Red Hand of Doom Conversion to 5e  
  
This is the continuing chronicles of my Dungeon and Dragon adventures, which started [in this thread](http://www.giantitp.com/forums/showthread.php?503985-Campaign-Journal-(Red-Hand-of-Doom-sort-ve)-session-by-session).   
  
The reason I began a new thread is because Red Hand of Doom is an extremely popular module and I know people have wanted to see it converted and playtested for 5e. The benefit and difference between this thread and others is that you’ll see my decisions get playtested and get my direct feedback on whether it worked or not as intended. Hopefully this information will be useful to others seeking to run the module in fifth edition.   
  
Note: This run is optimized for three players starting at level eight, though it should work equally well for four characters at level 6 or 7, or five at level 6.  
  
I figured to make it easier to find this info, I'd post this in a new thread, separate from the earlier [Tomb of Haggemoth](http://zippdementia.tumblr.com/post/152098620670/s201-journey-log-red-hand-of-doom-preamble) and [Tomb of Horrors](http://zippdementia.tumblr.com/post/149539814045/s101-journey-log-tomb-of-horrors-preamble) conversion campaign journals. Also different is that this time I'll be posting stats for the monster conversions I did.  
  
I'll continue to edit this post, updating it with links to each new tumblr post.  
  
**Chapter 1: Discovering the Horde**  
[Part 1: Marauder Attack](http://zippdementia.tumblr.com/post/170527089235/s301-journey-log-red-hand-of-doom-marauder)  
[Part 2: Drellin's Ferry and the Wytchwood](http://zippdementia.tumblr.com/post/171021899330/s302-journey-log-red-hand-of-doom-drellins)  
[Part 3: Jorr’s Cabin and the Causeway.](http://zippdementia.tumblr.com/post/171299298040/s303-journey-log-red-hand-of-doom-jorrs-cabin)  
[Part 4: Vraath Keep](http://zippdementia.tumblr.com/post/172185165720/s304-journey-log-red-hand-of-doom-vraath-keep)  
[Part 5: Return to Drellin's Ferry](http://zippdementia.tumblr.com/post/172447519720/s305-journey-log-red-hand-of-doom-the-council-at)  
[Part 6: Skull Gorge Bridge](http://zippdementia.tumblr.com/post/172905670035/s306-journey-log-red-hand-of-doom-skull-gorge)  
[Part 7: Concluding Chapter 1](http://zippdementia.tumblr.com/post/173210341245/s307-journey-log-red-hand-of-doom-concluding)  
[Part 8: Lady Dagger Side Quest (part 1)](http://zippdementia.tumblr.com/post/173599217215/s308-journey-log-red-hand-of-doom-lady-dagger)  
[Part 9: Lady Dagger Side Quest (part 2)](http://zippdementia.tumblr.com/post/173913211160/s309-journey-log-red-hand-of-doom-lady-dagger)  
  
**Chapter 2: Give it a Rhest**  
[Part 10: Converting to Evil Sidebar](http://zippdementia.tumblr.com/post/174021386280/s310-journey-log-red-hand-of-doom-good-being)  
[Part 11: The Long Journey to Rhest and the Razorfiend](http://zippdementia.tumblr.com/post/174422105365/s311-journey-log-red-hand-of-doom-the-long)  
[Part 12: Elfin Encampment.](http://zippdementia.tumblr.com/post/174565823240/s312-journey-log-the-red-hand-of-doom-elfin)  
[Part 13: Dragon in the Water](http://zippdementia.tumblr.com/post/174698239655/s313-journey-log-red-hand-of-doom-dragon-in-the)  
[Part 14: Changing Rhest Part 1](http://zippdementia.tumblr.com/post/175053275395/s314-journey-log-red-hand-of-doom-changing-the)  
[Part 15: Changing Rhest Part 2](http://zippdementia.tumblr.com/post/175296538270/s315-journey-log-red-hand-of-doom-changing-rhest)  
[Part 16: From Chapter 2 to 3](http://zippdementia.tumblr.com/post/175463605140/s316-journey-log-red-hand-of-doom-transitioning)  
  
**Chapter 3: The Lion, the Lich, and the Horde Rogue**  
[Part 17: How to Handle Leftover Dragons](http://zippdementia.tumblr.com/post/175885352260/s317-journey-log-red-hand-of-doom-what-to-do)  
[Part 18: Entering the Ghost Lord's Lair](http://zippdementia.tumblr.com/post/176793248930/s318-journey-log-red-hand-of-doom-entering-the)  
[Part 19: The Ghost Lord and Stormbringer Ulwai](http://zippdementia.tumblr.com/post/177507084245/s319-journey-log-red-hand-of-doom-meeting-the)  
[Part 20: Interlude and Putting in a Side Quest](http://zippdementia.tumblr.com/post/177976052775/s320-journey-log-red-hand-of-doom-interlude-and)  
[Part 21: White Plume Mountain and the Loss of a Friendship](http://zippdementia.tumblr.com/post/178586157710/s321-journey-log-red-hand-of-doom-white-plume)  
**Chapter 4: Bringing it to Brindol**  
[Part 22: Beginning a Battle](http://zippdementia.tumblr.com/post/179556152805/s322-journey-log-red-hand-of-doom-beginning-a)  
[Part 23: The Five C's of RPGS and The Battle of Brindol](http://zippdementia.tumblr.com/post/180688951105/s323-journey-log-red-hand-of-doom-the-five-cs)

**A 5e Conversion Guide for The Red Hand of Doom**  
  
**Introduction**  
  
The Red Hand of Doom is widely considered to be one of the top tier adventures in the DnD canon. There are multiple guides and adventure journals on this site, and DnD celebrity Matt Colville lists it as one of his go-tos for mid-level campaigns. You can still find games and guides for 3.5 edition, but there’s a gap in updating this classic module for the fifth edition of the game. It’s my hope that this will be a valuable resource for DMs in one of the most popular editions of the game to date.  
  
**Invitation to Contribute**  
  
This guide is largely inspired by **Swordheart’s** *Red Handbook of Doom* elsewhere on this site. That handbook is still active thanks to an open invitation to comment and improve on the guide. Following this excellent example, I hope that other DMs and players will contribute ideas and improvements to this guide going forward. Note that **Swordheart’s** work still has some great advice on the fluff and RP for this module and I would refer the reader there for general discussion. Since I can rely on that work, I’ll be focusing on issues specific to the rules and fluff for 5th edition, such as using the *Red Hand of Doom* alongside other published 5e adventure campaigns.  
  
**Links**  
  
I’ve found the following links particularly useful in shaping my thinking about the adventure. There’s a lot of other material available, and I refer you to the *Red Handbook of Doom* for further information.  
  
**Swordheart’s** *Red Handbook of Doom*: [http://www.giantitp.com/forums/showt...ers!-WIP-PEACH](http://www.giantitp.com/forums/showthread.php?171284-The-3-5-Red-Hand-Of-Doom-Handbook-for-DMs-Major-spoilers!-WIP-PEACH)!  
  
**AslanCross’s** *Red Hand of Doom Campaign Diary*: [http://www.giantitp.com/forums/showt...mpaign-Journal](http://www.giantitp.com/forums/showthread.php?110022-3-5-An-Eberron-flavored-Red-Hand-of-Doom-Campaign-Journal)  
  
**Outline**  
  
I will be following the general outline of the campaign for this guide. Post #2 gives general information on the campaign, including updating the stats of the commonly found antagonists to 5th Edition. Post #3 discusses common advice for running the adventure as well as advice on adapting it to work with 5th edition campaign settings and adventures. Post #4 looks at the first arc of the campaign up to the Skull Gorge Bridge and the first of the dragons. Post #5 reviews Rhest, with an emphasis on updating the special monsters of this adventure to the 5th edition rules. Post #6 takes us to the Thornwastes and the Ghostlord, and in Post #7 we return to Brindol for the penultimate battle of the campaign. Post #8 wraps up this guide with a discussion of the Fane of Tiamat.