

H-1 Bloodstone Pass

Conversion Guide

Introduction: In 1985, TSR published the module named “Bloodstone” with the module code “H1”. It was written by Douglas Niles and Michael Dobson, and was primarily designed to highlight the recently released Battlesystem, which provided rules for mass combat in the form of miniature wargaming. H1 consisted of a 32-page story, with several pages of maps for battle encounters, and 24 pages of army rosters and stats. In addition to the above, the module also included printed cardstock with fold-up instructions to build Bloodstone village in 3D, and over 100 tokens to represent army units. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

A 10+ hour adventure for 10th-12th level characters

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Sample file

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Introduction

To use this conversion guide you will need a copy of "H1: Bloodstone Pass", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives GMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters are provided for different areas. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some foes have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: PHB (Player's Handbook), MM (Monster Manual), DMG (Dungeon Master Guide), Volo's Guide to Monsters (VGM), CR (Challenge Rating). All other page number refer to the locations in the original 'Bloodstone Pass' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Note: magic items in 5th Edition have a rarity rating to ensure game balance. In this conversion, I have kept the original items when possible, but I have added the rarity in parentheses after each item for the GM's reference. See DMG 38 and 135 for magic item rarity and suitable character level before running the adventure, and make adjustments according to your judgment.

Conversion Principles: While the original module primarily relied on the now defunct Battlesystem, there is as of yet no comparable 5th Edition rules for mass combat. Moreover, the assumption at the heart of the original module is that the PC's are both incredibly powerful and have an army with them for much of the adventure. This module conversion will thus primarily aim to preserve the essence of the storyline of the original module while using extant 5th Edition rules. Attending to this principle means that encounters have been scaled back to suit the level range noted on the cover, as well as current 5th Edition rules and power dynamics to preserve playability.

As this module is story-driven, the conversion will thus be broken up according to the narrative pieces (Chapters) that make up the module.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there are Reference Sheet at the end of

this document, which summarize the key information you'll need during the game onto one concise sheet each. You can print these onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

After fleeing the Northern Provinces of Damara, recently subjugated by the Kingdom of Vaasa, the PC's end up with many other refugees in the southern town of Valls, where they learn of a growing threat in Bloodstone, located in Bloodstone Pass. The Grandfather of the Assassins has assembled an army of bandits and monsters, and is currently bleeding the town dry of people and resources. If this once-thriving town with the lucrative Bloodstone mine is taken, there is little hope that Damara will be able to throw off the shackles of Vaasa.

Converting to the Realms

Following the publication of "The Mines of Bloodstone (H2)", the setting for the adventure was absorbed into the Forgotten Realms setting. The Kingdom of Damara and Vaasa can be found in Northeast Faerûn.

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GM Notes

Chapter 1

The flavor of this chapter tends toward humor and absurdity, so if that will not suit the story you wish to tell, you can easily revise this section. The primary goal of this Chapter is to drive PC's toward Bloodstone, and the means for doing so in the module is via impressing Garvin and Garlen with their combat prowess against the escaped monsters of Trundle's circus. Nonetheless, this chapter is converted from the module, in case you wish to run this scenario.

A good, more serious alternative is to appeal to the PC's sense of injustice: their homes in Northern Damara have just been taken from them by Vaasa, and stabilizing Bloodstone could provide Damara with the means to throw off Vaasa's suzerainty. Moreover, they no longer have lands or income, and the possibility of re-opening the Bloodstone mines (see H2 Bloodstone Mines) could appeal to their desire for wealth. If you choose this route, simply have Garlen and Garvin try to recruit them in Valls, tempting them with the opportunity to strike back at Vaasa, take back their homes, etc.

Chapter 2

The primary goal of this Chapter is to give PC's some encounters on their way to Bloodstone to round out the story and perhaps give them an opportunity to earn some treasure and experience, in preparation for the battle ahead.

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know how to use **perception** rules for encounters and ambushes.
- As these are outdoor encounters, see **DMG 109-111** for weather effects.
- Know how to use **movement** rules that might come into play during encounters (climbing speed, difficult terrain, etc.) as well as **vision** rules, which might be affected by weather and thereby affect PC combat abilities. See **PHB 182-185**.
- Know how to adjudicate **cover** and its effects on AC and saving throws. See **PHB 196; DMG 251, 272**.

Chapter 3 & 4

The primary goal of this Chapter is to give PC's the backstory for the adventure, make their preparations, and provide some roleplaying encounters in Bloodstone. Since 5th Edition does not have rules comparable to Battlesystem

for managing hundreds of combatants, DM's should **not** have Baron Tranth place command of the Bloodstone forces in PC hands (he does not know them, so it makes little sense for him to give them control over his small army). Instead, have him seek their experience and advice, which he will take under consideration. PC involvement can take place at the squad level, with the PCs engaging with a manageable size of forces at a time for the DM to easily use Handling Mobs rules to reduce dice-rolling. See **DMG 250**. The above also means that DM's will have better control over the encounter, being able to add more encounters with squads if the PCs are having an easy time of it or easing up on encounters if the PCs become overwhelmed. DM's can keep numbers from the PC's by saying, in general, that there are quite a lot of enemies, but it is not possible to get an exact count. Doing so has the added effect of allowing the PCs a prominent role in the unfolding of the drama of the war.

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know how to use **perception** rules for spotting hazards, traps, and ambushes.
- As some preparations may involve fortifying the town and its defenses, treat as cover for defenders. See **PHB 196; DMG 251, 272**. Some fortifications, like moats or obstacles, are designed to restrict enemy movement; know how to use **movement** rules that might come into play (difficult terrain, etc.). Remember that some fortifications can restrict field of view for attackers and/or defenders, so know **vision** rules, which might affect creatures and PCs. See **PHB 182-185**.

Chapter 5

The module assumes that the desired outcome of the adventure is to have the PCs take part in an epic army battle to save Bloodstone, and arbitrarily makes it impossible for PCs to take the fight to the bandit camp as part of a small strike force. Depending on your group, you may wish to allow for just such a possibility, in which case you will need to provide avenues for PCs to use to infiltrate the camp.

If you run the adventure as-is (i.e. the war is front and center), I suggest that DM's have the big-picture battle take place off to the side, with the attention zoomed-in on the PCs as they face encounters at the squad level (see details above). In doing so, DM's could plan a number of different types of battle encounters that would be fun and exciting (ex. PCs might reinforce a weakening section of Bloodstone's battle line, or they might help repel invaders as they try to scale the walls, or they might exploit a tall vantage point to hurl spells at vulnerable enemy siege engines). For siege engines, see **DMG 255-256**.

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Random Encounters

Chapter 2

Roll 1d6

- 1-3. Encounter 1
- 4-5. Encounter 2
- 6. Encounter 3

Refugees x50: treat as Commoners (MM 345, CR 0 (10xp each)).

Bandits x50: treat as Bandit (MM 343, CR 1/8 (25xp each)) led by **Bandit Captain** (MM 344, CR 2 (450xp)).

Soldiers x40: treat as Guard (MM 347, CR 1/8 (25xp each)) armed with longswords; led by captain: treat as

Veteran: (MM 350, CR 3 (700xp)).

Magic Items

As there are no map location numbers for this chapter, items are identified by who is carrying them, or where they are located.

Chapter 1

Trundle: *Ring of Protection (rare), Wand of Wonder (rare).*

Tanaroo: *Dagger +2 (rare).*

Chapter 2

Encounter 6: *potions of greater healing (uncommon), diminution (rare), and gaseous form (rare); ring of animal influence (rare); a spell book containing charm person, protection from good/evil, darkness, detect magic, dispel magic, phantasmal force, confusion, globe of invulnerability, magic missile, shield, detect good/evil, minor illusion, hold person, lightning bolt; gem of seeing (rare).*

Chapter 3

Inn, C: *Chain mail +1 (rare), longsword +1 (uncommon).*

Abbey, B: *rod of resurrection (legendary), ring of shooting stars (very rare).*

Baron Tranth: *shield +1 (uncommon), longsword +1 (uncommon).*

Jamison: *dagger of venom (rare).*

Chapter 5

Grandfather of the Assassins: *leather armor +3 (legendary), short sword +2 (rare), Ring of Spell Storing (rare),*

Dagger of Venom (rare).

Banak: *Staff of the Adder (uncommon); Amulet of Orcus [treat as Talisman of Ultimate Evil, legendary].*

Zarrick the Sorcerer: *Dagger +2 (rare), Bracers of Defense (rare), Potions of gaseous form (rare) and speed (very rare), Ring of Fire Resistance (rare), Wand of Lightning (rare).*

Archmage Knellic: *Wand of Fear (rare), Wand of Fireballs (rare).*

Felix / Welcar / Grubash / Gruband: each have a *shortsword +2 (rare).*

Timoshenko: *greatsword +2 (rare).*

Traps & Hazards

Chapters 3 & 4

For Jamison's traps, use the following:

Rigged Stone: treat as Collapsing Roof Trap DMG 122.

Poisoned Meal: treat as Malice poison DMG 258.

Monsters & NPCs

As there are no map location numbers for this chapter, creatures are identified by general area.

Chapter 1

Trundles: treat as Conjurer (VGM 212, CR 6, (2,300xp)).

Tanaroo: treat as Illusionist (VGM 214, CR 3 (700xp)).

Bulette: see MM 34 (CR 5, 1800xp).

Chimera: see MM 39 (CR 6, 2,300xp)).

Blue Dragon: treat as Wyrmling Blue Dragon (MM 91, CR 3, (700xp)).

Lamia: see MM 201 (CR 4 (1,100xp)).

Foxwoman: treat as Weretiger (MM 210, CR 4 (1,100xp)).

Xorn: see MM 304 (CR 5 (1,800xp)).

Gibbering Moulder: see MM 157 (CR 2 (450xp)).

Chapter 2

Encounter 4: Hill Giant (x3) Ambush. See MM 155 (CR 5, (1,800xp each)).

Encounter 5: Hill Dwarves (x40) treat as Guard (MM 347, CR 1/8 (25xp each)) with Dwarf Traits (see PHB 20).

Encounter 6: Young Red Dragon. See MM 98, CR 10 (5,900xp). He is in his lair, so leverage lair effects (MM 99).

Encounter 7: Halfling Patrol (x40) treat as Guard (MM 347, CR 1/8 (25xp each)) with Halfling traits (see PHB 28). They are led by Fredegast; treat as Archer (VGM 210, CR 3 (700xp)) with Halfling traits.

Encounter 8: Faerie Dragons x3, see MM 133 (CR 2, (450xp each)); and Pixies x20, see MM 253, (CR ¼ (50xp each)). **Note:** as with the Circus encounter, the flavor of this

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scenario is silly and absurd, which may not suit your game. If you opt for a more serious approach, you might revise this encounter to be a single Treant (MM 289, CR 9 (5,000xp)) in a grove protected by 20 Sprites (MM 283, CR ¼ (50xp each)). They are concerned about the recent developments, but they would rather stay hidden than get involved. They might be persuaded by a PC with a successful Persuasion Check DC 20 that if Bloodstone falls, the bandit army will no doubt scour the area and strip it of resources.

Encounter 9: Centaur, see MM 38 (CR 2, (450xp)). To leverage the tension of the story, you may wish to amplify the drama by having the centaur pinned under a tree branch, while being attacked by a patrolling bandit squad of 5 Orcs (MM 246, CR ½ (100xp each)) who were drawn by his cries.

Encounter 10: Orcs (x10), see MM 246 (CR ½ (100xp each)) led by Orc War Chief (MM 247, CR 4 (1,100xp)).

Chapters 3 & 4

Baron Tranth: treat as Champion (VGM 212 (CR 9, 5,000xp)) with longsword and no bonus damage linked to having more than half of his hit points remaining.

Aldric: treat as Priest (MM 348, CR 2 (450xp)).

Jamison: treat as Master Thief (VGM 216, CR 5 (1,800xp)).

Haldan: treat as Spy (MM 349) buffed to CR 4 (1,100xp) with the following: 3d6 sneak attack; 40hp; +5 to hit with his weapons; AC 13 (leather armor + Dex bonus).

Garlen and Garvin: treat as Scout (MM 349, CR ½ (100xp each)).

Quinlan the Sage: treat as Druid (MM 346) buffed to CR 4 (1,100xp) with the following: access to 3rd level spells (3 slots: call lightning, speak with plants); 6th level caster (spell save DC 13, +5 to hit with spell attacks).

Lady Christine: treat as Druid (MM 346 CR 2 (450 xp)).

Stephan the Innkeeper: treat as Veteran (MM 350, CR 3 (700xp)).

Lake Monster: treat as a modified, aquatic Purple Worm (MM 255), reduced to CR 12 (8,400xp). Modify the following: HP = 200 (11d20 +90); Swim speed only, 50ft; no tremorsense; Water breathing; swallow escape DC 16; acid damage = 3d6; tail damage is bludgeoning and has no poison effect. Describe as something like the Loch Ness Monster.

Bloodstone Infantry: treat in squads of ten as Guard (MM 347), buffed to CR 1/4 (50xp each)). Make the following modifications: AC 17 (scale + shield); +4 to hit, choose weapon type for the unit (ex. Longsword, pike, etc.), add +2 to damage.

Bloodstone Militia: treat in squads of ten as Guard (MM 347, CR 1/8 (25xp each)).

Dwarf Infantry (if applicable): treat in squads of ten as Thug (MM 350, CR ½ (100xp each)). Make the following modifications: Dwarf traits (see PHB 20); AC 16 (scale); multiattack (two melee attacks); to hit +4, weapon of your

choice, with +2 to damage.

Centaur Cavalry (if applicable): treat in squads of ten as Centaur (MM 38, CR 2 (450xp each)).

Halfling Archers (if applicable): treat in squads of ten as Scout (MM 349, CR ½ (100xp each)) with Halfling traits (see PHB 28).

Chapter 5

Assassins: these are equal in number to the PCs plus 3, per encounter notes. Treat as Assassin (MM 343, CR 8 (3,900xp each)).

Bloody Swords unit: treat in squads of 10 Orcs (MM 246, CR ½ (100xp each)) led by one Orc War Chief (MM 246, CR 4 (1,100xp)).

Warhooves Unit: treat in squads of 10 Orcs (MM 246, CR ½ (100xp each)) mounted on Boars (MM 319, CR ¼ (50xp each)).

Shadowfoot Unit: treat in squads of 10 Thugs (MM 350, CR ½ (100xp each)) led by Bandit Captain (MM 344, CR 2 (450xp)).

Warpaws Unit: treat in squads of 10 Goblins (MM 166, CR ¼ (50xp each)) each mounted on Worg (MM 341, CR ½ (100xp each)).

Wrenchers Unit: treat in squads of 4 Hill Giants (MM 155, CR 5 (1,800xp each)).

Bladebreakers Unit: treat in squads of 10 Ogres (MM 237, CR 2 (450xp each)).

Screamers Unit: treat in squads of 10 Orcs (MM 246, CR ½ (100xp each)) led by one Orc War Chief (MM 246, CR 4 (1,100xp)).

Howlers Unit: treat in squads of 10 Orcs (MM 246, CR ½ (100xp each)) led by one Orc War Chief (MM 246, CR 4 (1,100xp)).

Skeleton Unit: treat in squads of 15 Skeletons (MM 272, CR ¼ (50xp each)) led by one Wight (MM 300, CR 3 (700xp)).

Zombie Unit: treat in squads of 15 Zombies (MM 316, CR ¼ (50xp each)) led by one Wight (MM 300, CR 3 (700xp)).

Ghoul Unit: treat in squads of 10 Ghouls (MM148, CR 1 (200xp each)) led by one Wight (MM 300, CR 3 (700xp)).

Wight Unit: none. Note that Wights are squad leaders for each undead unit.

Yellowtooth, Blacktooth, Longpoles, and Black

Arrows Units: treat each in squads of 20 Goblins (MM 166, CR ¼ (50xp each)) led by 2 Goblin Bosses (MM 166, CR 1 (200xp each)). Note the only difference is primary weapon (ex. Longpoles use spears, while the Black Arrows is an archer unit).

Stone Giants: see MM 156 (CR 7, 2,900xp each).

Banak's Type 3 Demons: choose between Glabrezu (MM 58, CR 9 (5,000xp)) or Yochol (MM 65, CR 10 (5,900xp)). Alternatively, consider using more numerous quantities of lesser power demons.

Banak: treat as Necromancer (VGM 217, CR 9 (5,000xp))

Grandfather of the Assassins: treat as Assassin (MM