
THE HIDDEN HALLS OF Hazakor

ENCOUNTER SCALING

This document provides suggestions and guidelines for running *The Hidden Halls of Hazakor* for parties of fewer or more than four characters. Like all encounter design (including the original encounters in the book, which are balanced for parties of four characters), these suggestions might need further adjustment. How well the suggestions work will depend on the experience of your players, whether the characters have depleted their spells and other resources, and on luck. If a fight is too easy or too hard, you can make your own changes in addition to the changes suggested here.

For larger parties fighting increased numbers of monsters, the areas of the dungeon might start to get crowded during combat. Make sure the players know the rules for moving through their allies' spaces, and think about letting some of the fight spill out into nearby corridors and rooms if you need more space.

SKELETON SCRIPTORIUM (PAGE 21)

This encounter stays the same for a party of three characters. Add a third skeleton for five or six characters, and add a fourth skeleton for seven characters.

OOZE LIBRARY (PAGE 22)

This encounter stays the same for three characters or five characters. But if three characters are having a hard time here, you can decrease the gray ooze's hit points by 5. Add a second ooze for a party of six or seven characters.

STUDY HALL (PAGE 23)

This encounter stays the same for three characters or five characters. But if the animated armor seems tough for three characters, you can decrease its hit points by 5. Add a second suit of animated armor for a party of six or seven characters.

RISKY RIFT (PAGE 25)

For any number of characters, use one spider less than the number of characters (two spiders for a party of three, four spiders for a party of five, and so on).

TRAINING ROOM (PAGE 28)

This encounter stays the same for a party of three characters. Add one extra orc for a party of six or seven characters.

NARVIK'S CHAMBER (PAGE 29)

For three characters, reduce Narvik's hit points to 45. For a party of five to seven characters, increase his hit points to 74. If a party of seven characters is having too easy a time

with Narvik, you can have Narvik throw away his scrub brush and grab his greatclub from the bed. This lets him deal 2d8 bludgeoning damage instead of 1d8.

ORC BARRACKS (PAGE 31)

For a party of three, reduce the tapestry's hit points to 25. For a party of five, increase the tapestry's hit points to 41. For a party of six or seven characters, add a second tapestry to the encounter, but give both of them normal hit points.

GOBLIN BARRACKS (PAGE 33)

Remove one goblin for a party of three characters. The encounter stays the same for five characters. Use four goblins for a party of six characters, and five goblins for seven characters.

GOBLIN TRAINING CHAMBER (PAGE 34)

This encounter stays the same for three characters. Add one extra goblin for a party of five characters, two extra goblins for six characters, and four extra goblins for a party of seven characters.

GOBLIN STOREROOM (PAGE 37)

For a party of three characters, have just one goblin. If the fight is tough, that goblin can run away the first time they are injured. The encounter stays the same for five or six characters. Add two more goblin guards for seven characters.

FROZEN MEDITATION ROOM (PAGE 40)

Use three mephits for a party of three characters. The encounter stays the same for five characters. Add two more mephits for a party of six characters, or three more for seven characters.

CRUMBLING CAIRNS (PAGE 40)

This encounter stays the same for three characters. Add a third specter for a party of five or six characters, but reduce each specter's hit points to 18. For seven characters, add the third specter and increase each specter's hit points to 28.

WARRIORS' TOMB (PAGE 41)

This encounter stays the same for three or five characters. For a party of six, increase the gargoyle's hit points to 72. For

seven characters, add a second gargoyle but use their normal hit points.

SUNKEN SAGES' ROOM (PAGE 45)

This encounter stays the same for a three characters. Add one extra rat for five characters, three extra rats for six characters, and five extra rats for seven characters.

BURNED-OUT LABORATORY (PAGE 46)

Use eight stirges for a party of three characters, thirteen stirges for five characters, and sixteen stirges for a party of six or seven characters.

KOBOLD QUARTERS (PAGE 50)

Use six kobolds plus the kobold spy for a party of three characters. Add a second kobold spy for five characters. Add the second kobold spy and use ten kobolds for six characters, and add another two kobolds on top of that for seven characters.

GHOULISH LOUNGE (PAGE 53)

This encounter stays the same for a party of three or five characters. For a party of six or seven characters, use six skeleton guards. For a party of seven characters, also increase the ghoul's hit points to 32.

SERPENT HALL (PAGE 53)

For three characters, decrease both snakes' hit points to 45. The encounter stays the same for five characters. Add an extra snake for six or seven characters, but use their normal hit points.

GHASTLY HALL (PAGE 54)

For three characters, reduce the ghost's hit points to 28. For a party of five characters, add an extra specter. For six characters, add the extra specter and increase the ghost's hit points to 44. For seven characters, add two extra specters and increase the ghost's hit points to 50.

PUDDING ARCHIVE (PAGE 56)

This encounter stays the same for three characters. For a party of five, increase the black pudding's hit points to 105. For six or seven characters, add a second black pudding but use their normal hit points.

BLAZING GALLERY (PAGE 57)

For three characters, use only two magma mephits. For five characters, use five mephits. For six characters, use five mephits and add a second azer. For seven characters, use eight magma mephits and two azers.

FUNGUS CHAMBER (PAGE 59)

For any number of characters, use one violet fungi and one zombie per character.

RELIC ROOM (PAGE 62)

This encounter stays the same for three characters. For five or more characters, use three kobolds.

KOBOLD HALL (PAGE 62)

For three characters, remove the two kobolds from the encounter and use just the kobold spy, the kobold priest, and any kobolds who come here from the relic room. For a party of five characters, add two more kobolds. For six or seven characters, add one more spy and two more kobolds.

DRAGONS' DOMAIN (PAGE 64)

For three characters, reduce each dragon's hit points to 42. For five or more characters, increase each dragon's hit points to 62. For a party of six or seven characters, also give each dragon two bite attacks when they use the Attack action.