

A0 Danger at Darkshelf Quarry

Conversion Guide

Introduction: In 2013, Wizards of the Coast LLC published a compilation of the classic “Against the Slave Lords” adventure modules. In addition to including the A1-A4 series, a new module was published as an introduction to the storyline. “Danger at Darkshelf Quarry,” written by Skip Williams in 2013, was developed to “create a campaign-friendly introductory adventure for the series.” Unlike the A1-A4 modules written for fair, tournament play, A0 is written thirty years later to better guide new players through the treacherous world of the slave traders at the heart of this series. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 1st–3rd level characters

by ANTERO GARCIA



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A0: Danger at Darkshelf Quarry

Introduction

To use this conversion guide you will need a copy of "A0 Danger at Darkshelf Quarry." This module can be found in "Against the Slave Lords," a compilation of the A-Series modules, 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. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Several of the unique monsters have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Danger at Darkshelf Quarry' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

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

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this 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

Darkshelf is a small village with a granite and limestone quarry located half a mile away. The quarry has recently seen a surge in both worker activity and production. The overlord of Darkshelf, Neistor, is wary of the current quarry owner, a dwarf named **Bazili Erak**. Characters have been asked to investigate what is happening at the quarry. After finding a way into the quarry – through either bluffing, sneaking, or brute force - characters discover that Bazili is actually a half-orc named **Brubgrok**. Instead of mining for rock and minerals, it becomes clear that Brubgrok has been hiding slaves in the bottom levels of the quarry and shipping them via the nearby river. He has conscripted a small army of goblins to aid in this task. Players will likely confront Brubgrok's assistant, **Glyrthiel**, a spell-casting elf. Depending on the route they take, it is also possible that they will meet **Kwon** a monk pretending to be a captured slave that has also been investigating the harrowing truths of the quarry. By the end of this adventure, characters are aware of a larger slave-trading network and are prepared to continue their adventures in A1: Slave Pits of the Undercity."

Converting to the Realms

For the purposes of this conversion, Darkshelf can be any small village located near a body of water. Though this makes placing this module fairly easy, one possibility is to place Darkshelf on the southern end of the Sword Coast, along the Chionthar River. This will place the adventure and the rest of the series within the familiar spaces of existing Realms adventures and can easily tie into several of the more recent 5E adventures published.

Placing this adventure in the Sword Coast could mean that the slave traders have taken advantage of the nearby unrest from the efforts to wake Tiamat in the *Tyranny of Dragons* storyline. Likewise the unrest from the northern Dessarin River in *Princes of the Apocalypse* could mean that few people are paying attention to the relatively small destructive behavior in the slumbering quarry near Darkshelf. Further, as Darkshelf is merely the starting place for an adventure that otherwise takes place at the quarry, this town can be replaced with any existing small village in the southern parts of the Sword Coast. Perhaps Berdusk, Iriabor, or Elturel have been having recent goblin raids that are somehow tied to the mysterious activities of the quarry.

Alternatively, an archive of the REALMS-L Mailing List's Forgotten Realms FAQ offered a different suggestion for converting the A Series:

Make the Iron Throne a front for the slave lords. Change the humanoids to hobgoblins driven out of Impiltur. Replace Highport with Spandelyion and change the Altumbel peninsula into the Pomarj. Place the actual Slave Lord city, Suderham, in a volcano on the Isle of Earthspur in the center of the Sea of Fallen Stars. (Found at http://www.candlekeep.com/fr_faq.htm; credit to Shane Jensen for sharing this resource with me.)

Revision Updates

8/22/16: Based on feedback, I have corrected errors in three NPCs: HP for Brubgrok, Glyrthiel, and the Sergeant of Arms have been corrected. I have also updated the Dex and AC for Glyrthiel. In making these corrections, I also considered adjusting the Mudtiger statistics but have kept it as per my original conversion notes to reflect a challenge rating appropriate to a final foe in this challenge. Feedback for any future edits is appreciated. AG

GM Notes

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

- Know how to use **perception** rules for numerous **traps and secret doors**.
- Determine **spell tactics** for Human Clerics.
- Know the rules for **cover** and attack penalties.
- Review rules for **falling damage**.
- Note the rules on how the **muttigers** found in this module affect characters wielding metal weapons and armor.
- Though most encounters in this module are low CR, pay attention to when alarms are sounded; characters can quickly be overwhelmed by enemies.

Visuals

Suggested visuals to create:

- **Quarry** overview map on p. 27.
- **Guardhouse** maps on p. 27.
- **Sketch of Elemental Temple** described on p. 19.
- **Quarry** and **Cavern** maps on p. 28 with some clarification of how sinkholes and shafts connect each level.

Random Encounters

Wandering Monsters

Roll 1d6

- | | |
|-----------------------------|-----------------------|
| 1. Wild Animals (see below) | 4. Patrol (see below) |
| 2. Wild Animals (see below) | 5. Patrol (see below) |
| 3. Ghouls | 6. Patrol (see below) |

Wild Animals

Roll 1d8

- | | |
|---------------|----------------|
| 1. Wild Boar | 5. Wolves |
| 2. Black Bear | 6. Wolves |
| 3. Black Bear | 7. Panther |
| 4. Wolves | 8. Huge Spider |

Patrol

- 2-5 Human Fighters on warhorses by day.
- 2 Goblin Worg-Riders by night.

Planned Encounters

Guardhouse: Upper Level

18. Spells found: charm person, shield, sleep, and unseen servant.

Guardhouse: Lower Level

27. Stinkbomb: DC 12 Constitution saving throw or character is weakened.

Quarry: Cavern Level

System Shock: DC 12 Constitution saving throw. Increase DC by 1 for each additional check a character makes.

61. Puffball: DC 12 Constitution saving throw.

Magic Items

1. *Longsword +1* (p. 14)
2. *Unholy relic* (p. 24, cause disadvantage on undead saving throws again turn undead)

Traps

- **Snare Trap (p. 23):** Stepping on hidden snares within the grooves in the floor triggers this trap. DC 16 passive Wisdom (Perception) check to spot, or DC 13 Wisdom (Perception) check if actively searching. When triggered, DC 12 Dexterity Save or character take 1d4 piercing damage and is hoisted 15 feet into the air, restrained by ensnared limb. Rope holding character has 8 HP.
- **Step Trap (p. 13):** Triggered by stepping on the spring-loaded step, this step grabs and crushes a limb when triggered. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 11 Intelligence (Investigation) check to determine how to disarm, followed by a DC 13 Dexterity check using thieves tools to disable it. When the step is triggered, step collapses (like a bear trap) and deals 1d6 damage and restrains character. Character moves at half speed until step is disarmed and character is healed.

Monsters

1. **Black Bear:** (MM 318, CR 0.5, 100 XP)
2. **Brubgrok:** (see Special Creatures)
3. **Bugbear:** (MM 33, CR1, 200XP)
4. **Ghouls:** Ghoul (MM 148, CR 1 (200 XP))
5. **Glyrthiel:** (See Special Creatures)
6. **Goblins:** Goblin (MM 166, CR 0.25, 50XP)
7. **Goblin Worg Riders:** treat as goblin, MM 166, CR 0.25, 50XP)
8. **Huge Spider:** (as giant spider, MM 328, CR1, 200XP)
9. **Human Cleric:** (as priest, MM 348, CR 2, 450 XP)
10. **Human Fighter:** (as scout, MM 349, CR 0.5, 100XP)
11. **Human Guard:** (as guard, MM 347, CR 0.125, 25XP)
12. **Human Slave:** (as commoner, MM 345, CR 0, 0-10XP)
13. **Human Worker:** (as commoner, MM 345, CR 0, 0-10XP)
14. **Killer Frog:** (as giant frog, MM 325, CR 0.25, 50XP)
15. **Kwon:** (See Special Creatures)
16. **Light Warhorse:** (as warhorse, MM 340, CR 0.5, 100XP)
17. **Mudtiger:** (See Special Creatures)
18. **Panther:** (MM 333, CR 0.25, 50XP)
19. **Sergeant of the Guard:** (See Special Creatures)
20. **Troglodyte:** (MM 290, CR 0.25, 50XP)
21. **Uzgrod:** (as bandit, MM 343, CR 0.125, 25 XP)
22. **Wartslag:** (as bugbear, MM 33, CR1, 200 XP)
23. **Water Weird:** (MM 299, CR 3, 700XP)
24. **Wild Boar:** (MM 319, CR 0.25, 50XP)
25. **Wolf:** (MM 341, CR 0.25, 50XP)
26. **Worg:** (MM341, CR 05, 100XP).
27. **Zodznog:** (as guard, MM 347, CR 0.125, 25 XP)
28. **Zombie:** (MM 316, CR 0.25, 50XP)

Special Creatures

Brubgrok

Medium Humanoid, lawful evil

Armor Class 15 (studded leather armor)

Hit Points 28 (3d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1 (200 XP)

Relentless Endurance. When Brubgrok is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. This ability can only be used once per encounter.

Savage Attack. When Brubgrok scores a critical hit with a melee weapon attack, he rolls one of the weapon's damage dice an additional time and adds it to the extra damage of the critical hit.

Actions

Multiattack. Brubgrok makes two melee attacks with his longsword. Or he makes two ranged attacks with his longbow.

+1 Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Glyrthiel

Medium Humanoid, lawful evil

Armor Class 15 (studded leather armor)

Hit Points 28 (3d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	13 (+2)	10 (+0)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1 (200 XP)

Spellcasting. Glyrthiel is a 1st level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *fire bolt, mage hand, mending*

1st level (3 slots): *charm person, sleep, shield*

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Kwon

Medium Humanoid, neutral good

Armor Class 15

Hit Points 11 (2d8 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +4

Senses Passive Perception 12

Languages Common, Elvish

Challenge 0.5 (100 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 5) bludgeoning damage.

Mudtiger

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage.

Electric Burst (Recharge 5-6). The mudtiger releases an electric burst in a 10-foot sphere. Each creature within 10 feet of the mudtiger area must make a DC 13 Constitution saving throw taking 2d6 + 2 electric damage on a failed save, or half as much damage on a successful one. All items on characters affected by this burst become magnetized for 1d4 + 1 rounds. Attack and damage rolls are made with a -2 penalty and affected creatures move at half their speed. Any character within 5 feet of magnetized metal (worn by PCs or otherwise) also move at half speed.

Sergeant of the Guard

Medium humanoid, Neutral

Armor Class 15 (hide armor)

Hit Points 20 (2d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	10 (+0)	8(-1)	10(+0)

Skills Perception +5

Senses Passive Perception 15

Languages Common

Challenge 0.5 (100 XP)

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit:* 5 (1d6 + 4) piercing damage.

A0 Danger at Darkshelf Quarry Reference Sheet

Random Encounters

Monsters

Roll 1d6

1. Wild Animals (see below)
2. Wild Animals (see below)
3. Ghouls
4. Patrol (see below)
5. Patrol (see below)
6. Patrol (see below)

Wild Animals

Roll 1d6

1. Wild Boar
2. Black Bear
3. Black Bear
4. Wolves
5. Wolves
6. Wolves
7. Panther
8. Giant Spider

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2-5 Human fighters on warhorses by day.
2 Goblin Worg-Riders by night.

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18. Spells found: charm person, shield, sleep, and unseen servant.

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10. **Human Cleric:** (as priest, MM 348, CR 2, 450 XP)
11. **Human Fighter:** (as scout, MM 349, CR 0.5, 100XP)
12. **Human Guard:** (as guard, MM 347, CR 0.125, 25XP)
13. **Human Slave:** (as commoner, MM 345, CR 0, 0- 10XP)
14. **Human Worker:** (as commoner, MM 345, CR 0, 0- 10XP)
15. **Killer Frog:** (as giant frog, MM 325, CR 0.25, 50XP)
16. **Kwon:** (See Special Creatures)
17. **Light Warhorse:** (as warhorse, MM 340, CR 0.5, 100XP)
18. **Mudtiger:** (See Special Creatures)
19. **Panther:** (MM 333, CR 0.25, 50XP)
20. **Sergeant of the Guard:** (See Special Creatures)
21. **Troglodyte:** (MM 290, CR 0.25, 50XP)
22. **Uzgrod:** (as bandit, MM 343, CR 0.125, 25 XP)
23. **Wartslag:** (as bugbear, MM 33, CR1, 200 XP)
24. **Water Weird:** (MM 299, CR 3, 700XP)
25. **Wild Boar:** (MM 319, CR 0.25, 50XP)
26. **Wolf:** (MM 341, CR 0.25, 50XP)
27. **Worg:** (MM341, CR 05, 100XP).
28. **Zodznog:** (as guard, MM 347, CR 0.125, 25 XP)
29. **Zombie:** (MM 316, CR 0.25, 50XP)

Special Creatures

Brubgrok

Medium Humanoid, lawful evil

Armor Class 15 (studded leather armor)

Hit Points 28 (3d8 +16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	15	14	14	10	14
(+3)	(+2)	(+2)	(+2)	(+0)	(+2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1 (200 XP)

Relentless Endurance. When Brubgrok is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. This ability can only be used once per encounter.

Savage Attack. When Brubgrok scores a critical hit with a melee weapon attack, he rolls one of the weapon's damage dice an additional time and adds it to the extra damage of the critical hit.

Actions

Multiattack. Brubgrok makes two melee attacks with his longsword. Or he makes two ranged attacks with his longbow.

+1 Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Glyrthiel

Medium Humanoid, lawful evil

Armor Class 13 (studded leather armor)

Hit Points 28 (3d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	15	15	13	10	8
(+0)	(+2)	(+2)	(+2)	(+0)	(-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1 (200 XP)

Spellcasting. Glyrthiel is a 1st level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She knows the following spells: Cantrips (at will): *fire bolt, mage hand, mending* 1st level (3 slots): *charm person, sleep, shield*

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Kwon

Medium Humanoid, neutral good

Armor Class 15 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	17	14	8	14	12
(+0)	(+3)	(+2)	(-1)	(+2)	(+1)

Skills Perception +4

Senses passive Perception 15

Languages Common, Elvish

Challenge 5 (1,800 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 5) bludgeoning damage.

Mudtiger

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	15	12	13	11	10
(+3)	(+2)	(+1)	(+1)	(+0)	(+0)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage.

Electric Burst (Recharge 5-6). The mudtiger releases an electric burst in a 10-foot sphere. Each creature within 10 feet of the mudtiger area must make a DC 13 Constitution saving throw taking 2d6 + 2 electric damage on a failed save, or half as much damage on a successful one. All items on characters affected by this burst become magnetized for 1d4 + 1 rounds. Attack and damage rolls are made with a -2 penalty and affected creatures move at half their speed. Any character within 5 feet of magnetized metal (worn by PCs or otherwise) also move at half speed.

Sergeant of the Guard

Medium Humanoid, neutral

Armor Class 15 (hide armor)

Hit Points 20 (2d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	15	12	10	8	10
(+3)	(+2)	(+1)	(+0)	(-1)	(+0)

Skills Perception +5

Senses Passive Perception 15

Languages Common

Challenge 0.5 (100 XP)

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit:* 5 (1d6 + 4) piercing damage.
