. 201) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Weak:** Two Drow Gunslingers (W:DH pg. 201)
- **Average:** Two Drow Gunslingers (W:DH pg. 201)
- **Strong:** Two Drow Gunslingers (W:DH pg. 201) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** Three Drow Gunslingers (W:DH pg. 201)
- **Ultimate:** Two Drow House Captains (MToF pg. 184)

**J31, Training Area:**

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

**U7B, Command Center:**

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

• **Very Weak**: One Drow Elite Warrior (MM pg. 128)

• **Weak**: One Drow Elite Warrior (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Very Strong**: One Drow Mage (MM pg. 129) and one Drow Elite Warrior (MM pg. 128) with 106 HP

• **Very Very Strong**: Two Drow House Captains (MToF pg. 184)

• **Ultimate**: Two Drow Shadowblades (MToF pg. 187) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**CHAPTER 8: WINTER WIZARDRY**

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

• **Feeble** is 3 level 3

• **Very Very Weak** is 4 level 3 player characters

• **Very Weak** is going to be level 3s

• **Weak** is level 4s

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

• **Strong** is going to be level 6s

• **Very Strong** is level 7s

• **Very Very Strong** is going to be level 7s

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

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

**K2, DINING ROOM:**

• **Feeble**: One Spy (MM pg. 349) (Sidra Romeir) with 40 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• **Very Very Weak**: One Spy (MM pg. 349) (Sidra Romeir) with 13 HP and two Bandits (MM pg. 343)

• **Very Weak**: One Spy (MM pg. 349) (Sidra Romeir) and three Bandits (MM pg. 343)

• **Weak**: One Spy (MM pg. 349) (Sidra Romeir) with 40 HP and two Thugs (MM pg. 350) with 48 HP

• **Average**: One Veteran (MM pg. 350) (Sidra Romeir) and two Thugs (MM pg. 350)

• **Strong**: One Veteran (MM pg. 350) (Sidra Romeir) and two Spies (MM pg. 343)

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

• **Very Very Strong**: One Master Thief (VGtM pg. 216) with a -2 to Attack Rolls, Ability Checks Damage Rolls, and SavingThrows and two Spies (MM pg. 343)

• **Ultimate**: One Master Thief (VGtM pg. 216) and two Spies (MM pg. 343) with 40 HP

**K3, KITCHEN:**

• **Feeble**: One Thayan Apprentice (Manafret Cherryport) (TftYP pg. 245)

• **Very Very Weak**: One Illusionist (Manafret Cherryport) (VGtM pg. 216) with a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Very Weak**: One Illusionist (Manafret Cherryport) (VGtM pg. 214)

• **Weak**: One Mage (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 15 HP and a -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Average**: One Mage (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149

• **Strong**: One Mage (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 46 HP

• **Very Strong**: One Mage (MM pg. 347) (Manafret Cherryport) with the edits on W:DH pg. 149 with 46 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Very Very Strong**: One Diviner (Manafret Cherryport) (VGtM pg. 213) with 100 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

• **Ultimate**: One Evoker (Manafret Cherryport) (VGtM pg. 214) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**K4, MUSTY LIBRARY:**

• **Feeble**: One Gargoyle (MM pg. 140) with 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• **Very Very Weak**: One Gargoyle (MM pg. 140) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• **Very Weak**: One Gargoyle (MM pg. 140)

• **Weak**: One Gargoyle (MM pg. 140) with 78 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

• **Average**: Two Gargoyles (MM pg. 140)
**Strong:** Two Gargoyles (MM pg. 140) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

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

**Very Very Strong:** Three Gargoyles (MM pg. 140) with 78 HP

**Ultimate:** Four Gargoyles (MM pg. 140)

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**K13, HOLDING CELL:**

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

**K15, SUMMONING CHAMBER:**

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

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**K17, FLESH GOLEM:**

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

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**K18, ARCANE RUNE:**

- **Feeble:** One Gibbering Mouther (MM pg. 157) with 36 HP
- **Very Very Weak:** One Gibbering Mouther (MM pg. 157)
- **Very Weak:** One Red Slaad (MM pg. 276) with 46 HP and a -2 to Attack Rolls, Ability Checks,
**E5, Laboratory:**
- **Very Strong:** One Spectator (MM pg. 30) with 59 HP and six Flying Snakes (MM pg. 322)
- **Very Very Strong:** One Mindwitness (VGtM pg. 176) and two Flying Snakes (MM pg. 322)
- **Ultimate:** One Gauth (VGtM pg. 125) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, SavingThrows, and Saving Throw DCs and four Flying Snakes (MM pg. 322)

**EXTRADIMENSIONAL SANCTUARY**

**E3, Guard Station:**
- **Feeble:** One Enchanter (VGtM pg. 213) (Kaevja Cynavern) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Weak:** One Mage (MM pg. 347) (Kaevja Cynavern) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has already used her 5th-level spell slot
- **Very Weak:** One Mage (MM pg. 347) (Kaevja Cynavern)
- **Weak:** One Earth Elemental (MM pg. 124) with 72 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws summoned by one Illusionist (VGtM pg. 214) (Kaevja Cynavern)
- **Average:** One Mage (MM pg. 347) (Kaevja Cynavern) and one Earth Elemental (MM pg. 124) that she summons
- **Strong:** One Mage (MM pg. 347) (Kaevja Cynavern) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who summons an Earth Elemental (MM pg. 124) with 180 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
- **Very Strong:** One Diviner (VGtM pg. 213) (Kaevja Cynavern) with 100 HP who summons one Earth Elemental (MM pg. 124)
- **Very Very Strong:** One Necromancer (VGtM pg. 217) (Kaevja Cynavern) who summons an Earth Elemental (MM pg. 124) and, either when the Elemental dies or when she is reduced to 30 HP or less, uses her next action to animate four Specters (MM pg. 279)
- **Ultimate:** One Necromancer (VGtM pg. 217) (Kaevja Cynavern) who summons an Earth Elemental (MM pg. 124) and as her next action summons three Vampiric Mists (MTof pg. 246)

**E7, Manshoon’s Simulacrum:**
- **Feeble:** One Illusionist (VGtM pg. 214) (Manshoon’s Simulacrum)
- **Very Very Weak:** One Illusionist (VGtM pg. 214) (Manshoon’s Simulacrum) with 57 HP
- **Very Weak:** One Transmuter (VGtM pg. 218) (Manshoon’s Simulacrum) with 20 HP
- **Weak:** One Manshoon’s Simulacrum (W:DH pg. 208-209) with 63 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One Manshoon’s Simulacrum (W:DH pg. 208-209)
- **Strong:** One Manshoon’s Simulacrum (W:DH pg. 208-209) with 189 HP
- **Very Strong:** One Manshoon’s Simulacrum (W:DH pg. 208-209) with 189 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One Archmage (MM pg. 342) (Manshoon’s Simulacrum) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Ultimate:** One Archmage (MM pg. 343) (Manshoon’s Simulacrum) with 146 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**E8, Reading Room:**
**NOTE:** In the case that Agorn or Vevette have been disposed of, remove their respective stat block from this encounter.
- **Feeble:** One Bard (VGtM pg. 211) (Agorn Fuoco) with 24 HP, Vevette is off conducting Zhent business
- **Very Very Weak:** One Bard (VGtM pg. 211) (Agorn Fuoco), Vevette is off conducting Zhent business
- **Very Weak:** One Bard (VGtM pg. 211) (Agorn Fuoco) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throvs and one Spy (MM pg. 349) (Vevette Blackwater) with 13 HP and a -2 to Attack Rolls, Ability Checks,
### E10, Audience Chamber:

- **Weak:** One Bard (VGtM pg. 211) (Agorn Fuoco) with 24 HP and one Spy (MM pg. 349) (Vevette Blackwater)

- **Average:** One Swashbuckler (VGtM pg. 217) (Vevette Blackwater) and one Bard (VGtM pg. 211) (Agorn Fuoco)

- **Strong:** One Swashbuckler (VGtM pg. 217) (Vevette Blackwater) and one Windharrow (PotA pg. 192) (Agorn Fuoco)

- **Very Strong:** One Master Thief (VGtM pg. 216) (Vevette Blackwater) and one Windharrow (PotA pg. 192) (Agorn Fuoco) with 83 HP

- **Very Very Strong:** One Master Thief (VGtM pg. 216) (Vevette Blackwater) with 90 HP and one Windharrow (PotA pg. 192) (Agorn Fuoco)

### E12, Manshoon’s Quarters:

- **Feeble:** One Transmuter (VGtM pg. 213) with Manshoon’s special equipment

- **Very Very Weak:** One Mage (MM pg. 347) with Manshoon’s special equipment

- **Very Weak:** One Diviner (VGtM pg. 213) with Manshoon’s special equipment but a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throbs, and Saving Throw DCs

- **Weak:** One Diviner (VGtM pg. 213) with Manshoon’s special equipment

- **Average:** One Manshoon (W:DH pg. 209)

- **Strong:** One Manshoon (W:DH pg. 209) with 193 HP

- **Very Strong:** One Manshoon (W:DH pg. 209) with 193 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throbs, and Saving Throw DCs

- **Very Very Strong:** One Manshoon (W:DH pg. 209) with an Incubus and a Succubus (MM pg. 285) as his servants who are awaiting his orders on the Ethereal plane

- **Ultimate:** One Manshoon (W:DH pg. 209) with two Planar Bound Invisible Stalker (MM pg. 139) servants
**APPENDIX A: FACTION MISSIONS**

Society cannot share a common communication system so long as it is split into warring factions.

—Bertolt Brecht

**2ND LEVEL MISSIONS**

**EMERALD ENCLAVE MISSION:**

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

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

**LORDS’ ALLIANCE MISSION:**

- **NOTE:** The adventurers would have the assistance of the two Guards (MM pg. 347) who are equivalent to 1st level adventurers
- **Very Weak:** One Giant Spider (MM pg. 328)
- **Weak:** Two Rust Monsters (MM pg. 262)
- **Average:** One Carrion Crawler (MM pg. 37)
- **Strong:** Three Swarms of Rats
- **Very Weak:** One Giant Spider (MM pg. 328) with 13 HP
- **Very Strong:** Two Giant Spiders (MM pg. 328) with 13 HP
- **Very Very Strong:** Three Swarms of Insects (MM pg. 338)
- **Ultimate:** Seven Swarms of Rats (MM pg. 339)

**ORDER OF THE GAUNTLET MISSION:**

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

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

**ZHENTARIM MISSION:**

- **Very Weak:**
  - One Drow

(MM pg. 339) with 36 HP
**Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

- **Weak:** One **Drow Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, having been injured by a previous murder who was stronger than Soluun expected
- **Average:** One **Drow Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas
- **Strong:** One **Drow Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas with 105 HP
- **Very Strong:** One **Drow Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas with 105 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**Very Very Strong:** One **Drow Gunlinger** (W:DH pg. 202) named Soluun Xinbrindas with 105 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**Ultimate:** One **Master Thief** (VGTm pg. 216) named Soluun Xinbrindas with the Poisonous Pistol attack option (+7 to hit), the Gunlinger feature, and Drow racial traits, and four **Spies** (MM pg. 349) who are the protege of Soluun Xinbrindas with Drow racial traits

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**3RD LEVEL MISSIONS**

**EMERALD ENCLAVE MISSION:**

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

**HARPER MISSION:**

- **Very Very Weak:** One **Slaad Tadpole** (MM pg. 276) which I would describe as a fledgeling Gazer that cannot really fly other than hovering off the ground and only has premature eyestalks (and thus can only bite)
- **Very Weak:** One **Slaad Tadpole** (MM pg. 276) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, which I would describe as a fledgeling Gazer that cannot really fly other than hovering off the ground and only has premature eyestalks (and thus can only bite)
- **Weak:** One **Gazer** (VGTm pg. 126) with 5 HP and a -2 penalty to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Average:** One **Gazer** (VGTm pg. 126)
- **Strong:** One **Gazer** (VGTm pg. 126) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Strong:** One **Intellith Devourer** (MM pg. 191) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
- **Very Very Strong:** One **Spectator** (MM pg. 30) with 37 HP

**LORD’S ALLIANCE MISSION:**

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

**4TH LEVEL MISSIONS**

**BREGAN D’AERTHE - NIGHT I:**

- **Feeble:** Six **Goblins** (MM pg. 166)
- **Very Very Weak:** Seven **Goblins** (MM pg. 166)
- **Very Weak:** Two **Hobgoblin Iron Shadows** (VGTm pg. 162)
- **Weak:** Five **Bugbears** (MM pg. 33)
- **Average:** Six **Bugbears** (MM pg. 33)
- **Strong:** One **Bugbear Chief** (MM pg. 33) with 100 HP and a +2 to attack rolls, ability checks, damage rolls, and saving throws with five **Bugbears** (MM pg. 33)
• Very Strong: Two Bugbear Chieftains (MM pg. 33) and four Bugbears (MM pg. 33)
• Very Very Strong: One Hobgoblin Warlord (MM pg. 187) and three Hobgoblin Captains (MM pg. 186)
• Ultimate: One Hobgoblin Warlord (MM pg. 187), one Hobgoblin Devastator (VGM pg. 161) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three Hobgoblin Captains

BREGAN D’AERTHE - NIGHT 3:

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

ORDER OF THE GAUNTLET:

• Feeble: One Werebat (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• Very Very Weak: Two Werebats (MM pg. 209)
• Very Weak: Two Werebats (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• Weak: Three Werebats (MM pg. 209) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• Average: Three Werebats (MM pg. 209)
• Strong: Four Werebats (MM pg. 209) with 49 HP
• Very Strong: Four Werebats (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
• Very Very Strong: Five Werebears (MM pg. 209) who look like wererats, and are lawful evil, gaining the Halfling racial features with the exception that they have 66 (12d6+24) HP. They also use a Warhammer in two hands as opposed to a maul, dealing 8 (1d10+3) bludgeoning damage instead of 10 (2d6+3).
• Ultimate: Five Werebears (MM pg. 208) who look like wererats, and are lawful evil, gaining the Halfling racial features with the exception that they have 117 (18d6+54) HP. They also use a Battleaxe in two hands as opposed to a greataxe, dealing 9 (1d10+4) bludgeoning damage instead of 11 (1d12+4).

LORD’S ALLIANCE:

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

5TH LEVEL MISSIONS

EMERALD ENCLAVE:

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

ORDER OF THE GAUNTLET:

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

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

**Zhentarim:**  

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

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

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

—JAKE, ADVENTURE TIME

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

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

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

BREGAN D’AERTHE

(Assuming Jarlaxle is not the main antagonist)

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

HARPERS

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

EMERALD ENCLAVE

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

- **0 Renown:** Meloon emerges and fights alongside the characters as described in the book. However, unless The Xanathar is the main antagonist, Meloon has just returned from a mission and is injured so that he only has 35 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws.
- **1 Renown:** Meloon emerges and fights alongside the characters as described in the book. However, unless The Xanathar is the main antagonist, Meloon has just returned from a mission and is injured so that he only has 71 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws.
- **2 Renown:** Meloon emerges and fights alongside the characters as described in the book.
- **3 Renown:** Meloon emerges and fights alongside the characters as described in the book, with the exception that Azureedge realizes the severity of the situation and for one of Meloon’s attacks every round, grants its abilities (if the Xanathar is the primary antagonist, once per round Azureedge will actually attack The Xanathar’s allies, trying to use all of its abilities).
- **4 Renown:** If the adventurers uncovered something wrong with Meloon, he is healed by Vajra and he fights alongside the characters with all of the powers of Azureedge, otherwise this functions as described under 3 Renown.
- **5 Renown:** Meloon has been saved by Vajra, and he fights alongside the characters with all of the powers of Azureedge. In addition, he has drunk from a potion of fire giant strength increasing his Strength to 25 and a potion of heroism granting him 10 temporary hit points, and the effects of the bless spell.
- **6+ Renown:** Vajra teleports in, however, she appears having used all of her 8th-9th level spell slots defending the city. In addition, if Manshoon is the villain, Vajra realizes what’s going on and begins using the Blackstaff to try and dispel the magic of the simulacrum.

**LORD’S ALLIANCE**

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

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

ZHENTARIM

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

- **0 Renown:** Skeemo Weirdbottle arrives, however he defects to Manshoon if he is the main antagonist.
- **1 Renown:** If she hasn’t been slain, Istrid Horn arrives, otherwise Ziraj the Hunter comes. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defect to Manshoon.
- **2 Renown:** Tashlyn Yafeera arrives. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defect to Manshoon.
- **3 Renown:** If she hasn’t been slain, Istrid Horn arrives, otherwise Ziraj the Hunter comes. Skeemo Weirdbottle also arrives (if he hasn’t been slain) and if Manshoon is the main antagonist, he defects to Manshoon.
- **4 Renown:** If she hasn’t been slain, Istrid Horn arrives with Ziraj the Hunter. If she has been slain treat this as 4.
- **5 Renown:** If she hasn’t been slain, Istrid Horn arrives with Tashlyn Yafeera. If Istrid has been slain, Ziraj the Hunter arrives instead. If Manshoon is the main antagonist, Skeemo Weirdbottle also shows up and defects to Manshoon.
- **6 Renown:** If she hasn’t been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up. Skeemo Weirdbottle also arrives (if he hasn’t been slain) and if Manshoon is the main antagonist, he defects to Manshoon.
- **7 Renown:** If she hasn’t been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up, Skeemo Weirdbottle also arrives (if he hasn’t been slain). If Manshoon is the main antagonist, he defects to Manshoon. They have all drunk *potions of heroism*.
- **8+ Renown:** If she hasn’t been slain, Istrid Horn arrives with Ziraj the Hunter and Tashlyn Yafeera. If she has the other two still show up. Skeemo Weirdbottle also arrives (if he hasn’t been slain) and if Manshoon is the main antagonist, he defects to Manshoon. They have all drunk *potions of heroism*, and spend their first actions drinking *potions of speed*. 