

# ***D&D Waterdeep: Dragon Heist - Chapter 2: Trollskull***

## ***Alley***

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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](#)

[Chapter 3 Encounter Edits](#)

[Chapter 4 Encounter Edits](#)

[Chapter 5-8 Encounter Edits](#)

## **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 an 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 2 level 1 players which should be limited to a non-AL game

**Very Very Weak** is 3 players who don't want a challenge or 3 level 1s

**Very Weak** is going to be 3 players

**Weak** is 4 players

the norm (as I would assume) is 5 level 2s

**Strong** is going to be 6 players

**Very Strong** is 7 players

**Very Very Strong**, is going to be 7 level 3s

**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 4s.

If you have an APL higher than 1 increase the strength for every level higher, i.e. a 6 person APL 3 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:**

**2<sup>nd</sup> Level Missions**

***Emerald Enclave Mission:***

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

**Weak:** One **Scarecrow** (MM pg. 268) with 18 HP

**Normal:** One **Scarecrow** (MM pg. 268)

**Strong:** One **Scarecrow** (MM pg. 268) with 54 HP

**Very Strong:** One **Scarecrow** (MM pg. 268) with 54 HP and +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**Very Very Strong:** Two **Scarecrows** (MM pg. 268)

**VVV Strong:** Three **Scarecrows** (MM pg. 268) with 18 HP

***Lords' Alliance Mission:***

NOTE: The adventurers would have the assistance of the two **Guards** (MM pg. 347) who are equivalent to level 1 adventurers

**Very Weak:** One **Giant Spider** (MM pg. 328)

**Weak:** Two **Rust Monsters** (MM pg. 262)

**Normal:** One **Carrion Crawler** (MM pg. 37)

**Strong:** Three **Swarms of Rats** (MM pg. 339) with 36 HP

**Very Strong:** Two **Giant Spiders** (MM pg. 328) with 13 HP

**Very Very Strong:** Three **Swarms of Insects** (MM pg. 338)

**VVV Strong:** Seven **Swarms of Rats** (MM pg. 339)

***Order of the Gauntlet Mission:***

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

**Very Weak:** Three **Thugs** (MM pg. 350) with 16 HP and a -2 to attack rolls, ability checks, damage rolls, and saving throws

**Weak:** Three **Thugs** (MM pg. 350)

**Normal:** Four **Thugs** (MM pg. 350)

**Strong:** Two **Bandit Captains** (MM pg. 344)

**Very Strong:** Two **Bandit Captains** (MM pg. 344) with 97 HP

**Very Very Strong:** Eight **Thugs** (MM pg. 350)

**VVV Strong:** Four **Bandit Captains** (MM pg. 344)

***Zhentarim Mission:***

**Very Weak:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, and a -2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs

**Weak:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xinbrindas with 42/84 HP, having been injured by a previous murder who was stronger than Soluun expected

**Normal:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas

**Strong:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas with 105 HP

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

**Very Very Strong:** One **Drow Gunslinger** (W:DH pg. 202) named Soluun Xibrindas with 105 HP and a +2 to Attack Rolls, Ability Checks, Damage Rolls, Saving Throws, and Saving Throw DCs, and three **Spies** (MM pg. 349) who are the protege of Soluun Xibrindas with Drow racial traits

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