

BALANCING ENCOUNTERS: DESCENT INTO AVERNUS



Perfectly balance challenges for your player's enjoyment using this guide to *Dalduur's Gate: Descent into Avernus*, an adventure for characters of levels 1st-13th for the world's greatest roleplaying game

BALANCING ENCOUNTERS: DESCENT INTO AVERNUS

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AUTHOR'S NOTE

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

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

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

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

ADAPTING THE ADVENTURER'S LEAGUE APPROACH

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

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

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

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

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

You may need to strengthen an encounter

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



USING THIS BOOK

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

PARTY STRENGTH

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

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

INTENDED LEVELS FOR *BALDUR'S GATE: DESCENT INTO AVERNUS*

As *Baldur's Gate: Descent into Avernus* begins, the player characters are expected to be 1st level when they enter the first chapter. When starting the adventure at the beginning, that is the intended level. Throughout the first chapter, the characters should achieve 2nd level by the after the encounter with Dead-Eye, 3rd level after the Dungeon of the Dead Three, 4th level once they delve into the Vanthampur dungeon, and 5th level when they arrive in Eitarel. In the second chapter, the characters should make it to 6th level once they make it into the graveyard, and 7th level after they've made it down from the chains. In the third chapter, the characters should achieve 8th level once they begin a path, and 11th level by the end of the path. In the fourth chapter, the characters should level up to 12th level after they make it into the interior of the citadel, and then 13th level once they obtain the Sword of Zariel.

AVERAGE PARTY LEVEL

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

EXTREME PARTY STRENGTHS

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

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

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

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

The *Feeble* Party Strength is generally balanced for a group much weaker than would be legal for any Adventurer's League table—for example, a group of only one to two player characters would likely use the *Feeble* Party Strength unless their characters were of much higher level than the one intended for that encounter.

USING PARTY STRENGTH IN ENCOUNTERS

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

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

ROUGH ESTIMATES OF ONGOING PARTY STRENGTH

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

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

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



CHAPTER 1 ENCOUNTER EDITS

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

PART I: THE BASILISK GATE/ELFSONG TAVERN

Intended Level: 1st

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level):

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

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

ELFSONG TAVERN

E13. ALAN'S BEDROOM:

Encounter Note. I'm not including edits to this because firstly, I think that it is somewhat

unlikely to occur given that the PCs should mostly be just looking around for Tarina, and also because I think it's fair at any level.

WITH FRIENDS LIKE THESE:

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

- ✧ **Feeble:** One **Bandit** (Lekard "Dead-Eye" Cadavrus) (MM pg. 343) with 16 HP and three **Bandits** (MM pg. 343)
- ✧ **Very Very Weak:** One **Thug** (Lekard "Dead-Eye" Cadavrus) (MM pg. 350) with 16 HP, and five **Bandits** (MM pg. 343)
- ✧ **Very Weak:** One **Spy** (Lekard "Dead-Eye" Cadavrus) and three **Bandits** (MM pg. 343)
- ✧ **Weak:** One **Spy** (Lekard "Dead-Eye" Cadavrus) (MM pg. 349) with 33 HP and five **Bandits** (MM pg. 343)
- ✧ **Average:** One **Bandit Captain** (Lekard "Dead-Eye" Cadavrus) (MM pg. 344) and five **Bandits** (MM pg. 343)
- ✧ **Strong:** One **Bandit Captain** (Lekard "Dead-Eye" Cadavrus) (MM pg. 344) and six **Bandits** (MM pg. 343)
- ✧ **Very Strong:** One **Bandit Captain** (Lekard "Dead-Eye" Cadavrus) (MM pg. 344) with 97 HP and five **Bandits** (MM pg. 343)
- ✧ **Very Very Strong:** One **Bandit Captain** (Lekard "Dead-Eye" Cadavrus) (MM pg. 344) and six **Thugs** (MM pg. 350)

- ✧ **Ultimate:** One **Swashbuckler** (Lekard “Dead-Eye” Cadavrus) (VGtM pg. 217) with 99 HP and four **Bandit Captains** (MM pg. 344)

PART 2: DUNGEON OF THE DEAD THREE

Intended Level: 2nd

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

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

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

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

DUNGEON OF THE DEAD THREE

D2. BATHS - MIDNIGHT TO DAWN:

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



- ✧ **Very Weak:** Two **Night Blades** (BG:DiA pg. 233) with 5 HP
- ✧ **Weak:** Two **Night Blades** (BG:DiA pg. 233)
- ✧ **Average:** Three **Night Blades** (BG:DiA pg. 233)
- ✧ **Strong:** Five **Night Blades** (BG:DiA pg. 233)
- ✧ **Very Strong:** Five **Night Blades** (BG:DiA pg. 233) with 16 HP
- ✧ **Very Very Strong:** Seven **Night Blades** (BG:DiA pg. 233) with 5 HP
- ✧ **Ultimate:** Three **Necromites of Myrkul** (BG:DiA pg. 234) and four **Night Blades** (BG:DiA pg. 233)

D10. NECROMITE'S ROOM:

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

D12. BANE'S ALTAR:

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

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

D13. MORGUE:

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

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

- ✧ **Feeble:** One **Skull Lasher of Myrkul** (Flennis) (BG:DiA pg. 234) who is out of 3rd-level-spell-slots

- ✧ **Very Very Weak:** One **Skull Laster of Myrkul** (Flennis) (BG:DiA pg. 234) with 48 HP and one **Swarm of Undead Insects** (MM pg. 338, but undead, not beasts) with 33 HP
- ✧ **Very Weak:** One **Skull Lasher of Myrkul** (Flennis) (BG:DiA pg. 234) and three **Swarms of Undead Rats** (MM pg. 339, but undead, not beasts)
- ✧ **Weak:** One **Skull Lasher of Myrkul** (Flennis) (BG:DiA pg. 234) with 48 HP and one **Swarm of Undead Insects** (MM pg. 338, but undead, not beasts), one **Swarm of Undead Rats** (MM pg. 339, but undead, not beasts), and one **Swarm of Undead Ravens** (MM pg. 339, but undead, not beasts)
- ✧ **Average:** One **Master of Souls** (Flennis) (BG:DiA pg. 234) and one **Swarm of Undead Rats** (MM pg. 339, but undead, not beasts)
- ✧ **Strong:** One **Master of Souls** (Flennis) (BG:DiA pg. 234) with 66 HP and two **Swarms of Undead Rats** (MM pg. 339, but undead, not beasts)
- ✧ **Very Strong:** One **Master of Souls** (Flennis) (BG:DiA pg. 234) with 66 HP, and three **Swarms of Undead Insects** (MM pg. 339, but undead, not beasts, and they appear to be rats)
- ✧ **Very Very Strong:** One **Mage** (Flennis) (MM pg. 347) and two **Swarms of Undead Snakes** (MM pg. 338, but undead, not beasts)
- ✧ **Ultimate:** One **Mage** (Flennis) (MM pg. 347) with 60 HP and three **Swarms of Undead Snakes** (MM pg. 338, but undead, not beasts)

D21. ZOMBIE CRYPT:

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

- ✧ **Very Very Weak:** Two **Zombies** (MM pg. 316) with 33 HP
- ✧ **Very Weak:** Three **Zombies** (MM pg. 316) with 11 HP
- ✧ **Weak:** Three **Zombies** (MM pg. 316)
- ✧ **Average:** Six **Zombies** (MM pg. 316)
- ✧ **Strong:** Three **Ghouls** (MM pg. 148) with 11 HP
- ✧ **Very Strong:** Three **Ghouls** (MM pg. 148)
- ✧ **Very Very Strong:** Four **Ghouls** (MM pg. 148)
- ✧ **Ultimate:** Six **Ghouls** (MM pg. 148) with 33 HP

D25. BANE'S REST:

- ✧ **Feeble:** One **Fist of Bane** (BG:DiA pg. 232)
- ✧ **Very Very Weak:** Two **Fists of Bane** (BG:DiA pg. 232) with 11 HP
- ✧ **Very Weak:** Two **Fists of Bane** (BG:DiA pg. 232)
- ✧ **Weak:** Two **Fists of Bane** (BG:DiA pg. 232) with 33 HP
- ✧ **Average:** Four **Fists of Bane** (BG:DiA pg. 232)
- ✧ **Strong:** Six **Fists of Bane** (BG:DiA pg. 232)
- ✧ **Very Strong:** Six **Fists of Bane** (BG:DiA pg. 232) with 33 HP
- ✧ **Very Very Strong:** Three **Iron Consuls** (BG:DiA pg. 232) with 24 HP
- ✧ **Ultimate:** Four **Iron Consuls** (BG:DiA pg. 232)

D26. BHAAL'S REST:

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

- ✧ **Feeble:** One **Night Blade** (BG:DiA pg. 233) with 16 HP
- ✧ **Very Very Weak:** One **Fist of Bane** (BG:DiA pg. 232) with 33 HP

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

D28. OLD CELLAR:

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

D29. MORTLOCK VANTHUMPER:

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

D33. COVENANT OF THE DEAD THREE:

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

- ✧ **Feeble:** One **Skull Lasher of Myrkul** (Vaaz) (BG:DiA pg. 234) with 48 HP - You may want to change how you describe the fight between him and Mortlock.
- ✧ **Very Very Weak:** One **Reaper of Bhaal** (Vaaz) (BG:DiA pg. 233) with 40 HP
- ✧ **Very Weak:** One **Master of Souls** (Vaaz) (BG:DiA pg. 234) with 24 HP - You may want to change how you describe the fight between him and Mortlock. You also will **not want to cast Fireball** (do something else)
- ✧ **Weak:** One **Master of Souls** (Vaaz) (BG:DiA pg. 234) - You may want to change how you describe the fight between him and Mortlock. You also will **not want to cast Fireball** (upscale some other spell or something).
- ✧ **Average:** One **Death's Head of Bhaal** (Vaaz) (BG:DiA pg. 233)
- ✧ **Strong:** One **Death's Head of Bhaal** (Vaaz) (BG:DiA pg. 233) with 48 HP and two **Night Blades** (BG:DiA pg. 233)
- ✧ **Very Strong:** One **Death's Head of Bhaal** (Vaaz) (BG:DiA pg. 233) with 48 HP and four **Night Blades** (BG:DiA pg. 233)
- ✧ **Very Very Strong:** One **Death's Head of Bhaal** (Vaaz) (BG:DiA pg. 233) with three **Reapers of Bhaal** (BG:DiA pg. 233) with 40 HP
- ✧ **Ultimate:** One **Black Gauntlet of Bane** (Vaaz) (BG:DiA pg. 232) with four **Iron Consuls** (BG:DiA pg. 232)



SURPRISE! DRAGON CULTISTS!:

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

PART 3: LOW LANTERN & VANTHUMPER VILLA

Intended Level: 3rd

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

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

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

LOW LANTERN

LI. MAIN DECK:

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

- ❖ **Feeble:** One **Imp** (MM pg. 76) with 6 HP
- ❖ **Very Very Weak:** One **Imp** (MM pg. 76)
- ❖ **Very Weak:** One **Imp** (MM pg. 76) with 15 HP
- ❖ **Weak:** Two **Imps** (MM pg. 76) with 6 HP
- ❖ **Average:** Two **Imps** (MM pg. 76)

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

L6. TAVERN LOUNGE:

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

- ❖ **Feeble: Amrik Vanthampur** flees immediately, he doesn't fight. Meanwhile, the bodyguards consist of one **Imp** (Kasharra) (MM pg. 76) with 6 HP and one **Thug** (Vhaltus) (MM pg. 350) with 16 HP
- ❖ **Very Very Weak: Amrik Vanthampur** flees immediately, he doesn't fight. Meanwhile, the bodyguards consist of one **Imp** (Kasharra) (MM pg. 76) with 6 HP and one **Spy** (Vhaltus) (MM pg. 350) with 13 HP
- ❖ **Very Weak: Amrik Vanthampur** flees immediately, he doesn't even fight. Meanwhile, the bodyguards consist of one **Imp** (Kasharra) (MM pg. 76) and one **Spy** (Vhaltus) (MM pg. 350)
- ❖ **Weak:** One **Bandit Captain** (Amrik Vanthampur) (MM pg. 344) with 32 HP and the **Smoke Bomb** feature, one **Imp** (Kasharra) (MM pg. 76), and one **Thug** (Vhaltus) (MM pg. 350)
- ❖ **Average:** One **Amrik Vanthampur** (BG:DiA pg. 30), one **Spined Devil** (Kasharra) (MM pg. 78), and one **Thug** (Vhaltus) (MM pg. 350)
- ❖ **Strong:** One **Amrik Vanthampur** (BG:DiA pg. 30) with 99 HP, one **Bandit Captain** (Vhaltus) (MM pg. 344) with 97 HP, and one **Spined Devil** (Kasharra) (MM pg. 78) with 33 HP

- ❖ **Very Strong:** One **Amrik Vanthampur** (BG:DiA pg. 30) with 99 HP, one **Bearded Devil** (Kasharra) (MM pg. 70) with 78 HP who appears to simply be a normal human but with a crazy amount of facial hair, and one **Veteran** (Vhaltus) (MM pg. 350) with 87 HP
- ❖ **Very Very Strong:** One **Master Thief** (Amrik Vanthampur) (VGtM pg. 216) with the **Smoke Bomb** action, one **Bearded Devil** (Kasharra) (MM pg. 70) who appears to simply be a normal human but with a crazy amount of facial hair, and one **Bandit Captain** (Vhaltus) (MM pg. 344)
- ❖ **Ultimate:** One **Master Thief** (Amrik Vanthampur) (VGtM pg. 216) with 126 HP and the **Smoke Bomb** action, one **Barbed Devil** (Kasharra) (MM pg. 70) with 156 HP who appears to simply be a normal human but with a lot of body hair (arms, legs, etc...), and one **Gladiator** (Vhaltus) (MM pg. 346) with 165 HP

REYA MANTLEMORN:

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

VANTHAMPUR VILLA

VI. YARD:

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

- ❖ **Feeble:** Three stationed **Guards** (MM pg. 347) with 5 HP
- ❖ **Very Very Weak:** Three stationed **Guards** (MM pg. 347)
- ❖ **Very Weak:** Three stationed **Guards** (MM pg. 347) and one roaming **Guard** (MM pg. 347) all of whom have 5 HP
- ❖ **Weak:** Three squads of two **Guards** (MM pg. 347) and one roaming **Guard** (MM pg. 347) all of whom have 5 HP
- ❖ **Average:** Three squads of three **Guards** (MM pg. 347)
- ❖ **Strong:** Three squads of three **Guards** (MM pg. 347) and two roaming **Guards** (MM pg. 347)
- ❖ **Very Strong:** Three squads of four **Guards** (MM pg. 347)
- ❖ **Very Very Strong:** Three squads of two **Thugs** (MM pg. 350) and one roaming **Thug** (MM pg. 350) all of whom have 16 HP
- ❖ **Ultimate:** Three squads of three **Thugs** (MM pg. 350) and two roaming **Thugs** (MM pg. 350)

V3. FOYER:

- ❖ **Feeble:** One **Imp** (MM pg. 76)
- ❖ **Very Very Weak:** One **Imp** (MM pg. 76) with 15 HP
- ❖ **Very Weak:** Two **Imps** (MM pg. 76) with 6 HP
- ❖ **Weak:** Three **Imps** (MM pg. 76) with 6 HP
- ❖ **Average:** Four **Imps** (MM pg. 76)
- ❖ **Strong:** Six **Imps** (MM pg. 76)
- ❖ **Very Strong:** Six **Imps** (MM pg. 76) with 15 HP
- ❖ **Very Very Strong:** Nine **Imps** (MM pg. 76)
- ❖ **Ultimate:** Six **Bearded Devils** (MM pg. 70) with 78 HP who appear to simply be household guards (two standing by each door) with a lot of facial hair

V9. Dining Room:

- ❖ **Feeble:** One **Imp** (MM pg. 76)
- ❖ **Very Very Weak:** One **Imp** (MM pg. 76) with 15 HP
- ❖ **Very Weak:** Two **Imps** (MM pg. 76) with 6 HP
- ❖ **Weak:** Two **Imps** (MM pg. 76) with 15 HP

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

V13. Thurstwell's Bedroom:

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

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

V18. Duke's Study:

- ✧ **Feeble:** One **Animated Armor** (MM pg. 19) with 16 HP
- ✧ **Very Very Weak:** One **Animated Armor** (MM pg. 19)
- ✧ **Very Weak:** One **Animated Armor** (MM pg. 19) with 49 HP
- ✧ **Weak:** One **Helmed Horror** (MM pg. 183) with 32 HP
- ✧ **Average:** One **Helmed Horror** (MM pg. 183)
- ✧ **Strong:** One **Shield Guardian** (MM pg. 271) that is unbound and

medium-sized (although its damage and HP strangely remain unaltered)

- ✧ **Very Strong:** One **Shield Guardian** (MM pg. 271) with 210 HP and is both unbound and medium-sized (although its damage and HP strangely remain unaltered [other than the above changes])
- ✧ **Very Very Strong:** One **Stone Golem** (MM pg. 170) which is medium-sized (although its damage and HP strangely remain unaltered)
- ✧ **Ultimate:** One **Stone Golem** (MM pg. 170) with 255 HP and is medium-sized (although its damage and HP strangely remain unaltered [other than the above changes])

V19. Tower Peak:

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

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

- ✧ **Very Very Weak:** One **Imp** (MM pg. 76) with 6 HP
- ✧ **Very Weak:** One **Imp** (MM pg. 76)
- ✧ **Weak:** Two **Imps** (MM pg. 76) with 6 HP

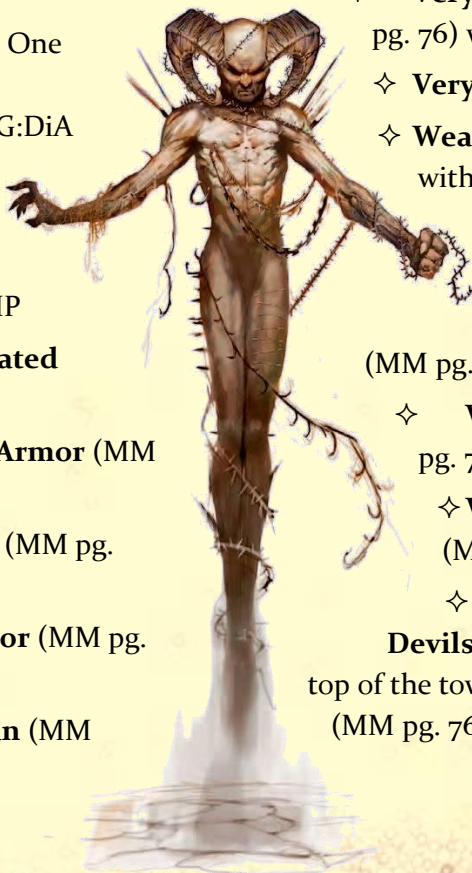
- ✧ **Average:** Two **Imps** (MM pg. 76)

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

- ✧ **Very Strong:** Three **Imps** (MM pg. 76)

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

- ✧ **Ultimate:** Two **Spined Devils** (MM pg. 78) waiting on the top of the tower to attack if the four **Imps** (MM pg. 76) ever call out.



PART 4: UNDER THE VILLA/CANDLEKEEP

Intended Level: 4th

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

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

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

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

UNDER THE VILLA

V20. Cellar:

- ❖ **Feeble:** One **Spined Devil** (MM pg. 78) with 33 HP
- ❖ **Very Very Weak:** Two **Spined Devils** (MM pg. 78) with 11 HP
- ❖ **Very Weak:** Two **Spined Devils** (MM pg. 78)
- ❖ **Weak:** Three **Spined Devils** (MM pg. 78) with 11 HP
- ❖ **Average:** Three **Spined Devils** (MM pg. 78)

- ❖ **Strong:** Five **Spined Devils** (MM pg. 78) in two crates
- ❖ **Very Strong:** Five **Spined Devils** (MM pg. 78) with 33 HP in two crates
- ❖ **Very Very Strong:** Nine **Spined Devils** (MM pg. 78) in three crates
- ❖ **Ultimate:** Ten **Spined Devils** (MM pg. 78) with 33 HP in four crates

V26. Temple of Zariel:

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

V28. Secret Shrine:

Encounter Note. Something important to note about this is that this is not written as a boss fight, or if it is, whoever wrote it did so poorly. Thalamra stands very little chance of being effective on her own (with an AC of 10, even 78 HP won't last you that long, and her

damage output is sorta shut down once she's forced into melee). This should be something that you're cognizant of, since as written, the fight is essentially of easy difficulty (a minor expenditures of resources). If you want for it to be more climactic, I recommend Thalamra joins in the fight in V26 (Temple of Zariel). Also, if you're an especially cruel (or clever) DM, you may have noticed that I have given *Telekinesis* to Thalamra at the Strong - Very Strong level and there's also a rather heavy alter present.



Should you decide to do this I recommend somewhere around 4d10 damage or so, half as much on a Successful DC 15 Dexterity saving throw (based on the spell save DC of a Warlock of the Great Old One).

- ✧ **Feeble:** One **Cult Fanatic** (Duke Thalamra Valthampur) (MM pg. 345) with 16 HP who has already used up her 2nd-level spell slots
- ✧ **Very Very Weak:** One **Cult Fanatic** (Duke Thalamra Valthampur) (MM pg. 345) with 16 HP
- ✧ **Very Weak:** One **Cult Fanatic** (Duke Thalamra Valthampur) (MM pg. 345)
- ✧ **Weak:** One **Duke Thalamra Valthampur** (BG:DiA pg. 38) with 39 HP
- ✧ **Average:** One **Duke Thalamra Valthampur** (BG:DiA pg. 38)
- ✧ **Strong:** One **Warlock of the Great Old One** (Duke Thalamra Valthampur) (VGtM pg. 220)

✧ **Very Strong:** One **Warlock of the Great Old One** (Duke Thalamra Valthampur) (VGtM pg. 220) with 136 HP

✧ **Very Very Strong:** One **Warlock of the Fiend** (Duke Thalamra Valthampur) (VGtM pg. 219) with 117 HP

✧ **Ultimate:** One **Warlock of the Fiend** (Duke Thalamra Valthampur) (VGtM pg. 219) who instantly summons a **Bearded Devil** (MM pg. 70) to her aid

V29. Prison:

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

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

- ✧ **Very Very Strong:** Two **Bearded Devils** (Thoss and Farna) (MM pg. 70) with 78 HP
- ✧ **Ultimate:** One **Barbed Devil** (Thoss) (MM pg. 70) with 65 HP and one **Bearded Devil** (Farna) (MM pg. 70)

V32. Connecting Tunnel:

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

V33. Cultists' Quarters:

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

JOURNEY TO CANDLEKEEP

Knights of the Shield:

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

CHAPTER 2 ENCOUNTER EDITS

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

PART 1: ARRIVAL IN ELTUREL

Intended Level: 5th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level-character):

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

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

UNWELCOME PARTY:

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

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

MORE ENCOUNTERS IN ELTUREL

COLLAPSED BUILDING:

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

CRY FOR HELP:

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

- ✧ **Feeble:** One **Rutterkin** (MToF pg. 136)
- ✧ **Very Very Weak:** One **Bulezau** (MToF pg. 131) with 28 HP
- ✧ **Very Weak:** One **Bulezau** (MToF pg. 131)
- ✧ **Weak:** One **Bulezau** (MToF pg. 131) with 77 HP

- ✧ **Average:** Two **Bulezaus** (MToF pg. 131)
- ✧ **Strong:** Two **Bulezaus** (MToF pg. 131) with 77 HP
- ✧ **Very Strong:** Two **Babaus** (VGtM pg. 136) with 44 HP
- ✧ **Very Very Strong:** Three **Bulezaus** (MToF pg. 131) with 77 HP
- ✧ **Ultimate:** Four **Bulezaus** (MToF pg. 131)

GHASTLY MEAL:

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

- ✧ **Feeble:** Two **Ghouls** (MM pg. 148)
- ✧ **Very Very Weak:** Two **Ghasts** (MM pg. 148) with 18 HP
- ✧ **Very Weak:** Two **Ghasts** (MM pg. 148)
- ✧ **Weak:** One **Ghast** (MM pg. 148) and two **Ghouls** (MM pg. 148) with 33 HP
- ✧ **Average:** Four **Ghasts** (MM pg. 148)
- ✧ **Strong:** Five **Ghasts** (MM pg. 148)
- ✧ **Very Strong:** Six **Ghasts** (MM pg. 148)
- ✧ **Very Very Strong:** Seven **Ghasts** (MM pg. 148)
- ✧ **Ultimate:** Eight **Ghasts** (MM pg. 148)

GHOUL PACK:

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

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

- ✧ **Very Strong:** Ten **Ghouls** (MM pg. 148)
- ✧ **Very Very Strong:** Eleven **Ghouls** (MM pg. 148) with 33 HP
- ✧ **Ultimate:** Thirteen **Ghouls** (MM pg. 148) with 33 HP

HATEFUL PATROL:

- ✧ **Feeble:** One **Spined Devil** (MM pg. 78) with 33 HP
- ✧ **Very Very Weak:** Two **Spined Devils** (MM pg. 78) with 11 HP
- ✧ **Very Weak:** Two **Spined Devils** (MM pg. 78)
- ✧ **Weak:** Three **Spined Devils** (MM pg. 78) with 11 HP
- ✧ **Average:** One **Merregon** (MToF pg. 166) and three **Spined Devils** (MM pg. 78)
- ✧ **Strong:** One **Merregon** (MToF pg. 166) and four **Spined Devils** (MM pg. 78)
- ✧ **Very Strong:** One **Merregon** (MToF pg. 166) and five **Spined Devils** (MM pg. 78)
- ✧ **Very Very Strong:** One **Merregon** (MToF pg. 166), two **Bearded Devils** (MM pg. 70), and four **Spined Devils** (MM pg. 78)
- ✧ **Ultimate:** One **Merregon** (MToF pg. 166), two **Bearded Devils** (MM pg. 70), and six **Spined Devils** (MM pg. 78)

NARZUGON CAVALIER:

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

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

- ❖ **Very Very Strong:** Two **Narzugon** (MToF pg. 167) with 60 HP riding two and leading two other **Nightmares** (MM pg. 235)
- ❖ **Ultimate:** Two **Narzugon** (MToF pg. 167) riding two and leading two other **Nightmares** (MM pg. 235)

VROCK PHILOSOPHY:

Encounter Note.

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

ZOMBIE HORDE:

Encounter Note.

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



TORM'S BRIDGES

INFERNAL FORCE:

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

PART 2: HIGH HALL

Intended Level: 5th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level-character):

- ✧ **Feeble** is three APL 3 player character
- ✧ **Very Very Weak** is four APL 3 player characters
- ✧ **Very Weak** is five APL 3 player characters
- ✧ **Weak** is five APL 4 player characters

- ✧ **Average** (the intended level) is five APL 5 player characters
- ✧ **Strong** is five APL 6 player characters
- ✧ **Very Strong** is five APL 7 player characters
- ✧ **Very Very Strong**, is six APL 7 player characters
- ✧ **Ultimate** is seven APL 7 player characters

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

APPROACHING THE HIGH HALL:

- ✧ **Feeble:** Two **Vargouilles** (VGtM pg. 195) with 9 HP flying around on watch. This would normally decrease the Dexterity (Stealth) DC down to their Passive Wisdom (Perception) 8, but we'll say that due to their height, it stays the same.
- ✧ **Very Very Weak:** One **Hell Hound** (MM pg. 182) with 22 HP
- ✧ **Very Weak:** One **Hell Hound** (MM pg. 182)
- ✧ **Weak:** Three **Vargouilles** (VGtM pg. 195) with 9 HP flying around on watch. This would normally decrease the Dexterity (Stealth) DC down to their Passive Wisdom (Perception) 8, but we'll say that due to their height, it stays the same.
- ✧ **Average:** Two **Hell Hounds** (MM pg. 182)
- ✧ **Strong:** Two **Hell Hounds** (MM pg. 182) with 67 HP
- ✧ **Very Strong:** One **Hell Hound** (MM pg. 182) and four **Vargouilles** (VGtM pg. 195)
- ✧ **Very Very Strong:** Three **Hell Hounds** (MM pg. 182) with 67 HP
- ✧ **Ultimate:** Four **Hell Hounds** (MM pg. 182)

CATHEDRAL ASSAULT

GROUP 1 - ABISHAI AND CULTISTS:

Encounter Note. Don't forget that there are Cultist of Zariel traits on pg. 21

- ✧ **Feeble:** One **White Abishai** (Victuusa) (MToF pg. 163) who is exhausted from the assault and suffers from four layers of exhaustion
- ✧ **Very Very Weak:** One **White Abishai** (Victuusa) (MToF pg. 163) with 34 HP
- ✧ **Very Weak:** One **White Abishai** (Victuusa) (MToF pg. 163)
- ✧ **Weak:** One **White Abishai** (Victuusa) (MToF pg. 163) with 98 HP
- ✧ **Average:** One **White Abishai** (Victuusa) (MToF pg. 163) and six **Cultists** (MM pg. 345)
- ✧ **Strong:** One **White Abishai** (Victuusa) (MToF pg. 163), two **Cult Fanatics** (MM pg. 345) with 16 HP, and four **Cultists** (MM pg. 345)
- ✧ **Very Strong:** One **White Abishai** (Victuusa) (MToF pg. 163), three **Cult Fanatics** (MM pg. 345), and six **Cultists** (MM pg. 345)
- ✧ **Very Very Strong:** One **White Abishai** (Victuusa) (MToF pg. 163) with 96 HP, two **Berserkers** (MM pg. 344), two **Cult Fanatics** (MM pg. 345), and eight **Cultists** (MM pg. 345)
- ✧ **Ultimate:** One **White Abishai** (Victuusa) (MToF pg. 163), two **Veterans** (MM pg. 344), three **Cult Fanatics** (MM pg. 345), and eight **Cultists** (MM pg. 345)

GROUP 2 - CRAB ATTACK:

- ✧ **Feeble:** One **Spined Devil** (Dreb) (MM pg. 78) with 11 HP and three **Giant Crabs** (MM pg. 324)
- ✧ **Very Very Weak:** One **Spined Devil** (Dreb) (MM pg. 78) with 33 HP and four **Giant Crabs** (MM pg. 324)
- ✧ **Very Weak:** One **Bearded Devil** (Dreb) (MM pg. 70) with 26 HP and five **Giant Crabs** (MM pg. 324)

- ✧ **Weak:** One **Bearded Devil** (Dreb) (MM pg. 70) with 78 HP and nine **Giant Crabs** (MM pg. 324)
- ✧ **Average:** One **Barbed Devil** (Dreb) (MM pg. 70) and eight **Giant Crabs** (MM pg. 324)
- ✧ **Strong:** One **Barbed Devil** (Dreb) (MM pg. 70) and ten **Giant Crabs** (MM pg. 324)
- ✧ **Very Strong:** One **Barbed Devil** (Dreb) (MM pg. 70), two **Imps** (MM pg. 76), and eight **Giant Crabs** (MM pg. 324)
- ✧ **Very Very Strong:** One **Barbed Devil** (Dreb) (MM pg. 70) with 156 HP, two **Bearded Devils** (MM pg. 70), and eight **Giant Crabs** (MM pg. 324)
- ✧ **Ultimate:** One **Barbed Devil** (Dreb) (MM pg. 70), three **Bearded Devils** (MM pg. 70), and eight **Giant Crabs** (MM pg. 324)

GROUP 3 - DEVILISH BRIGANDS:

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

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



PART 3: GRAND CEMETERY

Intended Level: 6th

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

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

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

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

EXPLORING THE CEMETERY

APPROACHING THE CHAPEL:

- ❖ **Feeble:** One **Minotaur Skeleton** (MM pg. 273)
- ❖ **Very Very Weak:** Two **Minotaur Skeletons** (MM pg. 273)

- ❖ **Very Very Strong:** One **Barbed Devil** (MM pg. 70) with 156 HP and five **Bandit Captains** (MM pg. 344)
- ❖ **Ultimate:** One **Barbed Devil** (MM pg. 70) and four **Veterans** (MM pg. 350) with 87 HP

GROUP 4 - HELLISH HUNTERS:

- ❖ **Feeble:** One **Hell Hound** (MM pg. 182) with 67 HP sniffing out survivors on its own
- ❖ **Very Very Weak:** One **Hell Hound** (MM pg. 182) with 22 HP led by one **Imp** (MM pg. 78)
- ❖ **Very Weak:** One **Hell Hound** (MM pg. 182) with 22 HP led by one **Spined Devil** (MM pg. 78)
- ❖ **Weak:** One **Merregon** (MToF pg. 166) with one **Hell Hound** (MM pg. 182) with 22 HP
- ❖ **Average:** One **Merregon** (MToF pg. 166) and two **Hell Hounds** (MM pg. 182)
- ❖ **Strong:** One **Merregon** (MToF pg. 166) with 66 HP and three **Hell Hounds** (MM pg. 182) with 67 HP
- ❖ **Very Strong:** One **Barbed Devil** (MM pg. 70) with 156 HP and two **Hell Hounds** (MM pg. 182) with 67 HP
- ❖ **Very Very Strong:** One **Barbed Devil** (MM pg. 70) and four **Hell Hounds** (MM pg. 182)
- ❖ **Ultimate:** One **Barbed Devil** (MM pg. 70) and five **Hell Hounds** (MM pg. 182) with 67 HP

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

G1. WALK OF BRAVERY:

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

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

- ❖ **Ultimate:** Three **Sword Wraith Warriors** (MToF pg. 241), three **Specters** (MM pg. 279), and four **Shadows** (MM pg. 269) with 24 HP

G2. CHAPEL OF LIGHT:

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

G4. VESTMENT CHAMBER - W/ GIDEON:

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

- ❖ **Feeble:** One **Gideon Lightward** (BG:DiA pg. 65)
- ❖ **Very Very Weak:** One **Gideon Lightward** (BG:DiA pg. 65) with 80 HP and one **Mezzoloth** (MM pg. 313)



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

G4. VESTMENT CHAMBER - W/OUT GIDEON:

Encounter Note. If a Mezzoloth is sent to

accompany the party, it functions roughly as a 7th-level-character

- ✧ **Feeble:** One **Mezzoloth** (MM pg. 313) with 40 HP
- ✧ **Very Very Weak:** One **Dhergloth** (MToF pg. 248)
- ✧ **Very Weak:** One **Canoloth** (MToF pg. 247) with 64 HP
- ✧ **Weak:** Two **Mezzoloths** (MM pg. 313) with 40 HP
- ✧ **Average:** Two **Mezzoloths** (MM pg. 313)
- ✧ **Strong:** Two **Mezzoloths** (MM pg. 313) with 110 HP
- ✧ **Very Strong:** Two **Dhergloths** (MToF pg. 248)
- ✧ **Very Very Strong:** One **Dhergloth** (MToF pg. 248) and two **Mezzoloths** (MM pg. 313)
- ✧ **Ultimate:** One **Dhergloth** (MToF pg. 248) with 70 HP and three **Mezzoloths** (MM pg. 313)

G5. GIDEON'S QUARTERS:

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

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

G12. VAULT OF ASCENDANCE:

- ❖ **Feeble:** One **Minotaur** (MM pg. 223) with 114 HP
- ❖ **Very Very Weak:** Two **Minotaurs** (MM pg. 223)
- ❖ **Very Weak:** Two **Minotaurs** (MM pg. 223) with 114 HP
- ❖ **Weak:** Three **Minotaurs** (MM pg. 223) with 38 HP
- ❖ **Average:** Three **Minotaurs** (MM pg. 223)
- ❖ **Strong:** Four **Minotaurs** (MM pg. 223)
- ❖ **Very Strong:** Four **Minotaurs** (MM pg. 223) with 114 HP
- ❖ **Very Very Strong:** Six **Minotaurs** (MM pg. 223) with 114 HP
- ❖ **Ultimate:** Seven **Minotaurs** (MM pg. 223) with 38 HP

PART 4: ESCAPING THE SIEGE

Intended Level: 6th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters, Reya is not included, however, and she functions as a 5th-level-character):

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

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

BATTLE OF ELTUREL:

- ❖ **Feeble:** Four **Spined Devils** (MM pg. 78)
- ❖ **Very Very Weak:** Seven **Spined Devils** (MM pg. 78)
- ❖ **Very Weak:** Eight **Spined Devils** (MM pg. 78) with 33 HP
- ❖ **Weak:** Ten **Spined Devils** (MM pg. 78) with 33 HP
- ❖ **Average:** Twelve **Spined Devils** (MM pg. 78)
- ❖ **Strong:** Fourteen **Spined Devils** (MM pg. 78)
- ❖ **Very Strong:** Fifteen **Spined Devils** (MM pg. 78) with 11 HP
- ❖ **Very Very Strong:** One **Bone Devil** (MM pg. 71) with 210 HP leading thirteen **Spined Devils** (MM pg. 78) with 33 HP
- ❖ **Ultimate:** One **Bone Devil** (MM pg. 71) with 210 HP leading fourteen **Spined Devils** (MM pg. 78)

CHAPTER 3 ENCOUNTER EDITS

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

PART 1: FORT KNUCKLEBONE

Intended Level: 7th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

HELPING BARNABUS:

- ✧ **Feeble:** Two **Redcaps** (VGtM pg. 188) with 30 HP
- ✧ **Very Very Weak:** Two **Redcaps** (VGtM pg. 188) with 60 HP

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

DREAM 2: BETRAYAL!

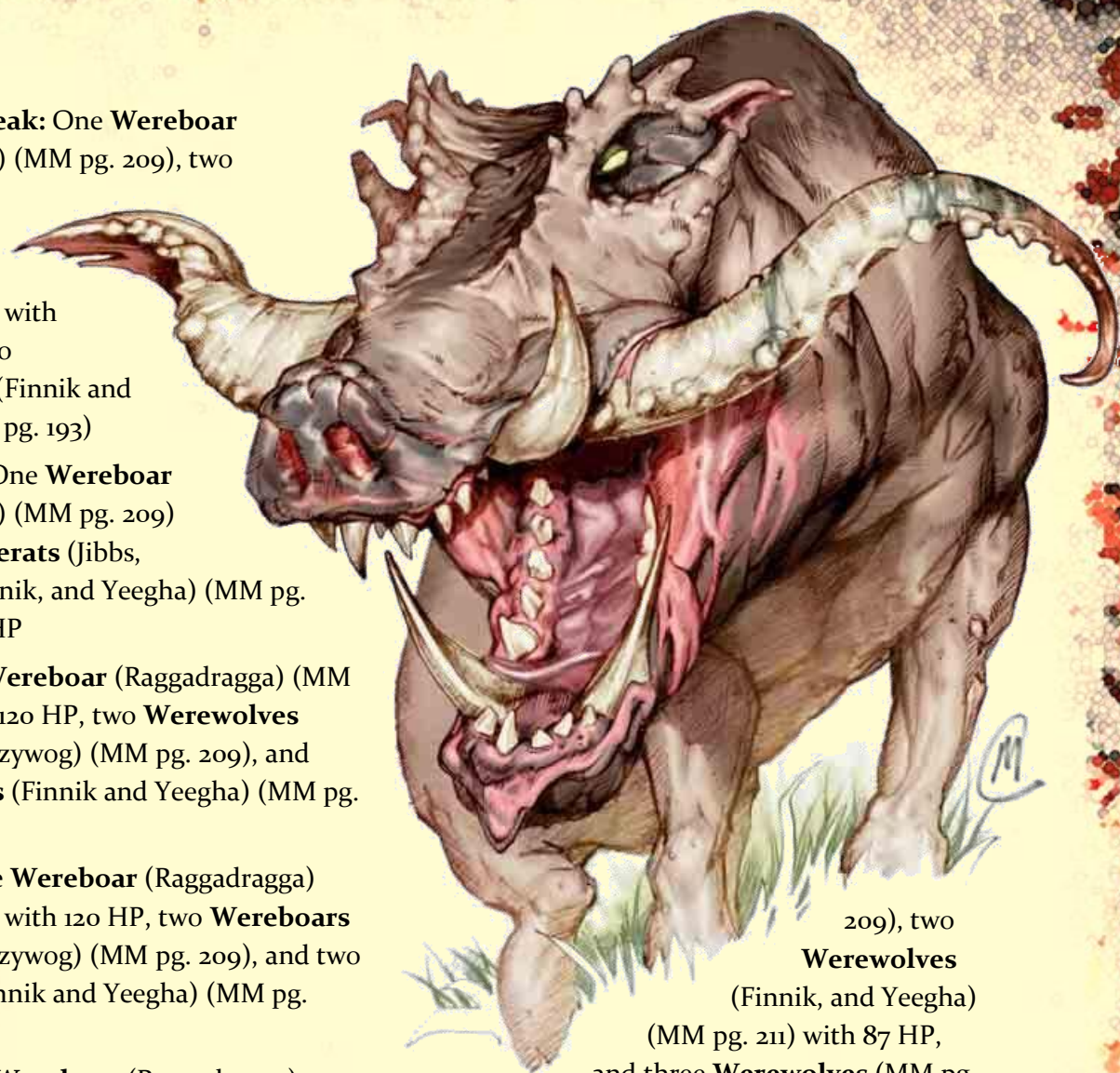
- ✧ **Feeble:** Three **Spined Devils** (MM pg. 78) with 11 HP
- ✧ **Very Very Weak:** Three **Spined Devils** (MM pg. 78)
- ✧ **Very Weak:** Four **Spined Devils** (MM pg. 78) with 11 HP
- ✧ **Weak:** Five **Spined Devils** (MM pg. 78)
- ✧ **Average:** Six **Spined Devils** (MM pg. 78)
- ✧ **Strong:**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

Raggadragga Attacks!:

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

- ✧ **Feeble:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP and four **Jackalweres** (Jibbs, Oozywog, Finn timer, and Yeegha) (MM pg. 193) with 27 HP

- ❖ **Very Very Weak:** One **Wereboar** (Raggadragga) (MM pg. 209), two **Wererats** (Jibbs and Oozywog) (MM pg. 209) with 16 HP, and two **Jackalweres** (Finnik and Yeegha) (MM pg. 193)
- ❖ **Very Weak:** One **Wereboar** (Raggadragga) (MM pg. 209) and four **Wererats** (Jibbs, Oozywog, Finnik, and Yeegha) (MM pg. 209) with 16 HP
- ❖ **Weak:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Werewolves** (Jibbs and Oozywog) (MM pg. 209), and two **Wererats** (Finnik and Yeegha) (MM pg. 209)
- ❖ **Average:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Wereboars** (Jibbs and Oozywog) (MM pg. 209), and two **Wererats** (Finnik and Yeegha) (MM pg. 209)
- ❖ **Strong:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Wereboars** (Jibbs and Oozywog) (MM pg. 209), two **Werewolves** (Finnik and Yeegha) (MM pg. 211), and one **Werewolf** (MM pg. 211) who is simply part of the crew, and can take the place of any creature who perishes
- ❖ **Very Strong:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Wereboars** (Jibbs, Oozywog) (MM pg. 209) two **Wererats** (Finnik, and Yeegha) (MM pg. 209) with 16 HP, and two **Wererats** (MM pg. 209) who are simply part of the crew, and can take the place of any creatures who perish
- ❖ **Very Very Strong:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Wereboars** (Jibbs, Oozywog) (MM pg.



- 209), two **Werewolves** (Finnik, and Yeegha) (MM pg. 211) with 87 HP, and three **Werewolves** (MM pg. 211) with 87 HP who are simply part of the crew, and can take the place of any creatures who perish
- ❖ **Ultimate:** One **Wereboar** (Raggadragga) (MM pg. 209) with 120 HP, two **Wereboars** (Jibbs, Oozywog) (MM pg. 209), two **Weretigers** (Finnik and Yeegha) (MM pg. 210), and three **Weretigers** (MM pg. 210) who are simply part of the crew, and can take the place of any creatures who perish

WARLORDS OF THE AVERNIAN WASTELANDS

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

BITTER BREATH:

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

- ✧ **Feeble:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Captain** (High Graj Karkajuk) (MM pg. 186), one **Hobgoblin** (MM pg. 186) with 16 HP, and eight **Hobgoblins** (MM pg. 186) (one and seven) (there is only one scavenger)
- ✧ **Very Very Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Captain** (High Graj Karkajuk) (MM pg. 186), two **Hobgoblins** (MM pg. 186) with 16 HP, and eight **Hobgoblins** (MM pg. 186) (three, four, and four)
- ✧ **Very Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Devastator** (High Graj Karkajuk) (VGtM pg. 161), two **Hobgoblin Captains** (MM pg. 186), and ten **Hobgoblins** (MM pg. 186) (two, four, and four)
- ✧ **Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187) with 143 HP, two **Hobgoblin Captains** (MM pg. 186) with 58 HP, and ten **Hobgoblins** (MM pg. 186) with 16 HP (two, four, and four)
- ✧ **Average:** One **Horned Devil** (Bitter Breath) (MM pg. 74), one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Captains** (MM pg. 186), and seventeen **Hobgoblins** (MM pg. 186) (three, seven, and seven)
- ✧ **Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Devastators** (VGtM pg. 161), three **Hobgoblin Captains** (MM

pg. 186), and fourteen **Hobgoblins** (MM pg. 186) (seven and seven)

- ✧ **Very Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Devastators** (VGtM pg. 161), three **Hobgoblin Captains** (MM pg. 186), six **Hobgoblin Iron Shadows** (VGtM pg. 161) (three and three), and eight **Hobgoblins** (MM pg. 186) (four and four)
- ✧ **Very Very Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74), one **Hobgoblin Champion** (High Graj Karkajuk) (VGtM pg. 212), two **Hobgoblin Warlords** (MM pg. 187), three **Hobgoblin Devastators** (VGtM pg. 161), and twelve **Hobgoblin Captains** (MM pg. 186) (six and six)
- ✧ **Ultimate:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Champion** (High Graj Karkajuk) (VGtM pg. 212) with 214 HP, two **Hobgoblin Warlords** (MM pg. 187), seven **Hobgoblin Devastators** (VGtM pg. 161) with 67 HP (three, two, and two), and ten **Hobgoblin Captains** (MM pg. 186) (five and five)

FEONOR:

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

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

- pg. 148), four **Wights** (MM pg. 300) with 66 HP, and four **Ghouls** (MM pg. 148) with 33 HP
- ✧ **Weak:** One **Necromancer** (Feonor) (VGtM pg. 217), one **Ghast** (MM pg. 148), four **Mezzoloths** (MM pg. 313), and four **Ghouls** (MM pg. 148)
 - ✧ **Average:** One **Archmage** (Feonor) (MM pg. 342), one **Ghast** (MM pg. 148), four **Mezzoloths** (MM pg. 313), and four **Ghouls** (MM pg. 148)
 - ✧ **Strong:** One **Archmage** (Feonor) (MM pg. 342), one **Bodak** (VGtM pg. 127), four **Mezzoloths** (MM pg. 313), and four **Wights** (MM pg. 148)
 - ✧ **Very Strong:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241) with 180 HP, four **Mezzoloths** (MM pg. 313) with 110 HP, and four **Sword Wraiths** (MToF pg. 241)
 - ✧ **Very Very Strong:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241) with 180 HP, six **Mezzoloths** (MM pg. 313), and six **Sword Wraith Warriors** (MToF pg. 241)
 - ✧ **Ultimate:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241), six **Dhergoloths** (MToF pg. 248) with 70 HP, and six **Sword Wraith Warriors** (MToF pg. 241)

PRINCEPS KOVIK:

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

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

- ✧ **Very Very Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72) with 120 HP, three **Barbed Devils** (MM pg. 70), and six **Bearded Devils** (MM pg. 70) with 78 HP (four, one, and one)
- ✧ **Very Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70) with 65 HP, and six **Bearded Devils** (MM pg. 70) with 26 HP (four, one, and one)
- ✧ **Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), five **Barbed Devils** (MM pg. 70) (one and four), and eight **Bearded Devils** (MM pg. 70) (six, one, and one) with 78 HP
- ✧ **Average:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70), and ten **Bearded Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Strong:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70), and ten **Merregons** (MToF pg. 166) (eight, one, and one)
- ✧ **Very Strong:** One **Chain Devil** (Princeps Kovik) (MM pg. 72) with 120 HP, four **Bearded Devils** (MM pg. 70) with 78 HP, and ten **Barbed Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Very Very Strong:** One **Bone Devil** (Princeps Kovik) (MM pg. 72) with 210 HP, four **Chain Devils** (MM pg. 72), and ten **Barbed Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Ultimate:** One **Bone Devil** (Princeps Kovik) (MM pg. 72) with 210 HP, six **Barbed Devils** (MM pg. 70) (four, one, and one), and eight **Chain Devils** (MM pg. 72)

PART 2: HARUMAN'S HILL

Intended Level: 7th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

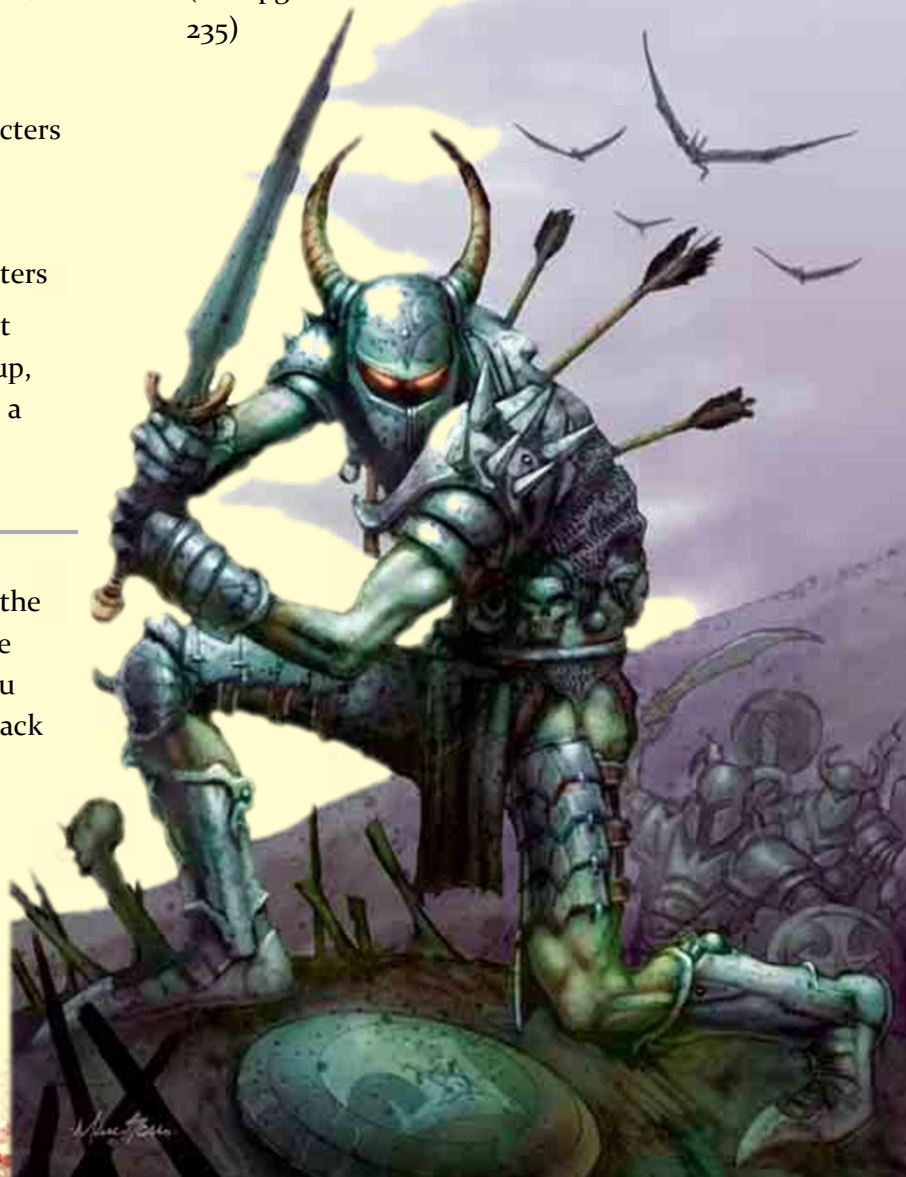
HARUMAN'S ARRIVAL:

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

- ❖ **Feeble:** One **Champion** (Haruman) (VGtM pg. 212) with 214 HP who appears to be a Narzugon and has the *Fiend* type, who rides on his

dependent **Nightmare** (MM pg. 235) mount

- ❖ **Very Very Weak:** One **Narzugon** (Haruman) (MToF pg. 167) with 60 HP who rides on his dependent **Nightmare** (MM pg. 235) mount
- ❖ **Very Weak:** One **Narzugon** (Haruman) (MToF pg. 167) who rides on his dependent **Nightmare** (MM pg. 235) mount
- ❖ **Weak:** One **Narzugon** (Haruman) (MToF pg. 167) with 165 HP who rides on his dependent **Nightmare** (MM pg. 235) mount
- ❖ **Average:** One **Narzugon** (Haruman) (MToF pg. 167) and one **Nightmare** (MM pg. 235)
- ❖ **Strong:** One **Narzugon** (Haruman) (MToF pg. 167) with 165 HP and one **Nightmare** (MM pg. 235)



- ✧ **Very Strong:** One **Narzugon** (Haruman) (MToF pg. 167) with 60 HP, one **Nightmare** (MM pg. 235), and two **Merregons** (MToF pg. 166) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”
- ✧ **Very Very Strong:** One **Narzugon** (Haruman) (MToF pg. 167), one **Nightmare** (MM pg. 235) with 102 HP, and four **Barbed Devils** (MM pg. 70) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”
- ✧ **Ultimate:** One **Narzugon** (Haruman) (MToF pg. 167), one **Nightmare** (MM pg. 235) with 102 HP, and five **Merregons** (MToF pg. 166) whom Haruman summons as a bonus action when he gets within attacking range to “Mete out Justice.”

HELLWASP NEST

N2. DRONE CELLS:

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

N3. HELLWASP LARVAE:

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

N4. LARDER:

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

PATH OF DEMONS

PART 1: SPAWNING TREES

Intended Level: 8th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

DEVILISH WORK CREW:

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

- ❖ **Feeble:** Two **Bearded Devils** (MM pg. 70)
- ❖ **Very Very Weak:** Two **Bearded Devils** (MM pg. 70) with 78 HP
- ❖ **Very Weak:** Three **Bearded Devils** (MM pg. 70) with 52 HP
- ❖ **Weak:** Three **Bearded Devils** (MM pg. 70) with 78 HP
- ❖ **Average:** Four **Bearded Devils** (MM pg. 70)
- ❖ **Strong:** Five **Bearded Devils** (MM pg. 70)
- ❖ **Very Strong:** Five **Bearded Devils** (MM pg. 70) with 78 HP
- ❖ **Very Very Strong:** Seven **Bearded Devils** (MM pg. 70) with 26 HP
- ❖ **Ultimate:** Seven **Bearded Devils** (MM pg. 70) with 78 HP

PART 2: TOWER OF URM

Intended Level: 8th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

NYCALOTH KIDNAPPERS:

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

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

PART 5: PIT OF SHUMMRATH

Intended Level: 8th

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

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

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

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

DAMMING THE STYX:

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

PART 6: CRYPT OF THE HELLRIDERS

Intended Level: 9th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

C2. FUNERARY CHAMBERS:

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

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

C4. WARLOCKS' TOMB:

- ❖ **Feeble:** Four **Mummies** (MM pg. 228)
- ❖ **Very Very Weak:** Five **Mummies** (MM pg. 228)
- ❖ **Very Weak:** Six **Mummies** (MM pg. 228)

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

OLANTHIUS RETURNS:

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

- ❖ **Feeble - Average:** One **Death Knight** (Olanthius) (MM pg. 47)
- ❖ **Strong:** One **Death Knight** (Olanthius) (MM pg. 47) with 247 HP
- ❖ **Very Strong:** One **Death Knight** (Olanthius) (MM pg. 47) with 114 HP and a **Sword Wraith Commander** (MTofF pg. 241) lieutenant
- ❖ **Very Very Strong:** One **Death Knight** (Olanthius) (MM pg. 47) with 114 HP and two **Sword Wraith Commander** (MTofF pg. 241) lieutenants
- ❖ **Ultimate:** One **Death Knight** (Olanthius) (MM pg. 47) and two **Sword Wraith Commander** (MTofF pg. 241) lieutenants

PART 8: KOSTCHTCHIE'S MAW

Intended Level: 10th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

PRISON GUARDS:

- ❖ **Feeble:** One **Chain Devil** (Mazer) (MM pg. 72) with 50 HP and one **Hell Hound** (MM pg. 182)
- ❖ **Very Very Weak:** One **Chain Devil** (Mazer) (MM pg. 72) and one **Hell Hound** (MM pg. 182)

- ❖ **Very Weak:** One **Chain Devil** (Mazer) (MM pg. 72) with 50 HP and two **Hell Hounds** (MM pg. 182) with 22 HP
- ❖ **Weak:** One **Chain Devil** (Mazer) (MM pg. 72) and two **Hell Hounds** (MM pg. 182)
- ❖ **Average:** One **Chain Devil** (Mazer) (MM pg. 72) and four **Hell Hounds** (MM pg. 182)
- ❖ **Strong:** One **Chain Devil** (Mazer) (MM pg. 72) with 120 HP and five **Hell Hounds** (MM pg. 182) with 67 HP
- ❖ **Very Strong:** One **Chain Devil** (Mazer) (MM pg. 72) with 120 HP and six **Hell Hounds** (MM pg. 182)
- ❖ **Very Very Strong:** Two **Chain Devils** (Mazer and Fralor) (MM pg. 72) and seven **Hell Hounds** (MM pg. 182)
- ❖ **Ultimate:** Two **Chain Devils** (Mazer and Fralor) (MM pg. 72) with 120 HP and eight **Hell Hounds** (MM pg. 182)



PATH OF DEVILS

PART 2: BONE BRAMBLES

Intended Level: 8th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

B2. DEAD ENDS - DRYAD SPIRITS:

- ❖ **Feeble:** Two **Banshees** (MM pg. 23) with 29 HP
- ❖ **Very Very Weak:** Two **Banshees** (MM pg. 23)
- ❖ **Very Weak:** Two **Banshees** (MM pg. 23) with 87 HP
- ❖ **Weak:** Two **Banshees** (MM pg. 23) with 29 HP
- ❖ **Average:** Three **Banshees** (MM pg. 23)

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

B2. DEAD ENDS - SHAMBLING MOUNDS:

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

HOLD THE FORT:

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

- ❖ **Weak:** One **Corpse Flower** (MToF pg. 127) and two **Banshees** (MM pg. 23) with 29 HP
- ❖ **Average:** One **Treant** (MM pg. 289) with the edits on BG:DiA pg. 109 and two **Banshees** (MM pg. 23)
- ❖ **Strong:** One **Treant** (MM pg. 289) with the edits on BG:DiA pg. 109 and three **Banshees** (MM pg. 23)
- ❖ **Very Strong:** One **Treant** (MM pg. 289) with the edits on BG:DiA pg. 109 and four **Banshees** (MM pg. 23)
- ❖ **Very Very Strong:** One **Treant** (MM pg. 289) with the edits on BG:DiA pg. 109 and 72 HP, two **Shambling Mounds** (MM pg. 270) with 68 HP and four **Banshees** (MM pg. 23) with 29 HP
- ❖ **Ultimate:** One **Treant** (MM pg. 289) with the edits on BG:DiA pg. 109, two **Shambling Mounds** (MM pg. 270) with 204 HP, and four **Banshees** (MM pg. 23)

PART 6: BEL'S FORGE

Intended Level: 9th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

- ❖ **Ultimate** is seven APL 11 player characters

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

F2. FIRE GIANT BLACKSMITHS:

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

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

PART 7: SIBRIEX

Intended Level: 10th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

basis for improvising.

RELEASING THE SIBRIEX:

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

PART 8: WRECKED FLYING FORTRESS

Intended Level: 10th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

basis for improvising.

ARRIVAL AT THE WRECK:

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

SOUL INTAKE:

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

WI. BRIDGE - MAD MAGGIE'S FORCE:

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

- ✧ **Feeble - Average:** One **Flameskull** (Barnabus) (MM pg. 134), two **Kenku** (Chukka and Clonk) (MM pg. 194) with the

edits on BG:DiA pg. 83, and nine **Madcaps** (VGtM pg. 188 and BG:DiA pg. 240)

- ✧ **Strong:** One **Night Hag** (Mad Maggie) driving a fixed *Demon Grinder*, one **Flameskull** (Barnabus) (MM pg. 134), two **Kenku** (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and nine **Madcaps** (VGtM pg. 188 and BG:DiA pg. 24) (three and six)
- ✧ **Very Strong:** One **Fiendish Flesh Golem** (Mickey) (BG:DiA pg. 236) with 300 HP, one **Night Hag** (Mad Maggie) driving a fixed *Demon Grinder*, one **Flameskull** (Barnabus) (MM pg. 134), two **Kenku** (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and seven **Madcaps** (VGtM pg. 188 and BG:DiA pg. 240) (three and four)
- ✧ **Very Very Strong:** One **Fiendish Flesh Golem** (Mickey) (BG:DiA pg. 236), one **Night Hag** (Mad Maggie) driving a fixed *Demon Grinder*, one **Flameskull** (Barnabus) (MM pg. 134), two **Kenku** (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and eleven **Madcaps** (VGtM pg. 188 and BG:DiA pg. 240) (three and eight)
- ✧ **Ultimate:** One **Fiendish Flesh Golem** (Mickey) (BG:DiA pg. 236), one **Night Hag** (Mad Maggie) driving a fixed *Demon Grinder* with 165 HP, one **Flameskull** (Barnabus) (MM pg. 134), two **Kenku** (Chukka and Clonk) (MM pg. 194) with the edits on BG:DiA pg. 83, and thirteen **Madcaps** (VGtM pg. 188 and BG:DiA pg. 240) (three and ten) with 60 HP

WARLORDS OF THE AVERNIAN WASTELANDS

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

BITTER BREATH:

- Encounter Note.** Tormenter (4), Devil's Ride (1), and 2 Scavengers (8)
- ✧ **Feeble:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Captain** (High Graj Karkajuk) (MM pg. 186), one **Hobgoblin** (MM pg. 186) with 16 HP, and eight **Hobgoblins** (MM pg. 186) (one and seven) (there is only one scavenger)
 - ✧ **Very Very Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Captain** (High Graj Karkajuk) (MM pg. 186), two **Hobgoblins** (MM pg. 186) with 16 HP, and eight **Hobgoblins** (MM pg. 186) (three, four, and four)
 - ✧ **Very Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 89 HP, one **Hobgoblin Devastator** (High Graj Karkajuk) (VGtM pg. 161), two **Hobgoblin Captains** (MM pg. 186), and ten **Hobgoblins** (MM pg. 186) (two, four, and four)
 - ✧ **Weak:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187) with 143 HP, two **Hobgoblin Captains** (MM pg. 186) with 58 HP, and ten **Hobgoblins** (MM pg. 186) with 16 HP (two, four, and four)
 - ✧ **Average:** One **Horned Devil** (Bitter Breath) (MM pg. 74), one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Captains** (MM pg. 186), and seventeen **Hobgoblins** (MM pg. 186) (three, seven, and seven)
 - ✧ **Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Devastators** (VGtM pg. 161), three **Hobgoblin Captains** (MM

pg. 186), and fourteen **Hobgoblins** (MM pg. 186) (seven and seven)

- ✧ **Very Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Warlord** (High Graj Karkajuk) (MM pg. 187), two **Hobgoblin Devastators** (VGtM pg. 161), three **Hobgoblin Captains** (MM pg. 186), six **Hobgoblin Iron Shadows** (VGtM pg. 161) (three and three), and eight **Hobgoblins** (MM pg. 186) (four and four)
- ✧ **Very Very Strong:** One **Horned Devil** (Bitter Breath) (MM pg. 74), one **Hobgoblin Champion** (High Graj Karkajuk) (VGtM pg. 212), two **Hobgoblin Warlords** (MM pg. 187), three **Hobgoblin Devastators** (VGtM pg. 161), and twelve **Hobgoblin Captains** (MM pg. 186) (six and six)
- ✧ **Ultimate:** One **Horned Devil** (Bitter Breath) (MM pg. 74) with 267 HP, one **Hobgoblin Champion** (High Graj Karkajuk) (VGtM pg. 212) with 214 HP, two **Hobgoblin Warlords** (MM pg. 187), seven **Hobgoblin Devastators** (VGtM pg. 161) with 67 HP

(three, two, and two), and ten **Hobgoblin Captains** (MM pg. 186) (five and five)

FEONOR:

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

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



- ✧ **Very Weak:** One **Necromancer** (Feonor) (VGtM pg. 217) with 99 HP, one **Ghast** (MM pg. 148), four **Wights** (MM pg. 300) with 66 HP, and four **Ghouls** (MM pg. 148) with 33 HP
- ✧ **Weak:** One **Necromancer** (Feonor) (VGtM pg. 217), one **Ghast** (MM pg. 148), four **Mezzoloths** (MM pg. 313), and four **Ghouls** (MM pg. 148)
- ✧ **Average:** One **Archmage** (Feonor) (MM pg. 342), one **Ghast** (MM pg. 148), four **Mezzoloths** (MM pg. 313), and four **Ghouls** (MM pg. 148)
- ✧ **Strong:** One **Archmage** (Feonor) (MM pg. 342), one **Bodak** (VGtM pg. 127), four **Mezzoloths** (MM pg. 313), and four **Wights** (MM pg. 148)
- ✧ **Very Strong:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241) with 180 HP, four **Mezzoloths** (MM pg. 313) with 110 HP, and four **Sword Wraiths** (MToF pg. 241)
- ✧ **Very Very Strong:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241) with 180 HP, six **Mezzoloths** (MM pg. 313), and six **Sword Wraith Warriors** (MToF pg. 241)
- ✧ **Ultimate:** One **Archmage** (Feonor) (MM pg. 342) with 158 HP, one **Sword Wraith Commander** (MToF pg. 241), six **Dhergoloths** (MToF pg. 248) with 70 HP, and six **Sword Wraith Warriors** (MToF pg. 241)
- 70) with 65 HP, and six **Bearded Devils** (MM pg. 70) (four, one, and one)
- ✧ **Very Very Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72) with 120 HP, three **Barbed Devils** (MM pg. 70), and six **Bearded Devils** (MM pg. 70) with 78 HP (four, one, and one)
- ✧ **Very Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70) with 65 HP, and six **Bearded Devils** (MM pg. 70) with 26 HP (four, one, and one)
- ✧ **Weak:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), five **Barbed Devils** (MM pg. 70) (one and four), and eight **Bearded Devils** (MM pg. 70) (six, one, and one) with 78 HP
- ✧ **Average:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70), and ten **Bearded Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Strong:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), four **Barbed Devils** (MM pg. 70), and ten **Merregons** (MToF pg. 166) (eight, one, and one)
- ✧ **Very Strong:** One **Chain Devil** (Princeps Kovik) (MM pg. 72) with 120 HP, four **Bearded Devils** (MM pg. 70) with 78 HP, and ten **Barbed Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Very Very Strong:** One **Bone Devil** (Princeps Kovik) (MM pg. 72) with 210 HP, four **Chain Devils** (MM pg. 72), and ten **Barbed Devils** (MM pg. 70) (eight, one, and one)
- ✧ **Ultimate:** One **Bone Devil** (Princeps Kovik) (MM pg. 72) with 210 HP, six **Barbed Devils** (MM pg. 70) (four, one, and one), and eight **Chain Devils** (MM pg. 72)

PRINCEPS KOVIK:

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

- ✧ **Feeble:** One **Chain Devil** (Princeps Kovik) (MM pg. 72), two **Barbed Devils** (MM pg.

OTHER LOCATIONS STYGIAN DOCK

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

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

DEMON ATTACK:

Encounter Note. This is intended that there are some characters not in the bathysphere. If everyone were to go down in a five-person party, that'd leave one person facing a Glabrezu. What'd I recommend is that the bathysphere has enough room so that three people are left on the barge. That way if they concentrate their

efforts it's possible for them to either A: Defeat the Glabrezu or B: Rescue their friends

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

STYX WATCHTOWERS

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

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

- ✧ **Very Very Strong**, is six APL 11 player characters
- ✧ **Ultimate** is seven APL 11 player characters

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

T1. GROUND FLOOR:

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

T2. SECOND FLOOR:

Encounter Note. This is... *also* an incredibly challenging fight, but regardless it is theoretically beatable. So somehow if the heroes are of a sufficient level and they dispose of the bearded devils and hell hounds they might stand a chance of facing these two.

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

SUNDERED CHAINS

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

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- ✧ **Feeble** is three APL 7 player character

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

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

INFERNAL PILGRIM:

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

and four **Bearded Devils** (MM pg. 70) with 24 HP

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

ZARIEL'S FLYING FORTRESS

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

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

- ✧ **Feeble** is three APL 7 player character
- ✧ **Very Very Weak** is three APL 8 player characters
- ✧ **Very Weak** is three APL 9 player characters
- ✧ **Weak** is four APL

9 player characters

- ✧ **Average** (the intended level) is five APL 9 player characters
- ✧ **Strong** is five APL 10 player characters
- ✧ **Very Strong** is five APL 11 player characters
- ✧ **Very Very Strong**, is six APL 11 player characters
- ✧ **Ultimate** is seven APL 11 player characters

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

THE BRIDGE:

- ✧ **Feeble:** One **Bone Devil** (Nariangela) (MM pg. 71) with 75 HP
- ✧ **Very Very Weak:** One **Chain Devil** (Nariangela) (MM pg. 72) with 120 HP
- ✧ **Very Weak:** One **Bone Devil** (Nariangela) (MM pg. 71)
- ✧ **Weak:** One **Erinyes** (Nariangela) (MM pg. 73) with 90 HP
- ✧ **Average:** One



Erinyes (Nariangela) (MM pg. 73)

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

CIRCLING DEVILS:

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

POOR DEVIL: THAVIUS KREEG:

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

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

ROAMING ENCOUNTER: SMILER THE DEFILER

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

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

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

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

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

SMILER THE DEFILER:

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

Regardless if your players want to fight him...

- ✧ **Feeble:** Smiler just flees using his War Machine
- ✧ **Very Very Weak - Very Weak:** One **Smiler the Defiler** (BG:DiA pg. 133) with 88 HP
- ✧ **Weak: - Strong:** One **Smiler the Defiler** (BG:DiA pg. 133)
- ✧ **Very Strong:** One **Spring Eladrin** (MToF pg. 196) with 68 HP
- ◆ **Very Very Strong:** One **Spring Eladrin** (MToF pg. 196)
- ✧ **Ultimate:** One **Spring Eladrin** (MToF pg. 196) with 187 HP

CHAPTER 4

ENCOUNTER

EDITS

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

PART 1: THE SCAB

Intended Level: 11th

The intention here is to ensure the same level of difficulty for each possible party. Calculate your Party Strength for this chapter using the following categories (note that APL means Average Player Level and that Lulu should be included in all of these encounters):

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

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

S3. DROWNED HAG:

- ✧ **Feeble:** Three **Rutterkin** (MToF pg. 136)

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

S4. BLOODY DOWNPOUR:

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

S5. FOOD FIGHT:

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

- ✧ **Feeble:** Two **Barlguras** (MM pg. 56) who have both injured each-other down to 34 HP

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

S6. TORTURE CHAMBER:

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

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

S10. CROKEK'TOECK'S PRISON:

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

- ✧ **Very Weak - Weak:** One **Crokek'toeck** (BG:DiA pg. 230) with 148 HP
- ✧ **Average:** One **Crokek'toeck** (BG:DiA pg. 230)
- ✧ **Strong - Very Strong:** One **Crokek'toeck** (BG:DiA pg. 230) with 445 HP
- ✧ **Very Very Strong:** One **Crokek'toeck** (BG:DiA pg. 230) who immediately disgorges five **Maw Demons** (VGtM pg. 137)
- ✧ **Ultimate:** One **Crokek'toeck** (BG:DiA pg. 230) who immediately disgorges two **Barlguras** (MM pg. 56)

SII. STATUE OF YEENOGHU:

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

S13. CACKLING GNOLLS:

- ✧ **Feeble:** One **Gnoll Pack Lord** (Targ Nar) (MM pg. 163) with 73 HP and ten **Gnolls** (MM pg. 163)

- ✧ **Very Very Weak:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP and seven **Gnolls** (MM pg. 163)
- ✧ **Very Weak:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP and ten **Gnolls** (MM pg. 163) with 11 HP
- ✧ **Weak:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP and thirteen **Gnolls** (MM pg. 163) with 33 HP
- ✧ **Average:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP and fifteen **Gnolls** (MM pg. 163)
- ✧ **Strong:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP, five **Gnoll Flesh Gnawers** (VGtM pg. 154), and twelve **Gnolls** (MM pg. 163)
- ✧ **Very Strong:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP, two **Gnoll Pack Lords** (MM pg. 163), four **Gnoll Flesh Gnawers** (MM pg. 154), and eight **Gnolls** (MM pg. 163)
- ✧ **Very Very Strong:** One **Gnoll Fang of Yeenoghu** (Targ Nar) (MM pg. 163) with 100 HP, four **Gnoll Pack Lords** (MM pg. 163), and fourteen **Gnoll Flesh Gnawers** (MM pg. 154)
- ✧ **Ultimate:** One **Flind** (Targ Nar) (VGtM pg. 153), two **Gnoll Pack Lords** (MM pg. 163) with 73 HP, and eleven **Gnoll Flesh Gnawers** (VGtM pg. 154)

S14. ENTRANCE TO THE BLEEDING CITADEL:

- ✧ **Feeble:** One **Nalfeshnee** (Trantolox) (MM pg. 62)
- ✧ **Very Very Weak:** One **Nalfeshnee** (Trantolox) (MM pg. 62) with 256 HP
- ✧ **Very Weak:** One **Nalfeshnee** (Trantolox) (MM pg. 62) with 112 HP and one **Shadow Demon** (MM pg. 64)
- ✧ **Weak:** One **Nalfeshnee** (Trantolox) (MM pg. 62) with 112 HP and two **Rutterkin** (MToF pg. 136)
- ✧ **Average:** One **Nalfeshnee** (Trantolox) (MM pg. 62) and three **Bulezaus** (MToF pg. 131)
- ✧ **Strong:** One **Nalfeshnee** (Trantolox) (MM pg. 62) and two **Vrocks** (MM pg. 64) with 154 HP
- ✧ **Very Strong:** One **Nalfeshnee** (Trantolox) (MM pg. 62) and three **Vrocks** (MM pg. 64)
- ✧ **Very Very Strong:** One **Marilith** (Trantolox) (MM pg. 61) and three **Shoosivas** (VGtM pg. 137)
- ✧ **Ultimate:** One **Marilith** (Trantolox) (MM pg. 61) with 270 HP and four **Shoosivas** (VGtM pg. 137)

PART 3: IDYLLGLEN

Intended Level: 12th

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

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

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



basis for improvising.

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

EVENT 1. CHARACTERS' ARRIVAL:

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

- ✧ **Feeble:** One **Barlgura** (MM pg. 56) with 34 HP, one **Giant Hyena** (MM pg. 326), three **Gnolls** (MM pg. 163), and three **Dretches** (MM pg. 57)
- ✧ **Very Very Weak:** One **Vrock** (MM pg. 64), one **Giant Hyena** (MM pg. 326), four **Gnolls** (MM pg. 163) with 33 HP, and four **Dretches** (MM pg. 57)
- ✧ **Very Weak:** One **Armanite** (MToF pg. 131), one **Giant Hyena** (MM pg. 326) with 22 HP, four **Gnolls** (MM pg. 163) with 11 HP, and four **Dretches** (MM pg. 57) with 9 HP

- ✧ **Weak:** One **Shoosuva** (VGtM pg. 137), one **Giant Hyena** (MM pg. 326) with 67 HP, four **Gnolls** (MM pg. 163) with 33 HP, and four **Dretches** (MM pg. 57) with 27 HP

- ✧ **Average:** One **Shoosuva** (VGtM pg. 137), one **Giant Hyena** (MM pg. 326), six **Gnolls** (MM pg. 163), and six **Dretches** (MM pg. 57)

- ✧ **Strong:** One **Shoosuva** (VGtM pg. 137), one **Giant Hyena** (MM pg. 326), five **Maw Demons** (VGtM pg. 137), six **Gnolls** (MM pg. 163)
- ✧ **Very Strong:** One **Shoosuva** (VGtM pg. 137), one **Giant Hyena** (MM pg. 326), five **Gnoll Flesh Crawlers** (VGtM pg. 154), and six **Maw Demons** (VGtM pg. 137)
- ✧ **Very Very Strong:** One **Shoosuva** (VGtM pg. 137) with 165 HP, one **Giant Hyena** (MM pg. 326), eight **Gnoll Flesh Crawlers** (VGtM pg. 154), and eight **Maw Demons** (VGtM pg. 137)
- ✧ **Ultimate:** One **Shoosuva** (VGtM pg. 137) with 165 HP, one **Giant Hyena** (MM pg. 326), six **Gnoll Pack Lords** (MM pg. 163), and eight **Maw Demons** (VGtM pg. 137)

EVENT 2. YEENOGHU'S CHAMPION:

- ✧ **Feeble:** One **Glabrezu** (Garoknul) (MM pg. 58) with 225 HP who flies away instead of teleporting away

- ✧ **Very Very Weak:** One **Wastrilith** (MToF pg. 139) with 90 HP who simply transforms into water instead of teleporting away
- ✧ **Very Weak:** One **Nabassu** (MToF pg. 135) with 120 HP who vanishes into the shadows instead of teleporting away
- ✧ **Weak:** One **Marilith** (Garoknul) (MM pg. 61) with 108 HP
- ✧ **Average:** One **Marilith** (Garoknul) (MM pg. 61)
- ✧ **Strong:** One **Nabassu** (MToF pg. 135) with 260 HP
- ✧ **Very Strong:** One **Marilith** (Garoknul) (MM pg. 61) with 270 HP
- ✧ **Very Very Strong:** One **Balor** (Garoknul) (MM pg. 55) with 378 HP
- ✧ **Ultimate:** One **Molydeus** (Garoknul) (MM pg. 55) with 304 HP

EVENT 5. RENEWED ASSAULT:

- ✧ **Feeble:** Round 1 - One **Bulezau** (MToF pg. 131) and three **Dretches** (MM pg. 57). Round 2 - One **Gnoll Flesh Crawler** (VGtM pg. 154) and four **Gnolls** (MM pg. 163). Round 3 - One **Babau** (VGtM pg. 136) with 44 HP
- ✧ **Very Very Weak:** Round 1 - One **Bulezau** (MToF pg. 131) and four **Dretches** (MM pg. 57). Round 2 - One **Gnoll Flesh Crawler** (VGtM pg. 154) and four **Gnolls** (MM pg. 163). Round 3 - One **Babau** (VGtM pg. 136)
- ✧ **Very Weak:** Round 1 - One **Babau** (VGtM pg. 136) and three **Dretches** (MM pg. 57). Round 2 - One **Gnoll Pack Lord** (MM pg. 163) and four **Gnolls** (MM pg. 163). Round 3 - One **Barlgura** (MM pg. 56)
- ✧ **Weak:** Round 1 - One **Barlgura** (MM pg. 56) and three **Dretches** (MM pg. 57). Round 2 - One **Gnoll Pack Lord** (MM pg. 163) with 73 HP and four **Gnolls** (MM pg. 163) with 33 HP. Round 3 - One **Vrock** (MM pg. 64)

- ✧ **Average:** Round 1 - One **Barlgura** (MM pg. 56) and five **Dretches** (MM pg. 57). Round 2 - One **Gnoll Pack Lord** (MM pg. 163) and six **Gnolls** (MM pg. 163). Round 3 - One **Vrock** (MM pg. 64)
- ✧ **Strong:** Round 1 - One **Barlgura** (MM pg. 56) and five **Maw Demons** (VGtM pg. 137). Round 2 - One **Gnoll Pack Lord** (MM pg. 163) and six **Gnolls** (MM pg. 163). Round 3 - One **Vrock** (MM pg. 64)
- ✧ **Very Strong:** Round 1 - One **Barlgura** (MM pg. 56) and five **Maw Demons** (VGtM pg. 137) with 49 HP. Round 2 - One **Gnoll Pack Lord** (MM pg. 163) and six **Gnolls** (MM pg. 163). Round 3 - One **Armanite** (MToF pg. 131)
- ✧ **Very Very Strong:** Round 1 - One **Armanite** (MToF pg. 131) and five **Maw Demons** (VGtM pg. 137). Round 2 - One **Gnoll Fang of Yeenoghu** (MM pg. 163) and five **Gnoll Flesh Crawlers** (VGtM pg. 154). Round 3 - One **Shoosuva** (VGtM pg. 137)
- ✧ **Ultimate:** Round 1 - One **Shoosuva** (VGtM pg. 137) with 55 HP and five **Maw Demons** (VGtM pg. 137). Round 2 - One **Gnoll Fang of Yeenoghu** (MM pg. 163) and five **Gnoll Flesh Crawlers** (VGtM pg. 154) with 11 HP. Round 3 - One **Glabrezu** (MM pg. 58).

EVENT 6. YEENOGHU:

- ✧ **Feeble - Very Very Weak:** One **Yeenoghu** (MToF pg. 155) with 207 HP
- ✧ **Very Weak - Strong:** One **Yeenoghu** (MToF pg. 155)
- ✧ **Very Strong - Very Very Strong:** One **Yeenoghu** (MToF pg. 155) with 460 HP
- ✧ **Ultimate:** One **Yeenoghu** (MToF pg. 155) and two **Flinds** (VGtM pg. 155)

CHAPTER 5

ENCOUNTER

EDITS

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

PART 1: ENDGAME IN ELTUREL

Intended Level: 13th

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

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

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

EVENT 1: RIVER'S EDGE:

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

EVENT 2: FIELD OF FLAMES - HEZROUS:

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

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

EVENT 2: FIELD OF FLAMES - LUCILLE:

Encounter Note. This is an optional

encounter, it is by no means required. Therefore I will not be making this encounter easier, as it was the character's decision to attack someone theoretically more powerful than them.

- ✧ **Feeble - Average:** One **Pit Fiend** (Lucille) (MM pg. 77) with 175 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*.
- ✧ **Strong:** One **Pit Fiend** (Lucille) (MM pg. 77) with 192 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*
- ✧ **Very Strong:** One **Pit Fiend** (Lucille) (MM pg. 77) with the *Helm of Devil Command* and the *Battle Standard of Infernal Power*
- ✧ **Very Very Strong:** One **Pit Fiend** (Lucille) (MM pg. 77) with 408 HP, the *Helm of Devil Command*, and the *Battle Standard of Infernal Power*
- ✧ **Ultimate:** One **Pit Fiend** (Lucille) (MM pg. 77) with the *Helm of Devil Command* and the *Battle Standard of Infernal Power* who uses the *Helm* in order to summon an **Ice Devil** (MM pg. 75)

EVENT 3: SHOWDOWN WITH ZARIEL:

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



be careful.

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

- ✧ **Feeble:** One **Zariel** (MToF pg. 180) with 200 HP, one legendary resistance, and she can only use one legendary action from her battle (maybe increase it to two Balors?)
- ✧ **Very Very Weak:** One **Zariel** (MToF pg. 180) with 290 HP, one legendary resistance, and she can only use 2 legendary actions from her battle (maybe increase it to two Balors?)
- ✧ **Very Weak:** One **Zariel** (MToF pg. 180) with 290 HP and two legendary resistances remaining from her battle
- ✧ **Weak:** One **Zariel** (MToF pg. 180) with 375 HP and two legendary resistances remaining from her battle
- ✧ **Average:** One **Zariel** (MToF pg. 180) with 450 HP remaining from her battle
- ✧ **Strong:** One **Zariel** (MToF pg. 180) with 530 HP remaining from her battle
- ✧ **Very Strong:** One **Zariel** (MToF pg. 180)
- ✧ **Very Very Strong:** One **Zariel** (MToF pg. 180) with 670 HP
- ✧ **Ultimate:** One **Zariel** (MToF pg. 180) with 670 HP and who calls a **Pit Fiend** (Lucille) (MM pg. 77) with the *Helm of Devil Command* and the *Battle Standard of Infernal Power*, unless she has been killed, in which case, Zariel summons an **Amnizu** (Thavius Kreeg) (MToF pg. 164), unless he has been killed, in which case, Zariel summons an **Ice Devil** (MM pg. 75) to the battle.

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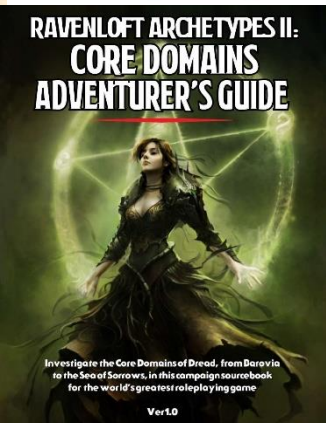
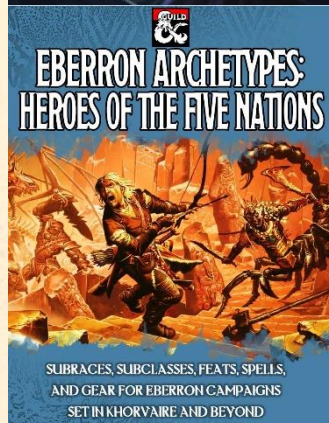
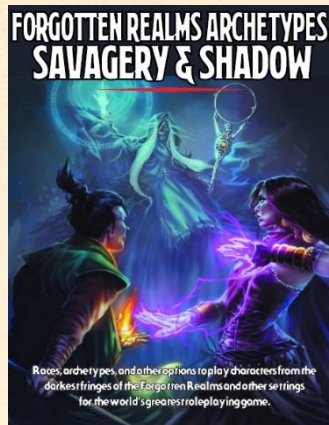
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