

B1

**Classic Adventure
Module Conversion**



In Search of the Unknown

Conversion Guide by C. Michael Warter
For Character Levels 1-3



Classic Modules Today

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

B1 In Search of the Unknown

Conversion Guide

Introduction: In 1979, TSR packaged this module with the boxed Dungeons and Dragons Basic Set. The module was written by Mike Carr with illustrations by David C. Sutherland III and David A. Trampier. It was marked as a “Special Instructional Module” and designed for beginning Dungeon Masters to give them a taste of stocking a dungeon and running an adventure. The original 32 page booklet had an outer folder with maps and a two-color cover. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters, traps and treasures.

A 20+ hour adventure for 1st– 3rd level characters

by C. Michael Warter



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B1: In Search of the Unknown

“I like In Search of the Unknown for what it is: a training module for dungeon design and exploration.”

— Merric Blackman, 2015

<https://merrick.com/2015/01/04/basic-dd-adventure-review-b1-in-search-of-the-unknown/>

“If I had to choose the one module that had the greatest effect on me as a referee, it's this module, hands down.”

— James Maliszewski, 2008

<http://groggnardia.blogspot.com/2008/09/restrospective-in-search-of-unknown.html>

Introduction

To use this conversion guide you will need a copy of “B1 In Search of the Unknown”, originally available in hard-copy and for sale in digital format at www.dmsguild.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 and a summary of monsters and treasure provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual.

Page listings may refer to abbreviations: MM (Monster Manual), PHB (Player's Handbook), SRD (System Reference Document), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'In Search of the Unknown' 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. It summarizes the key information you will need during the game onto one concise sheet. 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 will need to run the game is the original module, the Reference Sheet, and any notes or visuals you have prepared.

Adventure Summary

Two adventurers, Rogahn the Fearless and Zelligar the Unknown, pooled their resources and expertise to construct a home and stronghold to use as a base of operations. The location of this complex was chosen carefully, since neither man liked visitors or intruders. The fortress is well hidden, and its existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Many years ago, Rogahn and Zelligar went off into the lands of the barbarian hordes. Taking their henchmen and associates along in a great, armed band. The group marched into the forbidding alien lands to the north, far from their home in Quasqueton.

Word recently surfaced, telling of some great battle in the north where Rogahn and Zelligar have met their demise. The battle occurred some years ago, and there are few details—and no substantiation of the tale. The only certainty is that Rogahn and Zelligar haven't been seen since. If only someone had the knowledge and means to find Quasqueton, there would be great things to explore! Who knows what riches and magic might be there for the taking???

Converting to the Realms

This brief guide outlines a few ideas to bring “In Search of the Unknown” into the Forgotten Realms world of Faerûn. The setting and back story in this module is generic enough to place anywhere you desire—so long as it is in a forested, hilly area. I have included a few options here, but feel free to find what works best for you.

Option 1: Place Quasqueton somewhere in the High Forest, near or on the Star Mounts. Leave the story as is and you're ready to roll.

Option 2: Place Quasqueton in the Lurkwood near The Spine of the World Mountains. Change the backstory to “Rogahn and Zelligar went off to fight the Many-Arrows Orcs in the great Orc Wars the ravaged the north.”

Option 3: Place Quasqueton in the Dalelands, somewhere in Spiderhaunt Woods near the Desertsouth Mountains. Change the backstory to “Rogahn and Zelligar went off to fight the Netherese back in the time of the cataclysm.”

GM Notes

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

- You, as the GM have, to stock Quasqueton with monsters and treasure, prior to play—there are monster and treasure lists included with the module
- The monsters and treasures listed here generally match those of the original module, and can be swapped out with at your discretion
- There are a several references to 1st edition time in the module that don't mesh exactly with 5th edition
 1. In 1st edition, a round was 10 seconds, a “turn” was 6 rounds, equal to 1 minute
 2. In 5th edition, a round is 6 seconds, but a “turn” is the actions you take in your round
- Leverage the **Conversation Reaction Table (DMG 245)** for NPC reactions when gathering information (rumors) about Quasqueton
- Know how to use **Perception** and **Investigation** rules for the secret doors and traps contained in this module
- Know the rules related to **Conditions (PHB 290, SRD 192)** for dealing with poison, blindness, etc.
- At the end of the module, there is a listing of NPC characters and stats to use as henchmen, or possible player characters—these are mostly irrelevant to 5th edition rules, but the character names are representative of the classic D&D feel
- Secret doors require a passive **Perception** of 15 or greater to notice, or a DC 15 **Investigation** check if actively searching
- In all cases, unless otherwise noted, doors will be locked one-third of the time
- Picking the lock requires a DC 15 **Dexterity** check (applying bonus if proficient in and using thieves' tools)
- Breaking the lock or door requires a DC 15 **Strength** check and—successful or not—alerts monsters/creatures inside (if any) to the party's presence, thus making surprise impossible
- Breaking through a door triggers a wandering monster check, 2 in 6 (roll a 6-sided die)

Visuals

Suggested visuals to create or use:

- Pages 31 and 32 of the module contains player information—if you decide to use this, be sure change the information to align to your campaign setting
- Perhaps a map of some kind that may or may not lead to Quasqueton

Random Encounters

Check for wandering monsters every 20 minutes (game time), 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears.

Quasqueton Upper Level

Roll 1d6

1. **Orcs** (1d3) – CR ½ (100xp), **MM 246, SRD 342**
2. **Giant Centipedes** (1d2) – CR ¼ (50xp), **MM 323, SRD 369**
3. **Kobolds** (1d6 + 2) – CR 1/8 (25xp), **MM 195, SRD 326**
4. **Troglodytes** (1d4) – CR ¼ (50xp), **MM 290**
5. **Giant Rats** (1d6 + 1) – CR 1/8 (25xp), **MM 327, SRD 373**
6. **Berserkers, Lesser** (1d2) – CR 1 (200xp), New Monster

Quasqueton Lower Level

Roll 1d6

1. **Troglodytes** (1d4 + 1) – CR 1/8 (25xp), **MM 290**
2. **Giant Spiders** (1d2) – CR 1 (200xp), **MM 328, SRD 374**
3. **Kobolds** (2d4 + 2) – CR 1/8 (25xp), **MM 195, SRD 326**
4. **Orcs** (1d4 + 1) – CR ½ (100xp), **MM 246, SRD 342**
5. **Zombies** (1d4) – CR ¼ (50xp), **MM 316, SRD 359**
6. **Goblins** (1d6 + 1) – CR ¼ (50xp), **MM 166, SRD 318**

Magic Items

(By Room Number)

32: Elven Boots (use Boots of Elvenkind DMG 155, SRD 215)

Traps & Encounters

Quasqueton Upper Level (all rooms should be used as written unless otherwise noted below)

Wizard's Chamber (room 5, p. 9): The trapped rosewood nightstand/table

- ◆ The trap can be spotted with a **Passive Perception** of 13 or greater
- ◆ Find the trap **DC 15 Investigation** check, if actively searching
- ◆ The trap can be disarmed with a successful **DC 15 Dexterity** check (applying bonus if proficient in and using thieves' tools)

Wizard's Annex (room 7, p. 10): The illusion can be detected with a **Passive Perception** of 15 or greater, or a **DC 17 Perception** check

Wizard's Laboratory (room 9, p. 11): For the stoppered smoked glass bottle with laughing gas, make a **DC 15 Constitution** save

Implement Room (room 13, p. 13): For the trapped dead-end corridor

- ◆ Notice the trap with a **Passive Perception** of 13 or greater
- ◆ Find the trap **DC 15 Investigation** check, if actively searching
- ◆ The trap can be disarmed with a successful **DC 15 Dexterity** check (applying bonus if proficient in and using thieves' tools)
- ◆ If trapped, each adventurer can attempt one **DC 20 Strength** check to escape per day

Teleportation Rooms (rooms 15&16, p. 13): Have the characters make a **DC 15 Perception** check to figure out what's happening if they suspect something's amiss

Garden Room (room 22, p. 15): Movement through the room should be treated as **difficult terrain (PHB 190, SRD 85)**. If spore clouds are activated, vision range will be reduced to 20 feet, and ranged attacks beyond 20 feet have disadvantage. If the spore cloud is poisonous (30% chance), make a **DC 15 Constitution** save or be poisoned. Roll 1d6 to determine the poison effect:

- ◆ **1-3:** Poisoned condition (**PHB 292, SRD 193**) for 1d4 + 2 minutes
- ◆ **4-5:** Poisoned condition (**PHB 292, SRD 193**) for 2d4 + 4 minutes
- ◆ **6:** Poisoned condition (**PHB 292, SRD 193**) for 1d4 + 2 rounds, 1d3 damage per round

Roghahn's Chamber (room 25, p. 16): Tapestry weights are 60

pounds each (1st edition weight was 10 gp = 1 pound)

Room of Pools (room 31, p. 17):

- a)** Pool of healing: As described, heals 2d4 damage
- b)** Acid pool: As described, **DC 20 Constitution** save
- c)** Pool of sickness: As described, equal to a poisoned condition (**PHB 292, SRD 193**) for 1d4 hours
- d)** Green slime pool: As described, use Green Slime hazard (**DMG 105**)
- e)** Drinking pool: As described
- f)** Pool of wine: As described, but if intoxicated, disadvantage on attack rolls and Dexterity checks, loss of dexterity bonus on AC (if applicable)
- g)** Dry pool: As described
- h)** Hot pool: As described
- i)** Aura pool: As described
- j)** Pool of sleep: As described, but you may want to allow a **DC 20 Constitution** save
- k)** Fish pool: As described
- l)** Ice pool: As described
- m)** Treasure pool: As described
- n)** Pool of muting: As described, but the constraint on written communication should be changed or removed, your discretion.

Advisor's Chamber (room 32, p. 19): For the locked desk drawer trap, **DC 15 Investigation** or **Perception** check to find the trap. The trap can be disarmed with a successful **DC 15 Dexterity** check (applying bonus if proficient in and using thieves' tools).

Utility Room (room 36, p. 20): FALSE STEPS: **DC 20 Perception** check to notice, **DC 15** for dwarves. PIT TRAP: Notice the trap with a **Passive Perception** of 13 or greater or a **DC 15 Investigation** check, if actively searching. The trap cannot be disarmed.

Quasqueton Lower Level (all rooms should be used as written unless otherwise noted below)

Webbed Cave (room 42, p. 21): Suggesting to stock giant spiders here instead of a random

Cavern of the Mystical Stone (room 45, p. 21): Treat most magical effects as described, with the changes below

- ◆ #2 - Treat as blinded condition (**PHB 290, SRD 192**)
- ◆ #11 - Treat as invisible condition (**PHB 291, SRD 192**)
- ◆ #13 - Treat as poisoned condition (**PHB 292, SRD 193**), **DC 14 Constitution** save
- ◆ #17 - Treat as incapacitated condition (**PHB 290, SRD 192**)

Treasure Cave (room 54, p. 23): For the statues, use the **Berserker, Minor** from the new monster list

Cavern of the Statue (room 56, p. 23): PIT TRAP. **Passive Perception** of 15 to notice, **DC 12 Investigation** check if actively searching. Falling damage is 1d6 per 10 feet (per 5th edition rules).

Monsters & Treasure

The monsters (numbered 1 to 25) and the treasures (lettered a to hh) should be placed with careful consideration and there should be some logic as to why something is placed where it is. Theme it out as much as you can. Of course the unexpected or the inexplicable will be the exception—not everything should be too predictable for the players.

Not every room, chamber, or cavern will have a monster, a treasure, or both. Likely, quite a number of areas will simply be empty, some others may have a monster with no treasure, or, a treasure without a monster present. In the latter case, the unguarded treasure should be well-hidden or concealed to make the area appear empty. Lastly, in some cases, a room can contain a monster (in its lair?) as well as treasure it is guarding, either knowingly or unknowingly. In that case, it will be necessary to defeat or drive away the monster(s) before any attempt to search the area for treasure.

Monster List

1. **Orcs** (1d4) – CR ½ (100xp), **MM 246, SRD 342**
2. **Troglodytes** (1d4) – CR 1/8 (25xp), **MM 290**
3. **Kobolds** (1d8 + 1) – CR 1/8 (25xp), **MM 195, SRD 326**
4. **Ghouls** (1d2) – CR 1 (200xp), **MM 147, SRD 315**
5. **Giant Centipedes** (1d2) – CR ¼ (50xp), **MM 323, SRD 369**
6. **Carrion Crawler** (1) – CR 2 (450xp), **MM 37**
7. **Orcs** (1d4 + 1) – CR ½ (100xp), **MM 246, SRD 342**
8. **Giant Spiders** (1d2) – CR 1 (200xp), **MM 328, SRD 374**
9. **Troglodytes** (1d4) – CR 1/8 (25xp), **MM 290**
10. **Giant Spider** (1) – CR 1 (200xp), **MM 328, SRD 374**
11. **Stirges** (1d4 + 1) – CR 1/8 (25 XP), **MM 284, SRD 352**
12. **Gnolls** (1d4) – CR ½ (100xp), **MM 163, SRD 317**
13. **Shriekers** (1d4) – CR 0 (10xp), **MM 138, SRD 311**
14. **Skeletons** (1d6) – CR ¼ (50xp), **MM 272, SRD 349**
15. **Hobgoblins** (1d4 + 1) – CR ½ (100xp), **MM 186, SRD 325**
16. **Goblins** (1d6 + 1) – CR ¼ (50xp), **MM 166, SRD 318**
17. **Giant Rats** (1d6 + 1) – CR 1/8 (25xp), **MM 327, SRD 373**
18. **Zombies** (1d4) – CR ¼ (50xp), **MM 316, SRD 359**
19. **Kobolds** (1d6 + 1) – CR 1/8 (25xp), **MM 195, SRD 326**
20. **Bandits** (1d4) – CR 1/8 (25xp), **MM 343, SRD 391**
21. **Ochre Jelly** (1) – CR 2 (450xp), **MM 243, SRD 341**
22. **Duergar** (1d3) – CR 1 (200xp), **MM 122, SRD 308**
23. **Orcs** (1d6+1) – CR ½ (100xp), **MM 246, SRD 342**
24. **Giant Spiders** (1d2) – CR 1 (200xp), **MM 328, SRD 374**
25. **Goblins** (1d8 + 1) – CR ¼ (50xp), **MM 166, SRD 318**

Treasure List

- a) Leather pouch with 10 ep
- b) 15 gp
- c) 28 gp
- d) Small wooden box with 35 gp
- e) Dagger with jeweled handle (2-50 gp gems, onyx)
- f) 20 sp
- g) (8) 10 gp gems (agate)
- h) **Mace +1 (Weapon, +1, +2, or +3 – DMG 213, SRD 254)**
- i) False map (shows room and adjacent corridor in detail; nothing else is accurate)
- j) **Spear +2 (Weapon, +1, +2, or +3 – DMG 213, SRD 254)**
- k) 120 gp
- l) Silver medallion on chain worth 50 gp
- m) 100 gp gem (pearl)
- n) 2450 cp
- o) Onyx statue worth 200 gp
- p) 820 sp
- q) (4) 100 gp gems (garnets)
- r) 620 gp in locked chest
- s) **Scroll of 2 Spells**: 2 Cure Wounds (or roll at random for determination)
- t) False magic wand (finely detailed; radiates magic but has no other magical properties)
- u) **Bag of Devouring (DMG 153, SRD 213)**
- v) 500 gp gem (peridot)
- w) **Shield +1 (Shield +1, +2, or +3 – DMG 200, SRD 245)**
- x) Bronze statue, inlaid with silver and copper, worth 115 gp
- y) Silver mirror of exceptional quality, 90 gp value
- z) **Chainmail +1 (Armor +1, +2, or +3 – DMG 152, SRD 212)**
- aa) Gold ring (non-magical) worth 10 gp
- bb) **Scroll of 1 Spell**: Sleep (or roll at random for determination)
- cc) Silver bracelet worth 80 sp
- dd) 840 cp, 290 sp, 120 ep, 25 gp in locked chest
- ee) **Ring of Protection (DMG 191, SRD 240)**
- ff) 4 small gold rods, each worth 30 gp
- gg) Crystal goblet worth 15 gp (engraved with the word “Quasqueton”)
- hh) **Potion of Invisibility (DMG 188, SRD 238)**

New Monsters

Berserkers (MM 344, SRD 392) in 5th Edition are way too beefy for a 1st level adventure, so I modified the 5th Edition version for this conversion.

BERSERKER, LESSER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 28 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Reckless. At the start of its turn, the lesser berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

BERSERKER, MINOR

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ½ (100 XP)

Reckless. At the start of its turn, the lesser berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

B1 In Search of the Unknown Reference Sheet

Random Encounters

Check for wandering monsters every 20 minutes (game time), 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears.

Upper Level, Roll 1d6

1. **Orcs** (1d3) – CR ½ (100xp), **MM 246, SRD 342**
2. **Giant Centipedes** (1d2) – CR ¼ (50xp), **MM 323, SRD 369**
3. **Kobolds** (1d6 + 2) – CR 1/8 (25xp), **MM 195, SRD 326**
4. **Troglodytes** (1d4) – CR ¼ (50xp), **MM 290**
5. **Giant Rats** (1d6 + 1) – CR 1/8 (25xp), **MM 327, SRD 373**
6. **Berserkers, Lesser** (1d2) – CR 1 (200xp), New Monster

Lower Level, Roll 1d6

1. **Troglodytes** (1d4 + 1) – CR 1/8 (25xp), **MM 290**
2. **Giant Spiders** (1d2) – CR 1 (200xp), **MM 328, SRD 374**
3. **Kobolds** (2d4 + 2) – CR 1/8 (25xp), **MM 195, SRD 326**
4. **Orcs** (1d4 + 1) – CR ½ (100xp), **MM 246, SRD 342**
5. **Zombies** (1d4) – CR ¼ (50xp), **MM 316, SRD 359**
6. **Goblins** (1d6 + 1) – CR ¼ (50xp), **MM 166, SRD 318**

Magic Items (by room number)

32: Elven Boots (use *Boots of Elvenkind* **DMG 155, SRD 215**)

Traps and Encounters

Quasqueton Upper Level (all rooms should be used as written unless otherwise noted below)

Wizard's Chamber (room 5, p. 9): The trapped rosewood nightstand/table

- ♦ The trap can be spotted with a **Passive Perception** of 13 or greater
- ♦ Find the trap **DC 15 Investigation** check, if actively searching
- ♦ The trap can be disarmed with a successful **DC 15 Dexterity** check (applying bonus if proficient in and using thieves' tools)

Wizard's Annex (room 7, p. 10): The illusion can be detected with a **Passive Perception** of 15 or greater, or a **DC 17 Perception** check

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Implement Room (room 13, p. 13): For the trapped dead-end corridor

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- ♦ If trapped, each adventurer can attempt one **DC 20 Strength** check to escape per day

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- ♦ **1-3:** Poisoned condition (**PHB 292, SRD 193**) for 1d4 + 2 minutes
- ♦ **4-5:** Poisoned condition (**PHB 292, SRD 193**) for 2d4 + 4 minutes
- ♦ **6:** Poisoned condition (**PHB 292, SRD 193**) for 1d4 + 2 rounds, 1d3 damage per round

Rogahn's Chamber (room 25, p. 16): Tapestry weights are 60 pounds each (1st edition weight was 10 gp = 1 pound)

Room of Pools (room 31, p. 17):

- o)** Pool of healing: As described, heals 2d4 damage
- p)** Acid pool: As described, **DC 20 Constitution** save
- q)** Pool of sickness: As described, equal to a poisoned condition (**PHB 292, SRD 193**) for 1d4 hours
- r)** Green slime pool: As described, use Green Slime hazard (**DMG 105**)
- s)** Drinking pool: As described
- t)** Pool of wine: As described, but if intoxicated, disadvantage on attack rolls and Dexterity checks, loss of dexterity bonus on AC (if applicable)
- u)** Dry pool: As described
- v)** Hot pool: As described
- w)** Aura pool: As described
- x)** Pool of sleep: As described, but you may want to allow a **DC 20 Constitution** save
- y)** Fish pool: As described
- z)** Ice pool: As described
- aa)** Treasure pool: As described
- bb)** Pool of muting: As described, but the constraint on written communication should be changed or removed, your discretion.

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- ◆ #11 - Treat as invisible condition (PHB 291, SRD 192)
- ◆ #13 - Treat as poisoned condition (PHB 292, SRD 193), DC 14 Constitution save
- ◆ #17 - Treat as incapacitated condition (PHB 290, SRD 192)

Treasure Cave (room 54, p. 23): For the statues, use the **Berserker, Minor** from the new monster list

Cavern of the Statue (room 56, p. 23): PIT TRAP. **Passive Perception** of 15 to notice, **DC 12 Investigation** check if actively searching. Falling damage is 1d6 per 10 feet (per 5th edition rules).

New Monsters

BERSERKER, LESSER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 28 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Reckless. At the start of its turn, the lesser berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

BERSERKER, MINOR

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ½ (100 XP)

Reckless. At the start of its turn, the lesser berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.