

How to play the fights

 = updated stat blocks

Buckledown Row:

<u>Room</u>	<u>Dungeons of Drakkenheim</u>	<u>Monsters of Drakkenheim</u>
Streets	21 Bandits, 5 Scoundrels, 8 Veterans (+ 1d4 Queen's Men strike teams) 38.500 Adjusted XP	21 Bandits, 5 Scoundrels, 8 Veterans (+ 1d4 Queen's Men strike teams) 38.500 Adjusted XP
Sweaty Bugbear	1 Gladiator, 4 Thugs, 1 Commoner 4.420 Adjusted XP	1 Gladiator, 4 Thugs, 1 Commoner 4.420 Adjusted XP
Sneaky McGee's	2 Assassins, 3 Scoundrels, 10 Bandits 40.600 Adjusted XP	1 Royal Assassin, 1 Assassin, 3 Scoundrels, 10 Bandits 48.600 Adjusted XP
Padlock Tavern	1 Scoundrel, 1 Bandit Captain, 3 Goblins, 30 Bandits 6.200 Adjusted XP	Blackjack Mel, 1 Bandit Captain, 3 Goblins, 30 Bandits 7.200 Adjusted XP
Old Imperial Public House	1 Veteran, 5 Thugs, 10 Bandits 5.800 Adjusted XP	1 Veteran, 5 Thugs, 10 Bandits 5.800 Adjusted XP
Smee's Palace	1 Spy, 10 Bandits 1.350 Adjusted XP	1 Spy, 10 Bandits 1.350 Adjusted XP
Meeting Room	1 Bandit Captain, 2 Thugs, 5 Bandits 1.800 Adjusted XP	1 Bandit Captain, 2 Thugs, 5 Bandits 1.800 Adjusted XP
Prisoners Stocks	1 Gladiator 1.800 Adjusted XP	1 Gladiator 1.800 Adjusted XP
Fighting Pit	1 Veteran, 1 Commoner, 40 Bandits 6.840 Adjusted XP	1 Veteran, 1 Commoner, 40 Bandits 6.840 Adjusted XP
Pit Fighters	1 Bandit, 1 Thug, 1 Veteran, 1 Gladiator, 1 Assassin (+ 1 Thug) 13.050 Adjusted XP	1 Bandit, 1 Thug, 1 Veteran, 1 Gladiator, 1 Assassin (+ 1 Thug) 13.050 Adjusted XP

How to play the fights:

Streets

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

The Scoundrels use their Hand Crossbows from above, prioritizing targets engaged in melee combat with Bandits or Veterans to trigger Sneak Attack.

The Veterans close into melee combat and will Multiattack the closest enemy, prioritizing weaker targets (lower HP).

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Sweaty Bugbear

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Gladiator closes into melee combat and will Multiattack the strongest enemy (highest STR). The Gladiator will use their Shield Bash bonus action whenever possible to gain advantage on attack rolls. Afterwards, they use one-handed spear attacks to target their prone enemy. They will use their Parry reaction whenever they can increase their AC high enough to block an attack.

The Thugs will close into melee combat and will Multiattack the closest enemy, prioritizing weaker targets (lower HP).

The Commoner will engage into melee combat with their Club attack once an enemy is bloodied.

Sneaky McGee's

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Royal Assassin will attempt to kill enemies in the first turn. They will prioritize the least armored target (lowest AC). They Multiattack the target with their Poisoned Weapon and apply one of the effects depending on their enemy. If the target's highest score is WIS, INT or CHA they will use Silent Scream. If the target's highest score is STR they will use Sap Strength. If the target's highest score is DEX or CON they will use Sluggish Sinews.

The Assassin attempts to kill enemies in the first turn. They will prioritize surprised enemies or enemies who haven't taken a turn yet to make use of their Assassinate trait. If multiple enemies meet this condition, they will focus on the least armored target (lowest AC). They Multiattack the target preferably with their Hand Crossbow and try to use their Sneak Attack.

The Scoundrels use their Hand Crossbows, prioritizing targets engaged in melee combat with Bandits or Assassins to trigger Sneak Attack.

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

Padlock Tavern

This encounter usually shouldn't end in a combat since there is no inherent conflict.

Blackjack Mel tries to stay out of combat but might use his Knife attack should he feel threatened. If only one member of either side is conscious or alive, he will throw a Knife to secure the kill and put himself in a favorable position with the winners.

The Bandit Captain will close into melee combat and will Multiattack the weakest enemy (lowest HP).

The Goblins will throw bottles (Shortbow attack) at the enemies, prioritizing the closest targets.

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

Old Imperial Public House

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Veteran closes into melee combat and will Multiattack the weakest enemy (lowest HP).

The Thugs will close into melee combat and will Multiattack the closest enemy, prioritizing weaker targets (lower HP).

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

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Smee's Palace

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Spy uses his Hand Crossbow on the least armored enemy (lowest AC) and attempts to use his Sneak Attack.

Unfortunately, the Bandits aren't fond of them and won't engage in combat with the enemies.

Meeting Room

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Bandit Captain will close into melee combat and will Multiattack the weakest enemy (lowest HP).

The Thugs will close into melee combat and will Multiattack the closest enemy, prioritizing weaker targets (lower HP).

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

The Prisoners Stocks

The Gladiator defends the stocks with their life. They will attempt to kill any person trying to free prisoners. The Gladiator will use their Shield Bash bonus action whenever possible to gain advantage on attack rolls. Afterwards, they use one-handed spear attacks to target his prone enemy. He will use his Parry reaction whenever he can increase his AC high enough to block an attack.

Fighting Pits

This encounter usually shouldn't end in a combat since there is no inherent conflict.

The Veteran and Commoner will attempt to flee once combat starts.

The Bandits will focus the weakest enemy (lowest HP) and threaten to kill them once they are reduced to 0 HP. Each Bandit will flee once they're bloodied and all Bandits will flee once they don't outnumber the party anymore.

Pit Fighters

The Bandit is bloodied. They only use their Scimitar to attack the enemy.

The Thug uses their Multiattack to attack with their mace.

The Veteran uses their Multiattack to attack with two-handed Longsword attacks.

The Gladiator will use their Shield Bash bonus action whenever possible to gain advantage on attack rolls. Afterwards, they use one-handed spear attacks to target their prone enemy. They will use their Parry reaction whenever they can increase their AC high enough to block an attack.

The Assassin attempts to knock out their enemy in the first turn, potentially using their Assassinate trait. They Multiattack the target preferably with their Hand Crossbow and use Sneak Attack if they have advantage. Since the Assassin uses poison in their attacks, they will be disqualified after the first turn and the enemy will be declared the winner.