

ENCOUNTERS EXPECTED

Per the DMG page 274, “most adventuring parties can handle about 6-8 medium or hard encounters in a day.” It also advises that “in general, over the course of a full adventuring day, the party will likely need to take two short rests, about one-third and two thirds of the way through the day.”

Given that this is the culmination of ACT 2 of the CAMPAIGN and the *Tyranny of Dragons* Adventure Path as well as several directly inter-connected storylines, consisting of:

- Storm King’s Thunder (Adventure Path);
- Storm King’s Thunder (Adventure League);
- Tyranny of the Dragons (Adventure League); and
- Waterdeep: Dragon Heist (Adventure League)

the following changes are to be expected

(i) The number of encounters are likely to be increased depending on the choices of the party and the probability of random encounters; and

(ii) The difficulty of the encounters to accentuate the nigh impossible task at hand.

ENCOUNTER

No.	Encounter Description	Base Difficulty
1	Aerial Combat	Deadly
2	Skyreach Castle	Deadly
3	Well of Dragons Caldera	Hard
4	Random Encounters	Medium +
5	Tiamat’s Temple - Sacrifice	Deadly
6	Tiamat’s Temple - Ritual	Deadly
7	TWIST!	Deadly
8	Rise of Tiamt	Insane

TIME OF ARRIVAL (CLOCK)

Throughout this storyline the timeline has played an important role, but the **Clock** only started ticking when an injured elf ranger by the name of Cylanestrial “First Arrow”, a Harper and a cousin of Skyla Artemis, informed the Council that according to her investigation as an undercover operative at the Well of Dragons, the Cult of Dragon were approximately 3 months from realising their objective of summoning Tiamat.

In effect, the date communicated in gamist terms was 90 +2d10 days, the rolling of which will only occur upon the PCs arrival at the Well of Dragons.

Should the PCs arrive early, there are no changes to the Encounter Budget.

However, should the PCs arrive late,

(a) The Encounter Budget is increased by 5,900 XP (CR 10 or 26 Mel). This addition may be added to 1 or apportioned amongst many of the abovelisted encounters.

(b) The Random Encounter probability is increased by 1 for every 2 days.

Per the DMG page 86, Random Encounters occur on an 18-20 on a 1d20, the rate of which will be every half hour in this location. Should the PCs arrive at the Well of Dragons 2 days late, the probability of a Random Encounter will increased from 18-20 to 17-20.

In short, the Clock’s only purpose is to determine the change in the Encounter Budget, the PCs will always arrive on time for the summoning of Tiamat. i.e. Always during the most exciting moment.

COUNCIL & ALLIES

This represents the factions in the Council of Waterdeep as well as the key allies who have tethered their support to fight against Tiamat and her forces. Each organisation has a leading delegate or delegates to the Council, and lists the troops and resources it can contribute to the final battle against the Cult of the Dragon.

The amount of troops and resources that will be committed by each group will depend on the results of the final **Council Scorecard**, with support ranging from None, Moderate, Considerable and Total. Unless otherwise stated, each category of support by a delegate includes the category before it. For instance, attaining Considerable support from Lord Dagult Neverember results in reducing the opponent encounter budget by 4,600 XP, as it includes the benefit earned from the Moderate category.

THE HARPERS

REMALIA HAVENTREE

Female moon elf fighter

Ideals. Freedom, respect (“Our failure would spell an end to all beautiful and honest things.”)

Interaction Traits. Honest, friendly

Pledged Resources. Harpers, mages and scouts.

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Gain arcane (bard & wizard) spells of 1st and 2nd level (Recharge d6).

Total. Gain 1 NPC belonging to the Harpers faction.

ORDER OF THE GAUNTLET

ONTHARR FRUME

Male human paladin

Ideals. Responsibility, greater good (“The strong must defend the weak, whatever the cost.”)

Interaction Traits. Friendly, hot-tempered

Pledged Resources. Paladins and healing clerics to support the fight against Tiamat’s forces.

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Gain divine (cleric and paladin) spells of 1st and 2nd level (Recharge d6).

Total. Gain 1 NPC belonging to the Order of the Gauntlet faction.

EMERALD ENCLAVE

DELAAN WINTERHOUND

Male half-elf ranger

Ideals. Balance, life (“In all good hearts is a spot of darkness, and in all tragedy is a glimmer of light.”)

Interaction Traits. Quiet

Pledged Resources. Druids, treants, fey, good- and neutral-aligned lycanthropes.

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Gain 1st and 2nd level druid spells (Recharge d6).

Total. Gain 1 NPC belonging to the Emerald Enclave faction.

LORD’S ALLIANCE

LADY LAERAL SILVERHAND

Female human wizard

Ideals. Creativity, respect (“We cannot stop what we do not understand.”)

Interaction Traits. Quiet, curious

Pledged Resources. Waterdeep’s army and conscript troops.

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Gain 1 NPC belonging to the Lord’s Alliance faction.

Total. Gifted Laeral’s Spell Shield.

LORD DAGULT NEVEREMBER

Human fighter

Ideals. Moderation, responsibility (“The commoners need strong leaders to protect them-and to do what must be done even when it is distasteful.”)

Interaction Traits. Honest

Pledged Resources. Neverwinter’s army and conscript troops and mercenaries from around the world.

Moderate. Reduce opponent encounter budget by 2,300 XP. (CR 6 or 13 Mel).

Considerable. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Total. Gain any 1 NPC from the list of candidates.

AMBASSADOR CONNERAD BRAWNAVIL

Male shield dwarf fighter

Ideals. Honour, respect (“A sturdy axe, a strong hand to hold it, and a straight fight are all we dwarves need to end this little problem.”)

Interaction Traits. Hot tempered, suspicious

Pledged Resources. Dwarf soldiers and dwarf-forged armaments and siege weapons.

Moderate. Reduce opponent encounter budget by 2,300 XP. (CR 6 or 13 Mel).

Considerable. Reduce random encounter probability by 1 and gain artillery attacks for encounters 1 and 2 (Recharge d6).

Total. Gain 1 dwarf NPC belonging to the Lord’s Alliance faction.

MARSHALL ULDER RAVENGARD

Male human fighter

Ideals. Responsibility, glory (“I am trust with protecting thousands of lives and I will not betray that trust no matter my personal desires.”)

Interaction Traits. Honest

Flaming Fist warriors and expert advisors to train conscript troops.

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Total. Gain 1 NPC belonging to the Lord’s Alliance faction.

KING MELANDRACH

Male wood elf fighter/druid

Ideals. Balance, nation (“We elves were once the greatest civiliation to grace Faerun, and my people are heir to that history. I will not squander our wanting strength.”)

Moderate. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel).

Considerable. Gain 1st and 2nd level Abjuration and Evocation spells from the Eldritch Knight spell list (Recharge d6).

Total. Gain 1 elf NPC belonging to the Lord’s Alliance faction.

TAERN “THUNDERSPELLS” HORNBLADE

Male human wizard

Ideals. Logic, greater good (“Calculated risks are necessary to win this war, and no one is likely to emerge unscathed.”)

Interaction Traits. Ponderous, curious

Pledged Resources. The army of Silvermoon (The Knights in Silver) and Silvermoon conscript troops.

Moderate. Reduce opponent encounter budget by 2,300 XP. (CR 6 or 13 Mel).

Considerable. Gain Companion Battlemaster Manuevers (Recharge d6).

Total. Gain 1 wizard-classed NPC belonging to the Lord’s Alliance faction.

SIR ISTEVAL

Male human paladin

Ideals. Tradition, honour (“Against Tiamat, we either stand together or fall alone. Who will stand with Cormyr?”)

Interaction Traits. Honourable, wise, dour

Pledged Resources. The might of Cormyr, including the Purple Dragon Knights and War Wizards.

Moderate. Reduce opponent encounter budget by 2,300 XP. (CR 6 or 13 Mel).

Considerable. Gain unique War Wizard and Purple Dragon Knight class features (Recharge d6).

Total. Gain any 1 NPC from the list of candidates.

MARCHION SELIN RAMUR

Human male diplomat

Ideals. Self-knowledge, people (“I’m committed to the people I care about, not to ideals”)

Interaction Traits. Personable, diplomat

Resources. The Axe of Mirabar

Standard. Reduce opponent encounter budget by 2,300 XP (CR 6 or 13 Mel). :

ZHENTARIM

RIAN NIGHTSHADE

Female tiefling warlock

Ideals. Logic, greed (“I’m certain we can come to an agreement that all parties will favour. But if not, we have other means of settling the issue.”)

Interaction Traits. Polite, mercantile, ruthless

Pledged Resources. Assassins and mercenaries.

Moderate. Reduce opponent encounter budget by 2,300 XP. (CR 6 or 13 Mel).

Considerable. Gain 1 NPC belonging to the Zhentarim faction.

Total. Not applicable

ARCANE BROTHERHOOD

MACCATH, THE CRIMSON

Female tiefling wizard

Pledged Resources. Wizards trained by the Host Tower of the Arcane.

Standard. Gain 3rd, 4th and 5th level arcane spells (Recharge d6).

METALLIC DRAGONS

PROTANTHER

Male gold dragon

Pledged Resources. Metallic dragons

Standard. The use of 5 dragons to defend 5 humanoid centres;

Reduce opponent encounter budget by 5,900 XP (CR 10 or 24 Mel); and

Upgrade griffons to dragons in Encounter #1.

GIANTS

KING HEKATON/HARTKILLER

Male storm giant/Male giant

Pledged Resources.

Standard. Reduce opponent encounter budget by 5,900 XP; (CR 10 or 24 Mel); and

Reduce random encounter probability by 1

DEVILS

LORD VOLMER

Male bone devil

Pledged Resources. Personal power

Standard. Unique to those who strike a deal

THAY

THARCHION ESELDRA YETH

Female vampire wizard

Pledged Resources. The Red Wizards of Thay and their monstrosities.

Standard. Reduce opponent encounter budget by 13,000 XP (CR 15 or 44 MeI). However when this is applied (randomised to see from which encounter this take effect (d8), the spells and class benefits gained from other allies use 1 die greater for purposes of recharging.