

**D1-2**  
Classic Adventure  
Module Conversion



# Descent into the Depths of the Earth

Conversion Guide by Mark  
Stout

For Character Levels 12-14



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Adventure Module

# D1-2 DESCENT INTO THE DEPTHS OF THE EARTH

## CONVERSION GUIDE

**Introduction:** In 1981, TSR published the module named “Descent into the Depths of the Earth” with the module code “D1-2”. It was written by Gary Gygax and illustrated by David C. Sutherland III, David A. Trampier, Jim Roslof, Jeff Dee, Erol Otus, David S. La Force, and Bill Willingham. It consisted of a 32 page booklet and cover folder containing maps. This conversion guide allows DMs to run the original module with 5<sup>th</sup> Edition rules and provides a reference sheet for encounters.

*An adventure for six 12th – 14th level characters*

BY MARK STOUT



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# D1-2: DESCENT INTO THE DEPTHS OF THE EARTH

## Introduction

To use this conversion guide you will need a copy of "D1-2 Descent into the Depths of the Earth", originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://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 'Descent into the Depths of the Earth' 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](http://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

This adventure can be used right after completing "G1-3 Against the Giants" or can be used stand alone. If used by itself, the adventurers will need some reason to be pursuing drow into the Underdark. Drow activity on the surface involving ties to Elemental Evil is one suggested way. This will tie into "D3 Vault of the Drow", as the adventurers realize more is going on than just the machinations of the Spider Queen.

Regardless of the hook, the adventure begins with the adventurers having possession of a map of the Underdark presumably leading to the city of the drow responsible for what was happening on the surface. The adventure is very much a sandbox. The map is there to guide the adventurers, but they are free to take what route they wish, branch off on side jaunts, and in short do what they wish. There are a series of set encounters along the way, from drow outposts to the kou-toan temple. The rest is yours to fill in as you see fit.

Remember the ultimate goal for the adventurers is to get to the drow city and do what needs to be done to stop the

drow from returning to the surface to try again. However this module is simply concerned with the long leg of the journey to the city, and introducing the adventurers to the wonder and deadliness of the Underdark.

## Converting to the Realms

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

This adventure takes the adventurers from just below the surface to miles underground as they seek out the city of the drow. In Faerûn, it would be remiss to use any other drow city than Menzoberranzan as the source of the raids.

Although the adventurers won't discover the details until they reach Menzoberranzan and start searching for leads, for your edification the information is given here.

House Druu'giir had long been one of the lesser ranked nobles houses of Menzoberranzan, despite its prominence as the second largest mercantile house in the city (second only to House Baenre), and being unusually blessed with males talented in arcane magic. During the Silence of Lolth, the clergy of the house had a crisis of faith, and turned to Elemental Evil as a substitute. Lest they be found out and annihilated, they kept up the facade and trappings of worshipping the Spider Queen. The house has not only successfully pulled off the ruse, but has risen in ranks thanks to the power granted by Elemental Evil, and now stands as the 10th house in the city.

The ambition of House Druu'giir has grown with their ranking, and recently the decision was made to establish worship of Elemental Evil on the surface to attract more followers and use them for the house's benefit. The ultimate goal is no less than breaking off from Menzoberranzan and Lolth both, and starting a new drow city where Elemental Evil is the official religion, and House Druu'giir will rule unopposed.

Unfortunately their efforts to organize Elemental Evil on the surface have met with defeat, and the giants they organized (if this plot was used) to assist were broken and scattered. The drow of House Druu'giir have fallen back to the Underdark in the wake of these defeats, and retired to the house to contemplate their next step. Little do they realize that the same adventurers who have caused their setbacks are now on their way to Menzoberranzan.



# GM Notes

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 noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- When the module text says one or more **turns**, a turn refers to **10 minutes** of in-game time.
- Be familiar with travel times in the Underdark.
- Know where the planned encounters will occur.
- Convert **drow magic weapon** and **armor bonuses** in the following way. Old bonus/new bonus: +1 to +2/+1, +3 to +4/+2, +5/+3.

## Visuals

Suggested visuals to create:

- Print or sketch a copy of the Players' Map.

## Random Encounters

### Descent

#### Primary Passage

##### Roll 1d20

- |                                |                               |
|--------------------------------|-------------------------------|
| 1 Drow patrol, male            | 11 Shadows (8)                |
| 2 Giant slug                   | 12 Gas spore                  |
| 3 Trolls (4), troglodytes (12) | 13 Gargoyles (12)             |
| 4 Ghosts (4)                   | 14 Purple worm                |
| 5 Rust monster                 | 15 Yellow mold/green slime    |
| 6 Small merchant train         | 16 Bugbears (20), slaves (30) |
| 7 Drow patrol, female          | 17 Large merchant train       |
| 8 Beholder                     | 18 Illithid (2), wererats (4) |
| 9 Medium merchant train        | 19 Black pudding/gray ooze    |
| 10 Giant fire beetles (5)      | 20 Drow patrol, mixed         |

#### Secondary Passage

##### Roll 1d20

- |                           |                               |
|---------------------------|-------------------------------|
| 1 Shriekers (6)           | 11 Rust monster               |
| 2 Giant spiders (8)       | 12 Drow patrol, mixed         |
| 3 Drow patrol, mixed      | 13 Ghosts (12), ghouls (3)    |
| 4 Small merchant train    | 14 Bugbears (15), slaves (22) |
| 5 Giant fire beetles (10) | 15 Purple worm                |
| 6 Shadows (15)            | 16 Ropers (3)                 |
| 7 Giant slug              | 17 Medium merchant train      |
| 8 Giant lizards (2)       | 18 Drow patrol, male          |
| 9 Bulette                 | 19 Illithid (3), wererats (6) |
| 10 Piercers (12)          | 20 Violet fungi (4)           |

#### Tertiary Passage

##### Roll 1d20

- |                    |                 |
|--------------------|-----------------|
| 1 Darkmantles (10) | 11 Vampire      |
| 2 Xorn (3)         | 12 Illithid (4) |

- |                           |                            |
|---------------------------|----------------------------|
| 3 Drow patrol, mixed      | 13 Small merchant train    |
| 4 Umber hulks (2)         | 14 Piercers (12)           |
| 5 Jermlaine (25)          | 15 Earth elementals (4)    |
| 6 Rust monster            | 16 Lich                    |
| 7 Piercers (12)           | 17 Shambling mounds (4)    |
| 8 Green slime             | 18 Drow patrol, male       |
| 9 Giant wolf spiders (15) | 19 Giant wolf spiders (15) |
| 10 Jermlaine (30)         | 20 Cloakers (4)            |

## Shrine

### Primary Passage

#### Roll 1d20

- |                                 |                               |
|---------------------------------|-------------------------------|
| 1 Drow patrol, male             | 11 Shadows (8)                |
| 2 Giant slug                    | 12 Gas spore                  |
| 3 Kuo-toan party                | 13 Gargoyles (12)             |
| 4 Ghouls (12), ghouls (3)       | 14 Drow patrol, mixed         |
| 5 Rust monster                  | 15 Yellow mold/green slime    |
| 6 Small merchant train          | 16 Bugbears (20), slaves (30) |
| 7 Drow patrol, female           | 17 Large merchant train       |
| 8 Giant snakes (2)              | 18 Kuo-toan pilgrims          |
| 9 Medium merchant train         | 19 Black pudding/gray ooze    |
| 10 Trolls (4), troglodytes (12) | 20 Drow patrol, mixed         |

### Secondary Passage

#### Roll 1d20

- |                          |                               |
|--------------------------|-------------------------------|
| 1 Shriekers (6)          | 11 Rust monster               |
| 2 Phase spiders (3)      | 12 Drow patrol, mixed         |
| 3 Drow patrol, mixed     | 13 Ghosts (15), ghouls (4)    |
| 4 Small merchant train   | 14 Bugbears (18), slaves (24) |
| 5 Giant fire beetles (3) | 15 Purple worm                |
| 6 Shadows (10)           | 16 Ropers (4)                 |
| 7 Kuo-toan war party     | 17 Kuo-toan party             |
| 8 Giant lizards (4)      | 18 Drow patrol, male          |
| 9 Bulette (2)            | 19 Kuo-toan pilgrims          |
| 10 Piercers (12)         | 20 Violet fungi (4)           |

### Tertiary Passage

#### Roll 1d20

- |                           |                         |
|---------------------------|-------------------------|
| 1 Darkmantles (12)        | 11 Vampire              |
| 2 Xorn (5)                | 12 Deep gnomes (8)      |
| 3 Drow patrol, mixed      | 13 Small merchant train |
| 4 Umber hulks (4)         | 14 Piercers (12)        |
| 5 Deep gnomes (8)         | 15 Giant slug           |
| 6 Rust monster            | 16 Lich                 |
| 7 Piercers (20)           | 17 Shambling mounds (6) |
| 8 Green slime             | 18 Drow patrol, male    |
| 9 Giant wolf spiders (20) | 19 Kuo-toan war party   |
| 10 Kuo-toan pilgrims      | 20 Ropers (4)           |

# Planned Encounters

## Descent

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### Encounter Area D3

**Male Contingent:** Drow (12), Drow elite warrior (1), Drow mage (1).

**Female Contingent:** Drow (10), Drow clerics (2), Drow priestess (1).

### Encounter Area M12

Illithid (4), Wererats (12).

### Troglodyte Caverns

- 1B. Bugbears (3).
- 1D. Drow (1).
2. Piercers (14).
4. Gargoyles (16).
5. Purple worm (1).
6. Drow (16), Drow elite warriors (4).
7. Lich (1).
8. Gargoyles (16).
9. Giant lizards (6).
10. Ghouls (32).
11. Ghosts (4).
12. Ghosts (2).
13. Ghosts (4).
14. Giant slug (1).
15. Gynosphinx (2).
16. Trolls (8).
17. Trolls (9).
18. Trolls (10).
19. Bugbears (8).
20. Bugbears (8).
21. Bugbears (8).
22. Bugbears (12).
23. Bugbears (14).
24. Bugbears (12).
25. Bugbears (4).
26. Bugbears (12).
27. Bugbears (3).
28. Troglodytes (36).
29. Troglodytes (6).
31. Shriekers (4), Violet fungi (4).
32. Trolls (6).
33. Trolls (6).
34. Trolls (7).
35. Trolls (7).
36. Troglodytes (8).
37. Troglodytes (8).
38. Troglodytes (5).
39. Wyverns (2).

## Shrine

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### Encounter Area W27

Kuo-toa monitor (1).

### Encounter Area A<sup>2</sup>31

Deep Gnomes (8).

### Kuo-toa Shrine

- A. Kuo-toa (4).
- B. Kuo-toa (# shown on map), Kuo-toa veteran (2).
- BF. Kuo-toa (18), Kuo-toa veteran (2).
- C. Kuo-toa (4).
- M. Kuo-toa monitor (2).
- W. Kuo-toa whips (3).
5. Kuo-toa (8), Kuo-toa veterans (2).
6. Kuo-toa (6), Kuo-toa veterans (3).
7. Kuo-toa veterans (4), Kuo-toa assassins (2).
6. Kuo-toa veterans (2), Kuo-toa archpriest (1).
9. Kuo-toa (6), Kuo-toa veteran (2).
12. Kuo-toa (6), Kuo-toa veterans (2).
14. Kuo-toa (11).
15. Kuo-toa (12), Kuo-toa veterans (2).
17. Kuo-toa veterans (6).
21. Kuo-toa (16).
22. Kuo-toa captain (1), Kuo-toa lieutenant (2)
23. Kuo-toa (5), Kuo-toa veterans (7).
24. Kuo-toa (10), Kuo-toa veterans (6).
27. Kuo-toa monitors (12).
28. Secret trapdoor is noticed on a DC 18 passive Wisdom (Perception) check, or a DC 15 Wisdom (Perception) check if actively searching.
29. The traps on Chest #1, #4, and #6 are noticed on a DC 20 passive Wisdom (Perception) check, or a DC 17 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity (thieves' tools) check to disable it. The locks on all the chests can be opened with a DC 20 Dexterity (thieves' tools) check.
30. Kuo-toa (10).
31. Kuo-toa (10).
32. Kuo-toa (10).
33. Kuo-toa whips (6).
34. Kuo-toa whip (1).
35. Drow elite warrior (1).

## Magic Items

1. *Alchemy jug*
2. *Boots of speed*
3. *Cleric scroll of cure wounds, find traps, lesser restoration (x2), tongues, commune*
4. *Cleric scroll of control water, greater restoration, true seeing*
5. *Death lance (See Special Items)*
6. *Druid scroll of cure wounds, conjure animals, locate creature*
7. *Gauntlets of swimming and climbing (replace with gloves of swimming and climbing)*
8. *Helm of underwater vision (replace with helm of telepathy)*
9. *Lurker cloak (replace with cloak of the bat)*
10. *Manual of Gainful Exercise*
11. *Necklace of missiles (replace with necklace of fireballs)*
12. *Potion of extra-healing (replace with potion of superior healing)*
13. *Potion of healing*
14. *Potion of longevity*

15. *Potion of plant control (replace with potion of animal friendship)*
16. *Potion of poison*
17. *Potion of polymorph self (replace with potion of polymorph)*
18. *Potion of water breathing*
19. *Ring of invisibility*
20. *Ring of protection*
21. *Rope of entanglement*
22. *Scroll of protection from demons (replace with scroll of protection from fiends)*
23. *Scroll of protection from undead*
24. *Staff of striking*
25. *Tome of understanding*
26. *Wizard scroll of knock, tongues, globe of invulnerability, flesh to stone, wall of ice, symbol*

## Monsters

1. **Assassin** (MM 343, CR 8, 3900 XP).
2. **Beholder** (MM 28, CR 13, 10000 XP).
3. **Black Pudding** (MM 241, CR 4, 1100 XP).
4. **Bugbear** (MM 33, CR 1, 200 XP).
5. **Bulette** (MM 34, CR 5, 1800 XP).
6. **Captain** (See Special Creatures).
7. **Cloaker** (MM 41, CR 8, 3900 XP).
8. **Commoner** (MM 345, CR 0, 0-10 XP).
9. **Darkmantle** (MM 46, CR 1/2, 100 XP).
10. **Drow** (MM 128, CR 1/4, 50 XP).
11. **Drow Cleric**: As priest with Drow racial traits.
12. **Drow Elite Warrior** (MM 128, CR 5, 1800 XP).
13. **Drow Mage** (MM 129, CR 7, 2900 XP).
14. **Drow Merchant**: As Drow.
15. **Drow patrol, female**: Drow (8), Drow elite warrior (2), Drow priestess (1).
16. **Drow patrol, male**: Drow (10), Drow elite warrior (2), Drow mage (1).
17. **Drow patrol, mixed**: Drow (2), Drow elite warrior (1), and one of the following groups - 1) Bugbears (15); 2) Trolls (2), troglodytes (10); 3) Ghosts (4), ghouls (7).
18. **Drow Priestess** (MM 129, CR 8, 3900 XP).
19. **Earth Elemental** (MM 124, CR 5, 1800 XP).
20. **Gargoyle** (MM 140, CR 2, 450 XP).
21. **Gas Spore** (MM 138, CR 1/2, 100 XP).
22. **Ghast** (MM 148, CR 2, 450 XP).
23. **Ghoul** (MM 148, CR 1, 200 XP).
24. **Giant Fire Beetle** (MM 325, CR 0, 0-10 XP).
25. **Giant Lizard** (MM 326, CR 1/4, 50 XP).
26. **Giant Slug** (See Special Creatures).
27. **Giant Spider** (MM 328, CR 1, 200 XP).
28. **Giant Wolf Spider** (MM 330, CR 1/4, 50 XP).
29. **Gladiator** (MM 346, CR 5, 1800 XP).
30. **Gray Ooze** (MM 243, CR 1/2, 100 XP).
31. **Gynosphinx** (MM 282, CR 11, 7200).
32. **Illithid (Mind Flayer)** (MM 222, CR 7, 2900 XP).
33. **Jermlaine** (See Special Creatures).
34. **Kuo-toa** (MM 199, CR 1/4, 50 XP).
35. **Kuo-toa Archpriest** (MM 200, CR 6, 2300 XP).
36. **Kuo-toa Assassin**: (as assassin with kuo-toa racial traits).
37. **Kuo-toa Captain**: (as captain with kuo-toa racial traits).
38. **Kuo-toa Lieutenant**: (as gladiator with kuo-toa racial

traits).

39. **Kuo-toa Monitor**: (as variant whip, MM 198).
40. **Kuo-toa Party**: Kuo-toa (16), Kuo-toa whips (4), Kuo-toa archpriest (1), Slaves (6).
41. **Kuo-toa Pilgrims**: Kuo-toa (20), Kuo-toa whips (5), Slaves (12).
42. **Kuo-toa Veteran**: (as veteran with kuo-toa racial traits).
43. **Kuo-toa War Party**: Kuo-toa (32) Kuo-toa veterans (6), Kuo-toa whips (2), Kuo-toa monitors (2), Kuo-toa archpriest (1), Slaves (12).
44. **Kuo-toa Whip** (MM 200, CR 1, 200 XP).
45. **Large Merchant Train**: Drow merchant (6), Drow (12), Drow elite warriors (2), Bugbears (16), Giant lizards (8), Slaves (20).
46. **Lich** (MM 202, CR 21, 33000 XP).
47. **Medium Merchant Train**: Drow merchant (4), Drow (6), Drow elite warriors (1), Bugbears (8), Giant lizards (4), Slaves (12).
48. **Piercer** (MM 252, CR 1/2, 100 XP).
49. **Priest** (MM 348, CR 2, 450 XP).
50. **Purple Worm** (MM 255, CR 15, 13000 XP).
51. **Roper** (MM 261, CR 5, 1800 XP).
52. **Rust Monster** (MM 262, CR 1/2, 100 XP).
53. **Shadow** (MM 269, CR 1/2, 100 XP).
54. **Shambling Mound** (MM 270, CR 5, 1800 XP).
55. **Shrieker** (MM 138, CR 0, 0-10 XP).
56. **Slave**: As commoner.
57. **Small Merchant Train**: Drow merchant (2), Drow (2), Drow elite warrior (1), Bugbears (4), Giant lizards (2), Slaves (6).
58. **Troglodyte** (MM 290, CR 1/4, 50 XP).
59. **Troll** (MM 291, CR 5, 1800 XP).
60. **Umber Hulk** (MM292, CR 5, 1800 XP).
61. **Vampire** (MM 297, CR 13, 10000 XP).
62. **Veteran** (MM 350, CR 3, 700).
63. **Violet Fungus** (MM 138, CR 1/4, 50 XP).
64. **Wererat** (MM 209, CR 2, 450 XP).
65. **Wyvern** (MM 303, CR 6, 2300 XP).
66. **Xorn** (MM 304, CR 5, 1800 XP).

## Special Creatures

### Captain

*Medium humanoid*

**Armor Class** 20 (plate armor, shield)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Perception +6

**Senses** passive Perception 16

**Languages** As species

**Challenge** 6 (2300 XP)

**Action Surge (Recharges on a short rest)**. The captain can take

one additional action on its turn.

**Indomitable (1/day).** The captain may reroll a failed saving throw.

### Actions

**Multiattack.** The captain makes three melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage. Scores a critical hit on a 19-20.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Scores a critical hit on a 19-20.

## Kuo-toa Captain

*Medium humanoid (kuo-toa), neutral evil*

**Armor Class** 17 (natural armor, shield)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Perception +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Undercommon

**Challenge** 6 (2300 XP)

**Action Surge (Recharges on a short rest).** The captain can take one additional action on its turn.

**Indomitable (1/day).** The captain may reroll a failed saving throw.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

### Actions

**Multiattack.** The captain makes three melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage. Scores a critical hit on a 19-20.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Scores a critical hit on a 19-20.

## Giant Slug

*Huge monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

**Damage Resistances** bludgeoning

**Damage Immunities** acid

**Senses** darkvision 120 ft., passive Perception 10

**Languages** -

**Challenge** 6 (2300 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 10 (3d6) acid damage.

**Acid Spit.** *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 35 (10d6) acid damage.

## Jermlaine

*Tiny fey, neutral evil*

**Armor Class** 14

**Hit Points** 1 (1d4 - 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	8 (-1)	16 (+3)	5 (-3)

**Skills** Perception +5, Stealth +8

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Undercommon

**Challenge** 1/4 (50 XP)

**Rat Speech** Jermlaine can use *speak with animals* at will, but can only talk to rats.

**Stealthy.** Jermlaine have advantage on Dexterity (Stealth) checks and can Hide as a bonus action.

### Actions

**Spear.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.



# Special Items

## Death Lance

*Weapon (spear), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The spear has 6 charges. You can expend 1 charge when you hit a target to deal an extra 7 (2d6) necrotic damage. The spear regains 1d6 charges daily at midnight.

# D1-2 Descent into the Depths

## Reference Sheet

### Random Encounters

#### Descent

##### Primary Passage

###### Roll 1d20

- |                                |                               |
|--------------------------------|-------------------------------|
| 1 Drow patrol, male            | 11 Shadows (8)                |
| 2 Giant slug                   | 12 Gas spore                  |
| 3 Trolls (4), troglodytes (12) | 13 Gargoyles (12)             |
| 4 Ghosts (4)                   | 14 Purple worm                |
| 5 Rust monster                 | 15 Yellow mold/green slime    |
| 6 Small merchant train         | 16 Bugbears (20), slaves (30) |
| 7 Drow patrol, female          | 17 Large merchant train       |
| 8 Beholder                     | 18 Illithid (2), wererats (4) |
| 9 Medium merchant train        | 19 Black pudding/gray ooze    |
| 10 Giant fire beetles (5)      | 20 Drow patrol, mixed         |

##### Secondary Passage

###### Roll 1d20

- |                           |                               |
|---------------------------|-------------------------------|
| 1 Shriekers (6)           | 11 Rust monster               |
| 2 Giant spiders (8)       | 12 Drow patrol, mixed         |
| 3 Drow patrol, mixed      | 13 Ghouls (12), ghosts (3)    |
| 4 Small merchant train    | 14 Bugbears (15), slaves (22) |
| 5 Giant fire beetles (10) | 15 Purple worm                |
| 6 Shadows (15)            | 16 Ropers (3)                 |
| 7 Giant slug              | 17 Medium merchant train      |
| 8 Giant lizards (2)       | 18 Drow patrol, male          |
| 9 Bulette                 | 19 Illithid (3), wererats (6) |
| 10 Piercers (12)          | 20 Violet fungi (4)           |

##### Tertiary Passage

###### Roll 1d20

- |                           |                            |
|---------------------------|----------------------------|
| 1 Darkmantles (10)        | 11 Vampire                 |
| 2 Xorn (3)                | 12 Illithid (4)            |
| 3 Drow patrol, mixed      | 13 Small merchant train    |
| 4 Umber hulks (2)         | 14 Piercers (12)           |
| 5 Jermlaine (25)          | 15 Earth elementals (4)    |
| 6 Rust monster            | 16 Lich                    |
| 7 Piercers (12)           | 17 Shambling mounds (4)    |
| 8 Green slime             | 18 Drow patrol, male       |
| 9 Giant wolf spiders (15) | 19 Giant wolf spiders (15) |
| 10 Jermlaine (30)         | 20 Cloakers (4)            |

#### Shrine

##### Primary Passage

###### Roll 1d20

- |                           |                               |
|---------------------------|-------------------------------|
| 1 Drow patrol, male       | 11 Shadows (8)                |
| 2 Giant slug              | 12 Gas spore                  |
| 3 Kuo-toan party          | 13 Gargoyles (12)             |
| 4 Ghouls (12), ghosts (3) | 14 Drow patrol, mixed         |
| 5 Rust monster            | 15 Yellow mold/green slime    |
| 6 Small merchant train    | 16 Bugbears (20), slaves (30) |
| 7 Drow patrol, female     | 17 Large merchant train       |
| 8 Giant snakes (2)        | 18 Kuo-toan pilgrims          |
| 9 Medium merchant         | 19 Black pudding/gray         |

- |                                 |                       |
|---------------------------------|-----------------------|
| train                           | ooze                  |
| 10 Trolls (4), troglodytes (12) | 20 Drow patrol, mixed |

##### Secondary Passage

###### Roll 1d20

- |                          |                               |
|--------------------------|-------------------------------|
| 1 Shriekers (6)          | 11 Rust monster               |
| 2 Phase spiders (3)      | 12 Drow patrol, mixed         |
| 3 Drow patrol, mixed     | 13 Ghouls (15), ghosts (4)    |
| 4 Small merchant train   | 14 Bugbears (18), slaves (24) |
| 5 Giant fire beetles (3) | 15 Purple worm                |
| 6 Shadows (10)           | 16 Ropers (4)                 |
| 7 Kuo-toan war party     | 17 Kuo-toan party             |
| 8 Giant lizards (4)      | 18 Drow patrol, male          |
| 9 Bulette (2)            | 19 Kuo-toan pilgrims          |
| 10 Piercers (12)         | 20 Violet fungi (4)           |

##### Tertiary Passage

###### Roll 1d20

- |                           |                         |
|---------------------------|-------------------------|
| 1 Darkmantles (12)        | 11 Vampire              |
| 2 Xorn (5)                | 12 Deep gnomes (8)      |
| 3 Drow patrol, mixed      | 13 Small merchant train |
| 4 Umber hulks (4)         | 14 Piercers (12)        |
| 5 Deep gnomes (8)         | 15 Giant slug           |
| 6 Rust monster            | 16 Lich                 |
| 7 Piercers (20)           | 17 Shambling mounds (6) |
| 8 Green slime             | 18 Drow patrol, male    |
| 9 Giant wolf spiders (20) | 19 Kuo-toan war party   |
| 10 Kuo-toan pilgrims      | 20 Ropers (4)           |

#### Planned Encounters

#### Descent

##### Encounter Area D3

**Male Contingent:** Drow (12), Drow elite warrior (1), Drow mage (1).

**Female Contingent:** Drow (10), Drow clerics (2), Drow priestess (1).

##### Encounter Area M12

Illithid (2), Wererats (12).

##### Troglodyte Caverns

- 1B. Bugbears (3).
- 1D. Drow (1).
2. Piercers (14).
4. Gargoyles (16).
5. Purple worm (1).
6. Drow (16), Drow elite warriors (4).
7. Lich (1).
8. Gargoyles (16).
9. Giant lizards (6).
10. Ghouls (32).
11. Ghosts (4).
12. Ghosts (2).
13. Ghosts (4).
14. Giant slug (1).
15. Gynosphinx (2).
16. Trolls (8).
17. Trolls (9).
18. Trolls (10).
19. Bugbears (8).
20. Bugbears (8).
21. Bugbears (8).
22. Bugbears (12).
23. Bugbears (14).
24. Bugbears (10).
25. Bugbears (4).
26. Bugbears (12).
27. Bugbears (3).
28. Troglodytes (36).
29. Troglodytes (6).
31. Shriekers (4), Violet fungi (4).
32. Trolls (6).
33. Trolls (6).

34. Trolls (7).
35. Trolls (7).
36. Troglodytes (8).
37. Troglodytes (8).
38. Troglodytes (5).
39. Wyverns (2).

#### Shrine

##### Encounter Area W27

Kuo-toa monitor (1).

##### Encounter Area A<sup>2</sup>31

Deep Gnomes (8).

##### Kuo-toa Shrine

- A. Kuo-toa (4).
- B. Kuo-toa (# shown on map), Kuo-toa veteran (2).
- BF. Kuo-toa (18), Kuo-toa veteran (2).
- C. Kuo-toa (4).
- M. Kuo-toa monitor (2).
- W. Kuo-toa whips (3).
5. Kuo-toa (8), Kuo-toa veterans (2).
6. Kuo-toa (6), Kuo-toa veterans (3).
7. Kuo-toa veterans (4), Kuo-toa assassins (2).
6. Kuo-toa veterans (2), Kuo-toa archpriest (1).
9. Kuo-toa (4), Kuo-toa veteran (1).
12. Kuo-toa (4), Kuo-toa veterans (2).
14. Kuo-toa (11).
15. Kuo-toa (12), Kuo-toa veterans (2).
17. Kuo-toa veterans (6).
21. Kuo-toa (16).
22. Kuo-toa captain (1), Kuo-toa lieutenant (2).
23. Kuo-toa (5), Kuo-toa veterans (7).
24. Kuo-toa (10), Kuo-toa veterans (6).
27. Kuo-toa monitors (12).
28. Secret trapdoor is noticed on a DC 18 passive Wisdom (Perception) check, or a DC 15 Wisdom (Perception) check if actively searching.
29. The traps on Chest #1, #4, and #6 are noticed on a DC 20 passive Wisdom (Perception) check, or a DC 17 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity (thieves' tools) check to disable it. The locks on all the chests can be opened with a DC 20 Dexterity (thieves' tools) check.
30. Kuo-toa (10).
31. Kuo-toa (10).
32. Kuo-toa (10).
33. Kuo-toa whips (6).
34. Kuo-toa whip (1).
35. Drow elite warrior (1).

#### Magic Items

1. *Alchemy jug*
2. *Boots of speed*
3. *Cleric scroll of cure wounds, find traps, lesser restoration (x2), tongues, commune*
4. *Cleric scroll of control water, greater restoration, true seeing*
5. *Death lance (See Special Items)*
6. *Druid scroll of cure wounds, conjure animals, locate creature*
7. *Gauntlets of swimming and climbing (replace with gloves of swimming and climbing)*
8. *Helm of underwater vision (replace with helm of telepathy)*
9. *Lurker cloak (replace with cloak of the bat)*
10. *Manual of Gainful Exercise*
11. *Necklace of missiles (replace with necklace of fireballs)*
12. *Potion of extra-healing (replace with potion of superior healing)*
13. *Potion of healing*
14. *Potion of longevity*
15. *Potion of plant control (replace with potion of animal friendship)*
16. *Potion of poison*

17. *Potion of polymorph self* (replace with *potion of polymorph*)
18. *Potion of water breathing*
19. *Ring of invisibility*
20. *Ring of protection*
21. *Rope of entanglement*
22. *Scroll of protection from demons* (replace with *scroll of protection from fiends*)
23. *Scroll of protection from undead*
24. *Staff of striking*
25. *Tome of understanding*
26. *Wizard scroll of knock, tongues, globe of invulnerability, flesh to stone, wall of ice, symbol*

## Monsters

1. **Assassin** (MM 343, CR 8, 3900 XP).
2. **Beholder** (MM 28, CR 13, 10000 XP).
3. **Black Pudding** (MM 241, CR 4, 1100 XP).
4. **Bugbear** (MM 33, CR 1, 200 XP).
5. **Bulette** (MM 34, CR 5, 1800 XP).
6. **Captain** (See Special Creatures).
7. **Cloaker** (MM 41, CR 8, 3900 XP).
8. **Commoner** (MM 345, CR 0, 0-10 XP).
9. **Darkmantle** (MM 46, CR 1/2, 100 XP).
10. **Drow** (MM 128, CR 1/4, 50 XP).
11. **Drow Cleric**: As priest with Drow racial traits.
12. **Drow Elite Warrior** (MM 128, CR 5, 1800 XP).
13. **Drow Mage** (MM 129, CR 7, 2900 XP).
14. **Drow Merchant**: As Drow.
15. **Drow patrol, female**: Drow (8), Drow elite warrior (2), Drow priestess (1).
16. **Drow patrol, male**: Drow (10), Drow elite warrior (2), Drow mage (1).
17. **Drow patrol, mixed**: Drow (2), Drow elite warrior (1), and one of the following groups - 1) Bugbears (15); 2) Trolls (2), troglodytes (10); 3) Ghosts (4), ghouls (7).
18. **Drow Priestess** (MM 129, CR 8, 3900 XP).
19. **Earth Elemental** (MM 124, CR 5, 1800 XP).
20. **Gargoyle** (MM 140, CR 2, 450 XP).
21. **Gas Spore** (MM 138, CR 1/2, 100 XP).
22. **Ghast** (MM 148, CR 2, 450 XP).
23. **Ghoul** (MM 148, CR 1, 200 XP).
24. **Giant Fire Beetle** (MM 325, CR 0, 0-10 XP).
25. **Giant Lizard** (MM 326, CR 1/4, 50 XP).
26. **Giant Slug** (See Special Creatures).
27. **Giant Spider** (MM 328, CR 1, 200 XP).
28. **Giant Wolf Spider** (MM 330, CR 1/4, 50 XP).
29. **Gladiator** (MM 346, CR 5, 1800 XP).
30. **Gray Ooze** (MM 243, CR 1/2, 100 XP).
31. **Gynosphinx** (MM 282, CR 11, 7200).
32. **Illithid** (Mind Flayer) (MM 222, CR 7, 2900 XP).
33. **Jermlaine** (See Special Creatures).
34. **Kuo-toa** (MM 199, CR 1/4, 50 XP).
35. **Kuo-toa Archpriest** (MM 200, CR 6, 2300 XP).
36. **Kuo-toa Assassin**: (as assassin with kuo-toa racial traits).
37. **Kuo-toa Captain**: (as captain with kuo-toa racial traits).
38. **Kuo-toa Lieutenant**: (as gladiator with kuo-toa racial traits).
39. **Kuo-toa Monitor**: (as variant whip, MM 198).
40. **Kuo-toa Party**: Kuo-toa (16), Kuo-toa whips (4), Kuo-toa archpriest (1), Slaves (6).
41. **Kuo-toa Pilgrims**: Kuo-toa (20), Kuo-toa whips (5), Slaves (12).
42. **Kuo-toa Veteran**: (as veteran with kuo-toa racial traits).
43. **Kuo-toa War Party**: Kuo-toa (32) Kuo-toa veterans (6), Kuo-toa whips (2), Kuo-toa monitors (2), Kuo-toa archpriest (1), Slaves (12).
44. **Kuo-toa Whip** (MM 200, CR 1, 200 XP).
45. **Large Merchant Train**: Drow merchant (6), Drow (12), Drow elite warriors (2), Bugbears (16), Giant lizards (8), Slaves (20).
46. **Lich** (MM 202, CR 21, 33000 XP).

47. **Medium Merchant Train**: Drow merchant (4), Drow (6), Drow elite warriors (1), Bugbears (8), Giant lizards (4), Slaves (12).
48. **Piercer** (MM 252, CR 1/2, 100 XP).
49. **Priest** (MM 348, CR 2, 450 XP).
50. **Purple Worm** (MM 255, CR 15, 13000 XP).
51. **Roper** (MM 261, CR 5, 1800 XP).
52. **Rust Monster** (MM 262, CR 1/2, 100 XP).
53. **Shadow** (MM 269, CR 1/2, 100 XP).
54. **Shambling Mound** (MM 270, CR 5, 1800 XP).
55. **Shrieker** (MM 138, CR 0, 0-10 XP).
56. **Slave**: As commoner.
57. **Small Merchant Train**: Drow merchant (2), Drow (2), Drow elite warrior (1), Bugbears (4), Giant lizards (2), Slaves (6).
58. **Troglodyte** (MM 290, CR 1/4, 50 XP).
59. **Troll** (MM 291, CR 5, 1800 XP).
60. **Umbur Hulk** (MM 292, CR 5, 1800 XP).
61. **Vampire** (MM 297, CR 13, 10000 XP).
62. **Veteran** (MM 350, CR 3, 700).
63. **Violet Fungus** (MM 138, CR 1/4, 50 XP).
64. **Wererat** (MM 209, CR 2, 450 XP).
65. **Wyvern** (MM 303, CR 6, 2300 XP).
66. **Xorn** (MM 304, CR 5, 1800 XP).

## Special Creatures

### Captain

*Medium humanoid*

**Armor Class** 20 (plate armor, shield)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Perception +6

**Senses** passive Perception 16

**Languages** As species

**Challenge** 6 (2300 XP)

**Action Surge (Recharges on a short rest)**. The captain can take one additional action on its turn.

**Indomitable (1/day)**. The captain may reroll a failed saving throw.

### Actions

**Multiattack**. The captain makes three melee or ranged attacks.

**Longsword**. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 10 (1d8 + 6) slashing damage. Scores a critical hit on a 19-20.

**Shortbow**. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage. Scores a critical hit on a 19-20.

### Kuo-toa Captain

*Medium humanoid (kuo-toa), neutral evil*

**Armor Class** 17 (natural armor, shield)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Perception +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Undercommon

**Challenge** 6 (2300 XP)

**Action Surge (Recharges on a short rest)**. The kuo-toa captain can take one additional action on its turn.

**Indomitable (1/day)**. The kuo-toa captain may reroll a failed saving throw.

**Otherworldly Perception**. The kuo-toa captain can sense the presence of any creature within

30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery**. The kuo-toa captain has advantage on ability checks and saving throws made to escape a grapple.

### Actions

**Multiattack**. The kuo-toa captain makes three melee or ranged attacks.

**Longsword**. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 10 (1d8 + 6) slashing damage. Scores a critical hit on a 19-20.

**Shortbow**. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage. Scores a critical hit on a 19-20.

### Giant Slug

*Huge monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

**Damage Resistances** bludgeoning

**Damage Immunities** acid

**Senses** darkvision 120 ft., passive Perception 10

**Languages** -

**Challenge** 6 (2300 XP)

### Actions

**Bite**. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 28 (4d10 + 6) piercing damage plus 10 (3d6) acid damage.

**Acid Spit**. *Ranged Weapon Attack*: +5 to hit, range 60 ft., one target. *Hit*: 35 (10d6) acid damage.

### Jermlaine

*Tiny fey, neutral evil*

**Armor Class** 14

**Hit Points** 1 (1d4 - 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	8 (-1)	16 (+3)	5 (-3)

**Skills** Perception +5, Stealth +8

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Undercommon

**Challenge** 1/4 (50 XP)

**Rat Speech**. Jermlaine can use *speak with animals* at will, but can only talk to rats.

**Stealth**. Jermlaine have advantage on Dexterity (Stealth) checks and can Hide as a bonus action.

### Actions

**Spear**. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.

**Dart**. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit*: 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.