Adjusting the Scene

Here are some suggestions for adjusting this scene

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| NPC | VW | W | **A** | S | VS |
| Zombie | 4 | 4 | **5** | 5 | 5 |
| Flameskull |  | 1 | **1** | 1 | 2 |
| Specter | 1 |  | **1** | 1 | 1 |
| Ghast | 1 |  |  | 1 |  |

For Strong or weaker parties, the Flameskull has no level 3 spells left when the players join the battle.

**Determining Party Strength – Appended**

## Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

### Determining Party Strength

**Party Composition Party Strength**

3-4 characters, APL less than Very weak

3-4 characters, APL equivalent Weak

3-4 characters, APL greater than Average

5 characters, APL less than Weak

5 characters, APL equivalent Average

5 characters, APL greater than Strong

6-7 characters, APL less than Average

6-7 characters, APL equivalent Strong

The sidebar contains notations for the number of creatures that should be present based on party strength. If a block is empty, there are no creatures of that type. The abbreviations are as follows:

VW – Very Weak

W – Weak

A – Average (the default)

S – Strong

VS – Very Strong