UK5

GUILD

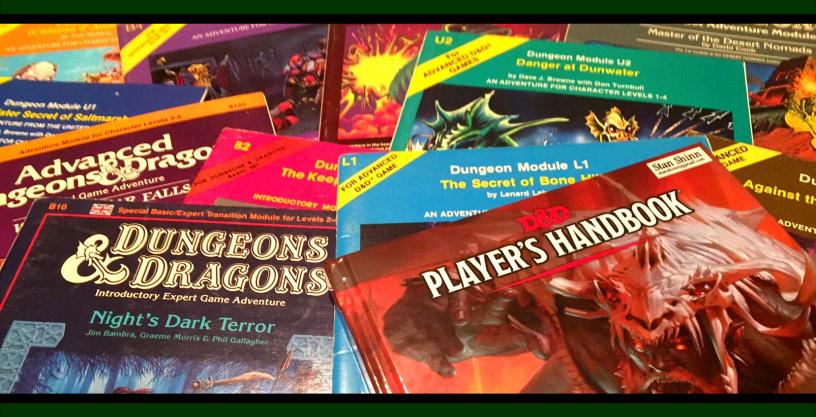# Eye of the Serpent

Conversion Guide by Mark Stout

For Character Level 1

Classic Modules Today

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

UK5 Eye of the Serpent

Conversion Guide

Introduction: In 1984, TSR published the module named "Eye of the Serpent" with the module code "UK5". It was written by Graeme Morris, and illustrated by Tim Sell. It consisted of a 32 page booklet and folding cover with maps. 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 level characters

BY MARK STOUT

UK5: Eye of the Serpent

Introduction

To use this conversion guide you will need a copy of "UK5 Eye of the Serpent", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures 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 'Eye of the Serpent' 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

The characters begin as they are traveling and are grabbed by two great rocs out hunting. Instead of killing the characters, the rocs take them back to their nest at the top of a mountain and leave them there. The characters must find there way down the mountain before the rocs return and make a meal out of them.

The characters will find a copper sheet with words engraved on it. The sheet points to the distance, to a feature called "The Serpent's Eye" and alludes to a great gem as treasure. This gives them something to investigate while they make their escape down the mountain and head towards the Serpent's Eye.

The descent down the mountain will take them through varying environments, each with its own challenges from terrain and creatures. They will have a chance to discover more clues about the tribal people who live here, as well as more information about the area and the Serpent's eye.

Eventually they will find the way down, through forest and swamp, and follow the river across the plains to the Eye of the Serpent, where they will finally discover answers to their questions and a way home.

Converting to the Realms

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

The location of Eye of the Serpent can be located almost anywhere in the Realms where there are high mountains. Since the rocs will fly the characters to the location, they don't even need to start close to the mountain. The Klarg tribesmen are a horse-riding, plains barbarian tribe, so they would be located in a temperate to sub-tropical area with open plains.

Mountains in the central to southern areas would be ideal for locating this adventure. The Cloud Peaks, Starspire Mountains, the Small Teeth, and the mountains east of the Snakewood are good locations, as well as the Sunset Mountains and Storm Horns.

Towards Cormyr and the Dalelands the Thunder Peaks and Desertmouth Mountains make good locations for this adventure.

GM Notes

Special rules and tactics to brush up on prior to the game:
- Leverage **Conversation Reaction table (DMG pg. 245)** for NPC reactions.
- Know how to use **perception** rules for noticing **traps, secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Copy or print the Choices of Route **(pg. 4)** and the Route Planning Chart **(pg. 5)**.Be familiar with how they are used during play.

Visuals

Suggested visuals to create:
- Copy or print the pictorial map "Flight to the Next" from the cover.
- Copy or print the "Trial by Ordeal" plaque from the cover.
- Copy or print the inscriptions from the obelisk **(pg. 25)**.

Random Encounters

Roll 1d4

Heights	Dale	Sward	Mire	Plain	Encounter
1	1			1	Wolves (4)
2		1			Giant rats (8)
	2		1		Giant toad
3	3		2		Blood hawks (4)
4	4	2			Giant bats (4)
		3	3	2	Giant wasps (2)
			4	3	Giant fire beetles (8)
		4		4	Eagle

Planned Encounters

Ice Heights

2. Gray ooze (1).
3. Snow lion (1).
4. Musk oxen (12).
5. Ghoul (1).
6. Ice mephits (2), newborn remorhaz (1).
7. Steam mephits (2). The geyser gives one round of warning before it erupts, through hissing and gurgling noises. Anyone within 10 feet of the geyser when it erupts must make a DC 11 Dexterity saving throw, taking 1d10 fire damage from boiling water on a failed save, or half as much damage on a successful save.
8. Koalinth (1). Trapped path.

Grafenvolk Dale

9. Blood hawks (4).
10. Pixies (4). They are light hearted tricksters only looking to play around with the characters. They will give back any toll the characters paid.
11. Rockslide. All characters must make a DC 12 Dexterity saving throw, taking 1d8 bludgeoning damage on a failure,

or half as much damage on a success.
12. Dire wolf (1).
13. Twig blights (8).
14. When the characters approach within 60 feet of the phantom, they must succeed at a DC 13 Wisdom saving throw or be frightened for 1 minute.
14c. Crossbow Trap.
14d. Lizardfolk (1).
15. Poisonous snake (1).
16a. Ravens (7).
16c. Ravens (2), large raven (1).
17. Vine blight (1), needle blight (1).
18. Hobgoblin (1), mastiffs (3).
19b. Goblins (3).
20. Giant bats (8).
21. Gray ooze (1).
22. Vine blight (2).

Barrow Sward

23. Giant spider (1).
24. Al-mi'raj (6).
25a. Weak Glyph of Warding trap.
25c. Poltergeist (1).
26. Swarm of rats (1).

Slough Mire

27. Mud mephits (2).
28. Giant frogs (2).
29. Bullywugs (4).
30. Bullywugs (2), giant lizard (1).
31. Bullywugs (4).
32. Dust mephit (1).
33. Kobolds (6), gnoll (1).
34. Wild cats (2).

Eye of the Serpent

35. Arn Flowmane.
37. Giant constrictor snake (1).
38. The concealed door can be spotted with a DC 13 passive or active Wisdom (Perception) check. The flames burn any character passing through them for 1d4 fire damage.
40. Skeletal snakes (4).
41. Stirges (2), piercer (1).
42. Poisonous snakes (20).
43. Animated armor (1), buckawn (1).
44. Duergar (2).
46. Duergar (2).
47. Crossbow Trap.

Magic Items

1. *Dagger +1*
2. *Potion of fire resistance*
3. *Potion of healing*
4. *Potion of speed*
5. *Ring of protection*
6. *Ring of warmth*
7. *Scroll of lesser restoration*
8. *Shield +1*

9. *Short bow +1*
10. *Spear +1*

Traps

- **Crossbow Trap (pg. 15 and 28):** Triggered by a opening the door. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the creature standing in front of the trap suffers one attack at +4 to hit, taking 1d10 piercing damage on a hit.
- **Dart Trap (pg. 23):** Triggered by opening drawer. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, darts spray out in a 10 foot cone. Every creature in the area must make a DC 12 Dexterity saving throw, taking 1d6 piercing damage on a failure, or half as much on a success.
- **Trapped Path (pg. 11):** Triggered by walking on the undermined rock. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the first two creatures to walk onto the rock and fail DC 13 Dexterity saving throws fall into the water. The water is 3 feet deep, so no damage is suffered by those falling.
- **Weak Glyph of Warding (Explosive fire, pg. 20):** Triggered by opening the stone slab. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. It can only be disarmed by a Dispel Magic spell. The creature opening the slab must make a DC 12 Dexterity saving throw. The weakened glyph deals 2d8 fire damage, with only half damage taken on a successful save.

Monsters

1. **Al-mi'raj**: as badger (MM 318, CR 0, 0-10 XP).
2. **Animated Armor** (MM 19, CR 1, 200 XP).
3. **Arn Flowmane**: as priest (MM 348, CR 2, 450 XP).
4. **Blood Hawk** (MM 319, CR 1/8, 25 XP).
5. **Buckawn**: as sprite (MM 283, CR 1/4, 50 XP).
6. **Bullywug** (MM 35, CR 1/4, 50 XP).
7. **Dire Wolf** (MM 321, CR 1, 200 XP).
8. **Duergar** (MM 122, CR 1, 200 XP).
9. **Dust Mephit** (MM 215, CR 1/2, 100 XP).
10. **Eagle** (MM 322, CR 0, 0-10 XP).
11. **Ghoul** (MM 148, CR 1, 200 XP).
12. **Giant Bat** (MM 323, CR 1/4, 50 XP).
13. **Giant Constrictor Snake** (MM 324, CR 2, 450 XP).
14. **Giant Fire Beetle** (MM 325, CR 0, 0-10 XP).
15. **Giant Frog** (MM 325, CR 1/4, 50 XP).
16. **Giant Lizard** (MM 326, CR 1/4, 50 XP).
17. **Giant Rat** (MM 327, CR 1/8, 25 XP).
18. **Giant Spider** (MM 328, CR 1, 200 XP).
19. **Giant Toad** (MM 329, CR 1, 200 XP).
20. **Giant Wasp** (MM 329, CR 1/2, 100 XP).
21. **Gnoll** (MM 163, CR 1/2, 100 XP).
22. **Goblin** (MM 166, CR 1/4, 50 XP).
23. **Gray Ooze** (MM 243, CR 1/2, 100 XP).
24. **Ice Mephit** (MM 215, CR 1/2, 100 XP).
25. **Koalinth**: as hobgoblin, with swim 30 ft. and water breathing ability (MM 186, CR 1/2, 100 XP).
26. **Kobold** (MM 195, CR 1/8, 25 XP).
27. **Large Raven**: as blood hawk.
28. **Lion (snow)** (MM 331, CR 1, 200 XP).
29. **Lizardfolk** (MM 204, CR 1/2, 100 XP).
30. **Mastiff** (MM 332, CR 1/8, 25 XP).
31. **Mud Mephit** (MM 216, CR 1/4, 50 XP).
32. **Musk Ox**: as elk (MM 322, CR 1/4, 50 XP).
33. **Needle Blight** (MM 32, CR 1/4, 50 XP).
34. **Newborn Remorhaz**: as crocodile (MM 320, CR 1/2, 100 XP).
35. **Piercer** (MM 252, CR 1/2, 100 XP).
36. **Pixie** (MM 253, CR 1/4, 50 XP).
37. **Poisonous Snake** (MM 334, CR 1/8, 25 XP).
38. **Poltergeist (variant specter)** (MM 279, CR 2, 450 XP).
39. **Raven** (MM 335, CR 0, 0-10 XP).
40. **Skeletal Snake**: as skeleton (MM 272, CR 1/4, 50 XP).
41. **Steam Mephit** (MM 217, CR 1/4, 50 XP).
42. **Stirge** (MM 284, CR 1/8, 25 XP).
43. **Swarm of Rats** (MM 339, CR 1/4, 50 XP).
44. **Twig Blight** (MM 32, CR 1/8, 25 XP).
45. **Vine Blight** (MM 32, CR 1/2, 100 XP).
46. **Wild Cat** (MM 333, CR 1/4, 50 XP).
47. **Wolf** (MM 341, CR 1/4, 50 XP).

UK5 Eye of the Serpent Reference Sheet

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