

H-2 The Mines of Bloodstone

Conversion Guide

Introduction: In 1986, TSR published the module named “The Mines of Bloodstone” with the code “H2”. It was written by Douglas Niles and Michael Dobson as a sequel to H1, which was originally conceived of as a stand-alone adventure. Unlike H1, “The Mines of Bloodstone” was not primarily designed to highlight Battlesystem, which provided rules for mass combat in the form of miniature wargaming, and instead gave DM's the option to use Battlesystem for the large-scale battles, or to have them take place off stage. H2 thus consisted of a 48-page story, with several pages of maps for battle encounters and dungeon exploration. 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 12th-15th level characters

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Sample file

H2: Mines of Bloodstone

Introduction

To use this conversion guide you will need a copy of “H2: The Mines of Bloodstone”, 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), Tales from the Yawning Portal (TYP), Out of the Abyss (OoA), and CR (Challenge Rating). All other page number refer to the locations in the original 'Mines of Bloodstone' 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 used the now defunct Battlesystem, there is as of yet no comparable 5th Edition rules for mass combat. 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 saving Bloodstone from the Grandfather of the Assassins and his bandit army, the PCs help to rebuild Bloodstone. Soon after, a hard winter sets in and strange things begin to happen in the town. Worgs prowl the streets, citizens turn up dead in gruesome ways, and the PCs learn that that power that summoned Orcus's minions during the Bloodstone war did not die with Banak. Wicked things stir in the Mines of Bloodstone, and if Bloodstone is to survive the winter, it will need the PCs to clear out the mines and quell the evil of Orcus.

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, with Bloodstone located in the Bloodstone pass.

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GM Notes

Chapter 1

Since the goal of this chapter is to segue into the adventure (presumably after the PC's have completed H1), DM's should decide ahead of time how much time passes between H1 and H2, and review the various kinds of downtime activities PC's can complete. See PHB 186-187, DMG 127-131.

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

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Review rules for contracting and curing lycanthropy (MM 206).

Chapter 2

The primary goal of this Chapter is to give PC's some indications of the far reach of Orcus and how his evil affects the humanoid communities near Bloodstone. In addition, this chapter offers PC's numerous encounters on their way to the Bloodstone Mines, which DM's can use to round out the story and give them an opportunity to earn some treasure and experience, in preparation for the battle ahead.

If you choose to use the module's suggestion for battles to aid the surrounding humanoid settlements, you may wish to have PC involvement 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.

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

This chapter finds the PC's exploring the Bloodstone mines and learning of the secret tunnels into Deeperth, where the source of Orcus's power in the Valley resides.

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 **stealth** and **perception** rules for avoiding hazards, traps, and ambushes.
- 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 lighting and obscurity. See **PHB 182-185**.

Chapter 4

In this chapter, the PC's find themselves in Deeperth, a kingdom recently conquered by duergar who forced out the previous inhabitants, the svirfneblin. They learn of Orcus's power in the temple, and make plans to thwart further progress.

See above for special rules and tactics to brush up on prior to the game.

Chapter 5

This chapter offers an opportunity for a PC-led war against the duergar, with a svirfneblin army at their command. Unless you feel comfortable handling truly massive numbers of combatants, the best option is to have the battle take place off-screen, perhaps as cover so that the PC's can get inside the Temple.

If you run the adventure with the PC's involved in the battle, DM's might 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 (mentioned in Chapter 2).

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Random Encounters

Chapter 2

Possible Valley Encounters are listed in the module. If you want to randomize them, use this table.

Roll 1d6

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

Aldric: treat as Vampire (MM 297, CR 13 (10,000xp)).

Avalanche: treat damage effects as Collapsing Roof Trap (DMG 122). Instead of a Perception DC, use Survival (to detect the tell-tale cues of an impending avalanche).

Remorhaz: vary type; Young Remorhaz (MM 258, CR 5 (1,800xp each)) or Remorhaz (MM 258, CR 11 (7,200xp)).

Worg Pack: see MM 341 (CR ½, (100xp each)); alternatively, use Winter Wolf for variety (MM 340, CR 3 (700xp each)).

Chapter 3

Orcs: see MM 246 (CR ½ (100xp each)). Treat Poisoned arrows per Drow (MM 128).

Umbur Hulks: see MM 292 (CR 5 (1,800xp each)).

Type 1 Demons: choose either Barlgura (MM 56, CR 5 (1,800xp)); Shadow Demon (MM 64, CR 4 (1,100xp)); or Vrock (MM 64, CR 6 (2,300xp)).

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

Type 2 Demons: choose either Chasme (MM 57, CR 6 (2,300xp)) or Hezrou (MM 60, CR 8 (3,900xp)).

Hill Giants: see MM 155 (CR 5 (1,800xp)).

Carriion Crawlers: see MM 37 (CR 2 (450xp)).

Type 3 Demons: choose either Glabrezu (MM 58, CR 9 (5,000xp)) or Yochlol (MM 65, CR 10 (5,900xp)).

Magic Items

Chapter 1

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

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

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

Chapter 2

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

Encounter 3: Figurines of Wondrous Power--x2 ebony fly (rare), marble elephant (rare), pair of golden lions (rare), serpentine owl (rare).

Tokan: Dwarven Thrower (very rare).

Demons Summoned by Banak's Ghost: wand of fear (rare), iron bands of Bilarro (rare), pipes of the sewers (uncommon), staff of charming (rare), sword of wounding (rare), sword of life stealing (rare), +2 arrows (rare), dagger of venom (rare).

Goblin and Worg Encounter: x2 sword +1 (rare; choose type), dwarven thrower (rare), hammer of thunderbolts (legendary).

Chapter 3

Items identified by area location

2: shield +2 (rare), dagger +2 (rare), oil of etherealness (rare), scroll of fireball prepared at 8th level (very rare).

6: potion of speed (very rare), philter of love (uncommon).

16: x10 arrows +3 (very rare), oil of etherealness (rare), helm of telepathy (uncommon).

Chapter 4

9: elixir of health (rare), potion of fire breath (uncommon), rod of alertness (very rare), bracers of archery (uncommon).

10: dagger +2 (rare), sword +1 (uncommon).

16: ring of telekinesis (very rare), bag of holding (uncommon).

17: holy avenger (legendary).

21: hat of disguise (uncommon).

24: efreeti bottle (very rare).

25: ring of mind shielding (uncommon), rod of security (very rare), tome of clear thought (very rare), gem of seeing (rare).

26: Prison of Zagig (see Special Items).

Chapter 6

6: x20 arrows +2 (rare), x5 shield +3 (very rare), x5 shield of missile attraction (rare), plate armor +3 (legendary), x5 spears +3 (legendary), x5 Spear of Backbiting (very rare; TYP 230).

51: Book of Vile Darkness (artifact); scrolls of greater restoration (rare), gate (legendary), true seeing (very rare), animate objects (rare), harm (very rare), blade barrier (very rare), flame strike (rare). On Orcolla: plate mail +3 (legendary), shield +2 (rare), mace +3 (legendary), ring of free action (rare), boots of speed (rare).

60: on Orcus, if he appears: greatsword +3 defender (legendary), Wand of Orcus (treat as Talisman of Ultimate Evil, legendary).

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Traps & Hazards

Chapter 2

Avalanche: treat damage effects as Collapsing Roof Trap (DMG 122). Instead of a Perception DC, use Survival (to detect the tell-tale cues of an impending avalanche).

Chapter 3

Mine Tunnel collapse: treat damage effects as Collapsing Roof Trap (DMG 122).

Chapter 4

10. Rigged Cave-in: treat damage effects as Collapsing Roof Trap (DMG 122).

15. Cave-in and drowning risk: treat damage effects as Collapsing Roof Trap (DMG 122). Review drowning rules PHB 183.

18. Lava Pit gas: treat effects as Stinking Cloud (PHB 278). PCs can hold breath to avoid; see PHB 183.

19. Mushroom field hazard: treat Red mushroom as Burnt Othur fumes (DMG 258); treat Green mushroom by consulting madness table (DMG 259).

Chapter 6

1. Outer Plaza Door: treat as Glyph of Warding, Exploding Runes (PHB 245-246).

2. Fountain and Stairs: treat each step effect as Shocking Grasp, prepared as a 5th level spell (PHB 275), with fire damage.

7. Hall of Despair: treat hallway as Fear spell (PHB 239), prepared as a 6th level spell.

33. Test of Illusion: illusion curtains, treat effects as Major Image (PHB 258).

36. Test of Speed: wall of annihilation, treat effects as Sphere of Annihilation (DMG 201). Treat slowed characters as under the effects of Slow (PHB 277).

49. Treasury: door trap, treat as Collapsing Roof Trap (DMG 122). Chest trap, treat as a poison gas cloud, triggered by touching the treasure. Poison gas Con save DC 20, dealing 6d10 poison damage on a failed save, or half for a successful save.

Monsters & NPCs

Chapter 1

As there are no map location numbers for this chapter,

creatures are simply identified by name.

Worgs and Wereworgs: treat as Werewolf (MM 211, CR 3, (700xp each)), in wolf form.

Peasants: treat as Commoner (MM 345, CR 0 (10xp each)).

Aldric: treat as Vampire (MM 297 (CR 13 (10,000xp)). Treat the abbey as his lair.

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.

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)).

Racquel an Carlotta: treat as Commoner (MM 345 (CR 0 (10xp))).

Winifred the Cook: treat as Commoner (MM 345 (CR 0 (10xp))).

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

Haldan (if present): 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).

Olaf the Blacksmith: treat as Thug (MM 350, CR ½ (100xp)).

Geoff and Katrine: treat as Commoner (MM 345 (CR 0 (10xp each))).

Benjamin and Anna: treat as Commoner (MM 345 (CR 0 (10xp each))).

Gabrielle: treat as Apprentice Wizard (VGM 209 (CR ¼ (50xp))).

Harald the Butcher: treat as Commoner (MM 345 (CR 0 (10xp))).

Baird the Tanner: treat as Commoner (MM 345 (CR 0 (10xp))).

Curtis the Carpenter: treat as Commoner (MM 345 (CR 0 (10xp))).

Felix the Tailor: treat as Commoner (MM 345 (CR 0 (10xp))).

Youths: treat as Commoner (MM 345 (CR 0 (10xp))).

Lake Midai monster (if present): 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.

Chapter 2

As there are no map location numbers for this chapter,