

Party Composition	
Characters	Levels
Avalene	8
Esk	8
Felaern	8
Leo	8
Rastille	8
Reginald	8

Individual Character Contributions				
Player Thresholds	Easy	Medium	Hard	Deadly
Avalene Threshold	450	900	1,400	2,100
Esk Threshold	450	900	1,400	2,100
Felaern Threshold	450	900	1,400	2,100
Leo Threshold	450	900	1,400	2,100
Rastille Threshold	450	900	1,400	2,100
Reginald Threshold	450	900	1,400	2,100

Adjusted XP Thresholds for Party				
Number of Enemies	Minimum Enemy XP Required			
	Easy	Medium	Hard	Deadly
1	5,400	10,800	16,800	25,200
2	2,700	5,400	8,400	12,600
3-6	1,800	3,600	5,600	8,400
7-10	1,350	2,700	4,200	6,300
11-14	1,080	2,160	3,360	5,040
15+	900	1,800	2,800	4,200

Specific Combat Difficulty	
Enemy XP Total	5500
Number of Enemies	6
Combat Difficulty	Medium

Player XP Thresholds [1]				
Character Level	Encounter Difficulty			
	Easy	Medium	Hard	Deadly
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1,100
6	300	600	900	1,400
7	350	750	1,100	1,700
8	450	900	1,400	2,100
9	550	1,100	1,600	2,400
10	600	1,200	1,900	2,800
11	800	1,600	2,400	3,600
12	1,000	2,000	3,000	4,500
13	1,100	2,200	3,400	5,100
14	1,250	2,500	3,800	5,700
15	1,400	2,800	4,300	6,400
16	1,600	3,200	4,800	7,200
17	2,000	3,900	5,900	8,800
18	2,100	4,200	6,300	9,500
19	2,400	4,800	7,300	10,900
20	2,800	5,700	8,500	12,700
[3]				

Enemy Quantity Modifiers [2]			
Number of Enemies	Party of 1-2	Party of 3-5	Party of 6+
1	×1.5	×1	×0.5
2	×2	×1.5	×1
3-6	×2.5	×2	×1.5
7-10	×3	×2.5	×2
11-14	×4	×3	×2.5
15+	×5	×4	×3

[1] From the Dungeon Master's Guide 5th edition page 82.

[2] From the Dungeon Master's Guide 5th edition pages 82 and 83.

[3] For parties of fewer than 10 characters, we need a row of zeroes in this table.