

CCC-DWB-ESR-01



An Enchanting Shade of Red

A Moonsea Adventure

A Red Wizard is on the loose in the city of Phlan. Can they be tracked down before they
escape....

A Two Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for three to seven 1st to 4th level characters and is optimized for five characters with an average party level (APL) of 3. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Phlan.

Background

For days, a rash of mysterious kidnappings of local wizards has been reported throughout the city of Phlan. However, the watch caught a lucky break and was able to catch the culprit: A Red Wizard of Thay. As they were transporting him for questioning about the location of the victims, he found a way to escape, killing several City Watch guards in the process. The local captain of the City Watch sends out an urgent call to Adventurers to aid in the pursuit and capture of an opponent they are incapable of capturing.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: A Summons in the Streets (Call to Action).** The Adventurers are gathered by the City Watch in front of an entrance to the sewer system of Phlan, to help with the apprehension of this Red Wizard of

Thay and, if possible, locate his victims before he can complete his evil plans for them. This is the call to action.

- **Part 2: Into the Sewers.** The Adventurers begin to traverse the sewers of Phlan. However the Red Wizard has left many tricks and traps in his wake. The Adventurers need to track him through the sewers and into his makeshift lair and breach its defenses.
- **Part 3 The Wizard's Dungeon.** Upon tracking the Wizard through his lair, you confront him in his well-prepared sanctum and hopefully rescue the Wizard's victims.

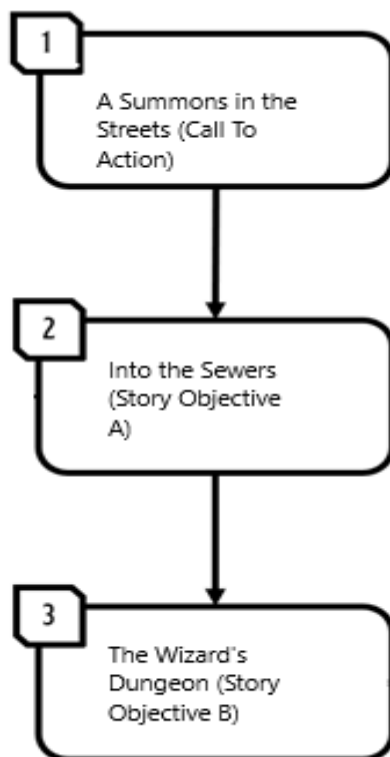
Adventurer Hooks

Adventurer Hook 1. One of the Adventurers could have had loved ones who were kidnapped by the Wizard.

Adventurer Hook 2. The players may wish to curry favor with the city or with one of the captured wizards.

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also an outline of the different paths that your players may take in reaching their stated objective.



Part 1: A Summons In The Streets

Estimated Duration: 15 minutes

Call to Action

The Adventurers have been sought out by the City Watch and brought to the site of a violent escape.

As you are enjoying a morning meal in the local tavern called The Clockwork Goldfish, a small group of City Watch enter the tavern and hurry towards your table. Breathlessly, the lead guard says, "Thank the gods we found you. We require your help to apprehend a dangerous fugitive."

The Adventurers are lead to an entrance to the underground sewer system beneath Phlan. Upon the Adventurers' arrival, they are greeted by the sight of several City Watch members dead from what looks like a massive explosion. A DC:13 Arcana Check reveals it to be the site of a fireball spell. As the Adventurers approach, the Guard Captain named Capt. Capbank greets the party:

-For about 1 month, there have been a series of kidnappings of young wizards in training (currently 20 are missing).

-We investigated and managed to capture the culprit: A Red Wizard of Thay, However, before they could interrogate him to determine where his victims were, he escaped through this entrance into the sewers.

- Capt. Capbank wants the Adventurers to enter the sewers and track the Wizard to his lair, eliminate him, and rescue the victims. "Make sure to bring me his head" Capt. Capbank snarls.

-He tells them that he can offer a reward if they can accomplish this task.

-He explains that he has stationed all of his guards to monitor all exits from the sewers.

-As the players head into the sewers, he offers a warning, "Be on your guard, that wizard ain't the only monster that roams the sewers of this city. Take these to help you" and he hands 2 potions of invulnerability over to the party as they depart.

Part 2: Into the Sewers

After the Adventurers enter the sewers, they begin to track the Wizard's trail.

Scene A: Sewer Passage

As the players proceed on the trail, 2 survival checks (DC:12) will be needed. As they are traversing the Wizard's path, if the players wish to track stealthily they will need to pass a DC:11 Group stealth check after each survival check. If the group fails, they attract the attention of the inhabitants of the sewers.

Area Information

The area has the following features.

Terrain. The sewer tunnel is 40ft wide with 10ft walkways on either side. A 10ft deep flowing river of sewage is flowing down the middle of the tunnel.

Lighting. The sewers have areas of dim light, surrounded by areas of darkness.

Sewer Denizens. Lurking in the water is an **Otyugh** looking for its next meal. It attacks immediately if disturbed by the characters. However, it will attempt to retreat if reduced to half HP.

Adjusting The Scene:

Very Weak: Replace the **Otyugh** to a **Carrion Crawler**.

Weak: Replace the **Otyugh** with 2 **Carrion Crawlers**.

Strong: Add 1 **Carrion Crawler**.

Very Strong: Add 2 **Carrion Crawlers**.

Scene B: Within the Lair

It takes the characters several hours of following the Wizard's tracks before they come to the location where the trail ends.

Location A: The Trapped Passageway

The entrance is hidden behind an illusionary wall. In order to detect it, the characters will have to have a character make a DC:15 investigation check to determine that the wall is in fact an illusion. Advantage should be given if the player is attempting to interact with the suspect section of wall. Upon breaching the illusion, the players discover a magically locked door requiring a DC:18 Athletics (to knock it down) or Thieves' Tools (to pick the lock) check.

However the players deal with the door, as they open it a thick fog spills out of the door.

Area Information

The area (Map A) has the following features.

Terrain. The hallways are 10ft wide by 10ft high made of carved stone. The entire area radiates abjuration magic under the detect magic spell.

Lighting. The hallways are heavily obscured due to the thick fog. Any attempt to blow the fog away will allow for normal visibility, but will fog back up in 5 rounds. Whenever the characters enter an area with an intersection, roll a 1d100 and on a result of 50 or lower they proceed on their chosen direction. Otherwise, they head in a randomly determined direction due to the effects of the fog. This effect can be overcome; there are a number of creative methods for defeating this effect. From continuing to track the Wizard's trail to using spells like "locate object" to "follow missing party members", let the party come up with creative solutions. If a skill check is required, the set DC is 18.

Stinking Clouds. At the points located on map A as 1 and 2, the characters enter areas where the fog turns a pale shade of green. These areas are under the effect of a stinking cloud spell DC: 14. (pg. 278 in the PHB for full effects)

The players discover that the doors into the center, marked as Area B on map A, are locked with a similar effect as the entrance door. (requiring a DC:18 Athletics (to knock it down) or Thieves' Tools (to pick the lock) check).

Location B: The Stairwell

After entering Area B on map A, the Adventurers discover the fog does not follow them into the stairwell. However, they are greeted by a massive stone stairwell.

Area Information

The area has the following features.

Terrain. The stairwell ceiling is 20ft above a 15ft wide circular catwalk leading to stairs of similar width that descend 30ft to the ground floor. The entire staircase is covered in magical webs, which make them difficult terrain. Any attempt to move down the staircase requires a (DC:15) DEX Save or be restrained. A strength save (DC:15) is needed to escape. The webs are flammable, dealing 2d4 fire damage to anyone trapped within the webs. However, they regrow after 10 minutes.

Lighting. The staircase is brightly lit.

Hidden Ambushers. Lurking in the ceiling area of the stairwell are a **Shadow Demon** and 2 **Shadows**. Upon the players entering the stairwell have them roll a group Stealth check against the highest passive perception in the party. As the players proceed down

the stairs, they attack. The webs have no effect on the Spectators or Gazers.

Adjusting The Scene:

Very Weak: Remove 2 **Shadows**.

Weak: Remove 1 **Shadow**.

Strong: Add 1 **Shadow**.

Very Strong: Add 2 **Shadows**.

After defeating the ambushers and conquering the webs, the players reach the bottom of the shaft. There is another hidden magically locked door. In order to detect it, the characters will have to have a character make a DC:15 investigation check to determine that the wall is in fact an illusion. Advantage should be given if the player is attempting to interact with the suspect section of wall. Upon breaching the illusion, the players discover a magically locked door requiring a DC:18 Athletics (to knock it down) or Thieves' Tools (to pick the lock) check.

Once the players enter the door, proceed to part 3.

Part 3: The Wizard's Dungeon

Location A: The Dungeon

After entering the room, the characters enter the holding area containing the Red Wizard and his captives.

As you enter through the door, you see a wizard's lab in disarray, past which you see a long hallway with prisoner cells lining the hall. You see the Red Wizard & 2 Half-Orc apprentices frantically packing up his belongings. He stops and turns in your direction as you fully enter. "So you were the fools that were sent to track me down." He says with venom dripping from every word, "No matter, you will not stop me. These people will be the future of Thay." As he finishes, he backs toward the hallway, as his apprentices move to attack.

Area Information

The area has the following features.

Terrain. The passageway is 20ft across a ceiling about 10ft tall with 3 10ft square cages spaced 5ft apart on either side. The hallway extends an additional 20ft past the cells into a 30ft diameter circular room.

Lighting. The passageway has bright light.

Prisoner Cells: The 4 cells marked with a P on map B contain 5 prisoners each. The doors are magically locked, requiring a DC:25 (Athletics or Thieves' tool) check to unlock.

Hypnotic Pattern Trap: Located in area A on map B. DC: 15 Perception/Investigation to notice the trap trigger (a trip wire). If tripped, everyone in the area must make a DC: 13 WIS save or be under the effects of hypnotic pattern. Once noticed, players can

either avoid it or make a thieves' tools check (DC:15) to disable.

Creature Information

The Red Wizard is named Starthrax and understands he has been caught.

Objectives & Goals. Starthrax is desperate to finish his assigned task. He knows what will happen if he fails, so he is willing to die to accomplish his task.

What Do They Know? Starthrax knows that he was assigned the task to capture citizens with magical talent to be trained up as new Red Wizards. He also knows that after his escape that the City Guard will have sent people after him.

Battle Tactics

Starthrax (the **Enchanter**) begins combat with only access to spells of 3rd level and lower as well as the following spells already cast: Mage Armor and Stoneskin (both of these spells are reflected in his stats). He will not launch area of effect spells on any character within the area near the cells for fear of killing the prisoners. The apprentice wizards start combat with one 1st Level spell slot as they have already cast mage armor on themselves (included in their stats). On the **Enchanter's** first round of combat, they will cast misty step to move past the area that houses the Hypnotic Pattern Trap, then either dodge or launch a cantrip at any obvious spell casters or long range fighters.

Adjusting The Scene:

Very Weak: The **enchanter** has access to only 1st and 2nd level spells and remove the **2 Apprentice wizards**

Weak: Remove 1 **Apprentice Wizard**

Strong: The **Enchanter** has access to his 4th level spells.

Very Strong: The **Enchanter** has access to his 4th level spells and replace the **apprentice wizards** with an **enchanter** with access to spells of 2nd level and only 1 3rd level spell slot.

Treasure

After Starthrax has been killed, a search of his desk (DC: 10 Perception/Investigation) reveals a helm of comprehending languages as well as a list of the prisoners that were taken.

Wrap-Up

Once the players free the prisoners, the return trip is uneventful. Capt. Capbank is pleased that the prisoners are safe and that the wizard is dead. He thanks the characters and promises to keep them in mind for future assignments.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Helm of Comprehend Languages*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- ***Captain Capbank***. A tough all business City Watch commander

Personality: This City is my family

Ideal: When I lose people under my command I blame myself.

Bond: I treat those under my command fairly.

Flaw: I view betrayal of the Watch as a deadly insult.

- ***Starthax (Star-Thax)***. A rogue Red Wizard of Thay who seeks to raise an army to insure the future of Thay.

Personality: I cannot fail

Ideal: I would rather die than allow those beneath me to prevail.

Bond: Thayan wizards are the height of power and no one can destroy that.

Flaw: I see those without magic as beneath me.

Creature Statistics

Commoner

Medium Humanoid (any race), any alignment
Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+10)	10 (+0)	10 (+0)

Senses passive Perception 10
 Languages any one language (usually Common)
 Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target., *Hit:* 2 (1d4) bludgeoning damage.

Enchanter

Medium Human, Lawful Evil
Armor Class 15 (Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws: Int +6, WIS +4
 Skills Arcana +6, History +6
 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (Stoneskin Spell)
 Senses Passive Perception 11
 Languages Any Four Language
 Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14 +6 to hit with spell attacks).

The enchanter has the following wizard spells prepared:

Cantrips (at will): friends, mage hand, Fire Bolt, message
1st level (4 slots): charm person, * mage armor, magic missile
2nd level (3 slots): hold person, * invisibility, suggestion*
3rd level (3 slots): Enemies Abound*, hypnotic pattern, counterspell
4th level (3 slots): dominate beast, * stoneskin
5th level (2 slots): hold monster*
 *Enchantment spell of 1st level or higher

Actions

Dagger. *Melee or Ranged Weapon Attack~* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reaction

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.
 The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Otyugh
Large aberration, neutral
Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws: Con +7

Senses darkvision 120ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The Otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The Otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The Otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The Otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3)

bludgeoning damage and be stunned until the end of the Otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Carrion Crawler

Large Monstrosity, Unaligned

Armor Class 13 {natural armor}

Hit Points 51 (6d10 + 18)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills: Perception +3

Senses darkvision 60ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 10ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws: Dex +5, Cha +4

Skills: Stealth +7

Damage Vulnerabilities: Radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed,

petrified, poisoned, prone, restrained

Senses darkvision 120ft., passive Perception 11

Languages Abyssal, telepathy 120ft.

Challenge 4 (1 100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll 17 (4d6 + 3) psychic damage.

APPRENTICE WIZARD

Medium humanoid (Half-Orc), Lawful Evil

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Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses Passive Perception 10, Darkvision 60

Languages Common, Orc

Challenge 1/4 (50 XP)

Relentless Endurance. When reduced to 0 hit points, he drops to 1 hit point instead (but can't do this

again until he finishes a long rest).

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks).

It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, Shocking Grasp*

1st level (1 slots): *burning hands, Mage Armor, False Life*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from

non magical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

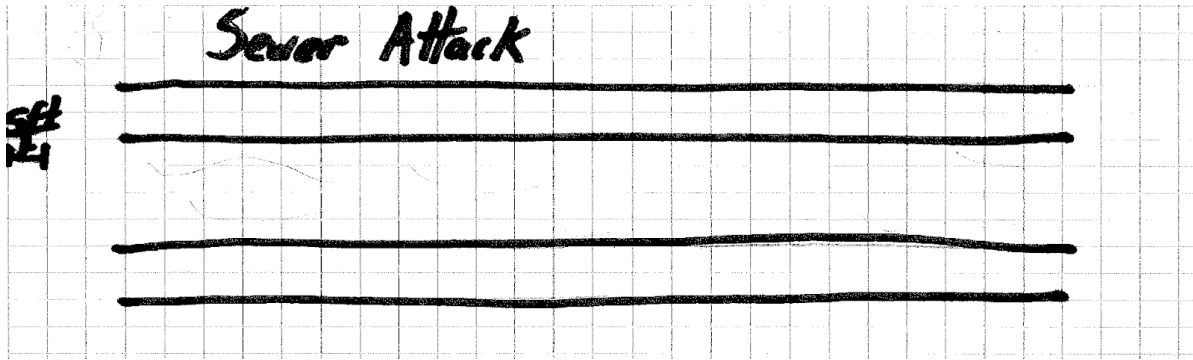
Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2)

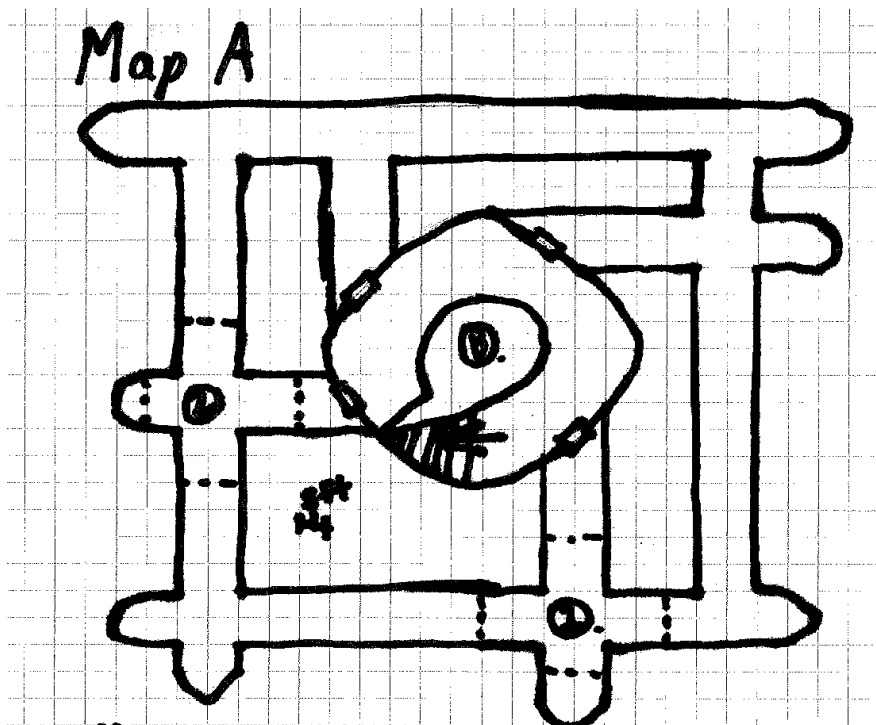
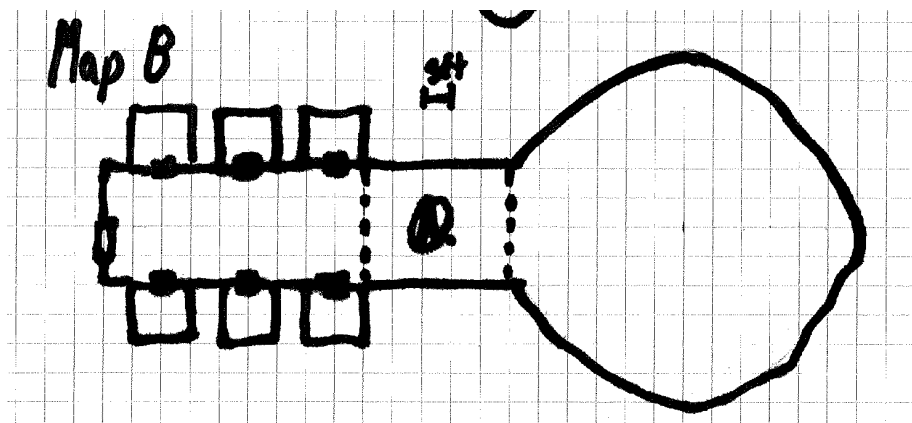
necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Appendix A: Maps, Player Handouts, Etc.

This appendix includes various handouts and resources for running the adventure.





Appendix B: Character Rewards

Helm of Comprehending Languages

Wondrous item, uncommon

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.

This helm bears the symbol of the Red Wizards of Thay.

This item can be found on Magic Item Table B

Appendix C: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

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New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndAdventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Player’s Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

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	
6-7 characters, APL greater than	Very strong	