

Out of the Abyss - Encounters

Encounter Edits

Foreword: Why am I doing this you may ask? Well, hardcovers do not come with encounter edits. AL modules do. This inherently makes AL modules more balanced than hardcover modules and given the inherent nature of Adventurers League, the goal should be to be able to accommodate as many or as few people as possible. As a result I will be making edits depending on the party strength. If you're in a party that wants to RP more than kill everything (or vice versa) feel free to move down or up as needed. Given that, I will be going one degree over, in the case of a Very Very Strong party (6 players who are two levels above the APL) who want a serious challenge, I have made the VVV strong mode. Beware though, such dangers can lead to death and players should be properly warned. Conversely, I will also be going one degree lower, if you're running with a table of players who are new to D&D (non-AL one-shot), or if the players want to play a serious ROLEplaying game at the expense of combat.

Non-Player Character Allies: This adventure has its fair share of additional characters who assist the characters. Whenever any of these NPCs are presented with stat-blocks I will note down a rough approximation of their equivalent level if they were a PC. As a result, you will be able to utilize them in battles balancing for their presence with increased difficulty. If you would rather not have a massive onslaught for every single battle, I would recommend having separate encounters occurring simultaneously, where maybe a couple AoE effects could assist or hamper the characters (depending on what side is casting them). In such encounters, the characters could leave their least favorite NPCs in the "other" battle while fighting alongside the ones they like more!

On Difficulty: For several of the encounters later on in the adventure (and even in some of the earlier parts), it doesn't really seem like Wizards of the Coast understands how powerful Tier 3 adventurers are. Therefore I'm going to be editing several of the useless fights so that they're no longer useless, just very weak. If you want to provide more of a challenge for your players, feel free to simply upscale the difficulty further. I'll be marking an asterisk (*) adjacent to any fights which I'm altering in this manner.

Drow Characters: I'll be discussing "Drow ____" a lot, refer to pg. 23-24 of the PHB for reference of Drow traits.

Chapter 1: Prisoners of the Drow

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

Feeble is 2 players who don't want a challenge which should be limited to a non-AL game

Very Very Weak is 3 players who don't want a challenge or 2 players (which is not considered AL)

Very Weak is going to be 3 players

Weak is 4 players

the norm (as I would assume since it is never spelled out) is 5 level 1s

Strong is going to be 6 players

Very Strong is 7 players

Very Very Strong, is going to be 7 level 2s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 2 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

In addition, the party should level up to level two by the end of this chapter.

In the Slave Pens

NPCs:

Buppido: Buppido is a **Derro** (MToF pg. 158 [note that this is an updated version compared to the version on OotA pg. 224]) who functions roughly as a level 1 character

Prince Derendil: Derendil is a **Quaggoth** (MM pg. 256) who functions roughly as a level 3 character

Eldeth Feldrun: Eldeth is a **Scout** (MM pg. 349) with Mountain Dwarf traits (see PHB pg. 20) who functions roughly as a level 1 character

Jimjar: Jimjar is a **Spy** (MM pg. 349) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) who functions roughly as a level 3 character

Ront: Ront is an **Orc** (MM pg. 246) who functions roughly as a level 1 character

Sarith Kzekarit: Sarith is a **Drow** (MM pg. 128) who functions roughly as a level 1 character

Shuushar the Awakened: Shuushar is a **Kuo-Toa** (MM pg. 199) who functions roughly as a level 1 character

Stool: Stool is a **Myconid Sprout** (MM pg. 230) who functions roughly as a level 0 character (pretty much just using the help action, and even then, I wouldn't recommend using/adding it to a fight)

Topsy and Turvy: The twins are **Wererats** (MM pg. 209) who function roughly as level 5 characters

Velkynvelve

Area 1, Southern Watch Post:

Feeble: One **Drow** (MM pg. 128) with 7 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

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

Very Weak: Two **Drow** (MM pg. 128) with 7 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Two **Drow** (MM pg. 128) with 7 HP

Normal: Two **Drow** (MM pg. 128)

Strong: Three **Drow** (MM pg. 128) with 7 HP

Very Strong: Three **Drow** (MM pg. 128)

Very Very Strong: Five **Drow** (MM pg. 128) with 20 HP

Overpowering: One **Veteran** (MM pg. 350) with Drow racial traits (PHB pg. 23-24 [including *Darkness* and *Faerie Fire*])

Area 3, Main Hall - Drow & Quaggoths:

Feeble - Very Strong: 1d4 **Drow** (MM pg. 128) and 1d4 **Quaggoths** (MM pg. 256)

Very Very Strong: 1d6 **Drow** (MM pg. 128) and 1d4 **Quaggoths** (MM pg. 256)

Overpowering: 1d6 **Drow** (MM pg. 128) and 1d6 **Quaggoths** (MM pg. 256)

Area 3, Main Hall - Lone Quaggoth:

Feeble: One **Quaggoth Spore Servant** (MM pg. 230) with 24 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), and Saving Throws that appears to simply be a weaker Quaggoth

Very Very Weak: One **Quaggoth Spore Servant** (MM pg. 230) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws that appears to simply be a weaker Quaggoth

Very Weak: One **Quaggoth** (MM pg. 256) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Quaggoth** (MM pg. 256) with 24 HP

Normal: One **Quaggoth** (MM pg. 256)

Strong: One **Quaggoth Thonot** (MM pg. 256) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs that is cleaning with its invisible *mage hand*

Very Strong: Two **Quaggoths** (MM pg. 256) with 24 HP

Very Very Strong: One **Quaggoth Thonot** (MM pg. 256) and one **Quaggoth** (MM pg. 256) with 66 HP who is enthralled by the Thonot's psionic power

Overpowering: 1d4 **Quaggoths** (MM pg. 256) with 66 HP

Area 4, Elite Barracks - Lone Warrior:

Feeble - Strong: One **Drow Elite Warrior** (MM pg. 128)

Very Strong: One **Drow Elite Warrior** (MM pg. 128) with 106 HP

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

Overpowering: One **Drow House Captain** (MToF pg. 184)

Area 4, Elite Barracks - Warrior and Quaggoth:

Feeble - Very Very Strong: One **Drow Elite Warrior** (MM pg. 128) and one **Quaggoth** (MM pg. 256)

Overpowering: One **Drow Elite Warrior** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Quaggoth Thonot** (MM pg. 256) with 66 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs who is the Drow's personal slave

Area 5, Lift:

Feeble - Strong: Two **Quaggoths** (MM pg. 256)

Very Strong: One **Quaggoth Thonot** (MM pg. 256) who acts also as a safety precaution with *feather fall* and one **Quaggoth** (MM pg. 256) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Two **Quaggoth Thonots** (MM pg. 256) with +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who watches over the two **Quaggoth** (MM pg. 256) operators

Area 6, Shrine to Lolth - Asha is Alone:

Feeble: One **Acolyte** (MM pg. 342) (Asha) with Drow racial traits (see PHB pg. 23-24) and one **Giant Wolf Spider** (MM pg. 330)

Very Very Weak: One **Acolyte** (MM pg. 342) (Asha) with Drow racial traits (see PHB pg. 23-24) and two **Giant Wolf Spiders** (MM pg. 330)

Very Weak: One **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24), 13 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Giant Wolf Spider** (MM pg. 330)

Weak: One **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24) and 13 HP and one **Giant Spider** (MM pg. 328) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24) and one **Giant Spider** (MM pg. 328)

Strong: One **Phase Spider** (MM pg. 334) and one **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24)

Very Strong: One **Phase Spider** (MM pg. 334) and one **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24), 40 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Talis the White** (HotDQ pg. 93) (Asha) without the *Special Equipment* feature but with Drow racial traits (see PHB pg. 23-24) and one **Phase Spider** (MM pg. 334)

Overpowering: One **Drow Priestess of Lolth** (MM pg. 129) (Asha) with 106 HP and one **Phase Spider** (MM pg. 334)

Area 6, Shrine to Lolth - Asha is Worshipping:

Feeble - Strong: One **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24), one **Giant Spider** (MM pg. 328) and 1d4 **Drow** (MM pg. 128)

Very Strong: One **Priest** (MM pg. 348) (Asha) with Drow racial traits (see PHB pg. 23-24) and 40 HP, one **Giant Spider** (MM pg. 328) and 1d6 **Drow** (MM pg. 128)

Very Very Strong: One **Talis the White** (HotDQ pg. 93) (Asha) without the *Special Equipment* feature but with Drow racial traits (see PHB pg. 23-24) and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Giant Spider** (MM pg. 328), and 1d4 **Drow** (MM pg. 128)

Overpowering: One **Drow Priestess of Lolth** (MM pg. 129) (Asha) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Giant Spider** (MM pg. 328), and 1d4 **Drow** (MM pg. 128)

Area 6, Shrine to Lolth - Absent of Humanoids:

Feeble: One **Giant Wolf Spider** (MM pg. 330) with 5 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Giant Wolf Spider** (MM pg. 330)

Very Weak: One **Giant Spider** (MM pg. 328) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Giant Spider** (MM pg. 328) with 13 HP

Normal: One **Giant Spider** (MM pg. 328)

Strong: One **Phase Spider** (MM pg. 334) with -2 to Ability Checks, Attack Rolls, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Phase Spider** (MM pg. 334) with 16 HP

Very Very Strong: One **Phase Spider** (MM pg. 334) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Phase Spider** (MM pg. 334) with 48 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Area 7, Ilvara's Quarters - Ilvara and Shoor are Here :

NOTE: This encounter should not be winnable for any party no matter their strength. Therefore, there are no edits needed in my opinion (because it seems like it is intentionally undefeatable).

Area 7, Ilvara's Quarters - Ilvara is Alone:

NOTE: If your group is "Overpowering" you may want to drop hints that Ilvara is an inquisitor, and thus has the *discern lie* feature (maybe they overhear a couple of guards discussing it or something similar)

Feeble - Very Very Strong: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara)

Overpowering: One **Drow Inquisitor** (MToF pg. 184) (Ilvara) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Area 8, Shoor's Quarters - Shoor is Present (Should You Choose):

NOTE: If your group is less than Strong, I would highly recommend *not* having Shoor be present, given that his appearance here is optional.

Feeble - Strong: One **Drow Elite Warrior** (Shoor) (MM pg. 128)

Very Strong: One **Drow Elite Warrior** (Shoor) (MM pg. 128) with 35 HP but a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Drow Elite Warrior** (Shoor) (MM pg. 128) with 106 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Overpowering: One **Drow House Captain** (Shoor) (MToF pg. 128) with the *Wand of Viscid Globbs* and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Area 10, Guard Tower:

Feeble - Very Very Strong: One **Drow Elite Warrior** (MM pg. 128) and two **Drow** (MM pg. 128)

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

Area 12, Quaggoth Den:

Feeble - Strong: 1d4 **Quaggoths** (MM pg. 256)

Very Strong: One **Quaggoth Thonot** (MM pg. 256) and 1d2 **Quaggoths** (MM pg. 256) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: 1d6 **Quaggoths** (MM pg. 256)

Overpowering: One **Quaggoth Thonot** (MM pg. 256) and 1d4+2 **Quaggoths** (MM pg. 256)

Area 13, Northern Watch Post:

Feeble: One **Drow** (MM pg. 128) with 7 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

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

Very Weak: Two **Drow** (MM pg. 128) with 7 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Two **Drow** (MM pg. 128) with 7 HP

Normal: Two **Drow** (MM pg. 128)

Strong: Three **Drow** (MM pg. 128) with 7 HP

Very Strong: Three **Drow** (MM pg. 128)

Very Very Strong: Five **Drow** (MM pg. 128) with 20 HP

Overpowering: One **Veteran** (MM pg. 350) with Drow racial traits (PHB pg. 23-24)

Area 14, Pool:

Feeble: One **Oblex Spawn** (MToF pg. 217) with 6 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), and Saving Throws (-4)

Very Very Weak: One **Oblex Spawn** (MToF pg. 217) with 12 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **Gray Ooze** (MM pg. 243) with 12 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Gray Ooze** (MM pg. 243) with 12 HP

Normal: One **Gray Ooze** (MM pg. 243)

Strong: One **Ochre Jelly** (MM pg. 243) with 23 HP

Very Strong: Two **Gray Oozes** (MM pg. 243) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: One **Ochre Jelly** (MM pg. 243) with 67 HP

Overpowering: One **Ochre Jelly** (MM pg. 243) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Means of Escape

A Flight of Demons:

Feeble - Very Weak: The Vrock screeches at them as they pass, trying to make a singular grapple check against a randomly chosen character, only to then leave the party's reach, provoking no matter the result of the grab. If a character is grappled and the Vrock is not slain after everyone in the group gets an action, the Vrock rips into the character with all of its attacks.

Weak: One severely injured **Vrock** (MM pg. 64) with 11 HP, its *Spores* and *Stunning Screech* abilities expended (although *Spores* can still recharge), and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One severely injured **Vrock** (MM pg. 64) with 11 HP and its *Spores* and *Stunning Screech* abilities expended (although *Spores* can still recharge)

Strong: One severely injured **Vrock** (MM pg. 64) with 33 HP and its *Spores* and *Stunning Screech* abilities expended (although *Spores* can still recharge)

Very Strong: One severely injured **Vrock** (MM pg. 64) with 33 HP and its *Stunning Screech* ability expended

Very Very Strong: One **Vrock** (MM pg. 64) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Vrock** (MM pg. 64) with 154 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Chapter 2: Into Darkness

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

Feeble is 3 level 2 players

Very Very Weak is 4 level 2 players

Very Weak is going to be 5 level 2s

Weak is 5 level 3s

the norm is 5 level 4s

Strong is going to be 6 players

Very Strong is 7 players

Very Very Strong, is going to be 7 level 5s

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

Drow Pursuit

Drow Party:

NOTE: In all likelihood, the players should straight up flee this fight.

Feeble - Normal: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), two **Drow Elite Warriors** (MM pg. 128) (Jorlan and Shoor) one of whom (Shoor) has the *Wand of Viscid Globbs*, and four **Drow** (MM pg. 128)

Strong: Two **Drow Priestesses of Lolth** (MM pg. 129) (Ilvara and Asha) one of whom (Ilvara) has 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs while the other (Asha) has 35 HP, two **Drow Elite Warriors** (MM pg. 128) (Jorlan and Shoor) one of whom (Shoor) has the *Wand of Viscid Globbs*, and four **Drow** (MM pg. 128)

Very Strong: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), two **Drow House Captains** (MToF pg. 184) (Jorlan and Shoor) one of whom (Shoor) has the *Wand of Viscid Globbs*, and four **Drow** (MM pg. 128)

Very Very Strong: One **Drow Inquisitor** (MToF pg. 184) (Ilvara), one **Drow Priestess of Lolth** (MM pg. 129) (Asha), two **Drow House Captains** (MToF pg. 184) (Jorlan and Shoor) with a -2

to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one of whom (Shoor) has the *Wand of Viscid Globbs*, and four **Drow Elite Warriors** (MM pg. 128)
Overpowering: One **Drow Inquisitor** (MToF pg. 184) (Ilvara) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Priestess of Lolth** (MM pg. 129) (Asha) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Drow Shadowblades** (MToF pg. 187) (Jorlan and Shoor) one of whom (Shoor) has the *Wand of Viscid Globbs*, and four **Drow Elite Warriors** (MM pg. 128)

Random Encounters

NOTE: These encounter edits are even more optional than normal as some DMs enjoy having their players slowly grow and become better equipped to face similar threats while they're adventuring while others would rather have a consistently challenging set of battles to leave little up to chance. Neither philosophy is correct, I am simply assisting those who would like to create a balanced game (if you don't want a balanced game it seems rather strange that you're on this document).

Boneyard - Normal Skeletons:

Feeble: 1d4 **Skeletons** (MM pg. 272) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: 1d6 **Skeletons** (MM pg. 272) with 6 HP

Very Weak: 1d8 **Skeletons** (MM pg. 272) with 6 HP

Weak: 2d4 **Skeletons** (MM pg. 272)

Normal: 3d4 **Skeletons** (MM pg. 272)

Strong: 4d4 **Skeletons** (MM pg. 272)

Very Strong: 2d10 **Skeletons** (MM pg. 272) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: 4d6+2 **Skeletons** (MM pg. 272)

Overpowering: 8d4 **Skeletons** (MM pg. 272)

Boneyard - Minotaur Skeletons:

Feeble: 1 **Minotaur Skeleton** (MM pg. 273) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d2 **Minotaur Skeletons** (MM pg. 273)

Very Weak: 1d2 **Minotaur Skeletons** (MM pg. 273) with 100 HP

Weak: 1d3 **Minotaur Skeletons** (MM pg. 273) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Normal: 1d3 **Minotaur Skeletons** (MM pg. 273)
Strong: 1d4 **Minotaur Skeletons** (MM pg. 273)
Very Strong: 1d4 **Minotaur Skeletons** (MM pg. 273) with 33 HP
Very Very Strong: 2d4 **Minotaur Skeletons** (MM pg. 273)
Overpowering: 2d6-1 **Minotaur Skeletons** (MM pg. 273) with 100 HP

Warning Sign Encounter - Invisible Barlgura:

Feeble: One **Rutterkin** (MToF pg. 136)
Very Very Weak: One **Rutterkin** (MToF pg. 136) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Weak: One **Bulezau** (MToF pg. 131)
Weak: One **Shadow Demon** (MM pg. 64)
Normal: One **Barlgura** (MM pg. 56)
Strong: One **Barlgura** (MM pg. 56) with 102 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs
Very Strong: One **Chasme** (MM pg. 57) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws
Very Very Strong: One **Glabrezu** (MM pg. 58) with 225 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Overpowering: One **Yochol** (MM pg. 65) with 192 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Warning Sign Encounter - Dretches:

Feeble: 1d4 **Dretches** (MM pg. 57) with 27 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Weak: 1d6 **Dretches** (MM pg. 57) with 9 HP
Very Weak: 1d8 **Dretches** (MM pg. 57) with 9 HP
Weak: 2d4 **Dretches** (MM pg. 57)
Normal: 3d4 **Dretches** (MM pg. 57)
Strong: 4d4 **Dretches** (MM pg. 57)
Very Strong: 2d10 **Dretches** (MM pg. 57) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Very Strong: 4d6+2 **Dretches** (MM pg. 57)
Overpowering: 8d4 **Dretches** (MM pg. 57)

Warning Sign Encounter - Shadow Demons:

Feeble: 1d3 **Quasits** (MM pg. 63)
Very Very Weak: 1d3 **Quasits** (MM pg. 63) with +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d4 **Quasits** (MM pg. 63)

Weak: 1d6 **Quasits** (MM pg. 63) with 10 HP

Normal: 1d2 **Shadow Demons** (MM pg. 64)

Strong: 1d3 **Shadow Demons** (MM pg. 64) with 99 HP

Very Strong: 1d3 **Shadow Demons** (MM pg. 64) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 1d3 **Vrocks** (MM pg. 64) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: 1d4 **Vrocks** (MM pg. 64)

Webs - Giant Spider Attack:

Feeble: One **Giant Spider** (MM pg. 328)

Very Very Weak: One **Giant Spider** (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d2 **Giant Spiders** (MM pg. 328)

Weak: 1d3 **Giant Spiders** (MM pg. 328)

Normal: 1d4 **Giant Spiders** (MM pg. 328)

Strong: 1d6 **Giant Spiders** (MM pg. 328)

Very Strong: 2d3 **Giant Spiders** (MM pg. 328)

Very Very Strong: 1d4 **Phase Spiders** (MM pg. 334) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: 1d6 **Phase Spiders** (MM pg. 334)

Ambushers - Chuul:

Feeble: One **Gibbering Mouther** (MM pg. 157) with 36 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs that is, in actuality, the small “pool of water”

Very Very Weak: One **Gibbering Mouther** (MM pg. 157) with 36 HP that is, in actuality, the small “pool of water”

Very Weak: One **Gibbering Mouther** (MM pg. 157) that is, in actuality, the small “pool of water”

Weak: One **Chuul** (MM pg. 40) with 46 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Chuul** (MM pg. 40)

Strong: One **Red Slaad** (MM pg. 276) with 139 HP

Very Strong: One **Blue Slaad** (MM pg. 276)

Very Very Strong: One **Blue Slaad** (MM pg. 276) with 182 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Gray Slaad** (MM pg. 277) with 187 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Ambushers - Giant Spiders:

Feeble: 1d2 **Giant Spiders** (MM pg. 328) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d2 **Giant Spiders** (MM pg. 328) with 39 HP

Very Weak: 1d3 **Giant Spiders** (MM pg. 328)

Weak: 1d3 **Giant Spiders** (MM pg. 328) with 39 HP a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d6 **Giant Spiders** (MM pg. 328)

Strong: 1d10 **Giant Spiders** (MM pg. 328)

Very Strong: 2d4+1 **Giant Spiders** (MM pg. 328) with 39 HP

Very Very Strong: 1d6 **Phase Spiders** (MM pg. 334) with 48 HP

Overpowering: 1d8 **Phase Spiders** (MM pg. 334)

Ambushers - Grell:

Feeble: One **Choker** (MToF pg. 123) with 6 HP sticking to the ceiling

Very Very Weak: One **Choker** (MToF pg. 123) sticking to the ceiling

Very Weak: One **Choker** (MToF pg. 123) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws sticking to the ceiling

Weak: One **Nothic** (MM pg. 236) with 55 HP who leaps down 30 ft. from a nearby crevice, not caring for itself (and taking 30 ft. [3d6] of fall damage)

Normal: One **Grell** (MM pg. 172)

Strong: One **Neogi Master** (MM pg. 180) sticking to the ceiling with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Mindwitness** (VGtM pg. 176) floating near the high ceiling

Very Very Strong: One **Cloaker** (MM pg. 41) floating near the high ceiling

Overpowering: One **Guath** (VGtM pg. 125) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs floating near the high ceiling

Ambushers - Gricks:

Feeble: One **Grick** (MM pg. 173)

Very Very Weak: One **Grick** (MM pg. 173) with 40 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d2 **Gricks** (MM pg. 173)

Weak: 1d3 **Gricks** (MM pg. 173) with 13 HP

Normal: 1d4 **Gricks** (MM pg. 173)

Strong: 1d6 **Gricks** (MM pg. 173)

Very Strong: 2d3 **Gricks** (MM pg. 173)

Very Very Strong: 1d3 **Grick Alphas** (MM pg. 173)

Overpowering: 1d3 **Grick Alphas** (MM pg. 173) with 112 HP

Ambushers - Orog:

Feeble: One **Orog** (MM pg. 247)

Very Very Weak: One **Orog** (MM pg. 247) with 60 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d2 **Orogs** (MM pg. 247)

Weak: 1d3 **Orogs** (MM pg. 247) with 25 HP

Normal: 1d4 **Orogs** (MM pg. 247)

Strong: 1d6 **Orogs** (MM pg. 247)

Very Strong: 2d3 **Orogs** (MM pg. 247)

Very Very Strong: 1d3 **Orc Blades of Ilneval** (VGtM pg. 183) and 1d6 **Orogs** (MM pg. 247)

Overpowering: One **Orc Blade of Ilneval** (VGtM pg. 183) with 86 HP and 1d10 **Orogs** (MM pg. 247)

Ambushers - Umber Hulk:

Feeble: One **Adult Kuthrik** (MToF pg. 212)

Very Very Weak: One **Adult Kuthrik** (MToF pg. 212) with 59 HP

Very Weak: One **Adult Kuthrik** (MToF pg. 212) with 59 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Umber Hulk** (MM pg. 292) with 46 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Umber Hulk** (MM pg. 292)

Strong: 1d6 **Adult Kuthrik** (MToF pg. 212)

Very Strong: 2d4 **Adult Kuthrik** (MToF pg. 212)

Very Very Strong: 1d3 **Umber Hulks** (MM pg. 292) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: 1d4 **Umber Hulks** (MM pg. 292)

Mad Creature - Stone Giant:

NOTE: This encounter is really hard and could easily kill multiple characters. I highly recommend that you warn the characters of such an encounter beforehand (in-game of course [thunderous footsteps, banging, etc...]), especially if they're at the Very Very Strong / Overpowering levels.

Feeble: One **Ogre Chain Brute** (MToF pg. 221)

Very Very Weak: One **Ettin** (MM pg. 132) with 42 HP

Very Weak: One **Ettin** (MM pg. 132)

Weak: One **Cyclops** (MM pg. 45)

Normal: One **Stone Giant** (MM pg. 156)

Strong: One **Formorian** (MM pg. 136) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Formorian** (MM pg. 136) with 221 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Dire Troll** (MToF pg. 243) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Dire Troll** (MToF pg. 243) with 258 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Raiders - Humans:

Feeble: 2d4 **Bandits** (MM pg. 343)

Very Very Weak: One **Thug** (MM pg. 350) and 1d4 **Bandits** (MM pg. 343)

Very Weak: One **Thug** (MM pg. 350) and 1d8 **Bandits** (MM pg. 343)

Weak: One **Spy** (MM pg. 349) and 2d4 **Bandits** (MM pg. 343)

Normal: One **Bandit Captain** (MM pg. 344) and 1d6 **Bandits** (MM pg. 343)

Strong: One **Bandit Captain** (MM pg. 344) and 2d6 **Bandits** (MM pg. 343)

Very Strong: 1d3 **Bandit Captains** (MM pg. 344) and 2d3 **Bandits** (MM pg. 343)

Very Very Strong: 1d3 **Bandit Captains** (MM pg. 344) and 1d12 **Bandits** (MM pg. 343)

Overpowering: One **Swashbuckler** (VGtM pg. 217) with 99 HP and 2d3 **Bandit Captains** (MM pg. 344)

Raiders - Goblins:

Feeble: 1d4 **Goblins** (MM pg. 166)

Very Very Weak: 1d3+1 **Goblins** (MM pg. 166)

Very Weak: 1d6 **Goblins** (MM pg. 166)

Weak: 1d10 **Goblins** (MM pg. 166)

Normal: One **Goblin Boss** (MM pg. 166) and 2d4 **Goblins** (MM pg. 166)

Strong: One **Goblin Boss** (MM pg. 166) and 1d12 **Goblins** (MM pg. 166)

Very Strong: 1d3 **Goblin Bosses** (MM pg. 166) and 2d4 **Goblins** (MM pg. 166)

Very Very Strong: 1d6 **Goblin Bosses** (MM pg. 166) and 2d6 **Goblins** (MM pg. 166)

Overpowering: 2d3 **Goblin Bosses** (MM pg. 166) and 2d6 **Goblins** (MM pg. 166)

Raiders - Orcs:

Feeble: 1d3 **Orcs** (MM pg. 246) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d4 **Orcs** (MM pg. 246)

Very Weak: 1d3+1 **Orcs** (MM pg. 246)

Weak: 1d8 **Orcs** (MM pg. 246)

Normal: One **Orc Eye of Gruumsh** (MM pg. 247) and 1d6 **Orcs** (MM pg. 246)

Strong: One **Orc Eye of Gruumsh** (MM pg. 247) and 1d10 **Orcs** (MM pg. 246)

Very Strong: One **Orc Eye of Gruumsh** (MM pg. 247) and 2d4+1 **Orcs** (MM pg. 246)

Very Very Strong: One **Orc Warchief** (MM pg. 246), one **Orc Eye of Gruumsh** (MM pg. 247) and 1d10 **Orcs** (MM pg. 246)

Overpowering: One **Orc Warchief** (MM pg. 246), 1d3 **Orc Eyes of Gruumsh** (MM pg. 247) and 2d4 **Orcs** (MM pg. 247)

The Silken Paths

NPCs: The following NPCs can be found in this area:

Yuk Yuk: Yuk Yuk is a **Goblin** (MM pg. 166 and OotA pg. 31) who functions roughly as a level 1 character.

Spiderbait: Spiderbait is a **Goblin** (MM pg. 166 and OotA pg. 31) who functions roughly as a level 1 character.

Cocooned Halfling:

Fargas Rumblefoot: Fargas is a **Spy** (MM pg. 349) with Lightfoot Halfling traits (see PHB pg. 28) who functions roughly as a level 3 character

Drow and Quaggoth Slaves:

Feeble: One **Quaggoth** (MM pg. 256) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and one **Drow** (MM pg. 128) with 19 HP

Very Very Weak: One **Quaggoth** (MM pg. 256) and one **Drow** (MM pg. 128) with 19 HP

Very Weak: One **Quaggoth** (MM pg. 256) with 24 HP and 1d3 **Drow** (MM pg. 128)

Weak: 1d3 **Quaggoth** (MM pg. 256) and 1d3 **Drow** (MM pg. 128)

Normal: 1d4 **Quaggoth** (MM pg. 256) and 1d4 **Drow** (MM pg. 128)

Strong: 1d4 **Quaggoth** (MM pg. 256) and 2d6 **Drow** (MM pg. 128)

Very Strong: 1d6 **Quaggoth** (MM pg. 256) and 2d3 **Drow** (MM pg. 128)

Very Very Strong: 2d4+1 **Quaggoth** (MM pg. 256) and 2d6+1 **Drow** (MM pg. 128)

Overpowering: 1d3 **Drow Elite Warriors** (MM pg. 128) and 1d8 **Quaggoth** (MM pg. 256)

Giant Spiders:

Feeble: 1d2 **Giant Spiders** (MM pg. 328) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d3 **Giant Spiders** (MM pg. 328)

Very Weak: 1d4 **Giant Spiders** (MM pg. 328) with 13 HP

Weak: 1d3+1 **Giant Spiders** (MM pg. 328)

Normal: 2d4 **Giant Spiders** (MM pg. 328)

Strong: 1d12 **Giant Spiders** (MM pg. 328)

Very Strong: 2d6 **Giant Spiders** (MM pg. 328)

Very Very Strong: 1d10 **Phase Spiders** (MM pg. 334)

Overpowering: 2d4+1 **Phase Spiders** (MM pg. 334)

Spectator:

Feeble: One **Gazer** (VGtM pg. 126) with 18 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: Two **Gazers** (VGtM pg. 126) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Spectator** (MM pg. 30) with 19 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Spectator** (MM pg. 30) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Spectator** (MM pg. 30)

Strong: One **Spectator** (MM pg. 30) with 58 HP

Very Strong: One **Mindwitness** (VGtM pg. 176)

Very Very Strong: One **Mindwitness** (VGtM pg. 176) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Guath** (VGtM pg. 125) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Hook Horror Lair

Area 1, Hook Horrors:

Feeble: One **Hook Horror** (MM pg. 189) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Hook Horror** (MM pg. 189)

Very Weak: One **Hook Horror** (MM pg. 189) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Hook Horrors** (MM pg. 189) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Two **Hook Horrors** (MM pg. 189)

Strong: Three **Hook Horrors** (MM pg. 189) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Three **Hook Horrors** (MM pg. 189) with 37 HP

Very Very Strong: Five **Hook Horrors** (MM pg. 189) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, three of whom begin in the chamber and the other two appear at the beginning of the third round.

Overpowering: Five **Hook Horrors** (MM pg. 189) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, three of whom begin in the chamber, two of whom appear at the beginning of the third round, and one of whom who enters at the beginning of the fourth round.

Area 2A, Gnoll Hunters:

NOTE: I'm changing the Gnolls to the Gnoll Hunters found in Volo's Guide to Monsters as the name of the encounter is literally "Gnoll Hunters." Feel free to keep using Gnolls instead.

Feeble: Two **Gnoll Hunters** (VGtM pg. 154) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Gnoll Hunters** (VGtM pg. 154) with 11 HP

Very Weak: Two **Gnoll Hunters** (VGtM pg. 154)

Weak: Three **Gnoll Hunters** (VGtM pg. 154) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Four **Gnoll Hunters** (VGtM pg. 154)

Strong: Six **Gnoll Hunters** (VGtM pg. 154)

Very Strong: One **Gnoll Flesh Crawler** (VGtM pg. 154) with 33 HP and five **Gnoll Hunters** (VGtM pg. 154)

Very Very Strong: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and four **Gnoll Hunters** (VGtM pg. 154)

Overpowering: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and four **Gnoll Flesh Crawlers** (VGtM pg. 154) with 11 HP

Area 2B, Gnoll Hunters:

NOTE: I'm changing the Gnolls to the Gnoll Hunters found in Volo's Guide to Monsters as the name of the encounter is literally "Gnoll Hunters." Feel free to keep using Gnolls instead.

Feeble: Two **Gnoll Hunters** (VGtM pg. 154) with 33 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Three **Gnoll Hunters** (VGtM pg. 154) with 11 HP

Very Weak: Three **Gnoll Hunters** (VGtM pg. 154) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Gnoll Flesh Crawler** (VGtM pg. 154) and three **Gnoll Hunters** (VGtM pg. 154)

Normal: One **Gnoll Pack Lord** (MM pg. 163) and four **Gnoll Hunters** (VGtM pg. 154)

Strong: One **Gnoll Pack Lord** (MM pg. 163) with 73 HP and four **Gnoll Flesh Crawlers** (VGtM pg. 154)

Very Strong: One **Gnoll Pack Lord** (MM pg. 163) with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and five **Gnoll Flesh Crawlers** (VGtM pg. 154)

Very Very Strong: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and four **Gnoll Pack Lords** (MM pg. 163) with 73 HP

Overpowering: One **Gnoll Fang of Yeenoghu** (MM pg. 163) with 97 HP and five **Gnoll Pack Lords** (MM pg. 163) with 73 HP

Area 4, Hook Horror Nest

Hook Horror: The Hook Horror begins as a **Hook Horror Infant** (see OotA pg. 34 and MM pg. 189) who functions roughly as a level 0 character (pretty much just using the help action, and even then, I wouldn't recommend using/adding it to a fight) and then matures into a **Hook Horror Young** (see OotA pg. 34 and MM pg. 189) who functions roughly as a level 1 character. After three months it becomes a **Hook Horror Juvenile** (see OotA pg. 34 and MM pg. 189) who functions roughly as a level 3 character. After six months, it is a full adult and is a **Hook Horror** (MM pg. 189) who functions roughly as a level 6 character

Area 5, Gnoll Camp:

Feeble: One **Gnoll** (MM pg. 163) with 33 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Gnolls** (MM pg. 163) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: Two **Gnolls** (MM pg. 163) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Gnolls** (MM pg. 163) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Three **Gnolls** (MM pg. 163)

Strong: Three **Gnoll Flesh Gnawers** (VGtM pg. 154) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Three **Gnoll Flesh Gnawers** (VGtM pg. 154)

Very Very Strong: Three **Gnoll Pack Lords** (MM pg. 163) with 18 HP

Overpowering: Three **Gnoll Pack Lords** (MM pg. 163)

The Oozing Temple

Area 3, Glabbagool

Glabbagool: Glabbagool is a **Gelatinous Cube** (MM pg. 242) that functions roughly as a level 5 character.

Area 4, Pudding Pits:

Feeble: One **Ochre Jelly** (MM pg. 243) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Ochre Jelly** (MM pg. 243) with 22 HP

Very Weak: One **Ochre Jelly** (MM pg. 243)

Weak: One **Ochre Jelly** (MM pg. 243) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One **Black Pudding** (MM pg. 241)

Strong: One **Adult Oblex** (MToF pg. 218) with 107 HP, but as there is no inch wide space they cannot produce sulfurous impersonations on the normal dungeon level

Very Strong: One **Adult Oblex** (MToF pg. 218) with 107 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: The pit becomes twenty-feet deep and inside is one **White Maw** (TftYP pg. 248)

Overpowering: The pit becomes twenty-feet deep and inside is one **White Maw** (TftYP pg. 248) with 325 HP

Area 5, Fountain of Madness:

Feeble: Two **Gray Oozes** (MM pg. 243) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Gray Oozes** (MM pg. 243) with 11 HP

Very Weak: Two **Gray Oozes** (MM pg. 243)

Weak: Three **Gray Oozes** (MM pg. 243) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Four **Gray Oozes** (MM pg. 243)

Strong: Four **Gray Oozes** (MM pg. 243) with 33 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), and Saving Throws

Very Strong: Two **Slithering Trackers** (VGtM pg. 191) with 16 HP

Very Very Strong: Two **Slithering Trackers** (VGtM pg. 191) with 48 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs spring out of the water whenever the sculptures are interacted with

Overpowering: Three **Slithering Trackers** (VGtM pg. 191) with 16 HP spring out of the water whenever the sculptures are interacted with

Lost Tomb of Khaem

Area 3, Servants' Sarcophagi:

Feeble: Two **Specters** (MM pg. 279) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: Two **Specters** (MM pg. 279) with 11 HP

Very Weak: Two **Specters** (MM pg. 279)

Weak: Three **Specters** (MM pg. 279) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Four **Specters** (MM pg. 279)

Strong: Six **Specters** (MM pg. 279)

Very Strong: Three **Poltergeists** (MM pg. 279) with 33 HP

Very Very Strong: Four **Ghosts** (MM pg. 147) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: Four **Ghosts** (MM pg. 147) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Area 5, True Tomb:

Feeble: One **Poltergeist** (Khaem) (MM pg. 279)

Very Very Weak: One **Flameskull** (Khaem) (MM pg. 134) with 27 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Flameskull** (Khaem) (MM pg. 134) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Wraith** (Khaem) (MM pg. 302) with 33 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Wraith** (Khaem) (MM pg. 302)

Strong: One **Wraith** (Khaem) (MM pg. 302) with 99 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Very Strong: One **Wraith** (Khaem) (MM pg. 302) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Shadows** (MM pg. 269)

Very Very Strong: One **Deathlock Mastermind** (Khaem) (MToF pg. 129) (I know it's not a sorcerer, but it's an undead mage) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Shadows** (MM pg. 269)

Overpowering: One **Deathlock Mastermind** (MToF pg. 129) (I know it's not a sorcerer, but it's an undead mage) with 55 HP and four **Specters** (MM pg. 279)

Chapter 3: The Darklake

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

Feeble is 3 level 1 players

Very Very Weak is 4 level 1 players

Very Weak is going to be 5 level 1s

Weak is 5 level 2s

the norm is 5 level 3s

Strong is going to be level 4 players

Very Strong is 6 players

Very Very Strong, is going to be 7 level 4s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 4 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Aquatic Troll:

Feeble: One Aquatic **Ogre** (MM pg. 237) with the changes described on OotA pg. 42 and 29 HP

Very Very Weak: One Aquatic **Ogre** (MM pg. 237) with the changes described on OotA pg. 42

Very Weak: One Aquatic **Ogre** (MM pg. 237) with the changes described on OotA pg. 42 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One Aquatic **Troll** (MM pg. 291) with the changes described on OotA pg. 42 and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One Aquatic **Troll** (MM pg. 291) with the changes described on OotA pg. 42

Strong: One Aquatic **Troll** (MM pg. 291) with the changes described on OotA pg. 42, 120 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: One Aquatic **Rot Troll** (MToF pg. 244) with the changes described on OotA pg. 42 and 192 HP

Very Very Strong: One Aquatic **Rot Troll** (MToF pg. 244) with the changes described on OotA pg. 42 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: One Aquatic **Spirit Troll** (MToF pg. 244) with the changes described on OotA pg. 42, 145 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Darkmantles:

Feeble: 1d2 **Darkmantles** (MM pg. 46)

Very Very Weak: 1d3 **Darkmantles** (MM pg. 46)

Very Weak: 1d4 **Darkmantles** (MM pg. 46)

Weak: 1d6 **Darkmantles** (MM pg. 46)

Normal: 2d4 **Darkmantles** (MM pg. 46)

Strong: 2d6 **Darkmantles** (MM pg. 46)

Very Strong: 2d8+1 **Darkmantles** (MM pg. 46)

Very Very Strong: 1d4 **Trappers** (VGtM pg. 194)

Overpowering: 1d8 **Trappers** (VGtM pg. 194)

Duergar:

Feeble: One **Duergar** (MM pg. 122) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: 1d3 **Duergar** (MM pg. 122) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: 1d3 **Duergar** (MM pg. 122)

Weak: 1d4 **Duergar** (MM pg. 122) with 39 HP

Normal: 1d4+2 **Duergar** (MM pg. 122)

Strong: One **Duergar Stone Guard** (MToF pg. 191) and 2d4-1 **Duergar** (MM pg. 122)

Very Strong: 1d4+2 **Duergar Stone Guards** (MToF pg. 191)

Very Very Strong: 1d3 **Duergar Xarrons** (MToF pg. 193) and 1d6 **Duergar Stone Guards** (MToF pg. 191)

Overpowering: 1d2 **Duergar Spies** (TftYP pg. 234), 1d3 **Duergar Mind Masters** (MToF pg. 189), 1d3 **Duergar Xarrons** (MToF pg. 193) and 1d3+1 **Duergar Stone Guards** (MToF pg. 191)

Green Hag:

Feeble: One **Dryad** (MM pg. 121) (Nanny Plunk) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who is attached to a tree jutting out from a small island

Very Very Weak: One **Dryad** (MM pg. 121) (Nanny Plunk) who is attached to a tree jutting out from a small island

Very Weak: One **Sea Hag** (MM pg. 179) (Nanny Plunk) with 28 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Sea Hag** (MM Pg. 179) (Nanny Plunk)

Normal: One **Green Hag** (MM pg. 177) (Nanny Plunk)

Strong: One **Sea Hag (Coven)** (MM pg. 179) (Nanny Plunk)

Very Strong: One **Green Hag (Coven)** (MM pg. 177) (Nanny Plunk) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Sea Hags** (MM pg. 179) (Nanny Plunk, Maven Delve, and Dame Spiderwort) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: Three **Green Hags** (MM pg. 177) (Nanny Plunk, Maven Delve, and Dame Spiderwort)

Grell:

Feeble: One **Choker** (MToF pg. 123) with 6 HP sticking to a stalagmite

Very Very Weak: One **Choker** (MToF pg. 123) sticking to a stalagmite

Very Weak: One **Choker** (MToF pg. 123) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws sticking to a stalagmite

Weak: One **Nothic** (MM pg. 236) with 55 HP holding on to a nearby stalagmite

Normal: One **Grell** (MM pg. 172)

Strong: One **Neogi Master** (MM pg. 180) sticking to a stalagmite with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Mindwitness** (VGtM pg. 176) floating near the high ceiling

Very Very Strong: One **Cloaker** (MM pg. 41) floating near the high ceiling

Overpowering: One **Guath** (VGtM pg. 125) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs floating near the high ceiling

Ixitxachitl:

Feeble: 1d2 **Ixitxachitl** (OotA pg. 225)

Very Very Weak: 1d3 **Ixitxachitl** (OotA pg. 225)

Very Weak: 1d3 **Ixitxachitl** (OotA pg. 225) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: 1d6 **Ixitxachitl** (OotA pg. 225)

Normal: 1d6+2 **Ixitxachitl** (OotA pg. 225)

Strong: 2d6 **Ixitxachitl** (OotA pg. 225)

Very Strong: One **Vampiric Ixitxachitl** (OotA pg. 226) and 2d4 **Ixitxachitl** (OotA pg. 225)

Very Very Strong: One **Vampiric Ixitxachitl** (OotA pg. 226) and 1d10 **Ixitxachitl** (OotA pg. 225)

Overpowering: 1d3 **Vampiric Ixitxachitl** (OotA pg. 226) and 2d6+1 **Ixitxachitl** (OotA pg. 225)

Merrow:

Feeble: One **Merrow** (MM pg. 219) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Merrow** (MM pg. 219)

Very Weak: One **Merrow** (MM pg. 219) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: 1d2 **Merrow** (MM pg. 219)

Normal: 1d4 **Merrow** (MM pg. 219)

Strong: 1d3+1 **Merrow** (MM pg. 219)

Very Strong: 1d8 **Merrow** (MM pg. 219)

Very Very Strong: 1d10 **Merrow** (MM pg. 219)

Overpowering: 3d4+1 **Merrow** (MM pg. 219)

Stirges:

Feeble: 1d3+1 **Stirges** (MM pg. 284)

Very Very Weak: 2d3 **Stirges** (MM pg. 284)

Very Weak: 2d4 **Stirges** (MM pg. 284)

Weak: 3d4 **Stirges** (MM pg. 284)

Normal: 3d6 **Stirges** (MM pg. 284)

Strong: 3d8+1 **Stirges** (MM pg. 284)

Very Strong: 4d8+1 **Stirges** (MM pg. 284)

Very Very Strong: 3d4+1 **Swarms of Insects** (MM pg. 338)

Overpowering: 3d8 **Swarms of Insects** (MM pg. 338)

Water Weird:

Feeble: 1d3 **Mud Mephits** (MM pg. 216)

Very Very Weak: 1d3 **Mud Mephits** (MM pg. 216) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d4 **Mud Mephits** (MM pg. 216)

Weak: One **Water Weird** (MM pg. 299) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Water Weird** (MM pg. 299)

Strong: One **Water Weird** (MM pg. 299) with 87 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Two **Water Weirids** (MM pg. 299)

Very Very Strong: Two **Water Weirids** (MM pg. 299) with 87 HP

Overpowering: Three **Water Weirids** (MM pg. 299)

Sloobludop

NOTE: The majority of the encounters are not intended to be combat encounters, instead presenting stats for the purpose of context. If you disagree with me on this and believe that I should include scaling for the remaining areas of Sloobludop, feel free to contact me about this.

The Day's Catch:

Feeble: Four **Kuo-Toa** (MM pg. 199)

Very Very Weak: Five **Kuo-Toa** (MM pg. 199) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Six **Kuo-Toa** (MM pg. 199) with 27 HP

Weak: One **Kuo-Toa Whip** (MM pg. 200) and seven **Kuo-Toa** (MM pg. 199)

Normal: One **Kuo-Toa Monitor** (MM pg. 198 and 200) and eight **Kuo-Toa** (MM pg. 199)

Strong: One **Kuo-Toa Monitor** (MM pg. 198 and 200), two **Kuo-Toa Whips** (MM pg. 200), and six **Kuo-Toa** (MM pg. 199)

Very Strong: One **Kuo-Toa Monitor** (MM pg. 198 and 200), three **Kuo-Toa Whips** (MM pg. 200), and seven **Kuo-Toa** (MM pg. 199)

Very Very Strong: One **Kuo-Toa Monitor** (MM pg. 198 and 200), four **Kuo-Toa Whips** (MM pg. 200), and nine **Kuo-Toa** (MM pg. 199)

Overpowering: Three **Kuo-Toa Monitors** (MM pg. 198 and 200), five **Kuo-Toa Whips** (MM pg. 200), and nine **Kuo-Toa** (MM pg. 199)

The Offering:

Hemeth: Hemeth is a **Duergar** (MM pg. 122) who functions roughly as a level 3 character

Demogorgon Rises! - Escaping by Land:

Feeble: 1d2 **Kuo-Toa** (MM pg. 199)

Very Very Weak: 1d3 **Kuo-Toa** (MM pg. 199) with 9 HP

Very Weak: 1d3 **Kuo-Toa** (MM pg. 199)

Weak: 1d6 **Kuo-Toa** (MM pg. 199)

Normal: 2d4 **Kuo-Toa** (MM pg. 199)

Strong: 2d6 **Kuo-Toa** (MM pg. 199) with 9 HP

Very Strong: 2d8+1 **Kuo-Toa** (MM pg. 199)

Very Very Strong: 1d6 **Kuo-Toa Whips** (MM pg. 200)

Overpowering: 1d12 **Kuo-Toa Whips** (MM pg. 200)

Chapter 4: Gracklstugh

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

Feeble is 3 level 2 players

Very Very Weak is 4 level 2 players

Very Weak is going to be 5 level 2s

Weak is 5 level 3s

the norm is 5 level 4s

Strong is going to be 6 players

Very Strong is 7 players

Very Very Strong, is going to be 7 level 5s

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

Going to Gracklstugh

Arriving in Gracklstugh:

Feeble: Two **Duergar** (MM pg. 122) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Duergar** (MM pg. 122) with 13 HP

Very Weak: Two **Duergar** (MM pg. 122)

Weak: Three **Duergar** (MM pg. 122) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Four **Duergar** (MM pg. 122)

Strong: Six **Duergar** (MM pg. 122)

Very Strong: One **Duergar Mind Master** (MToF pg. 189) with 19 HP and two **Duergar Spies** (TftYP pg. 234) with 16 HP

Very Very Strong: Three **Duergar Mind Masters** (MToF pg. 189) with 58 HP and three **Duergar Spies** (TftYP pg. 234) with 49 HP

Overpowering: Two **Duergar Mind Masters** (MToF pg. 189), two **Duergar Spies** (TftYP pg. 234), and four **Duergars** (MM pg. 122)

Gracklstugh

Welcome to the City of Blades:

Feeble - Very Strong: Eighteen **Duergar** (MM pg. 122)

Very Very Strong - Overpowering: Eighteen **Duergar Spies** (TftYP pg. 234)

Rampaging Giant:

NOTE: The additional Duergar function roughly as four more level 3 characters, which are included in the encounter scaling.

Feeble: One **Stone Giant** (MM pg. 156 and OotA pg. 60) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Stone Giant** (MM pg. 156 and OotA pg. 60) with 66 HP

Very Weak: One **Hill Giant** (MM pg. 155 and OotA pg. 60) but the unarmed strikes are at +8 to hit and deal 2d6+5 bludgeoning damage

Weak: One **Cyclops** (MM pg. 45 and OotA pg. 60)

Normal: One **Stone Giant** (MM pg. 156 and OotA pg. 60)

Strong: One **Cyclops** (MM pg. 45 and OotA pg. 60) with 204 HP

Very Strong: One **Hill Giant** (MM pg. 155 and OotA pg. 60) with 157 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, but the unarmed strikes are at +8 (+10) to hit and deal 2d6+5 (2d6+7) bludgeoning damage

Very Very Strong: One **Formorian** (MM pg. 136 and OotA pg. 60) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Formorian** (MM pg. 136 and OotA pg. 60) with 221 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Assassins Interrupted:

Feeble: One **Duergar Soulblade** (MToF pg. 190) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Duergar Soulblade** (MToF pg. 190)

Very Weak: One **Duergar Soulblade** (MToF pg. 190) with 27 HP

Weak: Two **Duergar Soulblades** (MToF pg. 190) with 9 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Two **Duergar Soulblades** (MToF pg. 190)

Strong: Three **Duergar Soulblades** (MToF pg. 190) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Three **Duergar Soulblades** (MToF pg. 190)

Very Very Strong: One **Duergar Mind Master** (MToF pg. 189) with 58 HP and three **Duergar Soulblades** (MToF pg. 190)

Overpowering: Two **Duergar Mind Masters** (MToF pg. 189) and three **Duergar Soulblades** (MToF pg. 190) with 9 HP

Whorlstone Tunnels

Random Encounter - Demon Pack:

Feeble: One **Quasit** (MM pg. 63) who flees immediately

Very Very Weak: One **Quasit** (MM pg. 63) with 10 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, who flees immediately

Very Weak: One **Quasit** (MM pg. 63) who flees when the **Dretch** (MM pg. 57) is dead

Weak: One **Quasit** (MM pg. 63) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who flees when the dretches are slain and 1d2 **Dretches** (MM pg. 57)

Normal: One **Quasit** (MM pg. 63) and 1d4+2 **Dretches** (MM pg. 57)

Strong: One **Quasit** (MM pg. 63) and 1d4 **Maw Demons** (VGtM pg. 137)

Very Strong: One **Quasit** (MM pg. 63) and 1d3+1 **Maw Demons** (VGtM pg. 137)

Very Very Strong: One **Shadow Demon** (MM pg. 64) with 33 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and 2d4-1 **Maw Demons** (VGtM pg. 137)

Overpowering: One **Shadow Demon** (MM pg. 64) and 2d4-1 **Maw Demons** (VGtM pg. 137)

Random Encounter - Flumph:

Flumph: The Flumph is a **Flumph** (MM pg. 135) who functions roughly as a level 1 character

Random Encounter - Quaggoth Spore Servants:

Feeble: One **Quaggoth Spore Servant** (MM pg. 230)

Very Very Weak: One **Quaggoth Spore Servant** (MM pg. 230) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d2 **Quaggoth Spore Servants** (MM pg. 230)

Weak: 1d3 **Quaggoth Spore Servants** (MM pg. 230)

Normal: 1d4 **Quaggoth Spore Servants** (MM pg. 230)

Strong: 1d6 **Quaggoth Spore Servants** (MM pg. 230)

Very Strong: 2d3 **Quaggoth Spore Servants** (MM pg. 230)

Very Very Strong: 2d6 **Quaggoth Spore Servants** (MM pg. 230) with 22 HP

Overpowering: 3d4 **Quaggoth Spore Servants** (MM pg. 230)

Random Encounter - Xorn:

Feeble: One **Gargoyle** (MM pg. 140)

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

Very Weak: One **Xorn** (MM pg. 304) with 49 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Xorn** (MM pg. 304) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One **Xorn** (MM pg. 304)

Strong: One **Galeb Duhr** (MM pg. 139) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Giant Four-Armed Gargoyle** (ToA pg. 221)

Very Very Strong: One **Giant Four-Armed Gargoyle** (ToA pg. 221) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: One **Giant Four-Armed Gargoyle** (ToA pg. 221) with 210 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Area 1B, Buppido's Lair - Buppido is Present:

Pelek: Pelek is a **Ghost** (MM pg. 147) who functions roughly as a level 8 character

Feeble: One **Derro** (MToF pg. 158) (Buppido) with 6 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Skeletons** (MM pg. 272) with 6 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Derro** (MToF pg. 158) (Buppido) and two **Skeletons** (MM pg. 272)

Very Weak: One **Derro** (MToF pg. 158) (Buppido) and two **Skeletons** (MM pg. 272) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Derro** (MToF pg. 158) (Buppido) with 19 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and four **Skeletons** (MM pg. 272)

Normal: One **Derro** (MToF pg. 158) (Buppido) and six **Skeletons** (MM pg. 272)

Strong: One **Derro** (MToF pg. 158) (Buppido) and five **Shadows** (MM pg. 269) with 24 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Narrak** (OotA pg. 232) (Buppido) and four **Shadows** (MM pg. 269)

Very Very Strong: One **Derro Savant** (MToF pg. 159) (Buppido) and five **Ghouls** (MM pg. 148)

Overpowering: One **Derro Savant** (MToF pg. 159) (Buppido) and three **Ghasts** (MM pg. 148)

Area 3, Parade of Fools:

Rumpadump: Rumpadump is a **Myconid Sprout** (MM pg. 230) who functions roughly as a level 0 character (who really shouldn't fight at all and instead just use the help action)

Feeble: Two **Myconid Adults** (MM pg. 232) with 33 HP

Very Very Weak: Three **Myconid Adults** (MM pg. 232) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Three **Myconid Adults** (MM pg. 232)

Weak: One **Quaggoth Spore Servants** (MM pg. 230) and two **Myconid Adults** (MM pg. 232) with 33 HP

Normal: Two **Quaggoth Spore Servants** (MM pg. 230) and three **Myconid Adults** (MM pg. 232)

Strong: Two **Quaggoth Spore Servants** (MM pg. 230) and five **Myconid Adults** (MM pg. 232) with 11 HP

Very Strong: Two **Quaggoth Spore Servants** (MM pg. 230) and six **Myconid Adults** (MM pg. 232)

Very Very Strong: Two **Hook Horror Spore Servants** (OotA pg. 229) and six **Myconid Adults** (MM pg. 232)

Overpowering: Two **Hook Horror Spore Servants** (OotA pg. 229) with 110 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and six **Myconid Adults** (MM pg. 232)

Area 4, Fungi Thicket:

Feeble: Two **Swarms of Insects** (MM pg. 338) (One Swarm of Centipedes/One Swarm of Spiders) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Swarms of Insects** (MM pg. 338) (One Swarm of Centipedes/One Swarm of Spiders)

Very Weak: Two **Swarms of Insects** (MM pg. 338) (One Swarm of Centipedes/One Swarm of Spiders) with 33 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Three **Swarms of Insects** (MM pg. 338) (One Swarm of Centipedes/One Swarm of Spiders/One Swarm of Centipedes)

Normal: Five **Swarms of Insects** (MM pg. 338) (Two Swarms of Centipedes/Two Swarms of Spiders/One Swarm of Centipedes)

Strong: Seven **Swarms of Insects** (MM pg. 338) (Three Swarms of Centipedes/Two Swarms of Spiders/Two Swarms of Centipedes) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Seven **Swarms of Insects** (MM pg. 338) (Three Swarms of Centipedes/Two Swarms of Spiders/Two Swarms of Centipedes)

Very Very Strong: Four **Swarms of Poisonous Snakes** (MM pg. 338) (Two/One/One)

Overpowering: Five **Swarms of Poisonous Snakes** (MM pg. 338) (Two/Two/One)

Area 6, Dire Den:

Feeble: One **Giant Spider** (MM pg. 328) (Spider King) with the changes described on OotA pg. 74

Very Very Weak: One **Giant Spider** (MM pg. 328) (Spider King) with the changes described on OotA pg. 74 and one **Giant Wolf Spider** (MM pg. 330)

Very Weak: One **Giant Spider** (MM pg. 328) (Spider King) with the changes described on OotA pg. 74 and one **Swarm of Insects** (Spiders) (MM pg. 338)

Weak: One **Giant Spider** (MM pg. 328) (Spider King) with the changes described on OotA pg. 74 and three **Giant Wolf Spiders** (MM pg. 330)

Normal: One **Giant Spider** (MM pg. 328) (Spider King) with the changes described on OotA pg. 74 and two **Giant Spiders** (MM pg. 328)

Strong: One **Phase Spider** (MM pg. 334) (Spider King) with the two-headed feature described on OotA pg. 74 and two **Giant Spiders** (MM pg. 328) with 13 HP

Very Strong: One **Phase Spider** (MM pg. 334) (Spider King) with the changes on OotA pg. 74 except 55 HP and two **Giant Spiders** (MM pg. 328)

Very Very Strong: One **Phase Spider** (MM pg. 334) (Spider King) with the changes on OotA pg. 74 except 55 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Phase Spiders** (MM pg. 328)

Overpowering: One **Phase Spider** (MM pg. 334) (Spider King) with the changes on OotA pg. 74 and three **Phase Spiders** (MM pg. 328)

Area 7, Gray Ghost Garden - Alchemist is Present:

Feeble: One **Duergar Alchemist** (MM pg. 122 and OotA pg. 76) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Duergar** (MM pg. 122) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Duergar Alchemist** (MM pg. 122 and OotA pg. 76) (Lorthio Bukbukken) with 13 HP and one **Duergar** (MM pg. 122) with 13 HP

Very Weak: One **Duergar Alchemist** (MM pg. 122 and OotA pg. 76) (Lorthio Bukbukken) with 39 HP and one **Duergar** (MM pg. 122)

Weak: One **Duergar Alchemist** (MM pg. 122 and OotA pg. 76) (Lorthio Bukbukken) and two **Duergar** (MM pg. 122) who have 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Duergar Alchemist** (MM pg. 122 and OotA pg. 76) (Lorthio Bukbukken) and three **Duergar** (MM pg. 122)

Strong: One **Duergar Xarron** (MM pg. 193) (Lorthio Bukbukken) and four **Duergar** (MM pg. 122)

Very Strong: One **Duergar Xarron** (MM pg. 193) (Lorthio Bukbukken) and five **Duergar** (MM pg. 122)

Very Very Strong: One **Duergar Xarron** (MM pg. 193) (Lorthio Bukbukken) and five **Duergar Spies** (TftYP pg. 234) with 49 HP

Overpowering: One **Duergar Xarron** (MM pg. 193) (Lorthio Bukbukken) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and five **Duergar Spies** (TftYP pg. 234) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Area 7, Gray Ghost Garden - Alchemist is Slain:

Feeble: One **Duergar** (MM pg. 122) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

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

Very Weak: Two **Duergar** (MM pg. 122) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Duergar** (MM pg. 122) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Three **Duergar** (MM pg. 122)

Strong: Three **Duergar Spies** (TftYP pg. 234) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Three **Duergar Spies** (TftYP pg. 234) with 16 HP

Very Very Strong: Five **Duergar Spies** (TftYP pg. 234)

Overpowering: Six **Duergar Spies** (TftYP pg. 234)

Area 9, Fountain of Evil:

Feeble: One **Steam Mephit** (MM pg. 217) and one **Smoke Mephit** (MM pg. 217)

Very Very Weak: One **Steam Mephit** (MM pg. 217) and one **Ice Mephit** (MM pg. 215)

Very Weak: One **Water Weird** (MM pg. 299) with 29 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Water Weird** (MM pg. 299) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One **Water Weird** (MM pg. 299)

Strong: One **Water Weird** (MM pg. 299) with 87 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: One **Water Elemental** (MM pg. 125)

Very Very Strong: One **Water Elemental** (MM pg. 125) with 168 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: There's a ruined suit of armor that rises up to become a **Water Elemental Myrmidon** (MToF pg. 203) with 187 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Area 10, Cultist Pens:

Feeble: One **Brown Bear** (MM pg. 319) with 51 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Derro** (MToF pg. 158)

Very Very Weak: Two **Brown Bears** (MM pg. 319) with 17 HP and two **Derro** (MToF pg. 158)

Very Weak: Two **Brown Bears** (MM pg. 319) with 51 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Derro** (MToF pg. 158)

Weak: Two **Cave Bears** (MM pg. 334) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Derro** (MToF pg. 158)

Normal: Two **Derro** (MToF pg. 158) and three **Cave Bears** (MM pg. 334)

Strong: One **Derro Savant** (MToF pg. 159) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Derro** (MToF pg. 158) and three **Cave Bears** (MM pg. 334)

Very Strong: One **Narrak** (OotA pg. 232), three **Cave Bears** (MM pg. 334), and four **Derro** (MToF pg. 158)

Very Very Strong: Three **Derro Savants** (MToF pg. 159) and five **Cave Bears** (MM pg. 334)

Overpowering: Four **Derro Savants** (MToF pg. 159) and six **Cave Bears** (MM pg. 334)

Area 11, Quasit Playground:

Feeble: Two **Quasits** (MM pg. 63) with 3 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: Two **Quasits** (MM pg. 63) with 3 HP

Very Weak: Two **Quasits** (MM pg. 63)

Weak: Three **Quasits** (MM pg. 63) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Four **Quasits** (MM pg. 63)

Strong: Six **Quasits** (MM pg. 63)

Very Strong: Six **Quasits** (MM pg. 63) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Shadow Demons** (MM pg. 64)

Overpowering: Four **Shadow Demons** (MM pg. 64) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Area 12, Cultist Hideout:

Feeble: One **Narrak** (OotA pg. 232) with 60 HP

Very Very Weak: One **Narrak** (OotA pg. 232) with 20 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and one **Death Dog** (MM pg. 321)

Very Weak: One **Narrak** (OotA pg. 232) and one **Death Dog** (MM pg. 321)

Weak: One **Narrak** (OotA pg. 232) with 20 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Death Dog** (MM pg. 321), and three **Derro** (MToF pg. 158)

Normal: One **Narrak** (OotA pg. 232), one **Death Dog** (MM pg. 321), and five **Derro** (MToF pg. 158)

Strong: One **Derro Savant** (MToF pg. 159) (Narrak), one **Death Dog** (MM pg. 321), and six **Derro** (MToF pg. 158)

Very Strong: One **Derro Savant** (MToF pg. 159) (Narrak), three **Death Dog** (MM pg. 321), and six **Derro** (MToF pg. 158)

Very Very Strong: One **Derro Savant** (MToF pg. 159) (Narrak), two **Narraks** (OotA pg. 232), three **Death Dogs** (MM pg. 321), and six **Derro** (MToF pg. 158)

Overpowering: One **Derro Savant** (MToF pg. 159) (Narrak), three **Narraks** (OotA pg. 232), three **Death Dogs** (MM pg. 321), and seven **Derro** (MToF pg. 158)

Area 13, Dumping Pit:

Feeble: One **Derro** (MToF pg. 158), one **Zombie** (MM pg. 316) who is a Grimlock, and one **Crawling Claw** (MM pg. 44)

Very Very Weak: One **Derro** (MToF pg. 158), one **Crawling Claw** (MM pg. 44), and two **Zombies** (MM pg. 316) one of whom is a Duergar and one is a Grimlock

Very Weak: One **Derro** (MToF pg. 158), one **Crawling Claw** (MM pg. 44), and three **Zombies** (MM pg. 316) one of whom is a Duergar and two are Grimlocks

Weak: One **Derro** (MToF pg. 158), one **Crawling Claw** (MM pg. 44), and four **Zombies** (MM pg. 316) with 33 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws two of whom are Duergar and two are Grimlocks

Normal: One **Derro** (MToF pg. 158), one **Crawling Claw** (MM pg. 44), and seven **Zombies** (MM pg. 316) three of whom are Duergar and four are Grimlocks

Strong: One **Derro** (MToF pg. 158), one **Crawling Claw** (MM pg. 44), and four **Ghouls** (MM pg. 148) two of whom are Duergar and two are Grimlocks

Very Strong: One **Narrak** (OotA pg. 232) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Crawling Claw** (MM pg. 44), and three **Ghouls** (MM pg. 148) one of whom is a Duergar and two are Grimlocks

Very Very Strong: One **Narrak** (OotA pg. 232), one **Crawling Claw** (MM pg. 44), and five **Ghouls** (MM pg. 148) two of whom are Duergar and three are Grimlocks

Overpowering: One **Derro Savant** (MToF pg. 159), one **Crawling Claw** (MM pg. 44), and five **Ghouls** (MM pg. 148) two of whom are Duergar and three are Grimlocks

Area 14, Obelisk:

Red Dragon Wyrmling: The Wyrmling is a **Red Dragon Wyrmling** (MM pg. 98) who functions roughly as a level 7 character

Feeble: One **Derro** (MToF pg. 158) (Pliinki) and two **Gazers** (VGtM pg. 232)

Very Very Weak: One **Narrak** (OotA pg. 232) (Pliinki) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throws and one **Gazer** (VGtM pg. 232)

Very Weak: One **Narrak** (OotA pg. 232) (Pliinki) and one **Gazer** (VGtM pg. 232)

Weak: One **Narrak** (OotA pg. 232) (Pliinki) with 20 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Spectator** (MM pg. 30) with 19 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Derro Savant** (MToF pg. 159) (Pliinki) and one **Spectator** (MM pg. 30)

Strong: One **Derro Savant** (MToF pg. 159) (Pliinki) and one **Beholder Zombie** (MM pg. 316)

Very Strong: One **Derro Savant** (MToF pg. 159) (Pliinki) with 54 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Very Very Strong: One **Conjurer** (VGtM pg. 212) (Pliinki) with Derro traits (120 ft. of Darkvision, Magic Resistance, and Sunlight Sensativity) and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Gauth** (VGtM pg. 125) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Death Kiss** (VGtM pg. 124) with 85 HP and a **Conjurer** (VGtM pg. 212) (Pliinki)

Chapter 5: Neverlight Grove

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

Feeble is 3 level 3 players

Very Very Weak is 4 level 3 players

Very Weak is going to be 5 level 3s

Weak is 5 level 4s

the norm is 5 level 5s

Strong is going to be level 6 players

Very Strong is level 7 players

Very Very Strong, is going to be 6 level 7s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 6 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Nothics - Random Encounter:

Feeble: One **Nothic** (MM pg. 236) with 24 HP

Very Very Weak: One **Nothic** (MM pg. 236)

Very Weak: One **Nothic** (MM pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: 1d2 **Nothics** (MM pg. 236)

Normal: 1d4 **Nothics** (MM pg. 236)

Strong: 1d4 **Nothics** (MM pg. 236) with 66 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 2d3 **Nothics** (MM pg. 236)

Very Very Strong: 2d4 **Nothics** (MM pg. 236)

Overpowering: 1d10 **Nothics** (MM pg. 236)

Chasme - Random Encounter:

Feeble: One **Rutterkin** (MToF pg. 136) who shambles from around a corner

Very Very Weak: One **Rutterkin** (MToF pg. 136) with 55 HP who shambles from around a corner

Very Weak: One **Bulezau** (MToF pg. 131) who leaps down from a nearby giant mushroom

Weak: One **Shadow Demon** (MM pg. 64)

Normal: One **Chasme** (MM pg. 57)

Strong: One **Armanite** (MToF pg. 131) who rampages from around a corner

Very Strong: One **Chasme** (MM pg. 57) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Hezrou** (MM pg. 60) with 195 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs awaiting in a puddle of corrupted guck

Overpowering: One **Glabrezu** (MM pg. 58) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who emerges from around a corner

Vrock - Random Encounter:

Feeble: One **Rutterkin** (MToF pg. 136) who shambles from around a corner

Very Very Weak: One **Rutterkin** (MToF pg. 136) with 55 HP who shambles from around a corner

Very Weak: One **Bulezau** (MToF pg. 131) who leaps down from a nearby giant mushroom

Weak: One **Babau** (VGtM pg. 136) who emerges from around a corner

Normal: One **Vrock** (MM pg. 64)

Strong: One **Armanite** (MToF pg. 131) who rampages from around a corner

Very Strong: One **Chasme** (MM pg. 57) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Hezrou** (MM pg. 60) with 195 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs awaiting in a puddle of corrupted guck

Overpowering: One **Glabrezu** (MM pg. 58) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who emerges from around a corner

Carrion Crawlers - Random Encounter:

Feeble: One **Carrion Crawler** (MM pg. 37) with 25 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Carrion Crawler** (MM pg. 37) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Carrion Crawler** (MM pg. 37)

Weak: 1d2 **Carrion Crawlers** (MM pg. 37) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d3 **Carrion Crawlers** (MM pg. 37)

Strong: 1d3 **Carrion Crawlers** (MM pg. 37) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 1d3 **Carrion Crawlers** (MM pg. 37) with 76 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 2d3-1 **Carrion Crawlers** (MM pg. 37)

Overpowering: 2d4-1 **Carrion Crawlers** (MM pg. 37)

Otyugh - Random Encounter:

Feeble: One **Gibbering Mouther** (MM pg. 157) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Gibbering Mouther** (MM pg. 157)

Very Weak: One **Grell** (MM pg. 172) with 27 HP

Weak: One **Otyugh** (MM pg. 248) with 60 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Otyugh** (MM pg. 248)

Strong: One **Otyugh** (MM pg. 248) with 168 HP

Very Strong: One **Otyugh** (MM pg. 248) with 168 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Blue Slaad** (MM pg. 276) with 182 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs digging a hole

Overpowering: One **Cloaker** (MM pg. 41) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs flying in the tops of the underdark caverns

Neverlight Grove

Area 1, Fungal Wilds - Grick Alpha Mission:

Feeble: One **Grick** (MM pg. 173) with 40 HP

Very Very Weak: One **Grick** (MM pg. 173) with 40 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **Cave Fisher** (VGtM pg. 130) with 87 HP

Weak: One **Grick Alpha** (MM pg. 173) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One **Grick Alpha** (MM pg. 173)

Strong: One **Grick Alpha** (MM pg. 173) with 112 HP

Very Strong: One **Grick Alpha** (MM pg. 173) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: One **Grick Alpha** (MM pg. 173) and two **Gricks** (MM pg. 173) with 13 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: One **Grick Alpha** (MM pg. 173) and three **Gricks** (MM pg. 173) with 13 HP

Area 1, Fungal Wilds - Shambling Mound Mission:

Feeble: One **Mantrap** (ToA pg. 227) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Assassin Vine** (ToA pg. 213) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Assassin Vine** (ToA pg. 213) with 42 HP

Weak: One **Shambling Mound** (MM pg. 270) with 68 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Shambling Mound** (MM pg. 270)

Strong: One **Shambling Mound** (MM pg. 270) with 204 HP

Very Strong: One **Shambling Mound** (MM pg. 270) with 204 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Corpse Flower** (MTof pg. 127) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Shambling Mound** (MM pg. 270) with 68 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Assassin Vines** (ToA pg. 213) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Area 3, Central Basin - Chuul Spore Servants:

Feeble: Two **Quaggoth Spore Servants** (MM pg. 230)

Very Very Weak: One **Hook Horror Servant** (OotA pg. 229)

Very Weak: One **Chuul Spore Servant** (OotA pg. 228) with 46 HP

Weak: One **Chuul Spore Servant** (OotA pg. 228) with 139 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Two **Chuul Spore Servants** (OotA pg. 228)

Strong: Three **Hook Horror Servants** (OotA pg. 229)

Very Strong: Three **Hook Horror Servants** (OotA pg. 229) with 110 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Three **Chuul Spore Servants** (OotA pg. 228) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs

Overpowering: Four **Chuul Spore Servants** (OotA pg. 228)

Area 5, Garden of Welcome:

Feeble: One **Yestabrod** (OotA pg. 223) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Yestabrod** (OotA pg. 223) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Yestabrod** (OotA pg. 223) with 37 HP

Weak: One **Yestabrod** (OotA pg. 223) with 112 HP

Normal: One **Yestabrod** (OotA pg. 223), two **Myconid Adults** (MM pg. 232), and two **Drow Spore Servants** (OotA pg. 229)

Strong: One **Yestabrod** (OotA pg. 223) and five **Myconid Adults** (MM pg. 232)

Very Strong: One **Yestabrod** (OotA pg. 223), four **Myconid Adults** (MM pg. 232), and five **Drow Spore Servants** (OotA pg. 229)

Very Very Strong: One **Yestabrod** (OotA pg. 223) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, five **Myconid Adults** (MM pg. 232), and six **Drow Spore Servants** (OotA pg. 229)

Overpowering: One **Yestabrod** (OotA pg. 223), two **Hook Horror Spore Servants** (OotA pg. 229), three **Myconid Adults** (MM pg. 232) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Drow Spore Servants** (OotA pg. 229)

Wedding Rehearsal:

NOTE: This encounter is rather dangerous, just saying.

Feeble: Two **Chamberlains of Zuggtmoy** (OotA pg. 230) and eight **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Very Very Weak: Three **Chamberlains of Zuggtmoy** (OotA pg. 230) and seven **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Very Weak: Three **Chamberlains of Zuggtmoy** (OotA pg. 230) and ten **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Weak: Four **Chamberlains of Zuggtmoy** (OotA pg. 230) and eight **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Normal: Six **Chamberlains of Zuggtmoy** (OotA pg. 230) and twelve **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Strong: Three **Duergar Spore Servants** (OotA pg. 230), eight **Chamberlains of Zuggtmoy** (OotA pg. 230), and twelve **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Very Strong: Three **Hook Horror Spore Servants** (OotA pg. 229), six **Chamberlains of Zuggtmoy** (OotA pg. 230), and twelve **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Very Very Strong: Two **Chuul Spore Servants** (OotA pg. 228) with 139 HP, four **Hook Horror Spore Servants** (OotA pg. 229), six **Chamberlains of Zuggtmoy** (OotA pg. 230), and twelve **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Overpowering: Three **Chuul Spore Servants** (OotA pg. 229), four **Hook Horror Spore Servants** (OotA pg. 229), seven **Chamberlains of Zuggtmoy** (OotA pg. 230), and eleven **Bridesmaids of Zuggtmoy** (OotA pg. 230)

Yggmorgus

Mad Dance:

Feeble: 1d3 **Quaggoth Spore Servants** (MM pg. 230) and 1d8 **Drow Spore Servants** (OotA pg. 229)

Very Very Weak: One **Hook Horror Spore Servant** (OotA pg. 229) and 2d4 **Drow Spore Servants** (OotA pg. 229)

Very Weak: One **Hook Horror Spore Servant** (OotA pg. 229) and 1d12 **Drow Spore Servants** (OotA pg. 229)

Weak: 1d2 **Hook Horror Spore Servants** (OotA pg. 229) and 2d4 **Drow Spore Servants** (OotA pg. 229)

Normal: 1d6 **Hook Horror Spore Servants** (OotA pg. 229) and 1d6 **Drow Spore Servants** (OotA pg. 229)

Strong: 2d4-1 **Hook Horror Spore Servants** (OotA pg. 229) and 2d6-1 **Drow Spore Servants** (OotA pg. 229)

Very Strong: 1d8 **Hook Horror Spore Servants** (OotA pg. 229) and 1d8 **Duergar Spore Servants** (OotA pg. 229)

Very Very Strong: 2d3 **Chuul Spore Servants** (OotA pg. 228) and 2d4 **Quaggoth Spore Servants** (MM pg. 230)

Overpowering: 2d4-1 **Chuul Spore Servants** (OotA pg. 228) and 1d12 **Quaggoth Spore Servants** (MM pg. 230)

Chapter 6: Blingdenstone

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

Feeble is 3 level 4 players

Very Very Weak is 4 level 4 players

Very Weak is going to be 5 level 4s

Weak is 5 level 5s

the norm is 5 level 6s

Strong is going to be level 7 players

Very Strong is level 8 players

Very Very Strong, is going to be 6 level 8s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 7 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Animated Drow Statues:

Feeble: 1d3 **Shards of Oghremoch** (DDEX02-11 Oubliette of Fort Iron pg. 20) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d2 elemental **Animated Armors** (MM pg. 19)

Very Weak: 1d3 elemental **Animated Armors** (MM pg. 19)

Weak: 1d3+1 elemental **Animated Armors** (MM pg. 19)

Normal: 1d4+1 elemental **Animated Armors** (MM pg. 19)

Strong: 2d4-1 elemental **Animated Armors** (MM pg. 19)

Very Strong: 1d10 elemental **Animated Armors** (MM pg. 19)

Very Very Strong: 1d12 elemental **Animated Armors** (MM pg. 19)

Overpowering: 2d6 elemental **Animated Armors** (MM pg. 19)

Elemental Vagabonds:

Feeble: One **Gargoyle** (MM pg. 140) and one **Mud Mephit** (MM pg. 216)

Very Very Weak: One **Gargoyle** (MM pg. 140) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Dust Mephit** (MM pg. 215)

Very Weak: One **Gargoyle** (MM pg. 140), one **Dust Mephit** (MM pg. 215), and one **Mud Mephit** (MM pg. 216)

Weak: One **Earth Elemental** (MM pg. 124) with 72 HP and one **Dust Mephit** (MM pg. 215)

Normal: One **Earth Elemental** (MM pg. 124) and one **Dust Mephit** (MM pg. 215)

Strong: One **Earth Elemental** (MM pg. 124) and one **Gargoyle** (MM pg. 140)

Very Strong: One **Galeb Duhr** (MM pg. 139) and one **Gargoyle** (MM pg. 140)

Very Very Strong: One **Galeb Duhr** (MM pg. 139) and two **Gargoyles** (MM pg. 140) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: Two **Earth Elementals** (MM pg. 124) two **Dust Mephits** (MM pg. 215), and three **Mud Mephit** (MM pg. 216)

Ghost:

Feeble: One **Specter** (MM pg. 279) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Mormesk the Wraith** (LMoP pg. 59) with 24 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

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

Weak: One **Ghost** (MM pg. 147) with 22 HP

Normal: One **Ghost** (MM pg. 147)

Strong: One **Ghost** (MM pg. 147) with 67 HP

Very Strong: One **Wraith** (MM pg. 302)

Very Very Strong: One **Wraith** (MM pg. 302) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Wraith** (MM pg. 302) with 99 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Svirfneblin Wererats:

Feeble: 1d3 **Wererats** (MM pg. 209) with 16 HP, a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and the changes described on OotA pg. 97

Very Very Weak: 1d3 **Wererats** (MM pg. 209) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and the changes described on OotA pg. 97

Very Weak: 1d3 **Wererats** (MM pg. 209) with the changes described on OotA pg. 97

Weak: 1d3+1 **Wererats** (MM pg. 209) with the changes described on OotA pg. 97

Normal: 1d4+1 **Wererats** (MM pg. 209) with the changes described on OotA pg. 97

Strong: 1d8 **Wererats** (MM pg. 209) with the changes described on OotA pg. 97

Very Strong: 2d4 **Wererats** (MM pg. 209) with the changes described on OotA pg. 97

Very Very Strong: 1d10 **Werewolves** (MM pg. 211) who look like wererats and have the changes described on OotA pg. 97

Overpowering: 2d6-1 **Werewolves** (MM pg. 211) who look like werewolves and have the changes described on OotA pg. 97

Roaming Ooze - Black Pudding:

Feeble: One **Ochre Jelly** (MM pg. 243) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Ochre Jelly** (MM pg. 243) with 22 HP

Very Weak: One **Ochre Jelly** (MM pg. 243)

Weak: One **Black Pudding** (MM pg. 241) with 42 HP

Normal: One **Black Pudding** (MM pg. 241)

Strong: One **Black Pudding** (MM pg. 241) with 127 HP

Very Strong: One **Black Pudding** (MM pg. 241) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Two **Black Puddings** (MM pg. 241) with 42 HP

Overpowering: Two **Black Puddings** (MM pg. 241)

Blingdenstone Outskirts

The Beasts of Entemoch's Boon:

Basilisk: The Basilisk begins as a **Basilisk Infant** (see OotA pg. 100 and MM pg. 24) who functions roughly as a level 0 character (pretty much just using the help action, and even then, I wouldn't recommend using/adding it to a fight) and then matures into a **Basilisk Young** (see OotA pg. 100 and MM pg. 24) after three months who functions roughly as a level 2 character. After twelve months, it is a full adult and is a **Basilisk** (MM pg. 24) who functions roughly as a level 5 character.

Feeble: One **Basilisk** (MM pg. 24) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Basilisk** (MM pg. 24)

Very Weak: One **Basilisks** (MM pg. 24) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Two **Basilisks** (MM pg. 24) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Two **Basilisks** (MM pg. 24)

Strong: Two **Basilisks** (MM pg. 24) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Three **Basilisks** (MM pg. 24) with 26 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Basilisks** (MM pg. 24) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: Four **Basilisks** (MM pg. 24)

Inner Blingdenstone

Area 7, Traders' Grotto:

Feeble: One **Gelatinous Cube** (MM pg. 242) with 48 HP

Very Very Weak: One **Gelatinous Cube** (MM pg. 242)

Very Weak: One **Gelatinous Cube** (MM pg. 242) 120 HP

Weak: Two **Gelatinous Cubes** (MM pg. 242) with 48 HP

Normal: Two **Gelatinous Cubes** (MM pg. 242)

Strong: Two **Gelatinous Cubes** (MM pg. 242) with 120 HP

Very Strong: Three **Gelatinous Cubes** (MM pg. 242) with 48 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Gelatinous Cubes** (MM pg. 242) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: Four **Gelatinous Cubes** (MM pg. 242)

Rockblight

Area 18, Overlook:

Feeble: One **Earth Elemental** (MM pg. 124) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Earth Elemental** (MM pg. 124)

Very Weak: One **Earth Elemental** (MM pg. 124) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Earth Elemental** (MM pg. 124) with 72 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Gargoyles** (MM pg. 140)

Normal: One **Earth Elemental** (MM pg. 124) and two **Gargoyles** (MM pg. 140)

Strong: One **Earth Elemental** (MM pg. 124) and three **Gargoyles** (MM pg. 140) with 77 HP

Very Strong: One **Galeb Duhr** (MM pg. 139) and four **Gargoyles** (MM pg. 140)

Very Very Strong: Two **Galeb Duhrs** (MM pg. 139) and four **Gargoyles** (MM pg. 140) with 77 HP

Overpowering: Two **Earth Elementals** (MM pg. 124) and five **Gargoyles** (MM pg. 140)

Area 20, Neheendra's Lair:

Feeble: One **Medusa** (MM pg. 214) (Neheendra) who has suffered injuries due to a previous svirfneblin attack and as a result has only 32 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Very Weak: One **Medusa** (MM pg. 214) (Neheendra) with 68 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Weak: One **Medusa** (MM pg. 214) (Neheendra) with 68 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Medusa** (MM pg. 214) (Neheendra) with 68 HP

Normal: One **Medusa** (MM pg. 214) (Neheendra)

Strong: One **Medusa** (MM pg. 214) (Neheendra) with 187 HP

Very Strong: One **Medusa** (MM pg. 214) (Neheendra) with 187 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Medusa** (MM pg. 214) (Neheendra) and two elemental **Animated Armors** (MM pg. 19) with 49 HP

Overpowering: One **Medusa** (MM pg. 214) (Neheendra) and two **Gargoyles** (MM pg. 140)

Area 21, Drow Statues:

NOTE: There are a total number of statues equal to five times however many statues the players fight in this encounter. These encounter edits apply to all the statues in this area.

Feeble: Two elemental **Animated Armors** (MM pg. 19)

Very Very Weak: Two elemental **Animated Armors** (MM pg. 19) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: Three elemental **Animated Armors** (MM pg. 19) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Five elemental **Animated Armors** (MM pg. 19)

Normal: Six elemental **Animated Armors** (MM pg. 19)

Strong: Six elemental **Animated Armors** (MM pg. 19) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Seven elemental **Animated Armors** (MM pg. 19)

Very Very Strong: Six **Gargoyles** (MM pg. 141) with 77 HP

Overpowering: Six **Gargoyles** (MM pg. 141) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Area 22, Steadfast Stone:

NOTE: These encounter edits apply to all three of the Earth Elementals

Feeble: One **Gargoyle** (MM pg. 140)

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

Very Weak: One **Earth Elemental** (MM pg. 124) with 72 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Earth Elemental** (MM pg. 124) with 72 HP

Normal: One **Earth Elemental** (MM pg. 124)

Strong: One **Earth Elemental** (MM pg. 124) with 180 HP

Very Strong: One **Earth Elemental** (MM pg. 124) with 180 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: One **Earth Elemental Myrmidon** (MToF pg. 202) with 190 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Earth Elemental Myrmidon** (MToF pg. 202) with 190 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Goldwhisker Warrens

Area 23, Main Entrance:

Feeble: Two **Wererats** (MM pg. 209) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who flee when one dies

Very Very Weak: Two **Wererats** (MM pg. 209) who flee when one dies

Very Weak: Two **Wererats** (MM pg. 209) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who flee when one dies

Weak: Three **Wererats** (MM pg. 209) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Four **Wererats** (MM pg. 209)

Strong: Four **Wererats** (MM pg. 209) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Six **Wererats** (MM pg. 209) who flee when three die

Very Very Strong: Seven **Wererats** (MM pg. 209) who flee when three die

Overpowering: Eight **Wererats** (MM pg. 209) who flee when four die

The Pudding Court

Area 30, Throne Room:

Feeble: One **The Pudding King** (OotA pg. 233)

Very Very Weak: One **The Pudding King** (OotA pg. 233) with 27 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Ochre Jelly** (MM pg. 243) (Princess Ebonmire) with the changes described on OotA pg. 111, 22 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **The Pudding King** (OotA pg. 233) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Ochre Jelly** (MM pg. 243) (Princess Ebonmire) with the changes described on OotA pg. 111

Weak: One **The Pudding King** (OotA pg. 233) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, 42 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, and one **Gray Ooze** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111

Normal: One **The Pudding King** (OotA pg. 233), one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Gray Ooze** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111

Strong: One **The Pudding King** (OotA pg. 233) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Ochre Jelly** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Ochre Jelly instead of a Psychic Gray Ooze)

Very Strong: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Black Pudding** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze)

Very Very Strong: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Black Pudding** (MM pg. 241) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze), 127 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, three **Ochre Jellies** (MM pg. 243)

Overpowering: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Black Pudding** (MM pg. 241) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze), 127 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, four **Ochre Jellies** (MM pg. 243)

Battle for Blingdenstone

NOTE: I would recommend that it be six encounters instead of 1d4+2, just so that the characters can make the most of their efforts and nothing goes wasted.

Black Pudding and Gray Oozes:

Feeble: One **Ochre Jelly** (MM pg. 243) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Black Pudding** (MM pg. 241) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **Black Pudding** (MM pg. 241)

Weak: One **Black Pudding** (MM pg. 241) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, and two **Gray Oozes** (MM pg. 243) with 33 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: One **Black Pudding** (MM pg. 241) and two **Gray Oozes** (MM pg. 243)

Strong: One **Black Pudding** (MM pg. 241) and four **Gray Oozes** (MM pg. 243)

Very Strong: One **Black Pudding** (MM pg. 241) and two **Ochre Jellies** (MM pg. 243)

Very Very Strong: One **Black Pudding** (MM pg. 241) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and four **Ochre Jellies** (MM pg. 243)

Overpowering: Two **Black Puddings** (MM pg. 241) and three **Ochre Jellies** (MM pg. 243)

Gelatinous Cube and Ochre Jelly:

Feeble: One **Gelatinous Cube** (MM pg. 242) with 42 HP

Very Very Weak: One **Gelatinous Cube** (MM pg. 242)

Very Weak: One **Gelatinous Cube** (MM pg. 242) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Gelatinous Cube** (MM pg. 242) with 42 HP and one **Ochre Jelly** (MM pg. 243) with 22 HP

Normal: One **Gelatinous Cube** (MM pg. 242) and one **Ochre Jelly** (MM pg. 243)

Strong: One **Gelatinous Cube** (MM pg. 242) with 120 HP and one **Ochre Jelly** (MM pg. 243) with 67 HP

Very Strong: One **Black Pudding** (MM pg. 241) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and one **Gelatinous Cube** (MM pg. 242)

Very Very Strong: One **Gelatinous Cube** (MM pg. 242) with 120 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Ochre Jellies** (MM pg. 243) with 67 HP

Overpowering: Two **Gelatinous Cubes** (MM pg. 242) and two **Ochre Jellies** (MM pg. 243)

Gray Oozes and Ochre Jelly:

Feeble: Two **Gray Oozes** (MM pg. 243) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Three **Gray Oozes** (MM pg. 243) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: Three **Gray Oozes** (MM pg. 243)

Weak: One **Ochre Jelly** (MM pg. 243) and two **Gray Oozes** (MM pg. 243) with 12 HP

Normal: One **Ochre Jelly** (MM pg. 243) and three **Gray Oozes** (MM pg. 243)

Strong: One **Ochre Jelly** (MM pg. 243) and four **Gray Oozes** (MM pg. 243)

Very Strong: One **Ochre Jelly** (MM pg. 243) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and five **Gray Oozes** (MM pg. 243) with 33 HP

Very Very Strong: Two **Ochre Jellies** (MM pg. 243) and five **Gray Oozes** (MM pg. 243)

Overpowering: Two **Ochre Jellies** (MM pg. 243) and six **Gray Oozes** (MM pg. 243)

Black Puddings:

Feeble: One **Black Pudding** (MM pg. 241) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Black Pudding** (MM pg. 241)

Very Weak: One **Black Pudding** (MM pg. 241) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Black Puddings** (MM pg. 241) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Two **Black Puddings** (MM pg. 241)

Strong: Two **Black Puddings** (MM pg. 241) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Three **Black Puddings** (MM pg. 241) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Three **Black Puddings** (MM pg. 241) with 127 HP

Overpowering: Four **Black Puddings** (MM pg. 241)

Oozing Royalty:

Feeble: One **The Pudding King** (OotA pg. 233)

Very Very Weak: One **The Pudding King** (OotA pg. 233) with 27 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Ochre Jelly** (MM pg. 243) (Princess Ebonmire) with the changes described on OotA pg. 111, 22 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **The Pudding King** (OotA pg. 233) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Ochre Jelly** (MM pg. 243) (Princess Ebonmire) with the changes described on OotA pg. 111

Weak: One **The Pudding King** (OotA pg. 233) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, 42 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, and one **Gray Ooze** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111

Normal: One **The Pudding King** (OotA pg. 233), one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Gray Ooze** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111

Strong: One **The Pudding King** (OotA pg. 233) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Ochre Jelly** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Ochre Jelly instead of a Psychic Gray Ooze)

Very Strong: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with the changes described on OotA pg. 111, and one **Black Pudding** (MM pg. 243) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze)

Very Very Strong: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Black Pudding** (MM pg. 241) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze), 127 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, three **Ochre Jellies** (MM pg. 243)

Overpowering: One **The Pudding King** (OotA pg. 233) with 72 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Black Pudding** (MM pg. 241) (Princess Ebonmire) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, one **Black Pudding** (MM pg. 241) (Prince Livid) with the changes described on OotA pg. 111 (except using a Psychic Black Pudding instead of a Psychic Gray Ooze), 127 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, four **Ochre Jellies** (MM pg. 243)

Chapter 7: Escape from the Underdark

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

Feeble is 3 level 5 players

Very Very Weak is 3 level 6 players

Very Weak is going to be 3 level 7s

Weak is 4 level 7s

the norm is 5 level 7s

Strong is going to be level 8 players

Very Strong is level 9 players

Very Very Strong, is going to be 6 level 9s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 8 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Confronting the Drow

Stand and Fight:

Feeble: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), and two **Bandit Captains** (MM pg. 344) (Shoor and Jorlan) with Drow traits (see PHB pg. 23-24), the edits on OotA pg. 10, 32 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), and two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) (Shoor and Jorlan) with the edits on OotA pg. 10, 35 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara) with 35 HP, one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), and two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) (Shoor and Jorlan) with the edits on OotA pg. 10

Weak: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) (Shoor and Jorlan) with the edits on OotA pg. 10 and a -2 to Attack Rolls,

Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Drow** (MM pg. 128)

Normal: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24), two **Drow Elite Warriors** (MM pg. 129) (Shoor and Jorlan) with the edits on OotA pg. 10, and four **Drow** (MM pg. 128)

Strong: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Priest** (MM pg. 348) (Asha) with Drow traits (see PHB pg. 23-24) and 40 HP, one **Transmuter** (VGtM pg. 218) with Drow traits (see PHB pg. 23-24), two **Drow Elite Warriors** (MM pg. 129) (Shoor and Jorlan) with the edits on OotA pg. 10, and five **Drow** (MM pg. 128)

Very Strong: One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Priestess of Lolth** (MM pg. 129) (Asha) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Drow Elite Warriors** (MM pg. 129) (Shoor and Jorlan) with the edits on OotA pg. 10, and four **Drow** (MM pg. 128)

Very Very Strong: One **Drow House Captain** (MToF pg. 184) (Jorlan) with the edits on OotA pg. 10, One **Drow Priestess of Lolth** (MM pg. 129) (Ilvara), one **Drow Priestess of Lolth** (MM pg. 129) (Asha) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128) (Shoor) with the edits on OotA pg. 10, and four **Drow** (MM pg. 128)

Overpowering: One **Drow Inquisitor** (MToF pg. 184) (Ilvara) with 71 HP, one **Drow House Captain** (MToF pg. 184) (Jorlan) with the edits on OotA pg. 10 and 81 HP, one **Drow Priestess of Lolth** (MM pg. 129) (Asha) with 35 HP, one **Drow Elite Warrior** (MM pg. 128) (Shoor) with the edits on OotA pg. 10, and four **Drow** (MM pg. 128)

Chapter 8: Audience in Gauntlgrym

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

Feeble is 3 level 6 players

Very Very Weak is 3 level 7 players

Very Weak is going to be 3 level 8s

Weak is 4 level 8s

the norm is 5 level 8s

Strong is going to be level 9 players

Very Strong is level 10 players

Very Very Strong, is going to be 6 level 10s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 9 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Gauntlgrym

Ghosts:

NOTE: I am including this because I assume that the intention of this writing is that the adventurers may be attacked once or twice by malignant spirits throughout this area but that they are not intended to fight them. Therefore, feel free to use this scaling chart, but this is even more optional than normal.

Feeble - Very Weak: One attack from a **Shadow** (MM pg. 269)

Weak - Strong: One attack from a **Specter** (MM pg. 279)

Very Strong - Very Very Strong: One attack from **Mormesk the Wraith** (LMoP pg. 59)

Overpowering: One attack from a **Wraith** (MM pg. 302)

The Iron Tabernacle

Slumber of Ancients:

NOTE: Since the Ghosts are unlimited in number the only real thing I'm changing is the actual monsters that appear.

Feeble: Specters (MM pg. 279) appear and keep appearing

Very Very Weak - Very Weak: Mormesk the Wraiths (LMoP pg. 59) appear and keep appearing

Weak - Strong: Ghosts (MM pg. 147) appear and keep appearing

Very Strong - Overpowering: Wraiths (MM pg. 302) appear and keep appearing

Cloaker - Random Encounter:

Feeble: One **Cloaker** (MM pg. 41) with 39 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Very Weak: One **Cloaker** (MM pg. 41) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Weak: One **Cloaker** (MM pg. 41) with 39 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Cloaker** (MM pg. 41) with 39 HP

Normal: One **Cloaker** (MM pg. 41)

Strong: One **Cloaker** (MM pg. 41) with 117 HP

Very Strong: One **Cloaker** (MM pg. 41) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 1d3 **Cloakers** (MM pg. 41) with 39 HP

Overpowering: 1d3 **Cloakers** (MM pg. 41)

Driders - Random Encounter:

Feeble: One **Driver** (MM pg. 120) with 65 HP

Very Very Weak: One **Driver** (MM pg. 120)

Very Weak: 1d2 **Driders** (MM pg. 120) with 65 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: 1d2 **Driders** (MM pg. 120) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d2 **Driders** (MM pg. 120)

Strong: 1d3 **Driders** (MM pg. 120) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 1d3 **Driders** (MM pg. 120) with 65 HP, one of whom has the Driver Spellcasting variant feature found on MM pg. 120

Very Very Strong: 1d4 **Driders** (MM pg. 120)

Overpowering: 1d3+1 **Driders** (MM pg. 120), one of whom has the Driver Spellcasting variant feature found on MM pg. 120

Gargoyles - Random Encounter:

Feeble: 1d3 **Gargoyles** (MM pg. 140) with 28 HP

Very Very Weak: 1d3 **Gargoyles** (MM pg. 140)
Very Weak: 1d4 **Gargoyles** (MM pg. 140)
Weak: 1d3+1 **Gargoyles** (MM pg. 140)
Normal: 1d6+1 **Gargoyles** (MM pg. 140)
Strong: 2d4-1 **Gargoyles** (MM pg. 140)
Very Strong: 2d4 **Gargoyles** (MM pg. 140)
Very Very Strong: 1d12 **Gargoyles** (MM pg. 140)
Overpowering: 2d6 **Gargoyles** (MM pg. 140) with 28 HP

Gricks - Random Encounter:

Feeble: 2d3 **Gricks** (MM pg. 173)
Very Very Weak: 2d4 **Gricks** (MM pg. 173)
Very Weak: 2d6-1 **Gricks** (MM pg. 173)
Weak: One **Grick Alpha** (MM pg. 173) with 37 HP and 1d3 **Gricks** (MM pg. 173)
Normal: One **Grick Alpha** (MM pg. 173) and 1d4+1 **Gricks** (MM pg. 173)
Strong: One **Grick Alpha** (MM pg. 173) and 2d4 **Gricks** (MM pg. 173)
Very Strong: Two **Grick Alphas** (MM pg. 173) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d3 **Gricks** (MM pg. 173)
Very Very Strong: Two **Grick Alphas** (MM pg. 173) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Gricks** (MM pg. 173)
Overpowering: Two **Grick Alphas** (MM pg. 173) and 2d4+1 **Gricks** (MM pg. 173)

The Great Forge

Doppelgangers - Random Encounter:

Feeble: 1d3 **Doppelgangers** (MM pg. 82)
Very Very Weak: 1d3 **Doppelgangers** (MM pg. 82) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Very Weak: 1d3 **Doppelgangers** (MM pg. 82) with 78 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs
Weak: 1d3+1 **Doppelgangers** (MM pg. 82)
Normal: 1d4+1 **Doppelgangers** (MM pg. 82)
Strong: 2d3 **Doppelgangers** (MM pg. 82) with 78 HP
Very Strong: 2d4 **Doppelgangers** (MM pg. 82) with 26 HP
Very Very Strong: 1d3 **Doppelganger Assassins** (CCC-SFBAY-0101 Plots in Motion pg. 13)
Overpowering: 1d3 **Doppelganger Assassins** (CCC-SFBAY-0101 Plots in Motion pg. 13) with 81 HP

Elementals - Random Encounter:

Feeble: One **Fire Elemental** (MM pg. 125) and 2d4 **Magmins** (MM pg. 212)

Very Very Weak: One **Fire Elemental** (MM pg. 125) and 1d12 **Magmins** (MM pg. 212)

Very Weak: One **Fire Elemental** (MM pg. 125) and 2d8 **Magmins** (MM pg. 212)

Weak: One **Fire Elemental** (MM pg. 125) and 4d4+2 **Magmins** (MM pg. 212)

Normal: 1d2 **Fire Elementals** (MM pg. 125) and 3d6 **Magmins** (MM pg. 212)

Strong: 1d3 **Fire Elementals** (MM pg. 125) and 2d8 **Magmins** (MM pg. 212) with 4 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 1d3 **Fire Elementals** (MM pg. 125) with 151 HP and 4d4+2 **Magmins** (MM pg. 212)

Very Very Strong: 1d3+1 **Fire Elementals** (MM pg. 125) and 3d6+1 **Magmins** (MM pg. 212)

Overpowering: 2d3 **Fire Elementals** (MM pg. 125) and 4d4 **Magmins** (MM pg. 212) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Salamanders - Random Encounter:

Feeble: One **Salamander** (MM pg. 266)

Very Very Weak: One **Salamander** (MM pg. 266) with 135 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Salamander** (MM pg. 266) with 45 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and 1d3 **Fire Snakes** (MM pg. 265) with 11 HP

Weak: One **Salamander** (MM pg. 266) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs and 1d4 **Fire Snakes** (MM pg. 265) with 33 HP

Normal: One **Salamander** (MM pg. 266) and 1d4+1 **Fire Snakes** (MM pg. 265)

Strong: One **Salamander** (MM pg. 266) with 135 HP and 2d4 **Fire Snakes** (MM pg. 265)

Very Strong: 1d2 **Salamanders** (MM pg. 266) and 1d3+1 **Fire Snakes** (MM pg. 265)

Very Very Strong: 1d3 **Salamanders** (MM pg. 266) and 1d8 **Fire Snakes** (MM pg. 265)

Overpowering: 1d3 **Salamanders** (MM pg. 266) and 2d4 **Fire Snakes** (MM pg. 265)

Spirit Naga - Random Encounter:

Feeble: One **Bone Naga** (MM pg. 233) (Spirit Naga version) with 87 HP

Very Very Weak: One **Spirit Naga** (MM pg. 234) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Weak: One **Spirit Naga** (MM pg. 234) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Spirit Naga** (MM pg. 234) with 37 HP

Normal: One **Spirit Naga** (MM pg. 234)

Strong: One **Spirit Naga** (MM pg. 234) with 112 HP

Very Strong: One **Spirit Naga** (MM pg. 234) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One corrupted **Guardian Naga** (MM pg. 234) with 190 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has been turned evil by the corrupting effects of the demon lords

Overpowering: One **Spirit Naga** (MM pg. 234) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs with two **Bone Nagas** (MM pg. 233) (Spirit Naga version)

Undead - Random Encounter:

Feeble: One **Mormesk the Wraith** (LMoP pg. 59) and 1d3 **Specters** (MM pg. 279)

Very Very Weak: One **Mormesk the Wraith** (LMoP pg. 59) and 1d6 **Specters** (MM pg. 279)

Very Weak: One **Wraith** (MM pg. 302) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 1d3 **Specters** (MM pg. 279)

Weak: One **Wraith** (MM pg. 302) and 1d3 **Specters** (MM pg. 279) with 33 HP

Normal: One **Wraith** (MM pg. 302) and 1d6+1 **Specters** (MM pg. 279)

Strong: One **Wraith** (MM pg. 302) and 1d6 **Will-o'-Wisps** (MM pg. 301)

Very Strong: One **Wraith** (MM pg. 302) and 2d3 **Will-o'-Wisps** (MM pg. 301)

Very Very Strong: 1d3 **Wraiths** (MM pg. 302) and 2d4 **Specters** (MM pg. 279) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: 1d3 **Wraiths** (MM pg. 302) and 2d6 **Specters** (MM pg. 279)

Events in Gauntlgrym

Fire Elementals - Enemies Among Us:

Feeble: Two **Fire Elementals** (MM pg. 125) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Two **Fire Elementals** (MM pg. 125)

Very Weak: Two **Fire Elementals** (MM pg. 125) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Three **Fire Elementals** (MM pg. 125) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Three **Fire Elementals** (MM pg. 125)

Strong: Three **Fire Elementals** (MM pg. 125) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Four **Fire Elementals** (MM pg. 125)

Very Very Strong: Four Fire Elementals who have inhabited the dwarves' suits of armor by the forges, turning them into **Fire Elemental Myrmidons** (MToF pg. 203)

Overpowering: Four Fire Elementals who have inhabited the dwarves' suits of armor by the forges, turning them into **Fire Elemental Myrmidons** (MToF pg. 203) with 184 HP

Forging an Alliance

The Harpers:

Shield Guardian: The **Shield Guardian** (MM pg. 271) functions roughly as a level 11 character. To be honest, though, the Shield Guardian is kinda broken, and can easily trivialize encounters. I would caution against giving it to your characters.

The Order of the Gauntlet:

Veterans: The five **Veterans** (MM pg. 350) function roughly as level 5 characters.

The Emerald Enclave:

Giant Riding Lizards: The **Giant Riding Lizard** (OotA pg. 131) function only as dependant mounts.

Scouts: The three **Scouts** (MM pg. 349) function roughly as level 2 characters.

The Lords' Alliance:

Guards: The five **Guards** (MM pg. 347) function roughly as level 1 characters.

Spies: The three **Spies** (MM pg. 349) function roughly as level 3 characters.

The Zhentarim:

Thugs: The eight **Thugs** (MM pg. 350) function roughly as level 2 characters.

Chapter 9: Mantol-Derith

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

Feeble is 3 level 6 players

Very Very Weak is 3 level 7 players

Very Weak is going to be 3 level 8s

Weak is 4 level 8s

the norm is 5 level 8s

Strong is going to be level 9 players

Very Strong is 5 level 10 players

Very Very Strong, is going to be 6 level 10s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 9 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Mantol-Derith

Area 1, Secret Entrances - 1C Northwest Entrance:

Sladis Vadir: Sladis is a **Druid** (MM pg. 346) with the changes found on OotA pg. 135 who functions roughly as a level 4 character.

Area 1, Secret Entrances - 1D South Entrance and Shore:

NOTE: If Rystia is cured of her madness, obviously she won't be hostile towards the characters (unless they are still hostile towards her), but on the other hand the adventure never mentions her joining the party (unlike Sladis in the previous area). Therefore, I assume that she makes her way back on her own should the group save her.

Area 3, Main Cavern - 3B East Marketplace:

Peebles: If Peebles (with no stat block, but it mentions he's a spy, so I would treat him as a **Spy** (MM pg. 349) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)) accompanies the heroes now then he functions roughly as a level 3 character

Area 4, Drow Enclave - 4A Drow Fungi Grove:

Zilchyn Q'Leptin: Zilch is a **Drow Mage** (MM pg. 129) with the minor changes described on OotA pg. 137 who functions roughly as a level 10 character.

Feeble: One **Drow Elite Warrior** (MM pg. 128) and three **Gargoyles** (MM pg. 140) with 77 HP

Very Very Weak: One **Drow Elite Warrior** (MM pg. 128) and five **Gargoyles** (MM pg. 140)

Very Weak: Two **Drow Elite Warriors** (MM pg. 128) and three **Gargoyles** (MM pg. 140) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Drow Elite Warriors** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Gargoyles** (MM pg. 140)

Normal: Two **Drow Elite Warriors** (MM pg. 128) and six **Gargoyles** (MM pg. 140)

Strong: Two **Drow Elite Warriors** (MM pg. 128) and eight **Gargoyles** (MM pg. 140)

Very Strong: Three **Drow Elite Warriors** (MM pg. 128) and eight **Gargoyles** (MM pg. 140)

Very Very Strong: Four **Drow Elite Warriors** (MM pg. 128) and seven **Gargoyles** (MM pg. 140)

Overpowering: Two **Drow House Captains** (MToF pg. 184) with 243 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and eight **Gargoyles** (MM pg. 140) with 77 HP

Area 5, Duergar Enclave - 5A Duergar Fungi Grove:

NOTE: I assume the Duergar by the door would be attracted to sounds of fighting, therefore I'm grouping them into two groups separated by a "/". The number before the slash is how many are guarding the grove, and the number after is how many are guarding the doors.

Feeble: Two/Two **Duergar** (MM pg. 122)

Very Very Weak: Three/Two **Duergar** (MM pg. 122)

Very Weak: Three/Three **Duergar** (MM pg. 122)

Weak: Three/Three **Duergar** (MM pg. 122) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Four/Four **Duergar** (MM pg. 122)

Strong: Three/Two **Duergar Spies** (TftYP pg. 234)

Very Strong: Three/Three **Duergar Spies** (TftYP pg. 234) with 49 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Four/Three **Duergar Spies** (TftYP pg. 234)

Overpowering: Five/Four **Duergar Spies** (TftYP pg. 234)

Area 5, Duergar Enclave - 5B Duergar Warehouse:

NOTE: I'm assuming that the adventurers parley with the thirty duergar. If they don't... you really don't need to change anything, either they're punished or they're not.

Feeble: One **Xorn** (MM pg. 304) with 49 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), and Saving Throws and one **Duergar** (MM pg. 122) (Ghuldur)

Very Very Weak: One **Xorn** (MM pg. 304) with 49 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and one **Duergar** (MM pg. 122) (Ghuldur)

Very Weak: One **Xorn** (MM pg. 304) with 49 HP and one **Duergar** (MM pg. 122) (Ghuldur)

Weak: One **Xorn** (MM pg. 304) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and one **Duergar** (MM pg. 122) (Ghuldur)

Normal: One **Xorn** (MM pg. 304) and two **Duergar** (MM pg. 122) (Ghuldur and Krimgol)

Strong: One **Xorn** (MM pg. 304) with 98 HP and two **Duergar** (MM pg. 122) (Ghuldur and Krimgol)

Very Strong: One **Xorn** (MM pg. 304) with 98 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Duergar Mind Masters** (MToF pg. 189) (Ghuldur and Krimgol), and three **Duergar** (MM pg. 122)

Very Very Strong: One **Xorn** (MM pg. 304), two **Duergar Mind Masters** (MToF pg. 189) (Ghuldur and Krimgol), and four **Duergar** (MM pg. 122)

Overpowering: One **Xorn** (MM pg. 304), two **Duergar Mind Masters** (MToF pg. 189), and four **Duergar Stone Guards** (MToF pg. 191)

Area 7, Zhentarim Enclave - 7A Zhentarim Encampment - Attacking Before Ghazrim Arrives:

NOTE: I am not including Kinyel in this specific encounter because she flees after the heroes attack.

Feeble: One **Drow Mage** (MM pg. 129) (Sirak) with one **Drow Elite Recruit** (DDAL05-11 Forgotten Traditions: 27) with 35 HP

Very Very Weak: One **Drow Mage** (MM pg. 129) (Sirak) with one **Drow Elite Warrior** (MM pg. 128)

Very Weak: One **Drow Mage** (MM pg. 129) (Sirak) with one **Drow Elite Warrior** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Drow Mage** (MM pg. 129) (Sirak) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Drow Elite Warriors** (MM pg. 128) with 35 HP

Normal: One **Drow Mage** (MM pg. 129) (Sirak) and two **Drow Elite Warriors** (MM pg. 128)

Strong: One **Drow Mage** (MM pg. 129) (Sirak) and three **Drow Elite Warriors** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Drow Mage** (MM pg. 129) (Sirak) with 67 HP and four **Drow Elite Warriors** (MM pg. 128) with 106 HP

Very Very Strong: One **Drow Arachnomancer** (MToF pg. 182) (Sirak) with 81 HP and three **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow Arachnomancer** (MToF pg. 182) (Sirak) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Drow House Captains** (MToF pg. 184)

Area 7, Zhentarim Enclave - 7A Zhentarim Encampment - Kinyel Escapes:

NOTE: If the characters do not intervene, and Kinyel has participated in the battle she normally has 19 hit points, this changes to fit any new stat-block she might have with a number inside of parentheses after her number.

Feeble: One **Master Thief** (VGtM pg. 216) (Kinyel) (10) with 42 HP and the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Very Very Weak: One **Master Thief** (VGtM pg. 216) (Kinyel) (20) with the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Very Weak: One **Master Thief** (VGtM pg. 216) (Kinyel) (31) with 126 HP and the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Weak: One **Assassin** (MM pg. 343) (Kinyel) (19) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Normal: One **Assassin** (MM pg. 343) (Kinyel) (19) with the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Strong: One **Assassin** (MM pg. 343) (Kinyel) (29) with 117 HP and the changes found on OotA pg. 140 and one **Gargoyle** (MM pg. 140)

Very Strong: One **Drow Shadowblade** (MToF pg. 187) (Kinyel) (42) and one **Gargoyle** (MM pg. 140)

Very Very Strong: One **Drow Shadowblade** (MToF pg. 187) (Kinyel) (55) with 220 HP and one **Gargoyle** (MM pg. 140)

Overpowering: One **Drow Shadowblade** (MToF pg. 187) (Kinyel) (42) and one **Giant Four-Armed Gargoyle** (ToA pg. 221)

Follow-Up Encounters - Amarith's Zoo:

Amarith Coppervein: Amarith is a **Veteran** (MM pg. 350) with the changes on OotA pg. 142 who functions roughly as a level 5 character.

Follow-Up Encounters - Xazax the Eyemonger:

NOTE: If Xazax has made his lair here (and is an “(in lair)” beholder/death tyrant) you may want to add some regional effects as the party nears his lair. In addition, Peebles is going to leave

the party at this point no matter what happens so he will not be included in the “NPCs and Advancement” section.

Feeble: One **Death Kiss** (VGtM pg. 124) (Xazax) with 85 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, who has been trying to graft Beholder eyestalks onto itself to turn itself into a normal Beholder and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Very Very Weak: One **Death Kiss** (VGtM pg. 124) (Xazax) with 85 HP who has been trying to graft Beholder eyestalks onto itself to turn itself into a normal Beholder and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Very Weak: One **Death Kiss** (VGtM pg. 124) (Xazax) who has been trying to graft Beholder eyestalks onto itself to turn itself into a normal Beholder and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Weak: One **Beholder** (MM pg. 28) (Xazax) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Normal: One **Beholder** (MM pg. 28) (Xazax) and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Strong: One **Beholder (in lair)** (MM pg. 28) (Xazax) and one **Spy** (MM pg. 349) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MTOF pg. 113-114)

Very Strong: One **Beholder (in lair)** (MM pg. 28) (Xazax) with 266 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Assassin** (MM pg. 343) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Very Very Strong: One **Death Tyrant (in lair)** (MM pg. 29) (Xazax) with 280 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has been trying to cover up its “hideousness” by grafting Beholder eyestalks onto itself and wearing its old skin and one **Assassin** (MM pg. 343) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114)

Overpowering: One **Death Tyrant (in lair)** (MM pg. 29) (Xazax) with 280 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who has been trying to cover up its “hideousness” by grafting Beholder eyestalks onto itself and wearing its old shedded skin, one **Assassin** (MM pg. 343) (Peebles) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) and two **Beholder Zombies** (MM pg. 316)

Chapter 10: Descent Into the Depths

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

Feeble is 3 level 7 players

Very Very Weak is 3 level 8 players

Very Weak is going to be 3 level 8s

Weak is 4 level 9s

the norm is 5 level 9s

Strong is going to be 5 level 10 players

Very Strong is 5 level 11 players

Very Very Strong, is going to be 6 level 11s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 10 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Events

Battle Aftermath - Scavengers - Black Puddings:

Feeble: One **Black Pudding** (MM pg. 241) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: 1d2 **Black Puddings** (MM pg. 241) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: 1d2 **Black Puddings** (MM pg. 241) with 42 HP

Weak: 1d2 **Black Puddings** (MM pg. 241) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: 1d3 **Black Puddings** (MM pg. 241)

Strong: 1d4 **Black Puddings** (MM pg. 241)

Very Strong: 2d3-1 **Black Puddings** (MM pg. 241)

Very Very Strong: 1d6 **Black Puddings** (MM pg. 241)

Overpowering: 1d8 **Black Puddings** (MM pg. 241)

Demon Encounter - Barlguras:

Feeble: 1d2 **Barlguras** (MM pg. 56)

Very Very Weak: 1d3 **Barlguras** (MM pg. 56) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d3 **Barlguras** (MM pg. 56)

Weak: 1d3 **Barlguras** (MM pg. 56) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Barlguras** (MM pg. 56)

Strong: 2d3-1 **Barlguras** (MM pg. 56)

Very Strong: 2d3-1 **Barlguras** (MM pg. 56) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 2d4+1 **Barlguras** (MM pg. 56)

Overpowering: 2d4+1 **Barlguras** (MM pg. 56) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Demon Encounter - Chasmes:

Feeble: 1d3 **Chasmes** (MM pg. 57) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d3 **Chasmes** (MM pg. 57) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d3 **Chasmes** (MM pg. 57)

Weak: 1d3 **Chasmes** (MM pg. 57) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Chasmes** (MM pg. 57)

Strong: 2d3-1 **Chasmes** (MM pg. 57)

Very Strong: 2d3-1 **Chasmes** (MM pg. 57) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 2d4 **Chasmes** (MM pg. 57) with 126 HP

Overpowering: 2d6-1 **Chasmes** (MM pg. 57) with 126 HP

Demon Encounter - Hezrous:

Feeble: One **Hezrou** (MM pg. 60) with 78 HP

Very Very Weak: One **Hezrou** (MM pg. 60)

Very Weak: One **Hezrou** (MM pg. 60) with 195 HP

Weak: One **Hezrou** (MM pg. 60) with 195 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d2 **Hezrous** (MM pg. 60)

Strong: 1d3 **Hezrous** (MM pg. 60) with 78 HP

Very Strong: 1d3 **Hezrous** (MM pg. 60) with 195 HP

Very Very Strong: 2d3-1 **Hezrous** (MM pg. 60) with 78 HP

Overpowering: 2d3-1 **Hezrous** (MM pg. 60)

Demon Encounter - Shadow Demons:

Feeble: 1d2 **Shadow Demons** (MM pg. 64)

Very Very Weak: 1d3 **Shadow Demons** (MM pg. 64) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: 1d3 **Shadow Demons** (MM pg. 64)

Weak: 1d3 **Shadow Demons** (MM pg. 64) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: 1d4 **Shadow Demons** (MM pg. 64)

Strong: 1d3+1 **Shadow Demons** (MM pg. 64)

Very Strong: 2d3 **Shadow Demons** (MM pg. 64)

Very Very Strong: 2d4+1 **Shadow Demons** (MM pg. 64)

Overpowering: 2d4+1 **Shadow Demons** (MM pg. 64) with 99 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Demon Encounter - Vrocks:

Feeble: One **Vrock** (MM pg. 64) with 154 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d2 **Vrocks** (MM pg. 64) with 55 HP

Very Weak: 1d2 **Vrocks** (MM pg. 64)

Weak: 1d3 **Vrocks** (MM pg. 64) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d3 **Vrocks** (MM pg. 64)

Strong: 1d3 **Vrocks** (MM pg. 64) with 154 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 1d4 **Vrocks** (MM pg. 64)

Very Very Strong: 2d3 **Vrocks** (MM pg. 64)

Overpowering: 1d8 **Vrocks** (MM pg. 64)

Demon Encounter - Juiblex:

Feeble - Very Strong: One **Juiblex** (MToF pg. 151)

Very Very Strong: One **Juiblex** (MToF pg. 151) with 504 HP

Overpowering: One **Juiblex** (MToF pg. 151) with 504 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Retracing Steps

Blingdenstone:

Deep Gnomes: The twelve gnomes are **Deep Gnomes (Svirfneblins)** (MM pg. 164) who function roughly as level 1 characters.

Menzoberranzan - March on Menzoberranzan:

Khalessa Draga: Khalessa is a **Spy** (MM pg. 349) with the changes found on OotA pg. 149 who functions roughly as a level 3 character.

Aljanor Keenblade: Aljanor is a **Knight** (MM pg. 347) who functions roughly as a level 5 character

NOTE: I am assuming that the Giant Riding Lizards act as dependent mounts, and therefore I am not factoring them into the CR.

Feeble: One **Drow Mage** (MM pg. 129) (Ryzliir), one **Drow Elite Warrior** (MM pg. 128) (Velgor), three **Drow** (MM pg. 128), and seven **Bugbear** slaves (MM pg. 33)

Very Very Weak: One **Drow Mage** (MM pg. 129) (Ryzliir) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Elite Warrior** (MM pg. 128) (Velgor) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, four **Drow** (MM pg. 128), and eight **Bugbear** slaves (MM pg. 33)

Very Weak: One **Drow Mage** (MM pg. 129) (Ryzliir), one **Drow Elite Warrior** (MM pg. 128) (Velgor), three **Drow** (MM pg. 128), four **Bugbear** slaves (MM pg. 33), and twelve **Goblin** slaves (MM pg. 166)

Weak: One **Drow Mage** (MM pg. 129) (Ryzliir), one **Drow Elite Warrior** (MM pg. 128) (Velgor), six **Drow** (MM pg. 128), nine **Bugbear** slaves (MM pg. 33), and thirty-three **Goblin** slaves (MM pg. 166)

Normal: One **Drow Mage** (MM pg. 129) (Ryzliir), one **Drow Elite Warrior** (MM pg. 128) (Velgor), six **Drow** (MM pg. 128), twelve **Bugbear** slaves (MM pg. 33), and sixty **Goblin** slaves (MM pg. 166)

Strong (Yes I did intentionally change their positions from mage → fighter and vice/versa): One **Drow House Captain** (MToF pg. 184) (Ryzliir), one **Drow Mage** (Velgor), six **Drow** (MM pg. 128), eleven **Bugbear** slaves (MM pg. 33), and fifty-nine **Goblin** slaves (MM pg. 166)

Very Strong (See parenthetical above): One **Drow House Captain** (MToF pg. 184) (Ryzliir), one **Drow Mage** (Velgor), four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27), ten **Bugbear** slaves (MM pg. 33), and forty-eight **Goblin** slaves (MM pg. 166)

Very Very Strong: One **Drow Arachnomancer** (MToF pg. 182) (Ryzliir), one **Drow House Captain** (MToF pg. 184), six **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27), twelve **Bugbear** slaves (MM pg. 33), and fifty-five **Goblin** slaves (MM pg. 166)

Overpowering: One **Drow Arachnomancer** (MToF pg. 182) (Ryzliir), one **Drow House Captain** (MToF pg. 184), six **Drow Elite Warriors** (MM pg. 128), twelve **Bugbear** slaves (MM pg. 33), and sixty **Goblin** slaves (MM pg. 166)

Neverlight Grove:

Feeble: Two **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), two **Quaggoth Spore Servants** (MM pg. 230), and six **Myconid Adults** (MM pg. 232)

Very Very Weak: Two **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), three **Quaggoth Spore Servants** (MM pg. 230), and six **Myconid Adults** (MM pg. 232)

Very Weak: Three **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), three **Quaggoth Spore Servants** (MM pg. 230), and four **Myconid Adults** (MM pg. 232)

Weak: Three **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), three **Quaggoth Spore Servants** (MM pg. 230), and six **Myconid Adults** (MM pg. 232)

Normal: Four **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), four **Quaggoth Spore Servants** (MM pg. 230), and six **Myconid Adults** (MM pg. 232)

Strong: Three **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), four **Quaggoth Spore Servants** (MM pg. 230), and nine **Myconid Adults** (MM pg. 232)

Very Strong: Four **Awakened Zurkhwoods** (MM pg. 317 and OotA pg. 230), six **Quaggoth Spore Servants** (MM pg. 230), and eight **Myconid Adults** (MM pg. 232)

Very Very Strong: Two **Zurkhwood Blights** (CoS pg. 230 and OotA pg. 230), four **Quaggoth Spore Servants** (MM pg. 230), and seven **Myconid Adults** (MM pg. 232)

Overpowering: Two **Zurkhwood Blights** (CoS pg. 230 and OotA pg. 230), three **Hook Horror Servants** (OotA pg. 229), and six **Myconid Adults** (MM pg. 232)

Velkynvelve:

Feeble: One **Drow Mage** (MM pg. 129) (Servan) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and his one **Drow** (MM pg. 128) manservant

Very Very Weak: One **Drow Mage** (MM pg. 129) (Servan) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Drow** (MM pg. 128)

Very Weak: One **Drow Mage** (MM pg. 129) (Servan) with 22 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Drow** (MM pg. 128)

Weak: One **Drow Mage** (MM pg. 129) (Servan) and five **Drow** (MM pg. 128)

Normal: One **Drow Mage** (MM pg. 129) (Servan) and six **Drow** (MM pg. 128)

Strong: One **Drow Mage** (MM pg. 129) (Servan) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Elite Warrior** (MM pg. 128), and four **Drow** (MM pg. 128)

Very Strong: One **Drow Mage** (MM pg. 129) (Servan), two **Drow Elite Warriors** (MM pg. 128), and three **Drow** (MM pg. 128)

Very Very Strong: One **Drow Mage** (MM pg. 129) (Servan), three **Drow Elite Warriors** (MM pg. 128) with 35 HP, and six **Drow** (MM pg. 128)

Overpowering: One **Drow Mage** (MM pg. 129) (Servan), four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27), and six **Drow** (MM pg. 128)

Chapter 12: Tower of Vengeance

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

Feeble is 3 level 8 players

Very Very Weak is 3 level 9 players

Very Weak is going to be 3 level 10s

Weak is 4 level 10s

the norm is 5 level 10s

Strong is going to be 5 level 11 players

Very Strong is 5 level 12 players

Very Very Strong, is going to be 6 level 12s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 11 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Stealing into Araj

Wards - Suits of Armor:

Feeble: Twelve **Suits of Animated Armor** (MM pg. 19)

Very Very Weak: Fourteen **Suits of Animated Armor** (MM pg. 19)

Very Weak: Fifteen **Suits of Animated Armor** (MM pg. 19) with 16 HP

Weak: Nineteen **Suits of Animated Armor** (MM pg. 19)

Normal: Twenty-four **Suits of Animated Amor** (MM pg. 19)

Strong: Thirty-one **Suits of Animated Armor** (MM pg. 19)

Very Strong: Seventeen **Duergar Hammerers** (MToF pg. 188) (essentially describe as suits of animated armor with hammers)

Very Very Strong: Twenty-seven **Duergar Hammerers** (MToF pg. 188) (essentially describe as suits of animated armor with hammers)

Overpowering: Twenty-one **Duergar Screammers** (MToF pg. 190) (essentially describe as suits of animated armor with gaping mouths eternally fixed in a silent scream)

Wards - Vizaran and Kleve:

NOTE: I feel strange about making this encounter weaker as the adventurers shouldn't be fighting them in the first place, so I don't think I'll write this for weaker parties, however, if stronger parties decide to go up against an NPC who is quite clearly offering them help (albeit

said help also serves his own interests), then they should surely face a fitting challenge. Also, if the parties do steal into Araj and are defeated by Vizeran and Kleve, he won't let them die, only stabilizing them back in their dying state (assuming they're not all killed outright) and using the fact that he did so as motivation to serve him and stop the Demon Lords (which to be honest, who wouldn't want to stop the Demon Lords?).

Feeble - Normal: One **Archmage** (MM pg. 342) (Vizeran) with the edits on OotA pg. 161 and one **Death Slaad** (MM pg. 278) (Kleve) with the edits on OotA pg. 161-162

Strong: One **Archmage** (MM pg. 342) (Vizeran) with the edits on OotA pg. 161, 148 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and one **Death Slaad** (MM pg. 278) (Kleve) with the edits on OotA pg. 161-162, 240 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Archmage** (MM pg. 342) (Vizeran) with the edits on OotA pg. 161, one **Death Slaad** (MM pg. 278) (Kleve) with the edits on OotA pg. 161-162, and one **Drow Mage** (MM pg. 129) (Grin) who happened to be by his master's side when the heroes attacked

Very Very Strong: One **Archmage** (MM pg. 342) (Vizeran) with the edits on OotA pg. 161, 148 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Death Slaad** (MM pg. 278) (Kleve) with the edits on OotA pg. 161-162 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Mage** (MM pg. 129) (Grin) who happened to be by his master's side when the heroes attacked and three elite **Strahd's Animated Armors** (CoS pg. 227), Vizeran's newest project in transmutation.

Overpowering: One **Archmage** (MM pg. 342) (Vizeran) with the edits on OotA pg. 161, 148 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Death Slaad** (MM pg. 278) (Kleve) with the edits on OotA pg. 161-162 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Mage** (MM pg. 129) (Grin) who happened to be by his master's side when the heroes attacked and four elite **Strahd's Animated Armors** (CoS pg. 227) with 60 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, Vizeran's newest project in transmutation.

Chapter 13: The Wormwritings

Analysis: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. Something important to note is that this point (in my opinion) marks the point when the encounters become lackluster in terms of difficulty. Due to that, I will actually be increasing the encounter's difficulty if I perceive it as too easy. At any rate...

Feeble is 3 level 9 players

Very Very Weak is 3 level 10 players

Very Weak is going to be 4 level 10s

Weak is 5 level 10s

the norm is 5 level 11s

Strong is going to be 5 level 12 players

Very Strong is 5 level 13 players

Very Very Strong, is going to be 6 level 13s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 12 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Driders:

NOTE: A singular drider is not actually that challenging for a group of characters of level nine or higher. Therefore, I've decided to add an additional drider.

Feeble: A spellcasting **Driders** (MM pg. 120) with 182 HP

Very Very Weak: A spellcasting **Driders** (MM pg. 120) with 182 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: A spellcasting **Driders** (MM pg. 120) with 182 HP and a **Giant Spider** (MM pg. 328) companion

Weak: A **Driders** (MM pg. 120) with a 25% chance to be a spellcasting drider accompanied by two **Giant Spiders** (MM pg. 328)

Normal: A pair of **Driders** (MM pg. 120) each with a 25% chance that they are a spellcasting drider

Strong: One **Driders** (MM pg. 120) with a 25% chance to be a spellcasting drider accompanied by three **Phase Spiders** (MM pg. 334)

Very Strong: One spellcasting **Driders** (MM pg. 120) with 128 HP and three **Phase Spiders** (MM pg. 334)

Very Very Strong: A pair of **Driders** (MM pg. 120) each with a 25% chance that they are a spellcasting drider accompanied by four **Phase Spiders** (MM pg. 334)

Overpowering: Three **Driders** (MM pg. 120) each with a 25% chance that they are a spellcasting drider accompanied by three **Phase Spiders** (MM pg. 334)

Drow Hunting Party:

Feeble: One **Drow Mage** (MM pg. 129) and 1d3 **Drow** (MM pg. 33)

Very Very Weak: One **Drow Mage** (MM pg. 129) and 1d3 **Bugbears** (MM pg. 33)

Very Weak: One **Drow Mage** (MM pg. 129) 1d3 **Drow** (MM pg. 128), and 1d6 **Bugbears** (MM pg. 33)

Weak: One **Drow Mage** (MM pg. 129), 2d4-2 **Drow** (MM pg. 128), and 2d6-1 **Bugbears** (MM pg. 33)

Normal: One **Drow Mage** (MM pg. 129), 1d6 **Drow** (MM pg. 128), and 2d6 **Bugbears** (MM pg. 33)

Strong: One **Drow Mage** (MM pg. 129), 1d6 **Drow** (MM pg. 128), and 2d4 **Bugbear Chieftains** (MM pg. 33)

Very Strong: One **Drow Mage** (MM pg. 129), 1d3 **Drow Elite Warriors** (MM pg. 128), and 2d4+1 **Bugbears** (MM pg. 33)

Very Very Strong: One **Drow Mage** (MM pg. 129), 1d3+1 **Drow Elite Warriors** (MM pg. 128), and 1d8 **Bugbear Chieftains** (MM pg. 33)

Overpowering: One **Drow Mage** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, 2d4-1 **Drow Elite Warriors** (MM pg. 128), and 2d6-1 **Bugbear Chieftains** (MM pg. 33)

Ettins:

Feeble: 1d3 **Ettins** (MM pg. 132) with 42 HP

Very Very Weak: 1d3 **Ettins** (MM pg. 132)

Very Weak: 1d4 **Ettins** (MM pg. 132)

Weak: 1d4 **Ettins** (MM pg. 132) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d6 **Ettins** (MM pg. 132)

Strong: 1d8 **Ettins** (MM pg. 132)

Very Strong: 2d4 **Ettins** (MM pg. 132)

Very Very Strong: 1d4+2 Two-Headed **Hill Giants** (MM pg. 155) with the *Two Heads* and *Wakeful* features found on MM pg. 132

Overpowering: 1d4+1 Two-Headed **Stone Giants** (MM pg. 156) with the *Two Heads* and *Wakeful* features found on MM pg. 132

Grick Nest:

Feeble: 2d3 **Gricks** (MM pg. 173)

Very Very Weak: 2d4 **Gricks** (MM pg. 173)

Very Weak: 2d4+1 **Gricks** (MM pg. 173)

Weak: One **Grick Alpha** (MM pg. 173) and 1d3 **Gricks** (MM pg. 173)

Normal: One **Grick Alpha** (MM pg. 173) and 2d4 **Gricks** (MM pg. 173)

Strong: One **Grick Alpha** (MM pg. 173) and 1d10 **Gricks** (MM pg. 173)

Very Strong: One **Grick Alpha** (MM pg. 173) and 2d6-1 **Gricks** (MM pg. 173)

Very Very Strong: 1d3 **Grick Alphas** (MM pg. 173) and 2d6-1 **Gricks** (MM pg. 173)

Overpowering: 1d3 **Grick Alphas** (MM pg. 173) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and 2d6 **Gricks** (MM pg. 173)

Purple Worm:

Feeble - Very Very Weak: One **Purple Worm** (MM pg. 255) with 123 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak - Weak: One **Purple Worm** (MM pg. 255) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Purple Worm** (MM pg. 255)

Strong: One **Purple Worm** (MM pg. 255) with 390 HP

Very Strong: One **Purple Worm** (MM pg. 255) with 390 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Purple Worm** (MM pg. 255) who roars, calling four **Purple Wormlings** (SKT pg. 242) should the encounter turn to direct combat

Overpowering: One **Purple Worm** (MM pg. 255) who roars, calling two **Young Purple Worms** (DDAL01-11 Dark Pyramid of Sorcerer's Isle pg. 45) should the encounter turn to direct combat

Troglodytes:

NOTE: All of the troglodyte encounters in this encounter are not challenging to newly minted tier three (levels 11-16) characters. Therefore, you will probably be seeing my changes throughout this adventure to make the encounters on a much more challenging level. However, should you choose to keep the encounters as written, there's no need to edit them, they're going to be easily defeated no matter what you do.

Feeble: 1d3+1 **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 2d3 **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Weak: 2d4 **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP

Weak: 2d4+1 **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 2d6 **Troglodyte Champions of Laogzed** (OotA pg. 229)

Strong: 2d8 **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Strong: 2d8+1 **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Very Strong: 2d6-1 **Troglodyte Gladiators** (MM pg. 346) with the *Chameleon Skin*, *Stench* (DC 14/16), and *Sunlight Sensitivity* features (found on MM pg. 290), 165 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: 2d6 **Troglodyte Gladiators** (MM pg. 346) with the *Chameleon Skin*, *Stench* (DC 14), and *Sunlight Sensitivity* features (found on MM pg. 290)

Trolls:

Feeble: 1d3 **Trolls** (MM pg. 291) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), and Saving Throws

Very Very Weak: 1d2 **Trolls** (MM pg. 291)

Very Weak: 1d3 **Trolls** (MM pg. 291) with 48 HP

Weak: 1d3 **Trolls** (MM pg. 291) with 120 HP

Normal: 1d4 **Trolls** (MM pg. 291)

Strong: 1d3+1 **Trolls** (MM pg. 291) with 48 HP

Very Strong: 1d3+1 **Trolls** (MM pg. 291)

Very Very Strong: 1d3+1 **Venom Trolls** (MToF pg. 245)

Overpowering: 1d4 **Rot Trolls** (MToF pg. 244)

Umber Hulks:

NOTE: Just like several other encounters, this one too is not that challenging. It'll pretty much just be a very short encounter where some Umber Hulks most likely surprise the party. Therefore I'm going to make this a similar difficulty to the Troll encounter.

Feeble: 1d2 **Umber Hulks** (MM pg. 292) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Very Weak: 1d2 **Umber Hulks** (MM pg. 292) who ambush the party in both the front and the back

Very Weak: 1d3 **Umber Hulks** (MM pg. 292) with 46 HP who ambush the party in both the front and the back

Weak: 1d3 **Umber Hulks** (MM pg. 292) with 143 HP who ambush the party in both the front and the back

Normal: 1d4 **Umber Hulks** (MM pg. 292) who ambush the party in both the front and the back

Strong: 1d3+1 **Umber Hulks** (MM pg. 292) with 46 HP who ambush the party in both the front and the back

Very Strong: 1d3+1 **Umber Hulks** (MM pg. 292) who ambush the party in both the front and the back

Very Very Strong: 2d4 **Umber Hulks** (MM pg. 292) who ambush the party in the front, the back, and on both sides (if there are enough)

Overpowering: 2d6-1 **Umber Hulks** (MM pg. 292) who ambush the party in the front, the back, and on both sides (if there are enough)

Troglodyte Lair

NOTE: This entire area might be a challenge for say... level 7 characters, but the heroes have entered an entire tier since then! As a result, even if they fought all the troglodytes in the entire cavern at once, this battle would not even be a deadly encounter (not even close, and even then “deadly” at tier 3 is more like easy-medium). Therefore, I’m taking it upon myself to drastically change each encounter. For the sake of efficiency, if I say “Troglodyte (DC x) _____” that means that said NPC will have the *Chameleon Skin*, *Stench* (x DC), and *Sunlight Sensitivity*. Descriptions of these features can be found on pg. 290 of the Monster Manual.

Area 2, Cave Floor:

Feeble: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H’slaat) and six **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Very Weak: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H’slaat) and seven **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Weak: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H’slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, and six **Troglodyte Champions of Laogzed** (OotA pg. 229)

Weak: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H’slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, and eight **Troglodyte Champions of Laogzed** (OotA pg. 229)

Normal: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H’slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, and ten **Troglodyte Champions of Laogzed** (OotA pg. 229)

Strong: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H’slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, and thirteen **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Strong: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H’slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, and eleven **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP

Very Very Strong: One Troglodyte (DC 16) **Warlord** (VGtM pg. 220) (H'slaat) with AC 18 (natural armor) instead of plate, no shortbow, and claws that function identically to a greatsword, and seventeen **Troglodyte Champions of Laogzed** (OotA pg. 229)

Overpowering: One Troglodyte (DC 16) **Warlord** (VGtM pg. 220) (H'slaat) with AC 18 (natural armor) instead of plate, no shortbow, and claws that function identically to a greatsword, and twenty-two **Troglodyte Champions of Laogzed** (OotA pg. 229)

Area 3, Rise:

NOTE: I assume that H'hoort will not be fighting the characters here, so she's not included in the calculation. I will still denote her stat block though.

Feeble: Three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort)

Very Very Weak: Three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort)

Very Weak: Four **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort)

Weak: Four **Troglodyte Champions of Laogzed** (OotA pg. 229) and one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort)

Normal: Six **Troglodyte Champions of Laogzed** (OotA pg. 229) and one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort)

Strong: Six **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor)

Very Strong: Seven **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor)

Very Very Strong: Five Troglodyte (DC 14) **Gladiators** (MM pg. 346) and one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor)

Overpowering: Six Troglodyte (DC 14) **Gladiators** (MM pg. 346) and one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor)

Area 4, Basin:

Feeble: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+9 to hit, 2d8+6 slashing damage [or 2d10+6 with two hands, but he's using a makeshift shield]), and two **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Very Weak: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+9 to hit, 2d8+6 slashing damage [or 2d10+6 with two hands, but he's using a makeshift shield]), and three **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Weak: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+9 to hit, 2d8+6 slashing damage [or 2d10+6 with two hands, but he's using a makeshift shield]), and five **Troglodyte Champions of Laogzed** (OotA pg. 229)

Weak: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+9 to hit, 2d8+6 slashing damage [or 2d10+6 with two hands, but he's using a makeshift shield]), three **Troglodyte Champions of Laogzed** (OotA pg. 229), and three Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe

Normal: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+9 to hit, 2d8+6 slashing damage [or 2d10+6 with two hands, but he's using a makeshift shield]), three Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, and five **Troglodyte Champions of Laogzed** (OotA pg. 229).

Strong: One Troglodyte (DC 14) **Champion** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+11 to hit, 1d8+7 slashing damage [or 1d10+7 with two hands], plus 1d8 [or 1d10] if he is above half health), three **Troglodyte Champions of Laogzed** (OotA pg. 229), and five Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe

Very Strong: One Troglodyte (DC 14) **Champion** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+11 to hit, 1d8+7 slashing damage [or 1d10+7 with two hands], plus 1d8 [or 1d10] if he is above half health), no crossbow, and AC 18 (natural armor), three **Troglodyte Champions of Laogzed** (OotA pg. 229), and five Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe

Very Very Strong: One Troglodyte (DC 14) **Champion** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+11 to hit, 1d8+7 slashing damage [or 1d10+7 with two hands], plus 1d8 [or 1d10] if he is above half health), no crossbow, and AC 18 (natural armor), five **Troglodyte Champions of Laogzed** (OotA pg. 229), and six **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe

Overpowering: One Troglodyte (DC 14) **Champion** (MM pg. 346) (S'slaar) with a +2 *Longsword* (+11 to hit, 1d8+7 slashing damage [or 1d10+7 with two hands], plus 1d8 [or 1d10] if he is above half health), no crossbow, and AC 18 (natural armor), four Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, and nine **Troglodyte Champions of Laogzed** (OotA pg. 229)

Area 5, Supplies and Captives:

Feeble - Very Weak: One Troglodyte (MM pg. 290)

Weak - Strong: One Troglodyte **Champion of Laogzed** (MM pg. 229)

Very Strong - Overpowering: One Troglodyte (DC 14) **Gladiator** (MM pg. 346)

Area 7, Troglodyte Outpost:

NOTE: Blowing the horn summons 2/2/2/3/3/4/3/5/7 (based on the party's respective difficulty)
Troglodyte Champions of Laogzed (OotA pg. 229) from Area 2, Cave Floor

Feeble: Two **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP

Very Very Weak: Two **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Three **Troglodyte Champions of Laogzed** (OotA pg. 229)

Normal: Four **Troglodyte Champions of Laogzed** (OotA pg. 229)

Strong: Five **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Strong: Five **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP

Very Very Strong: Three Troglodyte (DC 14) **Gladiators** (MM pg. 346) with 165 HP

Overpowering: Four Troglodyte (DC 14) **Gladiators** (MM pg. 346)

Area 8, Roper Lair:

Feeble: One **Roper** (MM pg. 261) with 139 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Very Very Weak: One **Roper** (MM pg. 261) with 46 HP and two **Piercers** (MM pg. 252)

Very Weak: One **Roper** (MM pg. 261) with 139 HP and four **Piercers** (MM pg. 252)

Weak: Two **Ropers** (MM pg. 261) with 139 HP

Normal: Two **Ropers** (MM pg. 261) and four **Piercers** (MM pg. 252)

Strong: Three **Ropers** (MM pg. 261)

Very Strong: Three **Ropers** (MM pg. 261) and three **Piercers** (MM pg. 252)

Very Very Strong: Three **Ropers** (MM pg. 261) with 139 HP and six **Piercers** (MM pg. 252)

Overpowering: Three **Ropers** (MM pg. 261) with 139 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and seven **Piercers** (MM pg. 252)

Area 12, Geothermic Vents:

Feeble: 1d4 **Magma Mephits** (MM pg. 216)

Very Very Weak - Very Weak: 1d4 **Fire Snakes** (MM pg. 265)

Weak - Strong: 1d4 **Fire Elementals** (MM pg. 125)

Very Strong - Overpowering: 1d4 **Fire Elemental Myrmidons** (MToF pg. 203) with armor made of stone instead of metal

Area 14, Rally Point:

NOTE: In this case, the Giant Subterranean Lizards act as independent mounts, which allows for them to attack.

Feeble: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) riding on a **Giant Subterranean Lizard** (TftYp pg. 236)

Very Very Weak: One Troglodyte (DC 14 [16]) **Gladiator** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs riding on a **Giant Subterranean Lizard** (TftYP pg. 236)

Very Weak: Two **Giant Subterranean Lizards** (TftYP pg. 236) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, with two **Troglodyte Champions of Laogzed** (OotA pg. 229) riding on them

Weak: Two **Giant Subterranean Lizards** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, with two **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs riding on them

Normal: Three **Giant Subterranean Lizards** (TftYP pg. 236) with three **Troglodyte Champions of Laogzed** (OotA pg. 229) riding on them

Strong: Three **Giant Subterranean Lizards** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP with three **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 84 HP riding on them

Very Strong: Two Troglodyte (DC 14 [16]) **Gladiators** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 165 HP and two **Giant Subterranean Lizards** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP

Very Very Strong: Three Troglodyte (DC 14 [16]) **Gladiators** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 165 HP and three **Giant Subterranean Lizards** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP

Overpowering: Four Troglodyte (DC 14 [16]) **Gladiators** (MM pg. 346) with 60 HP and four **Giant Subterranean Lizards** (TftYP pg. 236) with 33 HP

Resolving the Standoff - Remaining Troops (Half of Total Troops, not including areas 5 & 7):

Feeble: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'slaat), one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort), one Troglodyte (DC 14) **Gladiator** (MM pg. 346) riding on a **Giant Subterranean Lizard** (TftYp pg. 236), one **Troglodyte Champion of Laogzed** (OotA pg. 229) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Very Weak: One Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'slaat), one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort), one Troglodyte (DC 14 [16]) **Gladiator** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs riding on a **Giant Subterranean Lizard** (TftYP pg. 236), one **Troglodyte Champion of Laogzed** (OotA pg. 229) with 35 HP, and four **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Weak: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort), one **Giant Subterranean Lizards** (TftYP pg. 236) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, with one **Troglodyte Champion of Laogzed** (OotA pg. 229) riding on them, two **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP, and five **Troglodyte Champions of Laogzed** (OotA pg. 229)

Weak: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort), one Troglodyte (DC 13) **Berserker** (MM pg. 344) with claws that are equivalent to a greataxe, two **Giant Subterranean Lizards** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, with two **Troglodyte Champions of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs riding on them, and eight **Troglodyte Champions of Laogzed** (OotA pg. 229)

Normal: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Gladiator** (MM pg. 346) (H'hoort), one **Giant Subterranean Lizard** (TftYP pg. 236) with one **Troglodyte Champion of Laogzed** (OotA pg. 229) riding on them, one Troglodyte (DC 13) **Berserker** (MM pg. 344) with claws that are equivalent to a greataxe, and ten **Troglodyte Champions of Laogzed** (OotA pg. 229)

Strong: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor), one **Giant Subterranean Lizard** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP with one **Troglodyte Champion of Laogzed** (OotA pg. 229) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 84 HP riding on them, two Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and seven **Troglodyte Champions of Laogzed** (OotA pg. 229)

Very Strong: One Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'slaat) with AC 18 (natural armor) instead of plate, no crossbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor), One Troglodyte (DC 14 [16]) **Gladiator** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 165 HP and one **Giant Subterranean Lizard** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP, one normal **Troglodyte Champion of Laogzed** (OotA pg. 229), and two Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP, and five **Troglodyte Champions of Laogzed** (OotA pg. 229) with 84 HP

Very Very Strong: One Troglodyte (DC 16) **Warlord** (VGtM pg. 220) (H'slaat) with AC 18 (natural armor) instead of plate, no shortbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor), One Troglodyte (DC 14 [16]) **Gladiator** (MM pg. 346) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 165 HP and one **Giant Subterranean Lizard** (TftYP pg. 236) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 99 HP, three **Troglodyte Champions of Laogzed** (OotA pg. 229) with 35 HP, three **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, and ten regular **Troglodyte Champions of Laogzed** (OotA pg. 229)

Overpowering: One Troglodyte (DC 16) **Warlord** (VGtM pg. 220) (H'slaat) with AC 18 (natural armor) instead of plate, no shortbow, and claws that function identically to a greatsword, one Troglodyte (DC 14) **Champion** (VGtM pg. 212) (H'hoort) with no crossbow and AC 18 (natural armor), two Troglodyte (DC 14 [16]) **Gladiators** (MM pg. 346) with 60 HP riding on two **Giant Subterranean Lizards** (TftYP pg. 236) with 33 HP, two Troglodyte (DC 13) **Berserkers** (MM pg. 344) with claws that are equivalent to a greataxe, three Troglodyte (DC 14) **Gladiators** (MM pg. 346), and fifteen **Troglodyte Champions of Laogzed** (OotA pg. 229)

Worm Nursery

Area 6, Caretaker's Quarters:

Feeble: One **Ettin** (MM pg. 132) (Stronk) with 127 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Hill Giant** (MM pg. 155) (Stronk)

Very Weak: One **Cyclops** (MM pg. 45) (Stronk)

Weak: One **Formorian** (MM pg. 136) (Stronk) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Formorian** (MM pg. 136) (Stronk)

Strong: One **Fire Giant** (MM pg. 154) (Stronk)

Very Strong: One **Stone Giant Dreamwalker** (VGtM pg. 150) (Stronk)

Very Very Strong: One **Formorian** (MM pg. 136) (Stronk) and two of his pet **Purple Wormlings** (SKT pg. 242)

Overpowering: One **Formorian** (MM pg. 136) (Stronk) and three of his pet **Purple Wormlings** (SKT pg. 242)

Area 8, Egg Chamber - Purple Worm:

Feeble - Very Very Weak: One **Purple Worm** (MM pg. 255) with 123 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak - Weak: One **Purple Worm** (MM pg. 255) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Purple Worm** (MM pg. 255)

Strong: One **Purple Worm** (MM pg. 255) with 390 HP

Very Strong: One **Purple Worm** (MM pg. 255) with 390 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Purple Worm** (MM pg. 255) who roars, calling four **Purple Wormlings** (SKT pg. 242) should the encounter turn to direct combat

Overpowering: One **Purple Worm** (MM pg. 255) who roars, calling two **Young Purple Worms** (DDAL01-11 Dark Pyramid of Sorcerer's Isle pg. 45) should the encounter turn to direct combat

Area 11, Spider Nest:

Feeble: Four **Giant Spiders** (MM pg. 328)

Very Very Weak: Four **Giant Spiders** (MM pg. 328) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Six **Giant Spiders** (MM pg. 328)

Weak: Six **Giant Spiders** (MM pg. 328) with 39 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Eight **Giant Spiders** (MM pg. 328)

Strong: Four **Phase Spiders** (MM pg. 334) with 16 HP

Very Strong: Four **Phase Spiders** (MM pg. 334)

Very Very Strong: Six **Phase Spiders** (MM pg. 334)

Overpowering: Six **Phase Spiders** (MM pg. 334) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

The Dark Hunters

Dark Hunters:

NOTE: I wanted to have the presence of Hanne be more valuable, or creating a decent roleplaying encounter in an area generally devoid of them. Therefore, I'm increasing the difficulty of this encounter to something a bit more difficult.

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

Very Very Weak: One **Drow Elite Warrior** (MM pg. 128) (Zhora) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27), and three **Drow** (MM pg. 128)

Very Weak: One **Drow Elite Warrior** (MM pg. 128) (Zhora) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and five **Drow** (MM pg. 128)

Weak: One **Drow Elite Warrior** (MM pg. 128) (Zhora) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with 35 HP

Normal: One **Drow Elite Warrior** (MM pg. 128) (Zhora), four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27), and six **Drow** (MM pg. 128)

Strong: One **Drow Elite Warrior** (MM pg. 128) (Zhora) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and seven **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: One **Drow Elite Warrior** (MM pg. 128) (Zhora) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and eight **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Strong: One **Drow House Captain** (MToF pg. 184) (Zhora), one **Drow Mage** (MM pg. 129), and eight **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Overpowering: One **Drow House Captain** (MToF pg. 184) (Zhora) with 243 HP, one **Drow Mage** (MM pg. 129), and six **Drow Elite Warriors** (MM pg. 128)

The Vast Oblivium

Audience with Karazikar:

Feeble: One **Beholder (in lair)** (MM pg. 28) (Karazikar) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs - Shedrak only covers Karazikar, as the beholder is overconfident and does not believe it needs assistance

Very Very Weak: One **Beholder** (MM pg. 28) (Karazikar) - Shedrak only covers Karazikar, as the beholder is overconfident and does not believe it needs assistance

Very Weak: One **Beholder** (MM pg. 28) (Karazikar) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs - Shedrak only covers Karazikar, as the beholder is overconfident and does not believe it needs assistance

Weak: One **Beholder** (MM pg. 28) (Karazikar) with 95 HP and one **Mage** (MM pg. 347) (Shedrak) with the edits found on OotA pg. 176

Normal: One **Beholder (in lair)** (MM pg. 28) (Karazikar) and one **Mage** (MM pg. 347) (Shedrak) with the edits found on OotA pg. 176

Strong: One **Beholder (in lair)** (MM pg. 28) (Karazikar) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and one **Diviner** (VGtM pg. 213) (Shedrak) with the edits found on OotA pg. 176

Very Strong: One **Death Tyrant (in lair)** (MM pg. 29) (Karazikar) and one **Evoker** (VGtM pg. 214) (Shedrak) with the edits found on OotA pg. 176

Very Very Strong: One **Death Tyrant (in lair)** (MM pg. 29) (Karazikar) with 280 HP, one **Evoker** (VGtM pg. 214) (Shedrak) with the edits found on OotA pg. 176, and three **Orc Blades of Ilneval** (VGtM pg. 183) who have become charmed slaves of the beholder

Overpowering: One **Death Tyrant (in lair)** (MM pg. 29) (Karazikar) with 280 HP, one **Archmage** (MM pg. 342) (Shedrak) with the edits found on OotA pg. 176, and four **Orc Blades of Ilneval** (VGtM pg. 183) who have become charmed slaves of the beholder

NPCs:

The following NPCs can be found in this area:

49 **Commoners** (MM pg. 345) of varying races who function roughly as level 0 characters

9 total **Drow** (MM pg. 128) of varying sexes who function roughly as level 1 characters

5 **Deep Gnomes** (MM pg. 164) who function roughly as level 2 characters

23 **Goblins** (MM pg. 166) who function roughly as level 1 characters

15 **Orogs** (MM pg. 247) who function roughly as level 5 characters

Chapter 14: The Labyrinth

Analysis: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. Something important to note is that this point (in my opinion) marks the point when the encounters become lackluster in terms of difficulty. Due to that, I will actually be increasing the encounter's difficulty if I perceive it as too easy. At any rate...

Feeble is 3 level 10 players

Very Very Weak is 3 level 11 players

Very Weak is going to be 3 level 12s

Weak is 4 level 12s

the norm is 5 level 12s

Strong is going to be 5 level 13 players

Very Strong is 5 level 14 players

Very Very Strong, is going to be 6 level 14s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 13 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Behir:

Feeble: One **The Lonely** (MToF pg. 232) with 60 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Behir** (MM pg. 25) with 84 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Froghemoth** (VGtM pg. 145) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Froghemoth** (VGtM pg. 145)

Normal: One **Behir** (MM pg. 25)

Strong: One **Froghemoth** (VGtM pg. 145) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Behir** (MM pg. 25) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **The Angry** (MToF pg. 231) with 360 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: One **Purple Worm** (MM pg. 255) with 370 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Flumphs - Mind Flayer Combat:

Feeble: One **Mind Flayer Arcanist** (MM pg. 222)

Very Very Weak: One **Ulitharid** (VGtM pg. 175)

Very Weak: One **Ulitharid** (VGtM pg. 175) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Mind Flayer** (MM pg. 222) and 2d2 **Quaggoths** (MM pg. 256)

Normal: One **Mind Flayer** (MM pg. 222) and 2d4 **Quaggoths** (MM pg. 256)

Strong: One **Mind Flayer** (MM pg. 222) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Quaggoths** (MM pg. 256)

Very Strong: One **Mind Flayer** (MM pg. 222) and 2d4 **Quaggoth Thonots** (MM pg. 256)

Very Very Strong: One **Ulitharid** (VGtM pg. 175) with 190 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Quaggoth Thonots** (MM pg. 256)

Overpowering: One **Alhoon** (VGtM pg. 172), 1d4 **Orc Blades of Ilneval** (VGtM pg. 183) with 88 HP, and 1d4 **Orc War Chiefs** (MM pg. 246) with 132 HP

Gnoll Pack:

NOTE: Future instances of this encounter do not include Kurr. In addition, a Gnoll Fang who doesn't fight and ten Gnolls is an incredibly easy encounter. Therefore I've replaced all of the standard Gnolls with Gnoll Pack Lords.

NOTE 2: Kurr is a **Gnoll Fang of Yeenoghu** (MM pg. 163) with the slight personality changes on OotA pg. 179-180 who functions roughly as a level 8 character

Feeble: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and four **Gnoll Pack Lords** (MM pg. 163) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and six **Gnoll Pack Lords** (MM pg. 163)

Very Weak: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and six **Gnoll Pack Lords** (MM pg. 163) with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and eight **Gnoll Pack Lords** (MM pg. 163)

Normal: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and ten **Gnoll Pack Lords** (MM pg. 163)

Strong: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and ten **Gnoll Pack Lords** (MM pg. 163) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and eleven **Gnoll Pack Lords** (MM pg. 163) with 24 HP

Very Very Strong: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and thirteen **Gnoll Pack Lords** (MM pg. 163) with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: One **Gnoll Fang of Yeenoghu** (MM pg. 163) (Kurr) and fifteen **Gnoll Pack Lords** (MM pg. 163)

Grells Cloakers:

NOTE: Grells are a pushover at this level, but Cloakers can be an intriguing foe. They would most likely be hiding, so that anyone with less than a 15 passive wisdom (Perception) would be surprised.

Feeble: One **Cloaker** (MM pg. 41) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws and Saving Throw DCs

Very Very Weak: 1d2 **Cloakers** (MM pg. 41)

Very Weak: 1d3 **Cloakers** (MM pg. 41)

Weak: 1d4 **Cloakers** (MM pg. 41) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Cloakers** (MM pg. 41)

Strong: 1d4 **Cloakers** (MM pg. 41) with 117 HP

Very Strong: 2d3-1 **Cloakers** (MM pg. 41)

Very Very Strong: 2d3 **Cloakers** (MM pg. 41) with 117 HP

Overpowering: 2d4 **Cloakers** (MM pg. 41)

Hezrous:

Feeble: One **Hezrou** (MM pg. 60) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d3 **Armanites** (MToF pg. 131)

Very Weak: 1d3+1 **Barlguras** (MM pg. 56)

Weak: 1d4 **Hezrous** (MM pg. 60) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Hezrous** (MM pg. 60)

Strong: 1d3+1 **Armanites** (MToF pg. 131) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 2d4+1 **Barlguras** (MM pg. 56)

Very Very Strong: 1d3+1 **Glabrezus** (MM pg. 58) with 225 HP

Overpowering: 2d4 **Hezrous** (MM pg. 60)

Manes Maw Demons:

NOTE: Maw demons are similarly mindless, like manes, but they are a tad bit more challenging. This way, the players still get the satisfaction of clearing through a bunch of enemies like they are butter, but it doesn't feel like they're literally butter.

Feeble: 2d10 **Maw Demons** (VGtM pg. 137)

Very Very Weak: 4d6 **Maw Demons** (VGtM pg. 137)

Very Weak: 3d8+1 **Maw Demons** (VGtM pg. 137)

Weak: 4d8 **Maw Demons** (VGtM pg. 137)

Normal: 4d10 **Maw Demons** (VGtM pg. 137)

Strong: 5d10-2 **Maw Demons** (VGtM pg. 137)

Very Strong: 5d10+1 **Maw Demons** (VGtM pg. 137)

Very Very Strong: 4d10-2 **Rutterkin** (MToF pg. 136)

Overpowering: 4d10+1 **Rutterkin** (MToF pg. 136)

Minotaurs:

Feeble: 1d3 **Minotaurs** (MM pg. 223) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d4 **Minotaurs** (MM pg. 223)

Very Weak: 2d3-1 **Minotaurs** (MM pg. 223)

Weak: 2d3 **Minotaurs** (MM pg. 223)

Normal: 2d4 **Minotaurs** (MM pg. 223)

Strong: 2d4 **Minotaurs** (MM pg. 223) with 114 HP

Very Strong: 3d3 **Minotaurs** (MM pg. 223)

Very Very Strong: 3d4 **Minotaurs** (MM pg. 223)

Overpowering: 4d3+1 **Minotaurs** (MM pg. 223)

Quaggoths:

Feeble: 1d3 **Quaggoths** (MM pg. 256) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: 2d3 **Quaggoths** (MM pg. 256)

Very Weak: 2d4 **Quaggoths** (MM pg. 256)

Weak: 1d12 **Quaggoths** (MM pg. 256)

Normal: 2d6 **Quaggoths** (MM pg. 256)

Strong: 2d6 **Quaggoths** (MM pg. 256) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: 2d8 **Quaggoths** (MM pg. 256)

Very Very Strong: 1d3+1 **Quaggoth Thonots** (MM pg. 256) with a +2 to Attack Rolls, Ability

Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d6 **Quaggoths** (MM pg. 256)

Overpowering: 1d3 **Quaggoth Thonots** (MM pg. 256) and 2d8 **Quaggoths** (MM pg. 256)

Adamantine Tower

Gargoyles Galeb Duhrs:

NOTE: These are Galeb Duhrs who have morphed into the shape of Gargoyles, this will probably provide some shock for the players, who would normally be expecting... well... gargoyles. They animate boulders to fight for them on the ground instead of fighting themselves (since they're perched atop the tower). This is not for the Very Very Strong / Overpowering difficulties though.

Feeble: Two **Galeb Duhrs** (MM pg. 139) - Two "Gargoyles" don't animate

Very Very Weak: Two **Galeb Duhrs** (MM pg. 139) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs - Two "Gargoyles" don't animate

Very Weak: Three **Galeb Duhrs** (MM pg. 139) with 54 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs - One "Gargoyle" doesn't animate

Weak: Four **Galeb Duhrs** (MM pg. 139) with 54 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Four **Galeb Duhrs** (MM pg. 139)

Strong: Four **Galeb Duhrs** (MM pg. 139) with 117 HP

Very Strong: Four **Galeb Duhrs** (MM pg. 139) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Giant Four-Armed Gargoyles** (ToA pg. 221) - One Gargoyle doesn't animate

Overpowering: Four **Giant Four-Armed Gargoyles** (ToA pg. 221)

Second Floor:

NOTE: Shadow Demons are cool and all, but they're such a pushover by this point (really at mid-late T2 they're a pushover). Therefore I'm replacing them with similarly stealthy creatures, but ones who are a bit... different. For the Shadow Assassins creatures with a passive wisdom (Perception) of less than 18-22 (depending on the modifications) are surprised, while for the Nabassu, they're just staking out the tower.

Feeble: One **Shadow Assassin** (DDAL08-09 Fangs and Frogs pg. 14) with 117 HP

Very Very Weak: One **Shadow Assassin** (DDAL08-09 Fangs and Frogs pg. 14) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: Two **Shadow Assassins** (DDAL08-09 Fangs and Frogs pg. 14) with 39 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **Shadow Assassins** (DDAL08-09 Fangs and Frogs pg. 14) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Two **Shadow Assassins** (DDAL08-09 Fangs and Frogs pg. 14)

Strong: Two **Shadow Assassins** (DDAL08-09 Fangs and Frogs pg. 14) with 117 HP

Very Strong: Two **Shadow Assassins** (DDAL08-09 Fangs and Frogs pg. 14) with 117 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Two **Nabassu** (MToF pg. 135) with 120 HP

Overpowering: Two **Nabassu** (MToF pg. 135), both ate a 5 hit die creature three days ago (so that they do an additional 1d6 damage on each attack)

Spiral of the Horned King

NOTE: Gash is a **Gnoll** (MM pg. 163) with changes on OotA pg. 181 who functions roughly as a level 1 character until he is healed, which allows for him to function as a level 2 character

Gnoll Pack:

NOTE: I will just be using the previous encounter again, just without Kurr. It's simple enough (as 5 gnolls is *not* a challenge).

Feeble: Four **Gnoll Pack Lords** (MM pg. 163) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: Six **Gnoll Pack Lords** (MM pg. 163)

Very Weak: Six **Gnoll Pack Lords** (MM pg. 163) with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Eight **Gnoll Pack Lords** (MM pg. 163)

Normal: Ten **Gnoll Pack Lords** (MM pg. 163)

Strong: Ten **Gnoll Pack Lords** (MM pg. 163) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: Eleven **Gnoll Pack Lords** (MM pg. 163) with 24 HP

Very Very Strong: Thirteen **Gnoll Pack Lords** (MM pg. 163) with 73 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Overpowering: Fifteen **Gnoll Pack Lords** (MM pg. 163)

Minotaurs:

NOTE: Similar to the Gnoll encounter, I'll be using the minotaur encounter found earlier in this chapter (as 3.5 minotaurs isn't really a suitable encounter for players of this level [on that note, neither is 5, but it's better...]).

Feeble: 1d3 **Minotaurs** (MM pg. 223) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d4 **Minotaurs** (MM pg. 223)

Very Weak: 2d3-1 **Minotaurs** (MM pg. 223)

Weak: 2d3 **Minotaurs** (MM pg. 223)

Normal: 2d4 **Minotaurs** (MM pg. 223)

Strong: 2d4 **Minotaurs** (MM pg. 223) with 114 HP

Very Strong: 3d3 **Minotaurs** (MM pg. 223)

Very Very Strong: 3d4 **Minotaurs** (MM pg. 223)

Overpowering: 4d3+1 **Minotaurs** (MM pg. 223)

Filthriddens

Grisha's Greeting:

NOTE: This just doesn't really scream "Yeenoghu Cult" enough for me, so I'm replacing the Ghouls with Maw Demons (servants of Yeenoghu [and yes, I get that Ghouls represent unending hunger as well, it just fits a *tad* bit better since VGtM wasn't out at the time]), and I'm using the Cult aspects from Mordenkainen's Tome of Foes (for the sake of this, Aura of Bloodthirst also allows targets to take the bite action as a bonus action if they have rampage).

Feeble: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), and four **Maw Demons** (VGtM pg. 137) released by ten **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Very Very Weak: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Very Weak: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137), and two **Maw Demons** (VGtM pg. 137) released by three **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Weak: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137), and three **Maw Demons** (VGtM pg. 137) released by five **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Normal: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137), and four **Maw Demons** (VGtM pg. 137) released by eight **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Strong: One **Grisha** (OotA pg. 232) with Yeenoghu's boons (+3 STR and DEX, -3 INT and CHA; *Tasha's Hideous Laughter* instead of *Shield of Faith*, *Crown of Madness* instead of *Magic Weapon*, and *Fear* instead of *Bestow Curse*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137) with 165 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Maw Demons** (VGtM pg. 137) released by eight **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Very Strong: One **Warlock of the Fiend** (VGtM pg. 219) (Grisha) with 39 HP, a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, a +1 Flail and Yeenoghu's boons (*Tasha's Hideous Laughter* instead of *Burning Hands*, *Crown of Madness* instead of *Suggestion*, and *Fear* instead of *Magic Circle*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137) with 55 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and four **Maw Demons** (VGtM pg. 137) released by eight **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Very Very Strong: One **Warlock of the Fiend** (VGtM pg. 219) (Grisha) with 39 HP, a -2 to

Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, a +1 Flail and Yeenoghu's boons (*Tasha's Hideous Laughter* instead of *Burning Hands*, *Crown of Madness* instead of *Suggestion*, and *Fear* instead of *Magic Circle*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137) with 55 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and five **Maw Demons** (VGtM pg. 137) released by twelve **Cultists** (MM pg. 345) with Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

Overpowering: One **Warlock of the Fiend** (VGtM pg. 219) (Grisha) with 117 HP, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, a +1 Flail and Yeenoghu's boons (*Tasha's Hideous Laughter* instead of *Burning Hands*, *Crown of Madness* instead of *Suggestion*, and *Fear* instead of *Magic Circle*; and the **Aura of Bloodthirst** ability [see MToF pg. 31]), when Grisha is slain, his blood morphs into a **Shoosuva** (VGtM pg. 137), and four **Maw Demons** (VGtM pg. 137) released by seven **Cult Fanatics** (MM pg. 345) with 16 HP and Yeenoghu's boons (+2 STR and DEX, -2 INT and CHA; and both the **Gnashing Jaws** and **Rampage** abilities [see MToF pg. 31])

March to Nowhere

Modrons:

NOTE: This is not intended to be a fight, but my only encounter edit is actually to add some duodrones since modrons can only comprehend those who are a rank below or above them... so it'd be kinda weird if there's only monodrones and a tridrone...

Yeenoghu's Hunt

Remaining Gnolls:

NOTE: Let's have some interesting things happen as a result of them devouring Yeenoghu's prey, to play up the aspect that Yeenoghu is transforming the Gnolls into something much more dangerous. They originally all start off as Gnolls and a Pack Lord though.

Feeble: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and five **Gnoll Pack Lords** (MM pg. 163)

Very Very Weak: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and six **Gnoll Pack Lords** (MM pg. 163) with 24 HP

Very Weak: One **Flind** (VGtM pg. 153) with 75 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and four **Gnoll Pack Lords** (MM pg. 163)

Weak: One **Flind** (VGtM pg. 153) and five **Gnoll Pack Lords** (MM pg. 163) with 73 HP

Normal: One **Flind** (VGtM pg. 153) and four **Gnoll Fangs of Yeenoghu** (MM pg. 163)

Strong: One **Flind** (VGtM pg. 153) and five **Gnoll Fangs of Yeenoghu** (MM pg. 163)

Very Strong: One **Flind** (VGtM pg. 153) with 180 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and eight **Gnoll Pack Lords** (MM pg. 163)

Very Very Strong: One **Flind** (VGtM pg. 153) with 180 HP and eight **Gnoll Fangs of Yeenoghu** (MM pg. 163)

Overpowering: One **Flind** (VGtM pg. 153) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and eight **Gnoll Pack Lords** (MM pg. 163) with 97 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

The Maze Engine

*Slaughtertusk*horn:

NOTE: A Nalfeshnee is a rather easy solo guardian for most groups, and this was placed by BAPHOMET! Let's get some awesome minotaur symbolism here. Therefore, I'll be replacing Slaughtertusk with Slaughterhorn, a Goristo (the players will have most likely just seen a Goristo and retrieved the heart, this helps them realize that they're getting closer to the level of the Demon Lords [as they'll be going up against one in a couple chapters]). Also because Baphomet is bestial prowess embodied, Slaughterhorn fights to the death.

Feeble: One **Goristo** (MM pg. 59) (Slaughterhorn) with 184 HP and disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throw DCs (-4)

Very Very Weak: One **Goristo** (MM pg. 59) (Slaughterhorn) with disadvantage on Attack Rolls, Ability Checks, Damage Rolls (-4), Saving Throws, and Saving Throws DCs (-4)

Very Weak: One **Goristo** (MM pg. 59) (Slaughterhorn) with 184 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Goristo** (MM pg. 59) (Slaughterhorn) with 184 HP

Normal: One **Goristo** (MM pg. 59) (Slaughterhorn)

Strong: One **Goristo** (MM pg. 59) (Slaughterhorn) with 437 HP

Very Strong: One **Goristo** (MM pg. 59) (Slaughterhorn) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Goristo** (MM pg. 59) (Slaughterhorn) who lets out a roar that summons two **Minotaurs** (MM pg. 223) from within the labyrinth at the start of the second round

Overpowering: One **Goristo** (MM pg. 59) (Slaughterhorn) who lets out a roar that summons two **Minotaurs** (MM pg. 223) from within the labyrinth at the start of the second round, two at the start of the third round, and one at the start of the fourth round.

Mephitis Elemental Madness:

NOTE: Magma Mephits are cool... but they're not very challenging. Therefore, I'll be using straight on Fire Elementals. This edit is for each time that mephits would normally appear.

Feeble: One **Azer** (MM pg. 22) made of fiery stone and lava for seven rounds

Very Very Weak: Two **Azers** (MM pg. 22) made of fiery stone and lava with 20 HP for five rounds

Very Weak: One **Fire Elemental** (MM pg. 125) with 51 HP every other round for eight rounds (2, 4, 6, 8)

Weak: One **Fire Elemental** (MM pg. 125) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws for six rounds

Normal: One **Fire Elemental** (MM pg. 125) for six rounds

Strong: One **Fire Elemental** (MM pg. 125) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws for six rounds

Very Strong: One **Fire Elemental** (MM pg. 125) with 153 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws for six rounds

Very Very Strong: Two **Fire Elementals** (MM pg. 125) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws every other round for four rounds (2, 4, 6, 8)

Overpowering: Two **Fire Elementals** (MM pg. 125) with 153 HP for five rounds

Chapter 15: The City of Spiders

Analysis: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. Something important to note is that this point (in my opinion) marks the point when the encounters become lackluster in terms of difficulty. Due to that, I will actually be increasing the encounter's difficulty if I perceive it as too easy. At any rate...

Feeble is 3 level 11 players

Very Very Weak is 3 level 12 players

Very Weak is going to be 3 level 13s

Weak is 4 level 13s

the norm is 5 level 13s

Strong is going to be 5 level 14 players

Very Strong is 5 level 15 players

Very Very Strong, is going to be 6 level 15s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 14 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Other Routes

Drow Patrol A:

NOTE: Given that in order to not be seen by the frontmost scouts the party cannot have any light (as that would give them away) and then have a passive wisdom (Perception) of 21 AND Darkvision 120 ft. (since darkvision turns darkness to dim light, which leads to a -5 to passive wisdom (Perception)).

NOTE 2: It is assumed that the Giant Riding Lizards act as dependent mounts

Feeble: One **Drow Elite Warrior** (MM pg. 128), one Drow **Enchanter** (VGtM pg. 213) with 20 HP, two Drow **Scouts** (MM pg. 349), mounted on **Giant Riding Lizards** (OotA pg. 131), and five **Drow** (MM pg. 128)

Very Very Weak: One **Drow Elite Warrior** (MM pg. 128), one Drow **Enchanter** (VGtM pg. 213) with 20 HP, two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and seven **Drow** (MM pg. 128)

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

(VGtM pg. 213), two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and nine **Drow** (MM pg. 128)

Weak: One **Drow Elite Warrior** (MM pg. 128), one Drow **Enchanter** (VGtM pg. 213), two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and fifteen **Drow** (MM pg. 128)

Normal: One **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and sixteen **Drow** (MM pg. 128)

Strong: One **Drow Mage** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Elite Warrior** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, three Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and sixteen **Drow** (MM pg. 128)

Very Strong: One **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and six **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Strong: One **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128) with 106 HP, two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and eight **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Overpowering: One **Drow House Captain** (MToF pg. 184), one **Drow Mage** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, two Drow **Scouts** (MM pg. 349) mounted on **Giant Riding Lizards** (OotA pg. 131), and seven **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Drow Patrol B:

NOTE: Just run this normally, the three-way battle aspect makes things incredibly weird and complex.

Drow Patrol C:

NOTE: See the encounter edits below the following for information regarding the added slaves.

Feeble: One **Drow Mage** (MM pg. 129)

Very Very Weak: One **Drow Mage** (MM pg. 129)

Very Weak: One **Drow Mage** (MM pg. 129) and 1d3 **Drow** (MM pg. 128)

Weak: One **Drow Mage** (MM pg. 129) and 2d4 **Drow** (MM pg. 128)

Normal: One **Drow Mage** (MM pg. 129) and 2d4 **Drow** (MM pg. 128)

Strong: One **Drow Mage** (MM pg. 129) and 1d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: One **Drow Mage** (MM pg. 129) and one **Drow Elite Recruit** (DDAL05-11 Forgotten Traditions pg. 27), 2d3 **Drow** (MM pg. 128)

Very Very Strong: One **Drow Mage** (MM pg. 129) and 2d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Drow Mage** (MM pg. 129), 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Prisoners: Feeble / Very Very Weak / Very Weak / Weak / Normal / Strong / Very Strong / Very Very Strong / Overpowering

Derro (MToF pg. 158), *Goblins* (MM pg. 166), or *Orcs* (MM pg. 246): 2d4 / 3d3 / 1d12 / 2d6+1 / 3d6 / 3d6 / 2d10 / 4d6 / 3d10

Quaggoths (MM pg. 256): 2d3 / 2d4 / 2d4 / 1d12 / 2d6 / 4d3 / 2d8 / 2d10 / 3d8-1

Trolls (MM pg. 291): 1d3 / 1d3 / 1d4 / 1d3+1 / 1d6 / 2d3 / 1d8 / 3d3 / 1d12

Drow Patrol D:

NOTE: This encounter is rather... challenging when compared to all of the other fights. I would highly emphasize that the opponents the heroes are facing are rather strong. It's T3 so it'll be beatable, I'm just saying that comparatively, this is most certainly the strongest patrol of the four.

NOTE 2: I assume that the Giant Riding Lizards act as dependent mounts.

Feeble: One **Drow Mage** (MM pg. 129) riding a **Stone Defender** (MToF pg. 126) shaped like a spider, escorted by 2d3-1 **Drow Elite Warrior** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: One **Drow Mage** (MM pg. 129) riding a **Stone Defender** (MToF pg. 126) shaped like a spider, escorted by 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: One **Stone Golem** (MM pg. 170) shaped like a spider carrying a **Drow Mage** (MM pg. 129) with 22 HP, escorted by 2d3 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: One **Stone Golem** (MM pg. 170) shaped like a spider carrying a **Drow Mage** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, escorted by 3d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: One **Stone Golem** (MM pg. 170) shaped like a spider carrying a **Drow Mage** (MM pg. 129), escorted by 2d4 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: One **Stone Golem** (MM pg. 170) shaped like a spider carrying a **Drow Mage** (MM pg. 129) with 67 HP, escorted by 3d3 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: One **Stone Golem** (MM pg. 170) shaped like a spider with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs carrying a **Drow Evoker** (VGtM pg. 214), escorted by 3d3 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: One **Drow Arachnomancer** (MToF pg. 182) mounted on a **Stone Golem** (MM pg. 170) shaped like a spider with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, escorted by 1d3 **Drow Priestesses of Lolth** (MM pg. 129) and 2d4 **Drow Elite Warriors** (MM pg. 128) all of whom are mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow Arachnomancer** (MToF pg. 182) mounted on a **Stone Golem** (MM pg. 170) shaped like a spider, escorted by 1d3 **Drow Priestesses of Lolth** (MM pg. 129) and 1d4 **Drow House Captains** (MToF pg. 184) all of whom are mounted on **Giant Riding Lizards** (OotA pg. 131)

The Dark Dominion

Bugbears:*

Feeble: One **Bugbear Chieftain** (MM pg. 33) and 2d3 **Bugbears** (MM pg. 33)

Very Very Weak: 1d3 **Bugbear Chieftains** (MM pg. 33) and 2d2 **Bugbears** (MM pg. 33)

Very Weak: 2d3-1 **Bugbear Chieftains** (MM pg. 33)

Weak: 2d4-1 **Bugbear Chieftains** (MM pg. 33)

Normal: 2d4 **Bugbear Chieftains** (MM pg. 33)

Strong: 2d4 **Bugbear Chieftains** (MM pg. 33) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: 3d3 **Bugbear Chieftains** (MM pg. 33)

Very Very Strong: 3d4 **Bugbear Chieftains** (MM pg. 33)

Overpowering: 3d4 **Bugbear Chieftains** (MM pg. 33) with 97 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Clandestine Meeting:*

Feeble: One **Drow Elite Warrior** (MM pg. 128) and 1d3-1 **Bugbears** (MM pg. 33)

Very Very Weak: One **Drow Elite Warrior** (MM pg. 128) and 1d4-1 **Bugbears** (MM pg. 33)

Very Weak: One **Drow Elite Warrior** (MM pg. 128) and 1d3 **Bugbears** (MM pg. 33)

Weak: One **Drow Mage** (MM pg. 129) and 1d4-1 **Bugbears** (MM pg. 33)

Normal: One **Drow Mage** (MM pg. 129) and 1d4-1 **Bugbear Chieftains** (MM pg. 33)

Strong: One **Drow Mage** (MM pg. 129) and 1d3 **Bugbear Chieftains** (MM pg. 33) with 32 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: One **Drow Mage** (MM pg. 129) and 1d3 **Bugbear Chieftains** (MM pg. 33)

Very Very Strong: One **Drow House Captain** (MToF pg. 184) and 1d3+1 **Bugbear Chieftains** (MM pg. 33)

Overpowering: One **Drow House Captain** (MToF pg. 184) and 2d3 **Bugbear Chieftains** (MM pg. 33) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Additional Members: The additions are not scaled but the following replacements should be used instead.

Duergar Alchemist: Use the **Duergar Xarron** (MToF pg. 193) stat-block instead

Duergar Spy: Use the **Duergar Spy** (TftYP pg. 234) stat-block instead

Driders:

NOTE: Each of the driders has a 25% chance to be a spellcasting variant (see MM pg. 120)

Feeble: 1d4-1 **Driders** (MM pg. 120)

Very Very Weak: 1d3 **Driders** (MM pg. 120) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d3 **Driders** (MM pg. 120)

Weak: 1d3 **Driders** (MM pg. 120) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Driders** (MM pg. 120)

Strong: 2d3-1 **Driders** (MM pg. 120) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 2d3-1 **Driders** (MM pg. 120)

Very Very Strong: 2d3 **Driders** (MM pg. 120) with 182 HP

Overpowering: 2d4 **Driders** (MM pg. 120)

Drow Patrol*:

Feeble: One **Drow Elite Warrior** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4+1 **Drow** (MM pg. 128)

Very Very Weak: One **Drow Elite Warrior** (MM pg. 128) and 1d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Drow Elite Warrior** (MM pg. 128) and 1d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Drow Elite Warrior** (MM pg. 128) and 1d3+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Normal: One **Drow Elite Warrior** (MM pg. 128) and 2d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Strong: One **Drow Elite Warrior** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: One **Drow Elite Warrior** (MM pg. 128) with advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4) and 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Strong: One **Drow House Captain** (MToF pg. 184) and 2d3 **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and 2d4 **Drow Elite Warriors** (MM pg. 128)

Goblins - Mind Flayer Hideout:

Feeble: One **Mind Flayer** (MM pg. 222) with 106 HP and its pet **Intellect Devourer** (MM pg. 191)

Very Very Weak: One **Mind Flayer** (MM pg. 222) and its pet **Mindwitnesses** (VGtM pg. 176)

Very Weak: One **Mind Flayer** (MM pg. 222) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and its pet **Mindwitness** (VGtM pg. 176)

Weak: 1d3 **Mind Flayers** (MM pg. 222) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Mind Flayers** (MM pg. 222)

Strong: 1d3 **Rogue Thoughts** (DDEX03-13 Writhing in the Dark pg. 16)

Very Strong: 1d4 **Mind Flayer Arcanists** (MM pg. 222)

Very Very Strong: 1d6 **Mind Flayer Arcanists** (MM pg. 222)

Overpowering: 2d3 **Mind Flayer Arcanists** (MM pg. 222)

Intellect Devourers*:

Feeble: 2d3 **Intellect Devourers** (MM pg. 191)

Very Very Weak: 2d4 **Intellect Devourers** (MM pg. 191) with 12 HP

Very Weak: 2d4 **Intellect Devourers** (MM pg. 191)

Weak: 3d3 **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 2d6 **Intellect Devourers** (MM pg. 191)

Strong: 2d6+1 **Intellect Devourers** (MM pg. 191)

Very Strong: 2d6+1 **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Mindwitness** (VGtM pg. 176) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who flies down when the 2d6 **Intellect Devourers** (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs attack

Overpowering: 1d3 **Mindwitness** (VGtM pg. 176) who fly down when the 2d6 **Intellect Devourers** (MM pg. 191) with 30 HP attack

The Bazaar

Drow Patrol:*

NOTE: I assume that the Giant Riding Lizards are dependent mounts so they do not really factor into the encounter.

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: Three **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Drow Patrol - Reinforcements:*

Feeble: One **Giant Spider** (MM pg. 328) and 1d3+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Weak: 1d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and 3d3 **Giant Spiders** (MM pg. 328)

Very Weak: 1d3 **Giant Spiders** (MM pg. 328) and 2d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Weak: 1d3 **Giant Spiders** (MM pg. 328) and 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Normal: 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and 2d4 **Giant Spiders** (MM pg. 328)

Strong: 1d3 **Drow Elite Warriors** (MM pg. 128), 2d3-1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and 1d3+1 **Giant Spiders** (MM pg. 328)

Very Strong: 2d4-1 **Drow Elite Warriors** (MM pg. 128) and 2d4 **Giant Spiders** (MM pg. 328)

Very Very Strong: 2d4 **Drow Elite Warriors** (MM pg. 128) and 2d4 **Phase Spiders** (MM pg. 334)

Overpowering: One **Drow House Captain** (MToF pg. 184) 2d3-1 **Drow Elite Warriors** (MM pg. 128), and 2d4+1 **Phase Spiders** (MM pg. 334)

The Braeryn

Bugbears:*

Feeble: One **Bugbear Chieftain** (MM pg. 33) and 2d3 **Bugbears** (MM pg. 33)

Very Very Weak: 1d3 **Bugbear Chieftains** (MM pg. 33) and 2d2 **Bugbears** (MM pg. 33)

Very Weak: 2d3-1 **Bugbear Chieftains** (MM pg. 33)

Weak: 2d4-1 **Bugbear Chieftains** (MM pg. 33)

Normal: 2d4 **Bugbear Chieftains** (MM pg. 33)

Strong: 2d4 **Bugbear Chieftains** (MM pg. 33) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Strong: 3d3 **Bugbear Chieftains** (MM pg. 33)

Very Very Strong: 3d4 **Bugbear Chieftains** (MM pg. 33)

Overpowering: 3d4 **Bugbear Chieftains** (MM pg. 33) with 97 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Drow Adolescents:*

Feeble: 2d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Weak: 2d4+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Weak: 2d4+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: 2d6+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Normal: 1d6+6 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Strong: 2d6+3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: 2d6 **Drow Elite Warriors** (MM pg. 128)

Very Very Strong: 4d6 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Overpowering: 2d6+3 **Drow Elite Warriors** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Giant Wolf (Phase) Spiders*:

Feeble: 2d4 **Phase Spiders** (MM pg. 334)

Very Very Weak: 3d3 **Phase Spiders** (MM pg. 334)

Very Weak: 3d4-1 **Phase Spiders** (MM pg. 334)

Weak: 3d4 **Phase Spiders** (MM pg. 334)

Normal: 3d6-1 **Phase Spiders** (MM pg. 334)

Strong: 2d8+1 **Phase Spiders** (MM pg. 334) with 48 HP

Very Strong: 3d6 **Phase Spiders** (MM pg. 334)

Very Very Strong: 3d4-2 **Driders** (MM pg. 120)

Overpowering: 2d6 **Driders** (MM pg. 120)

Svirfneblin Lure*:

Feeble: 2d3 **Intellect Devourers** (MM pg. 191)

Very Very Weak: 2d4 **Intellect Devourers** (MM pg. 191) with 12 HP

Very Weak: 2d4 **Intellect Devourers** (MM pg. 191)

Weak: 3d3 **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 2d6 **Intellect Devourers** (MM pg. 191)

Strong: 2d6+1 **Intellect Devourers** (MM pg. 191)

Very Strong: 2d6+1 **Intellect Devourers** (MM pg. 191) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Mindwitness** (VGtM pg. 176) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs who enters from behind when the 2d6 **Intellect Devourers** (MM pg. 191) with 30 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs attack

Overpowering: 1d3 **Mindwitness** (VGtM pg. 176) who enter down when the 2d6 **Intellect Devourers** (MM pg. 191) with 30 HP attack

Donigarten

Drow Patrol*:

NOTE: I assume that the Giant Riding Lizards are dependent mounts so they do not really factor into the encounter.

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: Three **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Giant Wolf (Phase) Spiders*:

Feeble: 1d4 **Phase Spiders** (MM pg. 334)

Very Very Weak: 1d3+1 **Phase Spiders** (MM pg. 334)

Very Weak: 1d4+1 **Phase Spiders** (MM pg. 334)

Weak: 2d3 **Phase Spiders** (MM pg. 334)

Normal: 1d8 **Phase Spiders** (MM pg. 334)

Strong: 2d4 **Phase Spiders** (MM pg. 334) with 48 HP

Very Strong: 1d10 **Phase Spiders** (MM pg. 334)

Very Very Strong: 1d4 **Driders** (MM pg. 120)

Overpowering: 1d6 **Driders** (MM pg. 120)

Duthcloim

Drow Foot Patrol*:

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128)
Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Normal: Three **Drow Elite Warriors** (MM pg. 128)
Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128)
Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128)

Drow Priestess of Lolth:

Feeble: One **Drow Priestess of Lolth** (MM pg. 129) and 2d4 **Drow** (MM pg. 128)
Very Very Weak: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Elite Recruit** (DDAL05-11 Forgotten Traditions pg. 27), and 2d3 **Drow** (MM pg. 128)
Very Weak: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), and 2d3 **Drow** (MM pg. 128)
Weak: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), and 1d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Normal: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), and 2d3 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Strong: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), and 2d6 **Drow** (MM pg. 128)
Very Strong: One **Drow Priestess of Lolth** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Mage** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, one **Drow Elite Warrior** (MM pg. 128), and 1d3+1 **Drow Elite Recruit** (DDAL05-11 Forgotten Traditions pg. 27)
Very Very Strong: One **Drow Priestess of Lolth** (MM pg. 129), one **Drow Mage** (MM pg. 129), one **Drow Elite Warrior** (MM pg. 128), and 2d4+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)
Overpowering: One **Drow House Captain** (MToF pg. 184), one **Drow Priestess of Lolth** (MM pg. 129), one **Drow Mage** (MM pg. 129), and 1d10 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Spider Nest*:

Feeble: One **Phase Spider** (MM pg. 334)
Very Very Weak: 1d2 **Phase Spiders** (MM pg. 334)

Very Weak: 1d3 **Phase Spiders** (MM pg. 334)
Weak: 1d3 **Phase Spiders** (MM pg. 334)
Normal: 1d4 **Phase Spiders** (MM pg. 334)
Strong: 2d2 **Phase Spiders** (MM pg. 334) with 48 HP
Very Strong: 1d3+1 **Phase Spiders** (MM pg. 334)
Very Very Strong: 1d2 **Driders** (MM pg. 120)
Overpowering: 1d3 **Driders** (MM pg. 120)

Statue of Lolth: I would recommend instead having the statue cast a *Bestow Curse* spell at a high level (roll 2d3+3 for the level, DC 2d3+14) and then choose whichever effect seems to fit the character.

Eastmyr

Cult of “Y” - Hideout*:

NOTE: All of the Cultists from the original battle become **Cult Fanatics** (MM pg. 345), it's still not a challenging encounter, but it does help them not to just be fireballed into oblivion immediately. In addition, within the hideout, all of the humanoids gain a +1 to Charisma and Strength and the Two Minds of Madness (MToF pg. 30). Note that the Warlocks should theoretically have a 9th level mystic arcanum so feel free to give them *foresight* or something similar.

Feeble: One **Draegloth** (VGtM pg. 141) and 2d4 **Cult Fanatics** (MM pg. 345)
Very Very Weak: 1d4 **Shadow Demons** (MM pg. 64) and 2d4 **Cult Fanatics** (MM pg. 345)
Very Weak: 1d3 **Draegloths** (VGtM pg. 141) and 1d6 **Cult Fanatics** (MM pg. 345)
Weak: 1d3 **Draegloths** (VGtM pg. 141) and 2d4 **Cult Fanatics** (MM pg. 345)
Normal: 1d4 **Draegloths** (VGtM pg. 141) and 2d4 **Cult Fanatics** (MM pg. 345)
Strong: 1d3+1 **Draegloths** (VGtM pg. 141) and 2d3 **Cult Fanatics** (MM pg. 345)
Very Strong: 1d3+1 **Draegloths** (VGtM pg. 141) and 2d6 **Cult Fanatics** (MM pg. 345)
Very Very Strong: 1d3 **Glabrezus** (MM pg. 58), 1d3 **Warlocks of the Fiend** (VGtM pg. 219), and 2d4 **Cult Fanatics** (MM pg. 345)
Overpowering: 1d3 **Glabrezus** (MM pg. 58), 1d4 **Warlocks of the Fiend** (VGtM pg. 219), and 3d3 **Cult Fanatics** (MM pg. 345)

Kyorbblivvin

Black Pudding*:

Feeble: One **Adult Oblex** (MToF pg. 218) with 112 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs which disguises itself as a Drow beckoning on and assuring “safety” if the adventurers follow, only to surprise the heroes in some manner (up to you)

Very Very Weak: One **White Maw** (TftYP pg. 248) with 108 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **White Maw** (TftYP pg. 248) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: One **White Maw** (TftYP pg. 248) with 108 HP

Normal: One **White Maw** (TftYP pg. 248)

Strong: One **White Maw** (TftYP pg. 248) with 325 HP

Very Strong: One **White Maw** (TftYP pg. 248) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Two **White Maws** (TftYP pg. 248) with 108 HP

Overpowering: Two **White Maws** (TftYP pg. 248)

Drow Foot Patrol - Original and First Wave of Reinforcements:

Feeble: 1d4 **Drow Elite Warriors** (MM pg. 128)

Very Very Weak: 1d3+1 **Drow Elite Warriors** (MM pg. 128) with 35 HP

Very Weak: 1d3+1 **Drow Elite Warriors** (MM pg. 128)

Weak: 2d3 **Drow Elite Warriors** (MM pg. 128)

Normal: 2d4 **Drow Elite Warriors** (MM pg. 128)

Strong: 2d4 **Drow Elite Warriors** (MM pg. 128) with 106 HP

Very Strong: 2d4 **Drow Elite Warriors** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Drow House Captain** (MToF pg. 184) with 81 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 3d3 **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow House Captain** (MToF pg. 184) and 3d3 **Drow Elite Warriors** (MM pg. 128)

Drow Foot Patrol - Second Wave of Reinforcements:

NOTE: I assume that the Giant Riding Lizards are dependent mounts so they do not really factor into the encounter.

Feeble: 3d3 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: 1d12 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: 2d6 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: 2d8 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: 3d6 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: 2d10 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: 4d4+2 **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: One **Drow Inquisitor** (MToF pg. 184) and 2d10 **Drow Elite Warriors** (MM pg. 128) all mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow Inquisitor** (MToF pg. 184), one **Drow House Captain** (MToF pg. 184), and 2d10 **Drow Elite Warriors** (MM pg. 128) all mounted on **Giant Riding Lizards** (OotA pg. 131)

Giant Spiders (And Nest)*:

Feeble: One **Phase Spider** (MM pg. 334)

Very Very Weak: 1d2 **Phase Spiders** (MM pg. 334)

Very Weak: 1d3 **Phase Spiders** (MM pg. 334)

Weak: 1d3 **Phase Spiders** (MM pg. 334)

Normal: 1d4 **Phase Spiders** (MM pg. 334)

Strong: 2d2 **Phase Spiders** (MM pg. 334) with 48 HP

Very Strong: 1d3+1 **Phase Spiders** (MM pg. 334)

Very Very Strong: 1d2 **Driders** (MM pg. 120)

Overpowering: 1d3 **Driders** (MM pg. 120)

Gricks*:

Feeble: 1d3 **Grick Alphas** (MM pg. 173) with 37 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Weak: 1d3 **Grick Alphas** (MM pg. 173) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: 1d3 **Grick Alphas** (MM pg. 173)

Weak: 1d3 **Grick Alphas** (MM pg. 173) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: 1d4 **Grick Alphas** (MM pg. 173)

Strong: 1d4 **Grick Alphas** (MM pg. 173) with 112 HP

Very Strong: 2d3-1 **Grick Alphas** (MM pg. 173)

Very Very Strong: 2d3 **Grick Alphas** (MM pg. 173) with 112 HP

Overpowering: 3d2+1 **Grick Alphas** (MM pg. 173)

Hunting Party*:

Feeble: 1d3 **Drow Elite Warriors** (MM pg. 128)

Very Very Weak: 1d4 **Drow Elite Warriors** (MM pg. 128) with 35 HP

Very Weak: 1d4 **Drow Elite Warriors** (MM pg. 128)

Weak: 1d4-1 **Drow Elite Warriors** (MM pg. 128)

Normal: 1d4+2 **Drow Elite Warriors** (MM pg. 128)

Strong: 1d4+2 **Drow Elite Warriors** (MM pg. 128) with 106 HP

Very Strong: 1d4+2 **Drow Elite Warriors** (MM pg. 128) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Drow House Captain** (MTof pg. 184) with 81 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow House Captain** (MTof pg. 184) and 2d4 **Drow Elite Warriors** (MM pg. 128)

Narbondel

Beholder:

Feeble: One **Death Kiss** (VGtM pg. 124) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Beholder** (MM pg. 28) with 95 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Death Kiss** (VGtM pg. 124)

Weak: One **Beholder** (MM pg. 28) with 95 HP

Normal: One **Beholder** (MM pg. 28)

Strong: One **Death Tyrant** (MM pg. 29)

Very Strong: One **Beholder** (MM pg. 28) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Death Kiss** (VGtM pg. 124) and its retinue of two **Gauths** (VGtM pg. 125)

Overpowering: One **Beholder** (MM pg. 28) and its retinue of three **Spectators** (MM pg. 30)

Elite Drow Patrol*:

NOTE: I assume that the Giant Riding Lizards are dependent mounts so they do not really factor into the encounter.

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: Three **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow House Captain** (MTof pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Noble Entourage*:

Feeble: One **Succubus/Incubus** (MM pg. 285) and three **Veterans** (MM pg. 350)

Very Very Weak: Six **Veterans** (MM pg. 350) with a 25% chance that one of them is a **Succubus/Incubus** (MM pg. 285)

Very Weak: Six **Veterans** (MM pg. 350) with a 25% chance that there is also a **Succubus/Incubus** (MM pg. 285)

Weak: Seven **Veterans** (MM pg. 350) with a 25% chance that there is also a **Succubus/Incubus** (MM pg. 285)

Normal: Eight **Veterans** (MM pg. 350) with a 25% chance that there is also a **Succubus/Incubus** (MM pg. 285)

Strong: One **Succubus/Incubus** (MM pg. 285) and eight **Veterans** (MM pg. 350)

Very Strong: Seven **Veterans** (MM pg. 350) with a 25% chance that one of them is a **Succubus/Incubus** (MM pg. 285)

Very Very Strong: One **Succubus/Incubus** (MM pg. 285) and six **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Succubus/Incubus** (MM pg. 285) and seven **Drow Elite Warriors** (MM pg. 128)

Statue of Lolth: I would recommend instead having the statue cast a *Bestow Curse* spell at a high level (roll 2d3+3 for the level, DC 2d3+14) and then choose whichever effect seems to fit the character.

Qu'ellarz'orl

Elite Drow Patrol*:

NOTE: I assume that the Giant Riding Lizards are dependent mounts so they do not really factor into the encounter.

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Normal: Three **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) mounted on **Giant Riding Lizards** (OotA pg. 131)

Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128) mounted on **Giant Riding Lizards** (OotA pg. 131)

Giant-Wolf (Phase) Spiders*:

Feeble: 2d4 **Phase Spiders** (MM pg. 334)

Very Very Weak: 3d3 **Phase Spiders** (MM pg. 334)

Very Weak: 3d4-1 **Phase Spiders** (MM pg. 334)

Weak: 3d4 **Phase Spiders** (MM pg. 334)

Normal: 3d6-1 **Phase Spiders** (MM pg. 334)

Strong: 2d8+1 **Phase Spiders** (MM pg. 334) with 48 HP

Very Strong: 3d6 **Phase Spiders** (MM pg. 334)

Very Very Strong: 3d4-2 **Driders** (MM pg. 120)

Overpowering: 2d6 **Driders** (MM pg. 120)

The Rifts

Westrift - Webs:*

Feeble: One **Phase Spider** (MM pg. 334)

Very Very Weak: 1d2 **Phase Spiders** (MM pg. 334)

Very Weak: 1d3 **Phase Spiders** (MM pg. 334)

Weak: 1d3 **Phase Spiders** (MM pg. 334)

Normal: 1d4 **Phase Spiders** (MM pg. 334)

Strong: 2d2 **Phase Spiders** (MM pg. 334) with 48 HP

Very Strong: 1d3+1 **Phase Spiders** (MM pg. 334)

Very Very Strong: 1d2 **Driders** (MM pg. 120)

Overpowering: 1d3 **Driders** (MM pg. 120)

Tier Breche

NOTE: Use the **Retriever** (MToF pg. 222) statistics instead of the Spider Golems, it is more fitting.

Sounds of Battle Reinforcements:*

Feeble: 1d2 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and 1d4+1 **Drow** (MM pg. 128)

Very Very Weak: 1d2 **Drow Elite Warriors** (MM pg. 128)

Very Weak: 1d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Weak: 1d4+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Normal: 1d4 **Drow Elite Warriors** (MM pg. 128)

Strong: One **Drow Elite Warrior** (MM pg. 128) and 1d4+1 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: 1d2 **Drow Elite Warriors** (MM pg. 128) and 1d4 **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Strong: 2d4 **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and 1d3+1 **Drow Elite Warriors** (MM pg. 128)

Drow Acolytes:*

NOTE: Without the Drow Priestess of Lolth, the acolytes simply flee, however, if a priestess is present, the acolytes assist her until she is slain, at which point they flee.

Feeble: One **Drow Priestess of Lolth** (MM pg. 129) with 106 HP. The acolytes flee as written in the book.

Very Very Weak: One **Drow Priestess of Lolth** (MM pg. 129) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs. The acolytes flee as written in the book.

Very Weak: One **Drow Priestess of Lolth** (MM pg. 129) with 35 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d4 **Drow Acolytes** (DDEX03-15 Szith Morcane Unbound)

Weak: One **Drow Priestess of Lolth** (MM pg. 129) and 2d4 **Drow Acolytes** (DDEX03-15 Szith Morcane Unbound pg. 28)

Normal: One **Drow Priestess of Lolth** (MM pg. 129) and 2d6 **Drow Acolytes** (DDEX03-15 Szith Morcane Unbound pg. 28)

Strong: One **Drow Priestess of Lolth** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d6 **Drow Acolytes** (DDEX03-15 Szith Morcane Unbound pg. 28)

Very Strong: One **Drow Priestess of Lolth** (MM pg. 129) with 106 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 2d8 **Drow Acolytes** (DDEX03-15 Szith Morcane Unbound pg. 28)

Very Very Strong: One **Drow Inquisitor** (MToF pg. 184) and one **Drow Priestess of Lolth** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs giving a joint lecture (different ways for the acolytes to proceed in terms of their careers). The acolytes flee as written in the book.

Overpowering: Two **Drow Inquisitors** (MToF pg. 184) with 71 HP giving a joint lecture (different tenants of Lolth). The acolytes flee as written in the book.

Drow Mages:

Feeble: One **Drow Mage** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Drow Mage** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d2 **Drow Mages** (MM pg. 129)

Weak: 1d3 **Drow Mages** (MM pg. 129) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d3 **Drow Mages** (MM pg. 129)

Strong: 1d3 **Drow Mages** (MM pg. 129) with 67 HP

Very Strong: 1d3 **Drow Mages** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 2d3-1 **Drow Mages** (MM pg. 129)

Overpowering: 1d4+1 **Drow Mages** (MM pg. 129)

Drow Warriors:

NOTE: I'm only including this encounter in the case where the elite warriors are present.

Feeble: 1d2 **Drow Elite Warriors** (MM pg. 128) and 4d4 **Drow** (MM pg. 128)

Very Very Weak: 1d3 **Drow Elite Warriors** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 4d3 **Drow** (MM pg. 128)

Very Weak: 1d3 **Drow Elite Warriors** (MM pg. 128) and 2d10 **Drow** (MM pg. 128)

Weak: 1d3 **Drow Elite Warriors** (MM pg. 128) with 35 HP and 6d4 **Drow** (MM pg. 128)

Normal: 1d4 **Drow Elite Warriors** (MM pg. 128) and 4d6 **Drow** (MM pg. 128)

Strong: 1d3+1 **Drow Elite Warriors** (MM pg. 128) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 4d6 **Drow** (MM pg. 128)

Very Strong: 2d3-1 **Drow Elite Warriors** (MM pg. 128) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and 6d4 **Drow** (MM pg. 128)

Very Very Strong: One **Drow House Captain** (MToF pg. 184) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, 1d3+1 **Drow Elite Warriors** (MM pg. 128), and 2d10 **Drow** (MM pg. 128)

Overpowering: One **Drow House Captain** (MToF pg. 184), 2d3 **Drow Elite Warriors** (MM pg. 128) with 35 HP, and 4d4 **Drow** (MM pg. 128)

West Wall

Bandersnatchers - Hunting Party:

NOTE: Because Viln's Challenge goes up to 5, that increases her proficiency bonus to +3, boosting her attack rolls and associated ability checks by one.

Feeble: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits on OotA pg. 201 except for the purple worm poison daggers, 97 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and twenty-four **Bandits** (MM pg. 343)

Very Very Weak: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits on OotA pg. 201 and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and ten **Bandits** (MM pg. 343)

Very Weak: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits on OotA pg. 201 and twelve **Bandits** (MM pg. 343)

Weak: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201, 32 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and twenty **Bandits** (MM pg. 343)

Normal: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201 and thirty **Bandits** (MM pg. 343)

Strong: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201 and twenty-four **Drow** (MM pg. 128)

Very Strong: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201 and thirty **Drow** (MM pg. 128)

Very Very Strong: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201 and ten **Bandit Captains** (MM pg. 344)

Overpowering: One **Bandit Captain** (MM pg. 344) (Viln Tarin) with the edits found on OotA pg. 201 and twelve **Bandit Captains** (MM pg. 344)

Drow Foot Patrol*:

Feeble: Two **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27) and four **Drow** (MM pg. 128)

Very Very Weak: Two **Drow Elite Warriors** (MM pg. 128)

Very Weak: Three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Weak: Four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Normal: Three **Drow Elite Warriors** (MM pg. 128)

Strong: One **Drow Elite Warrior** (MM pg. 128) and four **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Strong: Two **Drow Elite Warriors** (MM pg. 128) and three **Drow Elite Recruits** (DDAL05-11 Forgotten Traditions pg. 27)

Very Very Strong: Six **Drow Elite Warriors** (MM pg. 128)

Overpowering: One **Drow House Captain** (MToF pg. 184) with 243 HP and four **Drow Elite Warriors** (MM pg. 128)

Statue of Lolth: I would recommend instead having the statue cast a *Bestow Curse* spell at a high level (roll 2d3+3 for the level, DC 2d3+14) and then choose whichever effect seems to fit the character.

Private Meetings

Matron Mother Quenthel Baenre:

NOTE: Use the **Drow Matron Mother** (MToF pg. 186) stat-block, but with +3 *Scale Mail* (AC 19), Intelligence of 18 (+4), the spellcasting, disintegration, and challenge described on OotA pg.

203 (this increases her proficiency to +7, increasing her proficient saving throws, skills, attack rolls, and saving throws by one)

Jarlaxle Baenre of Bregan D'aerthe:

NOTE: I'd recommend using the **Jarlaxle Baenre** stat-block on W:DH pg. 206 just for reference (as the ring of truth telling, knave's eyepatch, etc... could come in handy).

Sorcere

Drow Mages:

Feeble: 1d2 **Drow Mages** (MM pg. 129) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d2 **Drow Mages** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d3 **Drow Mages** (MM pg. 129)

Weak: 1d4 **Drow Mages** (MM pg. 129) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Drow Mages** (MM pg. 129)

Strong: 1d4 **Drow Mages** (MM pg. 129) with 67 HP

Very Strong: 1d4 **Drow Mages** (MM pg. 129) with 67 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: 2d4-1 **Drow Mages** (MM pg. 129)

Overpowering: 1d6+1 **Drow Mages** (MM pg. 129)

Mad Drow Mage:

Feeble - Very Strong: One **Drow Mage** (MM pg. 129) with indefinite madness

Very Very Strong - Overpowering: One **Drow Arachnomancer** (MToF pg. 182) with indefinite madness

Gromph's Outer Sanctum:

Feeble: One **Shield Guardian** (MM pg. 271) with the edits on OotA pg. 206 but 75 HP, a +7 to hit, and 1d6+4 slashing damage

Very Very Weak: One **Shield Guardian** (MM pg. 271) with the edits on OotA pg. 206, a +7 to hit, and 1d6+4 slashing damage

Very Weak: One **Shield Guardian** (MM pg. 271) with the edits on OotA pg. 206 but 210 HP, a +7 to hit, and 1d6+4 slashing damage

Weak: One **Clay Golem** (MM pg. 168) with the edits on OotA pg. 206 but +9 to hit, and 1d8+5 slashing damage

Normal: One **Stone Golem** (MM pg. 170) with the edits on OotA pg. 206

Strong: One **Clay Golem** (MM pg. 168) with the edits on OotA pg. 206 but with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, a +11 to hit, and 1d8+7 slashing damage

Very Strong: One **Stone Golem** (MM pg. 170) with the edits on OotA pg. 206, but with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: One **Retriever** (MToF pg. 222)

Overpowering: One **Iron Golem** (MM pg. 170) with 300 HP

Gromph's Inner Sanctum:

Feeble - Very Very Weak: One **Yochol** (MM pg. 65) with 80 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Yochol** (MM pg. 65) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Yochol** (MM pg. 65) with 80 HP

Normal: One **Yochol** (MM pg. 65)

Strong: One **Yochol** (MM pg. 65) with 192 HP

Very Strong: One **Yochol** (MM pg. 65) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Yochol** (MM pg. 65) with 192 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Overpowering: One **Yochol** (MM pg. 65) with 192 HP and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), Saving Throws, and Saving Throw DCs (+4)

Chapter 16: The Fetid Wedding

Analysis: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. Something important to note is that this point (in my opinion) marks the point when the encounters become lackluster in terms of difficulty. Due to that, I will actually be increasing the encounter's difficulty if I perceive it as too easy. At any rate...

Feeble is 3 level 12 players

Very Very Weak is 3 level 13 players

Very Weak is going to be 3 level 14s

Weak is 4 level 14s

the norm is 5 level 14s

Strong is going to be 5 level 15 players

Very Strong is 5 level 16 players

Very Very Strong, is going to be 6 level 16s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 15 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Random Encounters

Death Tyrant:

Feeble: One **Death Tyrant** (MM pg. 29) with 93 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Death Tyrant (in lair)** (MM pg. 29) with 93 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Death Tyrant (in lair)** (MM pg. 29) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Death Tyrant (in lair)** (MM pg. 29) with 93 HP

Normal: One **Death Tyrant (in lair)** (MM pg. 29)

Strong: One **Death Tyrant** (MM pg. 29) with 280 HP

Very Strong: One **Death Tyrant** (MM pg. 29) with 280 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Death Tyrant** (MM pg. 29) with 93 HP and two **Beholder Zombies** (MM pg. 316)

Overpowering: One **Death Tyrant** (MM pg. 29) and two **Beholder Zombies** (MM pg. 316)

Demons - Barlguras:

Feeble: 1d3+1 **Barlguras** (MM pg. 56) with 34 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 2d3-1 **Barlguras** (MM pg. 56) with 34 HP

Very Weak: 1d3+1 **Barlguras** (MM pg. 56)

Weak: 2d3 **Barlguras** (MM pg. 56)

Normal: 2d4 **Barlguras** (MM pg. 56)

Strong: 3d3 **Barlguras** (MM pg. 56)

Very Strong: 1d12 **Barlguras** (MM pg. 56)

Very Very Strong: 4d3 **Barlguras** (MM pg. 56)

Overpowering: 2d8 **Barlguras** (MM pg. 56)

Demons - Chasmes:

Feeble: 1d3+1 **Chasmes** (MM pg. 57) with 42 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 2d3-1 **Chasmes** (MM pg. 57) with 42 HP

Very Weak: 2d3-1 **Chasmes** (MM pg. 57)

Weak: 2d3 **Chasmes** (MM pg. 57)

Normal: 2d4 **Chasmes** (MM pg. 57)

Strong: 2d4 **Chasmes** (MM pg. 57) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 3d3 **Chasmes** (MM pg. 57)

Very Very Strong: 2d6 **Chasmes** (MM pg. 57)

Overpowering: 2d8 **Chasmes** (MM pg. 57)

Demons - Hezrous:

Feeble: 1d2 **Hezrous** (MM pg. 60)

Very Very Weak: 1d3 **Hezrous** (MM pg. 60) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 1d3 **Hezrous** (MM pg. 60)

Weak: 1d3 **Hezrous** (MM pg. 60) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: 1d4 **Hezrous** (MM pg. 60)

Strong: 1d3+1 **Hezrous** (MM pg. 60) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 1d3+1 **Hezrous** (MM pg. 60)

Very Very Strong: 2d3 **Hezrous** (MM pg. 60) with 195 HP

Overpowering: 2d4 **Hezrous** (MM pg. 60)

Demons - Nalfeshnee:

Feeble: One **Glabrezu** (MM pg. 58)

Very Very Weak: One **Nalfeshnee** (MM pg. 62) with 112 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Nalfeshnee** (MM pg. 62) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: One **Nalfeshnee** (MM pg. 62) with 112 HP

Normal: One **Nalfeshnee** (MM pg. 62)

Strong: One **Nalfeshnee** (MM pg. 62) with 256 HP

Very Strong: One **Nalfeshnee** (MM pg. 62) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Two **Nalfeshnees** (MM pg. 62) with 112 HP

Overpowering: Two **Nalfeshnees** (MM pg. 62)

Demons - Vrocks:

Feeble: 1d3+1 **Vrocks** (MM pg. 64) with 55 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 2d3-1 **Vrocks** (MM pg. 64) with 55 HP

Very Weak: 2d3-1 **Vrocks** (MM pg. 64)

Weak: 2d3 **Vrocks** (MM pg. 64)

Normal: 2d4 **Vrocks** (MM pg. 64)

Strong: 2d4 **Vrocks** (MM pg. 64) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: 3d3 **Vrocks** (MM pg. 64)

Very Very Strong: 2d6 **Vrocks** (MM pg. 64)

Overpowering: 2d8 **Vrocks** (MM pg. 64)

Gnoll Pack*:

Feeble: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and 1d12 **Gnoll Pack Lords** (MM pg. 163)

Very Very Weak: One **Gnoll Fang of Yeenoghu** (MM pg. 163) and 4d3 **Gnoll Pack Lords** (MM pg. 163)

Very Weak: One **Flind** (VGtM pg. 153) and 1d10 **Gnolls** (VGtM pg. 154)

Weak: One **Flind** (VGtM pg. 153) and 2d8 **Gnoll Flesh Gnawers** (VGtM pg. 154)

Normal: One **Flind** (VGtM pg. 153) and 3d6 **Gnoll Flesh Gnawers** (VGtM pg. 154)

Strong: One **Flind** (VGtM pg. 153), 2d3 **Gnolls** (MM pg. 163), 2d3 **Gnoll Hunters** (VGtM pg. 154), and 2d4 **Gnoll Pack Lords** (MM pg. 163),

Very Strong: One **Flind** (VGtM pg. 153), 2d4 **Gnoll Pack Lords** (MM pg. 163), and 4d3 **Gnoll Flesh Gnawers** (VGtM pg. 154)

Very Very Strong: One **Flind** (VGtM pg. 153), 2d3 **Gnoll Fangs of Yeenoghu** (MM pg. 163), and 4d3 **Gnoll Pack Lords** (MM pg. 163)

Overpowering: One **Flind** (VGtM pg. 153), 3d3 **Gnoll Fangs of Yeenoghu** (MM pg. 163), and 2d6 **Gnoll Pack Lords** (MM pg. 163)

Gricks:

Feeble: 2d4 **Gricks** (MM pg. 173)

Very Very Weak: 3d3 **Gricks** (MM pg. 173)

Very Weak: 3d3 **Gricks** (MM pg. 173) with 40 HP

Weak: One **Grick Alpha** (MM pg. 173) and 1d3 **Gricks** (MM pg. 173) with 40 HP

Normal: One **Grick Alpha** (MM pg. 173) and 1d4+2 **Gricks** (MM pg. 173)

Strong: One **Grick Alpha** (MM pg. 173) with 112 HP and 2d4 **Gricks** (MM pg. 173)

Very Strong: One **Grick Alpha** (MM pg. 173) with 112 HP and 1d10 **Gricks** (MM pg. 173)

Very Very Strong: 1d3 **Grick Alphas** (MM pg. 173) with 37 HP and 2d4 **Gricks** (MM pg. 173)

Overpowering: 1d3 **Grick Alphas** (MM pg. 173) and 2d6 **Gricks** (MM pg. 173)

Myconid Parade:

NOTE: Most of these encounters are nowhere near difficult enough for me to consider upscaling, the hook horror and chuul ones might pose a minor threat to some of the characters, but honestly just run these as is, maybe adding in a couple of the challenging spore servants for more powerful groups.

Oozes - Gelatinous Cubes:

NOTE: I think the intention was for it to be 3d6 Gelatinous Cubes and 2d4 Black Puddings, not the other way around

Feeble: 3d3 **Gelatinous Cubes** (MM pg. 242)

Very Very Weak: 3d3 **Gelatinous Cubes** (MM pg. 242) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: 2d6 **Gelatinous Cubes** (MM pg. 242) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: 3d4+1 **Gelatinous Cubes** (MM pg. 242)

Normal: 3d6 **Gelatinous Cubes** (MM pg. 242)

Strong: 1d20 **Gelatinous Cubes** (MM pg. 242)

Very Strong: 2d10 **Gelatinous Cubes** (MM pg. 242)

Very Very Strong: 3d8+1 **Gelatinous Cubes** (MM pg. 242)

Overpowering: 3d10-1 **Gelatinous Cubes** (MM pg. 242)

Oozes - Black Puddings:

NOTE: I think the intention was for it to be 3d6 Gelatinous Cubes and 2d4 Black Puddings, not the other way around

Feeble: 1d4 **Black Puddings** (MM pg. 241)

Very Very Weak: 1d3+1 **Black Puddings** (MM pg. 241) with 42 HP

Very Weak: 2d3-1 **Black Puddings** (MM pg. 241)

Weak: 2d3 **Black Puddings** (MM pg. 241)

Normal: 2d4 **Black Puddings** (MM pg. 241)

Strong: 1d10 **Black Puddings** (MM pg. 241)

Very Strong: 2d4 **Black Puddings** (MM pg. 241) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: 3d4 **Black Puddings** (MM pg. 241)

Overpowering: 2d8 **Black Puddings** (MM pg. 241)

Two-Headed Trolls:

Feeble: 1d3 **Trolls** (MM pg. 291) with 120 HP and the edits found on OotA pg. 210

Very Very Weak: 1d3 **Trolls** (MM pg. 291) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and the edits found on OotA pg. 210

Very Weak: 1d4 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Weak: 1d3+1 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Normal: 1d4+1 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Strong: 2d3 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Very Strong: 1d8 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Very Very Strong: 3d3 **Trolls** (MM pg. 291) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and the edits found on OotA pg. 210

Overpowering: 1d12 **Trolls** (MM pg. 291) with the edits found on OotA pg. 210

Enter the Groom

Ooze Spies*:

Feeble: One **White Maw** (TftYP pg. 248) with the regenerating feature described on OotA pg. 211 and 325 HP

Very Very Weak: One **White Maw** (TftYP pg. 248) with the regenerating feature described on OotA pg. 211 and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **White Maw** (TftYP pg. 248) with the regenerating feature described on OotA pg. 211, 325 HP, and a +2 on Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: Two **White Maws** (TftYP pg. 248) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Two **White Maws** (TftYP pg. 248)

Strong: Two **White Maws** (TftYP pg. 248) with 325 HP

Very Strong: Two **White Maws** (TftYP pg. 248) with the regenerating feature described on OotA pg. 211

Very Very Strong: Three **White Maws** (TftYP pg. 248)

Overpowering: Three **White Maws** (TftYP pg. 248) with the regenerating feature described on OotA pg. 211

Across the Fungal Fields:*

NOTE: Describe these “treants” as zurkhwoods that are rotting with tentacles and tendrils that lash out (instead of the treant’s branches)

Feeble: One **Corrupted Treant** (CCC-LINKS-02 The Secrets We Keep pg. 23) with 204 HP

Very Very Weak: One **Corrupted Treant** (CCC-LINKS-02 The Secrets We Keep pg. 23) with 204 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: One **Corrupted Treant** (CCC-LINKS-02 The Secrets We Keep pg. 23) with 204 HP and advantage on on Attack Rolls, Ability Checks, Damage Rolls (+4), and Saving Throws

Weak: Two **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Normal: Two **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23)

Strong: Two **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23) with 204 HP

Very Strong: Two **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Very Strong: Three **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23)

Overpowering: Three **Corrupted Treants** (CCC-LINKS-02 The Secrets We Keep pg. 23) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Fighting the Faceless Lord

Juiblex...:

NOTE: With no more uses of Juiblex’s legendary resistance left and around two thirds of its HP remaining, Juiblex functions roughly as a CR 17 monster. Which, in all honesty, isn’t actually that dangerous for the heroes at this point... I’d actually recommend starting maybe at very strong for most groups instead of normal.

Feeble: One **Juiblex** (MToF pg. 151) with its HP reduced to 100, none of its 3/day spells remaining, 100 HP, a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and the edits found on OotA pg. 214

Very Very Weak - Very Weak: One **Juiblex** (MToF pg. 151) with its HP reduced to 100, a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and the edits found on OotA pg. 214

Weak: One **Juiblex** (MToF pg. 151) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and the edits found on OotA pg. 214

Normal: One **Juiblex** (MToF pg. 151) with the edits found on OotA pg. 214

Strong: One **Juiblex** (MToF pg. 151) with the edits found on OotA pg. 214 but it has regenerated back to 300 HP

Very Strong: One **Juiblex** (MToF pg. 151) injured to 186 HP and with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Juiblex** (MToF pg. 151) injured to 186 HP

Overpowering: One **Juiblex** (MToF pg. 151) empowered from devouring Zuggtmoy, so it has a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Chapter 17: Against the Demon Lords

Analysis: My intention is to ensure the same level of difficulty for each possibility of a party. If my notes do not go high enough, feel free to improvise. Something important to note is that this point (in my opinion) marks the point when the encounters become lackluster in terms of difficulty. Due to that, I will actually be increasing the encounter's difficulty if I perceive it as too easy. At any rate...

Feeble is 3 level 13 players

Very Very Weak is 3 level 14 players

Very Weak is going to be 3 level 15s

Weak is 4 level 15s

the norm is 5 level 15s

Strong is going to be 5 level 16 players

Very Strong is 5 level 17 players

Very Very Strong, is going to be 6 level 17s

Overwhelming is going to be for those who want to take on a bit of a challenge. If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 16 party will be considered a Very Strong party. Finally, if I do not include recommendations to scaling do not scale and just keep the encounter as is.

Demon Showdown

Demon Sortie - Barlguras:

Feeble: Two **Barlguras** (MM pg. 56) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d4 **Barlguras** (MM pg. 56)

Very Weak: Three **Barlguras** (MM pg. 56) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Three **Barlguras** (MM pg. 56) with 102 HP

Normal: Four **Barlguras** (MM pg. 56)

Strong: 1d8 **Barlguras** (MM pg. 56)

Very Strong: Six **Barlguras** (MM pg. 56)

Very Very Strong: Seven **Barlguras** (MM pg. 56)

Overpowering: Eight **Barlguras** (MM pg. 56)

Demon Sortie - Chasmes:

Feeble: Two **Chasmes** (MM pg. 57) with 126 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: 1d4 **Chasmes** (MM pg. 57)

Very Weak: Three **Chasmes** (MM pg. 57) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Three **Chasmes** (MM pg. 57)

Normal: Four **Chasmes** (MM pg. 57)

Strong: Four **Chasmes** (MM pg. 57) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Five **Chasmes** (MM pg. 57) with 126 HP

Very Very Strong: Seven **Chasmes** (MM pg. 57)

Overpowering: Eight **Chasmes** (MM pg. 57)

Demon Sortie - Hezrous:

Feeble: One **Hezrou** (MM pg. 60) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Hezrou** (MM pg. 60) with 195 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Two **Hezrous** (MM pg. 60) with 78 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Two **Hezrous** (MM pg. 60) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Two **Hezrous** (MM pg. 60)

Strong: Two **Hezrous** (MM pg. 60) with 195 HP

Very Strong: Two **Hezrous** (MM pg. 60) with 195 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: Three **Hezrous** (MM pg. 60) with 195 HP

Overpowering: Four **Hezrous** (MM pg. 60)

Demon Sortie - Vrocks:

Feeble: Two **Vrocks** (MM pg. 64) with 55 HP

Very Very Weak: Two **Vrocks** (MM pg. 64)

Very Weak: Two **Vrocks** (MM pg. 64) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Weak: Three **Vrocks** (MM pg. 64) with a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Three **Vrocks** (MM pg. 64)

Strong: Three **Vrocks** (MM pg. 64) with a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: Four **Vrocks** (MM pg. 64)

Very Very Strong: Six **Vrocks** (MM pg. 64) with 155 HP

Overpowering: Six **Vrocks** (MM pg. 64) with 155 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Against Demogorgon:

NOTE: With only one use of Legendary Resistance, 290 HP, several of his spells absent, and the penalty from the ritual, Demogorgon in this state effectively functions as a Challenge 19 enemy. This is not very challenging, so I'd recommend (like with Juiblex) increasing the base level of this encounter.

NOTE 2: You should ask the players if they're looking at Demogorgon at the start of their turns, not whenever Demogorgon targets them with its gaze (that way a player cannot waste Demogorgon's action by saying they decide to look away).

NOTE 3: Something that should be taken into account is that the lair actions are included in the challenge rating calculation, so although it might not make sense, you may want to add them.

NOTE 4: If you're using another demon lord/prince, just translate the edits for Demogorgon to that chosen demon lord/prince

Feeble: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with 145 HP, all of its legendary resistances and both its 3/day and 1/day spells used, and an additional -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Weak: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with 145 HP and an additional -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with 145 HP and all its of legendary resistances and both its 3/day and 1/day spells used

Weak: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with 145 HP

Normal: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219

Strong: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with its 1/day spells still intact and an additional use of legendary resistance

Very Strong: One **Demogorgon** (MToF pg. 144) with the edits found on OotA pg. 219 but with all of its 1/day spells still intact, an additional use of legendary resistance and its 3/day spells, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Demogorgon** (MToF pg. 144) with one of its legendary resistances used and one of each of its 3/day spells used

Overpowering: One **Demogorgon** (MToF pg. 144)

Appendix A: NPCs and Advancement

Introduction: This is a discussion where I cover all of the NPCs that the players have met so far. I do my best to see if there are any changes that a DM should make to ensure that some NPCs do not fall off the player's radar simply because they are not as useful as other NPCs mechanically. My general philosophy is that an NPC should be roughly one to two levels below the average player level. Also note that this section is questionably AL legal, so use at your own risk.

I will include multiple stages divided by line and include a number in parentheses (8) for example to show what level they function as. In general, an NPC should be "upgraded" to the next level after the heroes' APL is one level above the NPC's functional level.

Full List of NPCs:

Aljanor Keenblade:

Knight (MM pg. 347) (5)

Captain Othelstan (HotDQ pg. 89) (9)

Gladiator (MM pg. 346) (11)

Champion (VGtM pg. 212) (13)

Amarith Coppervein:

Veteran (MM pg. 350) with the changes on OotA pg. 142 (5)

Captain Othelstan (HotDQ pg. 89) with the changes on OotA pg. 142 (except mechanically the flail should be almost identical to the warhammer, so no need to change that) (9)

Gladiator (MM pg. 346) with the changes on OotA pg. 142 so that she uses her warhammer which deals 2d8+4 (or 2d10+4) bludgeoning damage as opposed to a spear (11)

Champion (VGtM pg. 212) with the changes on OotA pg. 142 so that she uses her warhammer (two-handed) which deals 1d10+5 bludgeoning damage as opposed to a greatsword (13)

Basilisk:

Basilisk Infant (see OotA pg. 100 and MM pg. 24) (0)

Basilisk Young (see OotA pg. 100 and MM pg. 24) (2)

Basilisk (MM pg. 24) (5)

Buppido:

Derro (MToF pg. 158) (1)

Droki (OotA pg. 231) without the *Special Equipment* feature (4)

Derro Savant (MToF pg. 159) (5)

Commoners:

Commoners (MM pg. 345) (0)

Deep Gnomes:

Deep Gnomes (Svirfneblins) (MM pg. 164) (2)

Prince Derendil:

Quaggoth (MM pg. 256) (3)

Quaggoth Thonot (MM pg. 256) (5) /

Drow:

Drow (MM pg. 128) (1)

Eldeth Feldrun:

Scout (MM pg. 349) with Mountain Dwarf traits (see PHB pg. 20) (1)

Tabaxi Hunter (ToA pg. 232) without *Feline Agility* and *Claws*, but with Mountain Dwarf traits (see PHB pg. 20) (3)

Druid (MM pg. 346) with Mountain Dwarf traits (see PHB pg. 20) (4)

Archer (VGtM pg. 210) with Mountain Dwarf traits (see PHB pg. 20) (6)

Archer (VGtM pg. 210) with Mountain Dwarf traits (see PHB pg. 20) and 102 HP (8)

Archer (VGtM pg. 210) with Mountain Dwarf traits (see PHB pg. 20), 102 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs (10)

Archer (VGtM pg. 210) with Mountain Dwarf traits (see PHB pg. 20), 102 HP, and advantage on Attack Rolls, Ability Checks, Damage Rolls (+4), and Saving Throws (12)

Champion (VGtM pg. 212) with Mountain Dwarf traits (see PHB pg. 20), 15 Strength, 20 Dexterity, AC 17 (Studded Leather), her Greatsword becomes +6 and 10 (2d6+3), and a Longbow instead of a Light Crossbow (+9 to hit, range 150/600 ft., one target. *Hit*: 9 (1d8+5) piercing damage, plus 7 (2d6) if Eldeth has more than half of her total hit points remaining) (13)

Fargas Rumblefoot:

Spy (MM pg. 349) with Lightfoot Halfling traits (see PHB pg. 28) (3)

Swashbuckler (VGtM pg. 217) with Lightfoot Halfling traits (see PHB pg. 28) (6)

Master Thief (VGtM pg. 216) with Lightfoot Halfling traits (see PHB pg. 28) (8)

Assassin (MM pg. 343) with Lightfoot Halfling traits (see PHB pg. 28) (10)

Assassin (MM pg. 343) with Lightfoot Halfling traits (see PHB pg. 28) and 117 HP (12)

Assassin (MM pg. 343) with Lightfoot Halfling traits (see PHB pg. 28), 117 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs (14)

Flumph:

Flumph (MM pg. 135) (1)

Gash:

Gnoll (MM pg. 163) with changes on OotA pg. 181 (1, until healed, at which point 2)

Flind (VGtM pg. 153) with the changes on OotA pg. 181 except 63 HP instead of 11 (9, until healed, at which point 13)

Glabbagool:

Gelatinous Cube (MM pg. 242) (5)

Giant Riding Lizards:

Giant Riding Lizards (OotA pg. 131) (mount only, 0)

Goblins:

Goblins (MM pg. 166) (1)

Guards:

Guards (MM pg. 347) (1)

Hemeth:

Duergar (MM pg. 122) (3)

Duergar Stone Guard (MToF pg. 191) (4)

Veteran (MM pg. 350) with Duergar traits (see MToF pg. 81) (5)

Hook Horror:

Hook Horror Infant (see OotA pg. 34 and MM pg. 189) (0)

Hook Horror Young (see OotA pg. 34 and MM pg. 189) (1)

Hook Horror Juvenile (see OotA pg. 34 and MM pg. 189) (3)

Hook Horror (MM pg. 189) (6)

Jimjar:

Spy (MM pg. 349) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) (3)

Swashbuckler (VGtM pg. 217) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) (6)

Master Thief (VGtM pg. 216) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) (8)

Assassin (MM pg. 343) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) (10)

Assassin (MM pg. 343) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114) and 117 HP (12)

Assassin (MM pg. 343) with Deep Gnome traits (see PHB pg. 36-37 and MToF pg. 113-114), 117 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs (14)

Khalessa Draga:

Spy (MM pg. 349) with the changes found on OotA pg. 149 (3)

Assassin (MM pg. 343) with the changes found on OotA pg. 149 (10)

Assassin (MM pg. 343) with the changes found on OotA pg. 149 and 117 HP (12)

Assassin (MM pg. 343) with the changes found on OotA pg. 149, 117 HP, and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs (14)

Kurr:

Gnoll Fang of Yeenoghu (MM pg. 163) with the slight personality changes on OotA pg. 179-180 (8)

Flind (VGtM pg. 153) with the slight personality changes on OotA pg. 179-180 (13)

Orogs:

Orogs (MM pg. 247) (5)

Pelek:

Ghost (MM pg. 147) (8)

Red Dragon Wyrmling:

Red Dragon Wyrmling (MM pg. 98) (7)

Ront:

Orc (MM pg. 246) (1)

Thug (MM pg. 350) with Orc traits (see VGtM pg. 120) (2)

Orog (MM pg. 248) (5)

Rumpadump:

Myconid Sprout (MM pg. 230) (0)

Sarith Kzekarit:

Drow (MM pg. 128) (1)

Sharwyn Hucrele (TftYP pg. 242) (keen observers might notice fungal growths that provide the *Barkskin* trait) without the *Special Equipment* trait (he cannot change spells because no spellbook), but with Drow traits (see PHB pg. 23-24) (2)

Evil Mage (LMoP pg. 57) with Drow traits (see PHB pg. 23-24) (4)

Azbara Jos (HotDQ pg. 88) with Drow traits (see PHB pg. 23-24) (6)

Scouts:

Scouts (MM pg. 349) (1)

Shield Guardian:

Shield Guardian (MM pg. 271) (11)

Sladis Vadir:

Druid (MM pg. 346) with the changes found on OotA pg. 135 (4)

Elizar Dragonfly (PotA pg. 202) with the changes found on OotA pg. 135 but without the *Summon Mephits* or *+1 Dagger* abilities/actions (8)

Elizar Dragonfly (PotA pg. 202) with the changes found on OotA pg. 135 with 106 HP, but without the *Summon Mephits* or *+1 Dagger* abilities/actions (9)

Gar Shatterkeel (PotA pg. 208) with the changes found on OotA pg. 135, but without the *Amphibious*, *Legendary Resistance (2/day)*, *Watery Fall* or *Drown* abilities/actions (you can reskin the claw as him grabbing with vines or something like that) (11)

Gar Shatterkeel (PotA pg. 208) with the changes found on OotA pg. 135, a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, but without the *Amphibious*, *Legendary Resistance (2/day)*, *Watery Fall* or *Drown* abilities/actions (you can reskin the claw as him grabbing with vines or something like that) (13)

Spiderbait:

Goblin (MM pg. 166 and OotA pg. 31) (1)

Goblin Boss (MM pg. 166 and OotA pg. 31) except he has an Athletics bonus of +4 (2)

Spy (MM pg. 349) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +4 to Athletics (3)

Hobgoblin Iron Shadow (VGtM pg. 162) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +6 to Athletics and +7 to Acrobatics (5)

Martial Arts Adepts (VGtM pg. 216) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +4 to Athletics and +7 to Acrobatics (6)

Hellenrae (PotA pg. 198) with goblin traits (see VGtM pg. 119), no blindsight (but isn't blind either), and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (8)

Hellenrae (PotA pg. 198) with goblin traits (see VGtM pg. 119), no blindsight (but isn't blind either), 117 HP, and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (9)

Githzeri Zerth (MM pg. 161) with goblin traits (see VGtM pg. 119), no *mage hand*, or *shield* innate spellcasting ability, *darkness* instead of *see invisibility*, *greater invisibility* instead of *phantasmal killer*, *etherealness* instead of *plane shift*, and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (11)

Githzeri Zerth (MM pg. 161) with goblin traits (see VGtM pg. 119), a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, no *mage hand*, or *shield* innate spellcasting ability, *darkness* instead of *see invisibility*, *greater invisibility* instead of *phantasmal killer*, *etherealness* instead of *plane shift*, and has the changes on OotA pg. 31 except he has a +7 (+9) to Athletics and +10 (+12) to Acrobatics (13)

Spies:

Spies (MM pg. 349) (3)

Shuushar the Awakened:

Kuo-Toa (MM pg. 199) (1)

Kuo-Toa Whip (MM pg. 200) (2)

Kuo-Toa Monitor (MM pg. 198 and 200) (4)

Priest (MM pg. 348) with Kuo-Toa traits (see *Amphibious*, *Otherworldly Perception*, *Slippery*, *Sunlight Sensitivity* on MM pg. 199) (5)

Stool:

Myconid Sprout (MM pg. 230) (0)

Thugs:

Thugs (MM pg. 350) (2)

Topsy:

Wererat (MM pg. 209) (5)

Turvy:

Wererat (MM pg. 209) (5)

Veterans:

Veterans (MM pg. 350) (5)

Yuk Yuk:

Goblin (MM pg. 166 and OotA pg. 31) (1)

Goblin Boss (MM pg. 166 and OotA pg. 31) except he has an Athletics bonus of +4 (2)
Spy (MM pg. 349) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +4 to Athletics (3)

Hobgoblin Iron Shadow (VGtM pg. 162) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +6 to Athletics and +7 to Acrobatics (5)

Martial Arts Adepts (VGtM pg. 216) with goblin traits (see VGtM pg. 119) and the changes on OotA pg. 31 except he has a +4 to Athletics and +7 to Acrobatics (6)

Hellenrae (PotA pg. 198) with goblin traits (see VGtM pg. 119), no blindsight (but isn't blind either), and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (8)

Hellenrae (PotA pg. 198) with goblin traits (see VGtM pg. 119), no blindsight (but isn't blind either), 117 HP, and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (9)

Githzeri Zerth (MM pg. 161) with goblin traits (see VGtM pg. 119), no *mage hand*, or *shield* innate spellcasting ability, *darkness* instead of *see invisibility*, *greater invisibility* instead of *phantasmal killer*, *etherealness* instead of *plane shift*, and has the changes on OotA pg. 31 except he has a +7 to Athletics and +10 to Acrobatics (11)

Githzeri Zerth (MM pg. 161) with goblin traits (see VGtM pg. 119), a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, no *mage hand*, or *shield* innate spellcasting ability, *darkness* instead of *see invisibility*, *greater invisibility* instead of *phantasmal killer*, *etherealness* instead of *plane shift*, and has the changes on OotA pg. 31 except he has a +7 (+9) to Athletics and +10 (+12) to Acrobatics (13)

Zilchyn Q'Leptin:

Drow Mage (MM pg. 129) with the minor changes described on OotA pg. 137 (10)

Evoker (VGtM pg. 214) with the minor changes described on OotA pg. 137 and Drow traits (see PHB pg. 23-24) (12)

Abjurer (VGtM pg. 209) with the minor changes described on OotA pg. 137 and Drow traits (see PHB pg. 23-24) (13)

Appendix B: NPCs Going Their Own Way

Leaving: In Chapter 7, several NPCs will most certainly be leaving the characters, these include:

Basilisk: The Basilisk normally would be disinclined from entering the surface, but while on the surface world if they are treated kindly by their “parent” then they will stick by them, otherwise they will flee and try to return into the Underdark.

Buppido: Buppido should’ve most likely tried to kill the characters at this point, but he will try and kill everyone if they do not stay in the Underdark.

Prince Derendil: Derendil, if he exists long enough on the service, eventually attacks the heroes.

Flumph: The Flumph will not willingly leave the underdark and is most likely dead at this point...

Glabbagool: Glabbagool would rather remain in the Underdark than suffer sunlight, skulking throughout the Underdark caverns.

Hemeth: Hemeth would rather stay in the Underdark (specifically Gracklstugh) than live on the surface.

Hook Horror: The Hook Horror normally would be disinclined from entering the surface, but while on the surface world if they are treated kindly by their “parent” then they will stick by them, otherwise they will flee and try to return into the Underdark.

Pelek: Pelek’s spirit should’ve been put to rest. If the players still haven’t completed their quest by the time that they are leaving the Underdark, Pelek gets upset and tries to possess whoever holds his remains to return to Blingdenstone.

Ront: Ront departs in peace assuming the characters have treated him with at least some form of kindness.

Rumpadump: Rumpadump would rather not like to emerge into the surface world and would prefer to try to aid his Myconid friends.

Sarith Kzekarit: If Sarith hasn’t exploded/left the party at this point, when the heroes are leaving the Underdark he keeps requesting that they head back to Neverlight Grove (or just the Underdark if they haven’t been to the Grove yet). If they decide against it then he screams and attacks, only for him to transform into a Drow Spore Servant when he’s reduced to zero hit points.

Shuushar the Awakened: Shuushar would rather remain in the Underdark trying to rebuild his ruined community (assuming that the characters have witnessed the destruction of Sloobludop).

Stool: Stool would rather not like to emerge into the surface world and would prefer to try to aid his Myconid friends.

Topsy: Topsy, assuming that she has chosen to stay with the heroes after reaching Blingdenstone, requests to head back to the Goldwhisker clan with her brother rather than spend time on the surface. If the heroes haven’t been to Blingdenstone yet, she still does not want to venture into the surface world but she has nowhere to go (you could possibly play with this aspect to guilt trip

the PCs into going to Blingdenstone [even though they would rather not head back there, it's one of the only places they know] to make sure the heroes make it to 8th level).

Turvy: Turvy, assuming that he has chosen to stay with the heroes after reaching Blingdenstone, requests to head back to the Goldwhisker clan with his sister rather than spend time on the surface. If the heroes haven't been to Blingdenstone yet, he still does not want to venture into the surface world but he has nowhere to go (you could possibly play with this aspect to guilt trip the PCs into going to Blingdenstone [even though they would rather not head back there, it's one of the only places they know] to make sure the heroes make it to 8th level).

Appendix C: Fleshing Out Faction Reinforcements (WIP):

Introduction: The faction allies get very little (if any) help from the book (or even my own edits above). Therefore I've decided to assist by providing a handy dandy assortment of personality traits, appearances, and more that can help you flesh out the NPCs provided. This is a reminder that this *ENTIRELY* optional content, you can use as much or as little of this content as you want. If you feel that a certain NPCs' backstory/traits will resonate with one of the PCs (or even with the players), then this might be helpful. If you solely want them to stay nameless followers, that's also an option, you're the DM, I'm just providing you with options.

Name - Stat Block - Faction

Backstory:

Appearance:

Background & Alignment:

Personality Traits:

Ideals:

Bonds:

Flaws:

Thora Nabal - Veteran - Order of the Gauntlet

Backstory: Thora was born in the city of Waterdeep. She had a relatively decent upbringing as her parents were glassblowers who were well-off from their work. They pushed for her to join their guild, but after completing her apprenticeship and serving as a journeyman for a couple of years, she happened to be transporting several of her goods when the members of the Xanathar guild destroyed her work as her master had made an effort to stand against the Xanathar. It was at this point that she realized that she wanted more in her life than just creating art. A devout worshipper of Gond, she decided to see what she could do to protect art in addition to making it. From there, she began her study in the art of war, a rather uncommon pursuit for Gondites, but its rare nature made her an easy pick for the Order of the Gauntlet who sponsored her right away.

Appearance: Thora is a Tethyrian woman in her mid-twenties with dusk-colored skin and brown hair with little flecks of red intermittently spread throughout, making it appear almost bronze in color. Her hazel eyes have a slight twinkle to them that is most obvious when she smiles. She's slightly shorter than average and somewhat on the chubbier side. One interesting thing is that she's made pieces of her armor herself, using hardened glass (think ballistic glass).

Background & Alignment: Guild Artisan/Acolyte - Neutral Good

Personality Traits: I believe that anything worth doing is worth doing right. I can't help it -- I'm a perfectionist. Nothing can shake my optimistic attitude.

Ideals: Generosity. My talents were given to me so that I could use them to benefit the world.

Bonds: Everything I do is for the common people.

Flaws: I'm terribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

Sylrien Havennor - Veteran - Order of the Gauntlet

Backstory: Sylrien found himself on the streets of Daggerford, abandoned by parents he never knew. Quickly he learned how to make a name for himself on the streets, ducking into alleyways with nobles' purses without them giving a second glance to the young children playing tag. It wasn't long before Sylrien grew even more daring and, as a teenager, had become the leader of a small children's gang within the walled city. However, his audacity proved to be his downfall, at least, at first. Sylrien was running a classic hit. The target was a portly priest, alone, and looked weary, most likely a traveler coming into the city desiring a long night's rest. However, as soon as Sylrien grasped the priest's coin purse, he felt a stiff arm on his shoulder. The priest, with the firmest grip he had felt, had grabbed the teenaged urchin and dragged him aside. He informed him, as the high priest of Tempus, that robbing a high priest was a serious crime, but he was willing to take mercy on the young man, only if he was willing to take control of his life as firmly as he gripped Sylrien's shoulder. From that point on, Sylrien, inspired by the words of this priest of Tempus, began to turn his life around, joining the Order of the Gauntlet in an effort to do so.

Appearance: Sylrien is a young Damaran human with skin tawny in color and wavy black hair. He is on the lankier and shorter side and, when he's not focusing on it, still reverts to a hunched crouch-like stance, brown eyes always darting around on the lookout for danger. He always wears a cloak, no matter where he is or in what light condition.

Background & Alignment: Urchin - Neutral

Personality Traits: I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms. I like to squeeze into small places where no one else can get me (when not wearing my armor).

Ideals: Aspiration. I'm going to prove that I'm worthy of a better life.

Bonds: I owe a debt I can never repay to the person who took pity on me.

Flaws: I will never fully trust anyone other than myself.

Olaf Renghyi - Veteran - Order of the Gauntlet

Backstory: Olaf grew up in Baldur's Gate surrounded by knights. Both of his fathers were knights before him, and he was determined to follow in their footsteps. He was swinging a wooden sword before he was nine, and his family would have group sparring sessions by the age of twelve. That lasted all the way up until Olaf turned eighteen. His fathers were called upon by

the Order of the Gauntlet to delve into the Underdark to rid the surface world of a beholder who had made its lair there and was sending frequent raids onto the surface while building their own enslaved population. However, Olaf never saw his fathers again. Utterly distraught, he waited for them to return day after day, but it was to no avail. Olaf couldn't bring himself to admit their deaths, but he couldn't confront the fact that they were gone either, so in a fit of denial, he fled to join the Knights of the Unicorn, instead relishing life and all it had to offer. Years passed, and eventually, after a successful campaign overcoming bandits, he retired. However, the Order of the Gauntlet, calling upon all of their most easily accessible resources contacted Olaf, and now asked **him** to delve down into the Underdark...

NOTE: At your discretion, Karazikar can be the beholder who "killed" Olaf's parents, and they've actually survived all of these years of hard labor, which could result in a tearful reunion (should your players take interest in Olaf's story, this could certainly be interesting).

Appearance: Olaf is a tall, muscular, Tethyrian human in his late forties. His once fiery red slowly turning wispy and gray, and his gray eyes crackle like a storm when he's angry. Otherwise, though, Olaf is quick to make a joke, and smiles often, a true Knight of the Unicorn at heart. Speaking of which, his splint mail is emblazoned with the image of Lurue across his chest and back.

Background & Alignment: Knight of the Order - Lawful Good

Personality Traits: I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation. I can stare down a hell hound without flinching.

Ideals: Greater Good. Our lot is to lay down our lives in defense of others.

Bonds: Nothing is more important than the other members of my family.

Flaws: A most monstrous enemy once described to me as a child (Beholder) still leaves me quivering with fear (yes I know this overrides the previous personality trait, that's to establish contrast).

Elias Drako - Veteran - Order of the Gauntlet

Backstory: Elias was expected to follow the standard life, marry a young Waterdhavian Noble, have children, take over the family business, and then die. Everything had been planned out for him, so why should he even pretend he had a choice? He wondered about this a lot, on the day of his marriage, on the day that his mother announced he would be the next head of their shipping company, and on the day of his young son's birth. He loved Evelynne and Jacob, but he couldn't help but feel that something was wrong. He realized, at the age of thirty-three, he had never made a single choice for himself. So he decided he would make a decision. Every day, instead of working in shipping (Lathander knows his mother had already made it so that the company could function without him), he trained, he wanted to do something with his life, something out of the ordinary, something nobody, not even his parents could predict. Having developed contacts

within the Order of the Gauntlet through his connections, he informed them that he wished to assist. Understandably they were not too keen on assisting some noble in playing out his mid-life crisis, but when he arrived at their headquarters and displayed his skill, they were shocked and decided to let him in. He then immediately jumped at the chance of heading into the Underdark, saying goodbye to his family but rationalizing that he was doing what was necessary to save them.

Appearance: Elias is a Damaran human in his mid-thirties, but despite his middle age he still retains much of his aristocratic rearing. He's roughly of an average build, with his light brown hair descending down past his slightly-tanned shoulders, and his brown eyes hard, but warm inside. His jawline is excellent, and whenever he speaks, you cannot help but listen.

Background & Alignment: Waterdhavian Noble - Chaotic Good

Personality Traits: No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses. If you do me injury, I will crush you, ruin your name, and salt your fields.

Ideals: Independence. I must prove that I can handle myself without the coddling of my family.

Bonds: The common folk must see me as a hero of the people.

Flaws: I secretly believe that everyone is beneath me.

Tamryn Tharke - Veteran - Order of the Gauntlet

Backstory: Tamryn wondered, ever since they were young, what their place in the world was. They were born in Neverwinter to loving parents who supported them. Their parents were merchants who would travel from Neverwinter to Waterdeep semi-frequently, and as a result, they lived a comfortable life. Nevertheless, they always wondered about the outside world, the one beyond the walls, and full of strange new experiences. They quickly joined up with an expeditionary force seeking to explore the world and all that it holds. However, life as a traveler was strange, and their companions throughout each mission were most certainly not the type that they enjoyed, constantly bickering and being more interested in themselves than the betterment of the world. However, after several years of growing more and more fed up with the shenanigans present in such groups, on one mission, a stoic shield dwarf named Adrik Battlehammer simply did what was right and focused on little else was present. Tamryn was fastened by him, in divisive contrast to their other companions Adrik seemed to be the eye of the storm, calm even in the face of insurmountable odds. After several expeditions, Tamryn implored Adrik to teach them his ways, but Adrik responded simply that he could not; however, someone else could teach them: The Order of the Gauntlet. Impressed by Tamryn's record, the Order quickly accepted them and sent them out on missions, with each new mission yielding greater results and Tamryn climbing through the ranks. This is only their next mission, nothing more.

Appearance: Tamryn is an Illuskan human in their late twenties with raven-black hair upon their fair-skinned body. They have blue eyes that always dart around inquisitively, searching for answers to questions that only they know. Tamryn stands at almost six feet, and is slightly on the leaner side,

Background & Alignment:

Personality Traits:

Ideals:

Bonds:

Flaws:

Appendix D: NPCs and Madness (WIP)

Introduction: Here's a handy-dandy list that discusses likely madnesses for the different NPCs depending on their respective personalities. This is just an interesting dive into several NPCs' psyche, so feel free to take this with a grain of salt (more so than all of my other edits). I won't be going into details concerning the faction reinforcement NPCs, so this is mostly for the others.

Name:

Short-Term:

Long-Term:

Indefinite:

Aljanor Keenblade:

Short-Term: Aljanor spends the duration weeping over how much effort is spent on him and how worthless he is.

Long-Term: Aljanor cannot stand his armor, believing that if he is to die, it shall be now, and not because some piece of metal protected him. He is affected by the *antipathy* portion of antipathy/sympathy towards his armor.

Indefinite: Aljanor is awash in the awareness of life's futility, what effect can he have on the world?

Amarith Coppervein:

Short-Term: Amarith begins making the sounds of monstrous creatures - rust monsters, carrion crawlers, etc... she can neither speak normally nor cast spells

Long-Term: Amarith can only grunt in a bestial manner, she is otherwise utterly incapable of speech.

Indefinite: Amarith keeps trophies from the bodies she has slain, turning them into adornments.

Eldeth Feldrun:

Short-Term:

Long-Term:

Indefinite:

Fargas Rumblefoot:

Short-Term:

Long-Term:

Indefinite:

Jimjar:

Short-Term:

Long-Term:

Indefinite:

Khalessa Draga:

Short-Term:

Long-Term:

Indefinite:

Sladis Vadir:

Short-Term:

Long-Term:

Indefinite:

Spiderbait:

Short-Term:

Long-Term:

Indefinite:

Yuk-Yuk:

Short-Term:

Long-Term:

Indefinite:

Zilchyn Q'Leptin:

Short-Term:

Long-Term:

Indefinite:

