

D&D Waterdeep: Dragon Heist - Chapter 3: Fireball

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Note: Some of these encounters feature monsters that are not intended to be defeated.

Nevertheless, I will scale these encounters so that the fact that they're not intended to be defeated remains consistent across levels and player count.

[Chapter 1 Encounter Edits](#)

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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 a PC has a extremely powerful ability/magic item (which, given that this is chapter 1 of a new mod, should be highly unlikely, but you never know), or if you're in a party that wants to RP more than kill everything 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 (7 players, 1 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 (especially in an adventure like this, where deathly threats are around every corner). 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.

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

Very Very Weak (VVV Weak) is 3 level 1 players who don't want a challenge

Very Very Weak is 3 level 2 players

Very Weak is going to be 3 players

Weak is 4 players

the norm (as I would assume) is 5 level 3s

Strong is going to be 6 players

Very Strong is 6 level 4s

Very Very Strong, is going to be 6 level 5s

Very Very Very (VVV) Strong is going to be for those who want to take on a bit of a challenge, or you have a group of 7 level 5s.

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.

In addition, the party should level up to level two by the end of the first chapter, level three by the end of the second, most likely level four by the end of the third chapter, and they should tier out by the end of the fourth. I will assume that all of the villains' lairs are for level five characters. My guide shall be balanced for this.

Template:

VVV Weak:

Very Very Weak:

Very Weak:

Weak:

Normal:

Strong:

Very Strong:

Very Very Strong:

VVV Strong:

3rd Level Missions

Emerald Enclave Mission:

Very Very Weak: Three **Skeletons** (MM pg. 272) with 6 HP and a -2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Very Weak: Four **Skeletons** (MM pg. 272) with 7 HP

Weak: Five **Skeletons** (MM pg. 272)

Normal: Six **Skeletons** (MM pg. 272)

Strong: Seven **Skeletons** (MM pg. 272)

Very Strong: Eight **Skeletons** (MM pg. 272)

Very Very Strong: Six **Skeletons** (MM pg. 272), four of which are riding **Warhorse Skeletons** (MM pg. 273)

VVV Strong: Six **Skeletons** (MM pg. 272), four of which are riding **Warhorse Skeletons** (MM pg. 273) and are accompanied by an amalgamation of bones (use the **Minotaur Skeleton** stat block [MM pg. 273])

Harper Mission:

Very Very Weak: One **Slaad Tadpole** (MM pg. 276) which I would describe as a fledgeling Gazer that cannot really fly other than hovering off the ground and only has premature eyestalks (and thus can only bite)

Very Weak: One **Slaad Tadpole** (MM pg. 276) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws, which I would describe as a fledgeling Gazer that cannot really fly other than hovering off the ground and only has premature eyestalks (and thus can only bite)

Weak: One **Gazer** (VGtM pg. 126) with 5 HP and a -2 penalty to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: One **Gazer** (VGtM pg. 126)

Strong: One **Gazer** (VGtM pg. 126) with 15 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Strong: One **Intellect Devourer** (MM pg. 191) with 11 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Very Strong: One **Spectator** (MM pg. 30)

VVV Strong: One **Mindwitness** (VGtM pg. 176) with 37 HP

Lord's Alliance Mission:

Very Very Weak: A **Bandit Captain** (MM pg. 344) named Harko

Very Weak: A **Bandit Captain** (MM pg. 344) named Harko with 97 HP and a +2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws

Weak: A **Bandit Captain** (MM pg. 344) named Harko with 32 HP and a -2 to all Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws and two **Kenku** (MM pg. 194)

Normal: A **Bandit Captain** (MM pg. 344) named Harko and two **Kenku** (MM pg. 194)

Strong: A **Bandit Captain** (MM pg. 344) named Harko and four **Kenku Thugs** (MM pg. 194) with the Kenku racial features (VGtM pg. 111)

Very Strong: A **Veteran** (MM pg. 350) named Harko with only Studded Leather armor (reducing his AC to 13) and two **Kenku Bandit Captains** (MM pg. 344) with the Kenku racial features (VGtM pg. 111)

Very Very Strong: A **Veteran** (MM pg. 350) named Harko and two **Kenku Bandit Captains** (MM pg. 344) with the Kenku racial features (VGtM pg. 111)

VVV Strong: A **Gladiator** (MM pg. 346) named Harko and two **Kenku Veterans** (MM pg. 344) with the Kenku racial features (VGtM pg. 111) and 78 HP

Gralhund Villa

G2, Yard - Day:

VVV Weak: One **Acolyte** (MM pg. 342) named Hurv and two **Mastiffs** (MM pg. 332)

Very Very Weak: One **Acolyte** (MM pg. 342) named Hurv with 16 HP and three **Mastiffs** (MM pg. 332)

Very Weak: One **Cult Fanatic** (MM pg. 345) named Hurv with 16 HP

Weak: One **Cult Fanatic** (MM pg. 345) named Hurv and one **Mastiff** (MM pg. 332)

Normal: One **Cult Fanatic** (MM pg. 345) named Hurv and two **Mastiffs** (MM pg. 332)

Strong: One **Cult Fanatic** (MM pg. 345) named Hurv and two **Death Dogs** (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two

Very Strong: One **Cult Fanatic** (MM pg. 345) named Hurv with 49 HP and two **Death Dogs** (MM pg. 321) who originally look like standard dogs but when they attack their head splits into two

Very Very Strong: One **Cult Fanatic** (MM pg. 345) named Hurv with 49 HP and a +2 to attack rolls, ability checks, damage rolls, saving throws, and saving throw DCs and two **Shadow Mastiffs** (VGtM pg. 190)

VVV Strong: One **Warlock of the Great Old One** (VGtM pg. 220) named Hurv and two **Shadow Mastiffs** (VGtM pg. 190)

G2, Yard - Night:

VVV Weak: One **Shadow** (MM pg. 269) with 24 HP

Very Very Weak: One **Shadow** (MM pg. 269) with 24 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Very Weak: Two **Shadows** (MM pg. 269)

Weak: Three **Shadows** (MM pg. 269) with 8 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

Normal: Three **Shadows** (MM pg. 269)

Strong: One **Specter** (MM pg. 279) with 40 HP and two **Shadows** (MM pg. 269)

Very Strong: One **Specter** (MM pg. 279) with 40 HP and three **Shadows** (MM pg. 269)

Very Very Strong: One **Vampiric Mist** (MToF pg. 246) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs and two **Specters** (MM pg. 279)

VVV Strong: One **Ghost** (MM pg. 147) with 22 HP and two **Vampiric Mists** (MToF pg. 246) with 16 HP and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

G12, Family Library:

VVV Weak: One **Specter** (MM pg. 279) with 33 HP

Very Very Weak: One **Specter** (MM pg. 279) with 40 HP

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

Weak: Two **Specters** (MM pg. 279) with 40 HP

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

Strong: Four **Specters** (MM pg. 279) with 33 HP

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

Very Very Strong: Four **Poltergeists** (MM pg. 279)

VVV Strong: Four **Vampiric Mists** (MToF pg. 246) with 44 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

G15, Guest Suite:

VVV Weak: Urstol Floxin is so wounded that he functions as a **Spy** (MM pg. 349) with 7 HP and a -2 to all attack rolls, ability checks, damage rolls, and saving throws

Very Very Weak: Urstol Floxin is so wounded that he functions only as a **Spy** (MM pg. 349) with 48 HP

Very Weak: One **Assassin** (MM pg. 343) with 25 HP, no poison, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, and Saving Throws named Urstol Floxin

Weak: One **Assassin** (MM pg. 343) with 25 HP and no poison who is named Urstol Floxin

Normal: One **Assassin** (MM pg. 343) with 50 HP and no poison who is named Urstol Floxin

Strong: One **Assassin** (MM pg. 343) with no poison and a -2 penalty to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin

Very Strong: One **Master Thief** (VGtM pg. 216) with 126 HP and a +2 bonus to attack rolls, ability checks, damage rolls, and saving throws named Urstol Floxin

Very Very Strong: One **Assassin** (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by four Zhentarim **Thugs** (MM pg. 350)

VVV Strong: One **Assassin** (MM pg. 343) with 50 HP and no poison named Urstol Floxin accompanied by two Zhentarim **Spies** (MM pg. 349)