

S2

Classic Adventure
Module Conversion



White Plume Mountain

Conversion Guide by Shane Jensen

For Characters Levels 5-10



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

S2 White Plume Mountain

Conversion Guide

Introduction: In 1979, TSR published the module named “White Plume Mountain” with the module code “S2”. It was written by Lawrence Schick with interior art by Erik Otus and David C. Sutherland III. Jeff Dee illustrated the full-color cover for the 1981 publishing. This 16-page booklet had an outer folder containing maps. The adventure contained within has been enjoyed by players and DM’s for nearly 4 decades. In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 9th greatest adventure of all time. 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 5th– 10th level characters

by SHANE JENSEN



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Shane Jensen and published under the Community Content Agreement for Dungeon Masters Guild.

"White Plume Mountain was written as a sample document to persuade TSR to hire me as a game designer. I just plundered all the dungeons I'd designed over the previous four years, took out the best bits, and cobbled it all together. It worked; TSR hired me, bought the scenario, and published it as a module without changing a word."

—Lawrence Schick, 2009,
<http://www.webcitation.org/6IihZlydH>

Introduction

To use this conversion guide you will need a copy of "S2 White Plume Mountain", 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. Creatures refer to stat blocks in the D&D 5e Monster Manual.

Only those Encounters that include challenges that need to be converted to 5th Edition rules are included. If not listed, they can be run as is from the original adventure module. Only the information needed to convert to 5th Edition rules is listed and should be combined with the original description to run each Encounter fully.

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 'White Plume Mountain' 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

White Plume Mountain, a former dormant volcano, assumed to be the 'Feathered Mound' mentioned in a mysterious note left in place of each artifact that was stolen. **Keraptus**, an eccentric legendary wizard, whose name has been lost to all but the most dedicated scholars. He, or an imposter, has resurfaced and set his unknown plans into action. Keraptus, has stolen three artifacts and in their place left a note of clues on how to find them. The owners of the artifacts have asked the adventurers to retrieve and return them.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "White Plume Mountain" into the Forgotten Realms world of Faerûn.

Consider placing White Plume Mountain South of the Marsh of Chelimber. Its plume of smoke has recently reactivated which is why White Plume Mountain's location is once again known.

Keraptus, has stolen the artifacts from owners within the Cities of Baldur's Gate (Whelm), Waterdeep (Wave), and the Zhentil Keep (Blackrazor). The former owners have decided to work with the factions of Faerûn to send adventurers to retrieve them.

Characters should be warned that failure to return these items to the lords of each city, could result in bounties being placed upon their heads.

It is recommended that you encourage the characters to return these items for a grand reward (money, lands, and titles). If they do not, you could create further adventures as they flee with the artifacts from three of the most powerful cities within Faerûn.

GM Notes

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

- Understand the rules for Intelligent Magic Items (DMG reference page).
- Use the **Fatigue rules** as characters will be hungry, thirsty and tired. Note that characters will have no way to replace equipment or supplies save what you find in *White Plume Mountain*.
- Know rules if throwing a lit **Flask of Oil**.
- Know how to use **perception** rules for numerous **traps and secret doors**.
- Determine **spell tactics** for Magi and Clerics.
- Understand **poison** rules used in many of the traps.

A note about Artifacts. It is your choice as a DM to include these items in your campaigns. But it should be considered that these items were created at a time when characters only option for increasing their abilities was through the use of magic items. In D&D 5th edition, characters are able to increase their abilities as they level. This feature of 5th edition offsets the need for powerful magic items. Allowing your players to keep these items will result in highly unbalanced (but admittedly fun) games.

Visuals

Suggested visuals to create:

- Small sketch of side view of the inverted ziggurat.
- Player handout for illustrations on (list of illustrations from module).
- Visual for room 9, 19, and 22.

Random Encounters

Roll 1d12, on a 1 a wandering creature will attack the party.

Roll 1d6

1. **Black Pudding:** Black Pudding (MM 241, CR 4, 1,100 XP)
2. 1d4+1 **Bugbears:** Bugbear (MM 33, CR 1, 200 XP)
3. 2 **Gargoyles:** Gargoyle (MM 140, CR 2, 450 XP)
4. **Invisible Stalker:** Invisible Stalker (MM 192, CR 6, 2,300 XP)
5. 1d3 **Orgres:** Ogre (MM 237, CR 2, 450 XP)
6. 1d2 **Wights:** Wight (MM 300, CR 3, 700 XP)

Magic Items

(By Room Number)

4: *potion of sliver dragon control* (suggest replacing with *potion of hill giant strength* DMG 187); *ring of flying* (use *wings of flying* DMG 214); *wand of paralyzation* (use *wand of paralysis* DMG 211); ***Magic Ring** (see special magic items)

8: *potion of ESP* (use *potion of clairvoyance* DMG 187); *potion of black dragon control* (suggest replacing with *potion of hill giant strength* DMG 187); *scroll of 3 wizard spells* (*magic mouth*, *dispel magic* and *conjure minor elementals*); ***Whelm** (DMG 218)

10: *chain mail +2*

17: *a ring of infravision* (use *goggles of night* DMG 172); *luckstone* (use *stone of goodluck* DMG 205); *wand of frost* (suggest replacing with *wand of lightning bolts* DMG 211); ***Wave** (DMG 218)

24: *boots of striding and springing* (DMG 156); +1 shield; plate mail +2 (suggest using plate mail +1)

27: *ring of protection +3* (suggest replacing with *ring of protection* DMG 191); *ring of mirror images* (use *ring of spell storing* with 3 *mirror image* spells stored currently DMG 192); *potion of healing*; *scroll of protection from evil*; *armor of vulnerability* (DMG 152); ***Blackrazor** (DMG 216-217)

Special Magic Items

Magic Ring: A ring of protection +1 that when worn grants Invisibility. Haste (8 charges), immunity to charm, flying once per day, spell turning, treasure finding (6 charges), and one wish. Once attuned bearer reduces their Max HP by 1 point each year. (**SECRET:** *This ring loses ALL powers when taken out of room 4 permanently*)

Traps & Encounters

- **Algae-like fungus (area 1, p.5):** a DC 10 Intelligence (Nature) check reveals it is harmless. Treat water and mud as difficult terrain, all Stealth, Athletic and Acrobatic checks are with Disadvantage.
- **Gynosphinx (area 2, p. 5):** A DC 15 Intelligence check will reveal the answer to this Riddle ("Moon").
- **Green Slime (area 3, p. 5):** Because the Green Slime (Treat as Gray Ooze) is covered by water, a DC18 passive

Wisdom (Perception) check or DC 12 active Wisdom (Perception) check is needed to notice it. In addition all Saving Throws are with Advantage for Green Slime (Gray Ooze).

- **Glass Globes (area 4, p. 5-6):** Treat each glass globe as AC 8, HP 4. A DC 10 Dexterity (Acrobatics) check is needed to catch the contents of each when the globe is broken.
- **Flesh Golem Riddle (area 5, p. 6):** A DC 15 Intelligence check will reveal the answer as "9"
- **Turn Stile (area 6, p. 6):** The Turn Stile is considered AC 10, HP 50, resistant to all damage. DC 25 Strength (Athletics) check to destroy it.
- **Boiling Mud Room (area 7, p. 6-7):** When the boiling mud erupts each character must make an Athletics skill check to hold on and keep from falling into the mud below, and a Constitution saving throw to avoid damage. The skill check and saving throw is based on the distance the character is from the eruption.

Distance	Boiling Mud Eruption Chart		
	Athletic Check	Constitution Saving Throw	Fire Damage
1	DC 20	DC 18	5d10
2	DC 18	DC 18	4d10
3	DC 16	DC 18	3d10
4	DC 14	DC 18	2d10
5	DC 12	DC 18	1d10
6	DC 10	DC 18	1d6
In the Room	-	DC 18	1d4

Falling into the Mud (2d10 bludgeoning plus 5d10 Fire Damage and 5d10 each round the character is in the boiling mud)

- **Pool Room (areas 9-10, p. 7-8):** A DC 25 Strength (Athletics) check is needed to turn valve to open tube which will drain out all of the water in the wet corridors in 10 turns.
- **Spinning cylinder (area 11, p. 8):** A DC 20 Wisdom Saving Throw is needed or character falls prone.
- **Snarla's inner sanctum (area 13, p. 8):** A true seeing, detect Illusion or DC 25 Intelligence (Arcana) check will reveal the contents of this room as an illusion, except the chest which is real. The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a stinking cloud.
- **Boiling Lake (area 15-17, p. 9):** Any piercing or slashing attacks within 5' of the 'membrane' are at disadvantage, or they must succeed on a DC 12 Dexterity (Acrobatics) check or the membrane is ruptured and the entire room will collapse in 1d6 turns. Note: the Giant Crab does not need to make this check as it is quite practiced at fighting in this room.
- **Copper Metal Plates (area 19, p. 9):** All metal items will eat up painfully at the 40' point in this hallway. At 50' cloth touching anything metal will set on fire and burn. At 60' leather and skin will start to burn if touching metal. When a character reaches 40' in the hallway, they suffer 1d8 fire damage. At 50' 2d8 fire damage. At

- 60' 3d10 fire damage. At 70' 4d10 fire damage.
- **Frictionless Room (area 22, p. 9-11):** The two main features of this room are the highly poisonous spikes at bottom of the pits, and the extreme slipperiness of the walls, floors and ceilings. Treat the poison spikes as being coated with Wyvern Poison, DC 15 Constitution Saving Throw, taking 24 (7d6) poison damage on a failed save. Anything alighting on the frictionless surfaces of this room, will continue moving in the last direction they were traveling until falling into the pit on either side (no Saving Throw). It should take ingenuity and cooperation to get through this room. Note that *fly*, *levitate*, *jump*, *dimension door*, *blink* and *teleport* spells will not work in this room, and that the opposite wall is an illusion.
 - **Inverted Ziggurat (area 26, p. 11-12):** The glass wall sections in this room, can be broken (AC 8, 20HP). They can also be climbed with a DC 12 Strength (Athletics) check. If the safe on the bottom level is opened without removing the Trap first DC 18 Dexterity (Sleight of Hand) check, a vibration will be set off that will shatter all the glass sections in 1d4 turns, flooding the room and levels D, E and part of C (2 ft. depth) and activating a *wall of force* over the door on level E. It will take 20 turns for the water to drain out, at which time the *wall of force* will deactivate.

Optional Ending: Nix and Nox: Use Efreeti (MM 145, CR 11, 7,200 XP)

Monsters

(By Room Number)

- 2: Gynosphinx** (MM 282, CR 11, 7,200 XP)
3: Green Slime: Treat as Gray Ooze (MM 243, CR 1/2, 100 XP)
4: Shadows: Shadow (MM 269, CR 1/2, 100 XP)
5: Flesh Golems (MM 169, CR 5, 1,800 XP)
8: Vampire Ctenmllr: Vampire (MM 297, CR 13, 10,000 XP)
10: Kelpies: Treat as Succubus (MM 285, CR 4, 1,100 XP) but with no Ethereal, telepathy or draining kiss.
12: Burket: Treat as Veteran (MM 350, CR 3, 700 XP); **Snarla:** Mage (MM 347, CR 6, 2,300 XP) with curse of lycanthrope (wear wolf MM 208) resistance to non-silvered and non-magic weapons.
17: Giant Crab: Treat as Dragon Turtle (MM 119, CR 17, 18,000 XP) but with no Bite or Tail Attack, or Breath Weapon. Giant Crab is immune to Charm, Fear, Confusion, Paralysis, Magic Jar, and Banishment due to the copper band on its arm, which only works for it.
20: Ghouls: Ghoul (MM 148, CR 1, 200 XP)
24: Fighters: Treat as Thugs (MM 350, CR 1/2, 100 XP); **Sir Bluto:** Treat as Knight (MM 347, CR 3, 700 XP) with +1 Shield, and +1 Plate Mail
26: Giant Crayfish: Treat as Giant Scorpion (MM 327, CR 3, 700 XP) but with no stinger; **Giant Scorpions:** Giant Scorpion (MM 327, CR 3, 700 XP); **Sea Lions:** Treat as Giant Shark (MM 328, CR 5, 1,800 XP); **Wing-clipped Manticores:** Treat as Manticore (MM 213, CR 3, 700 XP) but with no flying speed;
27: Qesnef: Ogre Mage: Use Oni (MM 239, CR 7, 2,900 XP)

S2 White Plume Mountain Reference Sheet

Random Encounters

Roll 1d12, on a 1 a wandering creature will attack the party.

Roll 1d6

1. **Black Pudding:** Black Pudding (MM 241, CR 4, 1,100 XP)
2. 1d4+1 **Bugbears:** Bugbear (MM 33, CR 1, 200 XP)
3. 2 **Gargoyles:** Gargoyle (MM 140, CR 2, 450 XP)
4. **Invisible Stalker:** Invisible Stalker (MM 192, CR 6, 2,300 XP)
5. 1d3 **Ogres:** Ogre (MM 237, CR 2, 450 XP)
6. 1d2 **Wights:** Wight (MM 300, CR 3, 700 XP)

Magic Items (by room number)

4: *potion of sliver dragon control* (suggest replacing with *potion of hill giant strength* DMG 187); *ring of flying* (use *wings of flying* DMG 214); *wand of paralyzation* (use *wand of paralysis* DMG 211); ***Magic Ring** (see special magic items)

8: *potion of ESP* (use *potion of clairvoyance* DMG 187); *potion of black dragon control* (suggest replacing with *potion of hill giant strength* DMG 187); *scroll of 3 wizard spells* (*magic mouth*, *dispel magic* and *conjure minor elementals*); ***Whelm** (DMG 218)

10: *chain mail +2*

17: *a ring of infravision* (use *goggles of night* DMG 172); *luckstone* (use *stone of goodluck* DMG 205); *wand of frost* (suggest replacing with *wand of lightning bolts* DMG 211); ***Wave** (DMG 218)

24: *boots of striding and springing* (DMG 156); *+1 shield*; *plate mail +2* (suggest using *plate mail +1*)

27: *ring of protection +3* (suggest replacing with *ring of protection* DMG 191); *ring of mirror images* (use *ring of spell storing* with 3 *mirror image* spells stored currently DMG 192); *potion of healing*; *scroll of protection from evil*; *armor of vulnerability* (DMG 152); ***Blackrazor** (DMG 216-217)

Special Magic Items

Magic Ring: A ring of protection +1 that when worn grants Invisibility. Haste (8 charges), immunity to charm, flying once per day, spell turning, treasure finding (6 charges), and one wish. Once attuned bearer reduces their Max HP by 1 point each year. (**SECRET:** *This ring loses ALL powers when taken out of room 4 permanently*)

Traps and Encounters

Algae-like fungus (area 1, p.5): a DC 10 Intelligence (Nature) check reveals it is harmless. Treat water and mud as difficult terrain, all Stealth, Athletic and Acrobatic checks are with Disadvantage.

Gynosphinx (area 2, p. 5): A DC 15 Intelligence check will reveal the answer to this Riddle (“Moon”).

Green Slime (area 3, p. 5): Because the Green Slime (Treat as Gray Ooze) is covered by water, a DC18 passive Wisdom (Perception) check or DC 12 active Wisdom (Perception)

check is needed to notice it. In addition all Saving Throws are with Advantage for Green Slime (Gray Ooze).

Glass Globes (area 4, p. 5-6): Treat each glass globe as AC 8, HP 4. A DC 10 Dexterity (Acrobatics) check is needed to catch the contents of each when the globe is broken.

Flesh Golem Riddle (area 5, p. 6): A DC 15 Intelligence check will reveal the answer as “9”

Turn Stile (area 6, p. 6): The turn stile is considered AC 10, HP 50, resistant to all damage. DC 25 Strength (Athletics) check to destroy it.

Boiling Mud Room (area 7, p. 6-7): When the boiling mud erupts each character must make an Athletics skill check to hold on and keep from falling into the mud below, and a Constitution saving throw to avoid damage. The skill check and saving throw is based on the distance the character is from the eruption.

Distance	Athletic Check	Constitution Saving Throw	Fire Damage
1	DC 20	DC 18	5d10
2	DC 18	DC 18	4d10
3	DC 16	DC 18	3d10
4	DC 14	DC 18	2d10
5	DC 12	DC 18	1d10
6	DC 10	DC 18	1d6
In the Room	-	DC 18	1d4

Falling into the Mud (2d10 bludgeoning plus 5d10 Fire Damage and 5d10 each round the character is in the boiling mud)

Pool Room (areas 9-10, p. 7-8): A DC 25 Strength (Athletics) check is needed to turn valve to open tube which will drain out all of the water in the wet corridors in 10 turns.

Spinning cylinder (area 11, p. 8): A DC 20 Wisdom Saving Throw is needed or character falls prone.

Snarla's inner sanctum (area 13, p. 8): A *true seeing*, detect *Illusion* or DC 25 Intelligence (Arcana) check will reveal the contents of this room as an illusion, except the chest which is real. The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a *stinking cloud*.

Boiling Lake (area 15-17, p. 9): Any piercing or slashing attacks within 5' of the 'membrane' are at disadvantage, or they must succeed on a DC 12 Dexterity (Acrobatics) check or the membrane is ruptured and the entire room will collapse in 1d6 turns. Note: the Giant Crab does not need to make this check as it is quite practiced at fighting in this room.

Frictionless Room (area 22, p. 9-11): The two main features of this room are the highly poisonous spikes at bottom of the pits, and the extreme slipperiness of the walls, floors and ceilings. Treat the poison spikes as being coated with Wyvern Poison, DC 15 Constitution Saving Throw, taking 24 (7d6) poison damage on a failed save. Anything alighting on the frictionless surfaces of this room, will continue moving in the last direction they/it were/was traveling until falling into the pit on either side (no Saving Throw). It should take ingenuity and cooperation to get through this room. Note

that *fly*, *levitate*, *jump*, *dimension door*, *blink* and *teleport* spells will not work in this room, and that the opposite wall is an illusion.

Inverted Ziggurat (area 26, p. 11-12): The glass wall sections in this room, can be broken (AC 8, 20HP). They can also be climbed with a DC 12 Strength (Athletics) check. If the safe on the bottom level is opened without removing the Trap first DC 18 Dexterity (Sleight of Hand) check, a vibration will be set off that will shatter all the glass sections in 1d4 turns, flooding the room and levels D, E and part of C (2 ft. depth) and activating a *wall of force* over the door on level E. It will take 20 turns for the water to drain out, at which time the *wall of force* will deactivate.

Monsters (by room number)

- 2: Gynosphinx** (MM 282, CR 11, 7,200 XP)
3: Green Slime: Treat as Gray Ooze (MM 243, CR 1/2, 100 XP)
4: Shadows: Shadow (MM 269, CR 1/2, 100 XP)
5: Flesh Golems (MM 169, CR 5, 1,800 XP)
8: Vampire Ctenmlr: Vampire (MM 297, CR 13, 10,000 XP)
10: Kelpies: Treat as Succubus (MM 285, CR 4, 1,100 XP) but with no Ethereal, telepathy or draining kiss.
12: Burket: Treat as Veteran (MM 350, CR 3, 700 XP); **Snarla:** Mage (MM 347, CR 6, 2,300 XP) with curse of lycanthrope (wear wolf MM 208) resistance to non-silvered and non-magic weapons.
17: Giant Crab: Treat as Dragon Turtle (MM 119, CR 17, 18,000 XP) but with no Bite or Tail Attack, or Breath Weapon. Giant Crab is immune to Charm, Fear, Confusion, Paralysis, Magic Jar, and Banishment due to the copper band on its arm, which only works for it.
20: Ghouls: Ghoul (MM 148, CR 1, 200 XP)
24: Fighters: Treat as Thugs (MM 350, CR 1/2, 100 XP); **Sir Bluto:** Treat as Knight (MM 347, CR 3, 700 XP) with +1 Shield, and +1 Plate Mail
26: Giant Crayfish: Treat as Giant Scorpion (MM 327, CR 3, 700 XP) but with no stinger; **Giant Scorpions** (MM 327, CR 3, 700 XP); **Sea Lions:** Treat as Giant Shark (MM 328, CR 5, 1,800 XP); **Manticores** (MM 213, CR 3, 700 XP);
27: Qesnef: Ogre Mage: Use Oni (MM 239, CR 7, 2,900 XP)
Optional Ending: Nix and Nox: Use Efreeti (MM 145, CR 11, 7,200 XP)