

# MONSTERS' GUIDE TO COMBAT ENCOUNTERS

*For Dungeon of the Mad Mage  
Level 9: Dweomercore*

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## About this Guide

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Combat is one of three main pillars of the game, apart from exploration and interaction. And it takes a lot of time to prepare and run good combat encounter. The goal of this guide is to help DMs who are running Waterdeep: Dungeon of the Mad Mage adventure to get better understanding how to run combat encounters, how to make them coherent, memorable and fun!

Preparation process divided into 3 steps:

1. Determining Encounter Difficulty.
2. Determining Surprise.
3. Determining Creatures' Tactics.

First step will give you general understanding about how difficult combat encounter could be for your player characters. Each level of WDMM is designed for PCs of particular level. I use a guideline from Encounter Building section in Xanathar's Guide to Everything (XGE, p. 88) to evaluate how many PCs of corresponding level should be in the party to overcome the encounter. Math is simple. If you have the same number of PCs – it is good fight. If you have more PCs (2/3 of number of PCs is needed) – they will pass it with ease, but it still be challenging. If you have less PCs (3/2 of number of PCs is needed) – encounter will be hard, but still winnable. Also, I put notes about combat difficulty, which I think is important. Depending on this information you can adjust the encounter for your group, skip it entirely or think about possible defeat consequences.

Second step is always up to DM, so you should be prepared in advance. General guidance is written in Player's Handbook (PHB, p. 189). Basically, you should determine who is surprised when the first round of combat begins. To do so, you should know answers for these questions:

Are creatures trying to hide? They roll Stealth.

Are they successful? Compare results to PC's Passive Perception score.

Are PCs trying to hide? They roll Stealth.

Are they successful? Compare results to creatures' Passive Perception score.

Based on the results you will understand who will take actions in the first round of combat and who will not. I also put my notes for the encounters when circumstances may differ from the standard procedure.

Third step will help you to understand how to use creatures in combat. Where should they stand? What course of action will be most efficient and logical depending on the lore? Who do they need to attack? Will they fight to the death? Will they flee or surrender? I also put more detailed explanation on how some creature's abilities and traits work.

## Abbreviations and Font Styles

The following abbreviations are used throughout this guide:

PHB = Player's Handbook

MM = Monster Manual

DMG = Dungeon Master's Guide

SCAG = Sword Coast Adventurer's Guide

XGE = Xanathar's Guide to Everything

VGTM = Volo's Guide to Monsters

MTOF = Mordenkainen's Tome of Foes

WDMM = Waterdeep: Dungeon of the Mad Mage

WDH = Waterdeep: Dragon Heist

PC(s) = Player Character(s)

AC = Armor Class

DC = Difficulty Class

CR = Challenge Rating

hp = hit points

gp = gold piece(s)

AoE = Area of Effect

RAW = Rules as Written

The following font styles are used throughout this guide:

**Bold** style is used for the creature's names

*Italic* style is used for the Spells.

***Bold Italic*** style is used for the Abilities and Traits.

## Level 9: Dweomercore

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This level is designed for four 10<sup>th</sup> level PCs. If you have more than 4 PCs, you can add more creatures to make combat encounters more challenging. If you have less PCs, then you can decrease the number of creatures in combat or use less optimal tactics. All creatures in Encounter Difficulty section are compared to 10<sup>th</sup> level PCs.

### Area 1a

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#### Encounter Difficulty

1 **Left hand of Manshoon** (CR 12, MM, p. 342, with changes) = 4 PCs

#### Surprise

Follow the standard procedure to determine surprise.

#### Creatures' Tactics

Left hand of Manshoon is undead guardian. It won't communicate, surrender or take captives, but it can flee if you decide so.

**Left hand of Manshoon** is **Archmage**. It's very vulnerable to physical attacks and it's not very strong opponent for 10<sup>th</sup> level party. This particular **Archmage** can fly so make it stay in the air away of melee reach. Assume that *Mage Armor* and *Mind Blank* were pre-casted. Start the fight with *Time Stop*. It will give the **Archmage** an opportunity to take minimum 2 turns without interruption. During the first turn make it cast *Mirror Image*. Next turn, make it cast *Wall of Force* trapping inside the dome one or two martial PCs. If it has one more turn, use it to cast 6<sup>th</sup> level *Cone of Cold*, which will end *Time Stop*. If it has more free turns you can make it cast *Fire Shield* before *Cone of Cold*. The **Archmage** has resistance to damage from spells already, but additional damage to melee attackers might be helpful. Continue casting *Cone of Cold* or 4<sup>th</sup> level *Lightning Bolt* spells targeting as many PCs as possible. Use *Counterspell* against harmful spells. If you decide that it's time to flee, cast *Teleport*.

## Area 4

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#### Encounter Difficulty

2 **Mezzoloths** (CR 5, MM, p. 313) = 4 PCs

**Note.** These creatures are not going to attack the party without reason.

#### Surprise

Follow the standard procedure to determine surprise.

#### Creatures' Tactics

Mezzoloth, as any yugoloth (kind of mercenary fiends), can't be killed anywhere outside Gehenna, their home plane. They won't flee, surrender or take captives but can negotiate using *Telepathy*.

The **Mezzoloth** has *Blindsight* and *Poison Immunity* which allows it to fight inside *Cloudkill* AoE without consequences. Use this spell in the first round of combat and make the **Mezzoloths** use *Multiattack* against blinded less-armored PCs. Since it is heavily obscured area the **Mezzoloth** gains benefits of Invisible condition (PHB, p. 291). If Concentration on *Cloudkill* is broken, second **Mezzoloth** can cast it once again. *Dispel Magic* can be useful to end spells cast by PCs.

### Area 6

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#### Encounter Difficulty

1 **Archmage** (CR 12, MM, p. 342) = 8 PCs

1 **Oni** (CR 7, MM, p. 239) = 3 PCs

#### Surprise

Follow the standard procedure to determine surprise.

#### Creatures' Tactics

Archmage is intelligent enough to negotiate, flee, surrender or take captives. See [Area 1a](#) for his tactics.

Oni, also known as ogre mages, are cunning and cruel creatures. They can negotiate, flee, surrender or take captives. They covet magic items, so you can make them focus on PCs who have it.

Make the **Oni** cast *Cone of Cold* targeting as many PCs as possible. Fly speed and **Glaive** attack with 10 ft. Reach allows the **Oni** to stay in the air out of melee reach and hit-and-run without getting opportunity attacks, but don't forget that it must protect the **Archmage**. Make the **Oni** cast *Invisibility* and fly away if you decide that it's time to flee. Alternatively, you can make the **Oni** flee through pneumatic tubes under effect of *Gaseous Form* spell.

## Area 7

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### Encounter Difficulty

1 **Mind Flayer Arcanist** (CR 8, MM, p. 222) = 4 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Mind flayers are psionic tyrants and slavers who devour brains of intelligent creatures. They are very smart and can negotiate, flee, surrender or take captives.

At the beginning of the combat make **Mind Flayer Arcanist** use **Mind Blast** targeting as many PCs as possible. It is recommended to use **Mind Blast** every time it recharges because it deals damage and disables PCs at the same time and doesn't require Concentration. During PCs' turns make it use its Reaction to cast *Shield* or *Counterspell*. On the next rounds make it cast 4<sup>th</sup> or 5<sup>th</sup> level *Lightning Bolt* spells targeting as many PCs as possible. Don't forget that Stunned PCs (PHB, p. 291) automatically fails Dexterity saving throws. Using **Mind Blast**, *Lightning Bolt* and *Shield* spells should be enough to challenge the

party, but you can also make the **Mind Flayer Arcanist** use other options. *Dominate Monster* is very powerful 8<sup>th</sup> level spell, but it doesn't do anything if PC succeeds on save. If you decide to use it, assume that the **Mind Flayer Arcanist** is smart enough to target martial PCs, rather than spellcasters, because spellcasters usually have higher bonus to Wisdom saves. **Tentacles** and **Extract Brain** attacks work in conjunction. Successful **Tentacles** attack inflicts Grappled condition (PHB, p. 290) automatically and if PC fails saving throw it also inflicts Stunned condition (PHB, p. 291). Stunned condition includes Incapacitated condition (PHB, p. 291) which allows **Mind Flayer Arcanist** to use **Extract Brain** next turn. Note that if PC dies because of **Extract Brain** ability neither *Revivify* nor *Raise Dead* spells won't work, because they don't restore any missing body parts. The easiest way to bring PC back to life is *Resurrection* spell which is available for bards and clerics at level 13 earliest. If you decide that it's time to flee, make the **Mind Flayer Arcanist** cast *Invisibility* and run away. You can also make it cast *Wall of Force* to block the path for the pursuers. If there is no chance to run, you can make the **Mind Flayer Arcanist** cast *Wall of Force* around itself and start negotiations.

## Area 11f

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### Encounter Difficulty

1 **Ogre Zombie** (CR 2, MM, p. 315) = 1 PC

**Note.** This is easy encounter, so you can skip it.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Zombies are mindless servants. They won't communicate, flee, surrender or take captives.

Make the **Ogre Zombie** use **Morningstar** against nearest PC. Roll a die, if several PCs are within same reach, to determine random target.

## Area 13a

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### Encounter Difficulty

1 **Drow Mage** (CR 7, MM, p. 129) = 3 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

According to MM and MTOF, drow are selfish, cruel and treacherous creatures, who believe in their supremacy to all other. They especially hate surface elves, so you can focus on elf or half-elf PCs in combat. Drow are intelligent enough to negotiate, flee, surrender or take captives.

Make **Drow Mage** to cast *Greater Invisibility* at the beginning of the fight. Next round make it try summoning **Shadow Demon**. You can also make the **Drow Mage** cast *Misty Step* before or after using **Summon Demon**. On the next rounds cast 5<sup>th</sup> level *Lightning Bolts* targeting as many PCs as possible. Don't forget to cast *Shield* and assume that *Mage Armor* was pre-casted before the encounter. If you decide that it's time to flee make the **Drow Mage** cast *Fly* or *Greater Invisibility* and run away. You can make it cast *Misty Step* to move a bit faster.

## Area 13b

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### Encounter Difficulty

1 **Nycaloth** (CR 9, MM, p. 311) = 5 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Nycaloths are yugoloth – neutral evil mercenary fiends from Outer plane called Gehenna (PHB, p.

300). They won't flee, surrender or take captives but can communicate using *Telepathy*.

Make the **Nycaloth** cast *Mirror Image* at the start of the combat, it is a very good defensive spell which doesn't require Concentration. After that, make the **Nycaloth** use *Multiattack* against less armored PC. The **Nycaloth** can fly, so make it use hit and run tactics, staying in the air out of melee reach between its turns. Always use *Greataxe* instead of *Claw* because the latter requires a lot of rolls which will slow down the pace of combat and deals less damage until fourth hit. It is also easily countered with magical healing. Use *Teleport* as part of *Multiattack* to reach and attack fleeing PCs.

## Area 14

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### Encounter Difficulty

1 **Mage** (CR 6, MM, p. 347) = 2 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Mage is intelligent enough to negotiate, flee, surrender or take captives.

Start the fight with *Greater Invisibility*. It will protect the **Mage** from lot of spells that require seeing (especially, *Counterspell*) and give Disadvantage to attacks against her. *Cone of Cold* is the most damaging spell the **Mage** has. You can also make her cast 5<sup>th</sup> level *Fireball* if you can target more PCs within its AoE. Assume that *Mage Armor* was pre-casted before the encounter. Use the **Mage's** reaction to cast *Shield* against attacks or *Counterspell* against harmful spells. Note that you can use *Counterspell* on **Mage's** own turn against PC's *Counterspell*. If you decide that it's time to flee make the **Mage** cast *Fly*, *Invisibility* or *Greater Invisibility* and run away. You can also make it cast *Misty Step* to move a bit faster.



## Area 15a

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### Encounter Difficulty

1 **Arcanaloth** (CR 12, MM, p. 311) = 4 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Arcanaloths are yugoloth – neutral evil fiends from Outer plane called Gehenna (PHB, p. 300) who often serve as mercenaries. Arcanaloth is very intelligent, so it can flee, surrender or take captives. It can communicate in all languages or using **Telepathy**.

This area is protected by **Antipathy** spell, so PCs must make DC 17 Wisdom save or become Frightened (PHB, p. 290) and spend all movement to leave spell's AoE. Successful save grants immunity to this effect for 1 minute. Actually, 60 ft. radius of the spell should also include Area 14, but it isn't mentioned anywhere in the book. As a DM you can rule that it only works inside Area 15a. The **Arcanaloth** has decent AC and hp and it can cast **Shield** or **Counterspell** as a Reaction to improve its defenses even further. If it has some time before combat, for example before it cast **Dimension Door** to reach Area 1a, you can make it cast **Mirror Image**. The **Arcanaloth** is immune to Charmed condition (PHB, p. 290) so it doesn't need to pre-cast **Mind Blank** that much. It's better to save this spell slot for something else. **Fear** is a good AoE disable, so make the **Arcanaloth** use this spell targeting as many PCs as possible at the beginning of the fight. As an alternative, you can make it cast 8<sup>th</sup> level **Hold Monster** targeting 4 PCs. Note, that the **Arcanaloth** is under effect of **Alter Self** and once it casts other Concentration spell its disguise ends. On the next rounds make the **Arcanaloth** cast 6<sup>th</sup> and 7<sup>th</sup> level **Chain Lightning** targeting as many PCs as possible. Note, that Paralyzed PCs fail Dexterity saves automatically. If you decide that it's time to flee make it cast **Dimension Door**.

## Area 16

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### Encounter Difficulty

1 **Mage** (CR 6, MM, p. 347) = 2 PCs

2 **Will-o'-wisps** (CR 2, MM, p. 301) = 1 PC

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Mage is intelligent enough to negotiate, flee, surrender or take captives. See [Area 14](#) for his tactics.

Will-o'-wisps are the souls of evil creatures. They feed on despair and fear. According to MM, they rarely speak, and they are intelligent enough to flee. They won't take captives or surrender.

Make the **Will-o'-wisps** use **Shock** as an Action, and if PC is down, use **Consume Life** as a Bonus Action. You can make **Will-o'-wisps** use **Incorporeal Movement** to hide from PCs' attacks under the floor between their turns.

## Area 17

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### Encounter Difficulty

3 **Archmages** (CR 12, MM, p. 342, with changes) = 24 PCs

**Note.** This encounter is designed to test one spellcaster PC and it is very hard even for the full party. I'd suggest to roll separate Initiative for each statue and have no spells pre-casted.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

See [Area 1a](#). Make the **Archmages** use **Time Stop** to cast **Mage Armor**, **Mirror Image**, **Fire Shield** and if there is a chance **Cone of Cold**. If **Time Stop** gave to **Archmage** 5 free turns you can make it cast **Wall of Force** on 4<sup>th</sup> turn to trap one martial PC.

## Area 20

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### Encounter Difficulty

1 **Slaad Tadpole** (CR 1/8, MM, p. 274) = 1 PC  
or

1 **Blue Slaad** (CR 7, MM, p. 274) = 3 PCs

**Note.** As a DM you can decide whether there will be **Slaad Tadpole**, or it grows to **Blue Slaad**.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Slaadi are the creatures of pure chaos native to Outer Plane, called Ever-Changing Chaos of Limbo (PHB, p. 300). According to MM, their goal is to sow discord on the Material Plane. Slaad tadpole is mindless so it won't communicate, flee, surrender or take captives. Blue slaadi can communicate using **Telepathy** but it is up to DM if it will flee, surrender or take captives.

The **Slaad Tadpole** has only one attack option, so make it use **Bite** against nearest PC.

The **Blue Slaad** must spread chaos phage in order to bring to the world more slaadi. Make it use **Multiattack** against less-armored PC. Once PC fails save against the disease from **Claw** attack make the **Blue Slaad** attack next PC.

## Area 22

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### Encounter Difficulty

2 **Poison Weirds** (CR 4, MM, p. 299, with changes) = 2 PCs

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Poison weirds are unique elemental creatures. They won't communicate, flee, surrender or take captives.

Make the **Poison Weird** use **Constrict** against nearest PC within reach and pull it into the pool. Remember that Poisoned condition (PHB, p. 290) gives Disadvantage to ability checks, so it will be harder to escape grapple inside the pool. Take a look to Suffocating rules (PHB, p. 183).

## Area 23b

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### Encounter Difficulty

1 **Night Hag** (CR 5, MM, p. 176) = 2 PCs

**Note.** The **Night Hag** is weak opponent for 10<sup>th</sup> level party. It is better to lure PCs to [Area 23c](#) and join forces with **Flesh Golems**.

### Surprise

Follow the standard procedure to determine surprise. As a DM you can decide that the **Night Hag** emerging from Ethereal Plane (PHB, p. 300) makes the party surprised.

### Creatures' Tactics

Evil night hags take perverse joy in corrupting mortals. As intelligent creatures they can negotiate, flee, surrender or take captives.

Make the **Night Hag** attack less-armored PC using **Claws**. It can also cast *Magic Missile* to break Concentration on spells or to reach PC in range. *Sleep* spell casted on heavily wounded PC might be brutal if **Flesh Golems** will be able to attack Unconscious PC (PHB, p. 290). If you decide that it's time to flee make the **Night Hag** use **Etherealness**.

## Area 23c

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### Encounter Difficulty

4 **Flesh Golems** (CR 5, MM, p. 167) = 8 PCs

**Note.** These creatures are not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

## Creatures' Tactics

Golems are elemental spirits bound into material form by powerful magic. They blindly obey any commands of their creators, don't feel pain and don't afraid of death. They won't communicate, flee or surrender.

Fire damage greatly decreases the **Flesh Golem's** combat effectiveness because of **Aversion of Fire** trait. Make it focus on PCs who deal fire damage. If the **Golem** goes **Berserk** and several creatures are at the same range, you can roll a die to determine random target.

## Area 26b

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### Encounter Difficulty

1 **Cloaker** (CR 8, MM, p. 41) = 4 PCs

### Surprise

Thanks to **False Appearance** trait the **Cloaker** can surprise the party automatically. It is up to DM if PCs can surprise the **Cloaker**.

### Creatures' Tactics

Cloakers are stealthy and patient underground predators. They can communicate and flee but won't surrender or take captives.

The **Cloaker** has above-average Intelligence score and can use advanced tactics. It easily surprises the party because of **False Appearance** trait. While the party is surprised make the **Cloaker** use **Phantasms**. It is very good defensive ability. Each time PC attacks the **Cloaker** or uses harmful spell against it, roll a die to determine the target. If it has 3 duplicates roll d4, if 2 – roll d6 and divide result by 2, if one – any die will work, you should only assign even or odd number for the real **Cloaker**. Note, that duplicate disappears only if it failed save against damaging spell, but not when it takes damage on successful save. After using **Phantasms** make the **Cloaker** use **Multiattack** against less-armored PC. With first successful **Bite** attack the **Cloaker** attaches to the PC and gets Advantage on subsequent **Bite** attacks. While attached to the PC

the **Cloaker** also gets only half damage because of **Damage Transfer** trait and PC takes other half. Successful **Bite** attack with Advantage inflicts Blinded condition (PHB, p. 292) and PC can't breathe (PHB, p. 183). According to Jeremy Crawford's Twitter, PC can hold breath when affected by such kind of abilities, which makes them less dangerous. **Moan** doesn't look like effective attack, so it isn't recommended to use it.

## Area 27a

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### Encounter Difficulty

2 **Barbed Devils** (CR 5, MM, p. 66) = 4 PCs

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Devils are lawful evil fiends from lower plane called Nine Hells (PHB, p. 300) collecting souls of mortals. They can't die on Material Plane, so they won't flee or surrender. They can take captives and can communicate via **Telepathy**.

Make the **Barbed Devil** use **Multiattack** against less armored PC. Use **Hurl Flame** only if there is no chance to attack in melee.

## Area 29

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### Encounter Difficulty

4 **Helmed Horrors** (CR 4, MM, p. 183, with changes) = 4 PCs

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Helmed horrors are constructs with the ability to reason and adjust their tactical decisions. They won't communicate, flee, surrender or take captives.



The **Helmed Horror** can fly, so make them use hit and run tactics. Use **Multiattack** against less-armored PC and stay in the air out of melee reach between attacks.

## Area 30

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### Encounter Difficulty

1 **Efreeti** (CR 11, MM, p. 183) = 7 PCs

### Surprise

As a DM, you can decide that appearing **Efreeti** makes the party surprised. It is up to DM if the party can surprise the **Efreeti**.

### Creatures' Tactics

Efreet are masters of flame originating from Elemental Plane of Fire (PHB, p. 300). They are intelligent enough to communicate, flee, surrender or take captives.

The **Efreeti** can fly, so it can use hit and run tactics, staying out of melee reach between turns. Make the **Efreeti** cast *Wall of Fire* targeting as many PCs as possible at the beginning of the fight. Next round make it use **Multiattack** against less armored PC with strong ranged attacks. Use **Hurl Flame** only if there is no chance to attack with **Scimitar**. If **Efreeti** loses its Concentration on *Wall of Fire* or the party is out of spell's AoE, you can make it cast *Conjure Elemental*. The **Efreeti** has pretty high bonus to Con saves, so it won't lose control on **Fire Elemental** very fast. If you decide that it's time to flee, make the **Efreeti** cast *Invisibility* and fly away. Note that *Plane Shift* doesn't work in Undermountain.

## Area 34

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### Encounter Difficulty

1 **Wyvern** (CR 6, MM, p. 303) = 2 PCs

### Surprise

As a DM, you can decide that reverting **Wyvern** makes the party surprised. It is up to DM if the party can surprise the **Wyvern**.

## Creatures' Tactics

Wyverns are distant relatives of true dragons. They have low Intelligence score and aren't able to speak so they won't negotiate, surrender or take captives. They have instinct of self-preservation, so they can flee.

The **Wyvern** can fly and has 10 ft. Reach, which allow it to use hit and run tactics, avoiding most of opportunity attacks and staying out of melee reach between turns. Make the **Wyvern** use **Multiattack** against less armored PC with strong ranged attacks.

## Area 35

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### Encounter Difficulty

1 **Archmage** (CR 12, MM, p. 342, with changes) = 4 PCs

**Note.** This creature is not going to attack the party without reason.

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

This archmage is intelligent chaotic evil undead. It is up to DM if it will negotiate, flee, surrender or take captives. See [Area 1a](#) for its tactics.

## Area 38

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### Encounter Difficulty

1 **Shield Guardian** (CR 7, MM, p. 183) = 3 PCs

1 **Mage** (CR 6, MM, p. 347) = 2 PCs

1 **Grell** (CR 3, MM, p. 183) = 1 PC

### Surprise

Follow the standard procedure to determine surprise.

### Creatures' Tactics

Shield guardians are constructs created to protect their masters. They can't communicate and won't

flee, surrender or take captives unless master gives such an order.

Mage is intelligent enough to negotiate, flee, surrender or take captives.

Grells are flying ambushers, who attacks everything small enough to grab, paralyze, take away and eat. They can flee and PCs can even communicate with them under effect of the *Tongues* spell.

The **Shield Guardian's Bound** trait only works if the **Mage** is within 60 ft., so it must always stay within this distance. **Spell Storing** trait allows the **Shield Guardian** cast 4<sup>th</sup> level spell in predefined situations. As a DM, you decide what is the situation and choose the spell, but it would be logical if you choose it from **Mage's** spellbook. *Greater Invisibility* is great defensive spell and *Fireball* is good AoE option. Make the **Shield Guardian** use **Multiattack** against less armored, Restrained or Paralyzed PC. Use **Shield** to protect the **Mage** within 5 ft.

See [Area 14](#) for **Mage's** tactics. Don't forget that PC Paralyzed by the **Grell** fails Dexterity saves automatically, for example against *Fireball*.

The **Grell** can fly speed and has attack with 10 ft. Reach, which allow it to use hit and run tactics, avoiding most of opportunity attacks and staying out of melee reach between turns. Make the **Grell** use **Multiattack** against less armored PC. Successful **Tentacles** attack automatically inflicts Grappled and Restrained conditions and potentially Poisoned and Paralyzed (PHB, p. 290). Restrained condition grants Advantage to all attack rolls against PC and Paralyzed condition automatically turns hits into Critical hits. The **Grell** can drag Grappled victim without speed penalty.

## Area 44

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### Encounter Difficulty

1 **Nycaloth** (CR 9, MM, p. 311) = 5 PCs

2 **Mezzoloths** (CR 5, MM, p. 313) = 4 PCs

## Surprise

Follow the standard procedure to determine surprise

## Creatures' Tactics

All these creatures fight very well inside *Cloudkill* spell's AoE. See [Area 4](#) and [Area 13b](#) for the details.

## Area 45a

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### Encounter Difficulty

1 **Stone Golem** (CR 10, MM, p. 167) = 6 PCs

**Note.** Ghostly skull with Initiative 30 in this area can drop PCs Prone (PHB, p. 292), which grants Advantage to **Golem's** attack rolls.

## Surprise

Follow the standard procedure to determine surprise.

## Creatures' Tactics

Golems are elemental spirits bound into material form by powerful magic. They blindly obey any commands given them by their creators, don't feel pain and don't afraid of death. They won't communicate, flee, surrender or take captives.

Make the **Stone Golem** use **Slow** targeting as many PCs as possible. Next round make it use **Multiattack** against less-armored Prone PC.

## Area 47b

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### Encounter Difficulty

1 **Bone Devil** (CR 9, MM, p. 66) = 5 PCs

## Surprise

Follow the standard procedure to determine surprise.

## Creatures' Tactics

Devils are lawful evil fiends from lower plane called Nine Hells (PHB, p. 300) collecting souls of mortals. They can't die on Material Plane, so they

won't flee or surrender. They can take captives and can communicate via *Telepathy*.

The **Bone Devil** can fly and has 10 ft. Reach, which allow it to use hit and run tactics, avoiding most of opportunity attacks and staying out of melee reach between turns. Make the **Bone Devil** use *Multiattack* against less armored PC with strong ranged attacks. The **Bone Devil** has decent protection against spellcasters, so make it focus on martial ranged PCs.