

D3

Classic Adventure
Module Conversion



Vault of the Drow

Stan Shinn

For Character Levels 9-12



Classic Modules Today

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

D3 VAULT OF THE DROW

CONVERSION GUIDE

Introduction: In 1981, TSR published the module named “Vault of the Drow” with the module code “D3”. It was written by Gary Gygax and illustrated by David C. Sutherland III, David A. Trampier, Jeff Dee, David S. La Force, and Erol Otus. It consisted of a 32 page booklet and cover folder containing 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 9th – 12th level characters

STAN SHINN



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D3: VAULT OF THE DROW

Introduction

To use this conversion guide you will need a copy of "D3 Vault of the Drow", 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 'Vault of the Drow' 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

This adventure is used right after completing "D1-2 Descent into the Depths of the Earth".

The adventure begins with the adventurers having traveled many days, and fought their way past a drow outpost, a cavern full of monsters serving the dark elves, and then finally the temple of the kuo-toa. They stand within striking distance of the city of the drow.

When they get there, it will be evident that they stand no chance against the combined forces of the city. However, they will have found information letting them know of the competing houses in the city, as well as clues pointing towards House Druu'giir (replacing House Eilserv) as being behind the rise of Elemental Evil and the organization of the giants.

The adventurers will have to use items found in the previous module to infiltrate the city, posing as already vetted Underdark merchants, bodyguards, or other career. Once there, they must learn about the city, the houses, and decide what to do while maintaining their cover. In the end, they should have dealt with House Druu'giir in some manner. This could include attacking the house directly, or presenting proof of their turning away from Lolth to the

other houses.

Converting to the Realms

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

This adventure takes the adventurers from not far outside Menzoberranzan, into the city itself. The adventurers should know that the city is made up of competing houses, and they should have a sigil pin of House Druu'giir, although they may not know the name of the house yet. It will be up to them to figure out how to stop House Druu'giir. They could take a direct approach, or could try to turn the other houses on Druu'giir, perhaps with proof of their renunciation of the worship of Lolth.

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.
- Be familiar with the layout of the city and the main houses involved. If you wish, you can substitute house names from the Forgotten Realms setting, which are available [here](#).
- If using Menzoberranzan, all villas and warehouses will be inside the city, and the fighter societies become Melee-Magthere in the city.
- 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 from D1-2 Descent into the Depths of the Earth.
- Print or sketch a copy of the Vault map, or if you prefer, a map of Menzoberranzan.

Random Encounters

Underdark

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
- 8 Giant lizards (2)
- 9 Bulette
- 10 Piercers (12)

- 17 Medium merchant train
- 18 Drow patrol, male
- 19 Illithid (3), wererats (6)
- 20 Violet fungi (4)

Tertiary Passage

Roll 1d20

- | | |
|---------------------------|----------------------------|
| 1 Darkmantles (10) | 11 Yellow mold patch |
| 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 Drow patrol, female |
| 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) |

Vault

Roll 1d12

Open Terrain

- 1 Bugbears (15)
- 2 Small merchant train
- 3 Giant lizards (4)
- 4 Troglodytes (24)
- 5 Nightmares (2)
- 6 Bugbears (4), slaves (20)
- 7 Trolls (4), slaves (18)
- 8 Trolls (3)
- 9 Giant lizards (4)
- 10 Giant spiders (5)
- 11 Drow patrol, male
- 12 Bugbears (15)

Fungi Forest

- 1 Shriekers (5)
- 2 Yellow mold patch
- 3 Giant lizards (2)
- 4 Violet fungi (2)
- 5 Harvesters
- 6 Drow raiders
- 7 Escaped slaves (25)
- 8 Shambling mounds (3)
- 9 Shriekers (5)
- 10 Drow patrol, female
- 11 Harvesters
- 12 Giant spiders (5)

Roll 1d12

Vault Walls

- 1 Troglodytes (30)
- 2 Escaped slaves (14)
- 3 Shambling mounds (2)
- 4 Ropers (3)
- 5 Trolls (3)
- 6 Escaped slaves (15)
- 7 Drow raiders
- 8 Purple worm
- 9 Giant spiders (6)
- 10 Escaped slaves (17)
- 11 Drow hunting party
- 12 Giant lizards (3)

River/Lake Shore

- 1 Kuo-toan spies
- 2 Giant lizards (2)
- 3 Giant frogs (5)
- 4 Swarm of quippers
- 5 Shambling mounds (2)
- 6 Giant crabs (5)
- 7 Drow hunting party
- 8 Vrock
- 9 Giant frogs (4)
- 10 Chuul (4)
- 11 Giant water beetle
- 12 Giant water spiders (5)

City

Roll 1d20

Main Streets

- 1 Drow patrol, male
- 2 Vrock
- 3 Hezrou
- 4 Mezzoloth
- 5 Nycaloth
- 6 Night hag
- 7 Marilith

Back Streets

- 1 Drow patrol, female
- 2 Vrock
- 3 Mezzoloth
- 4 Shadows (4)
- 5 Vampire
- 6 Night hag
- 7 Rakes (8)

8 Succubus	8 Succubus
9 Incubus	9 Incubus
10 Illithids (3)	10 Illithids (3)
11 Trolls (3)	11 Trolls (4)
12 Diseased beggar	12 Diseased beggar
13 Illithids (4)	13 Rakes (7)
14 Wizard party	14 Wizard party
15 Drow nobles	15 Rakes (8)
16 Illithids (3)	16 Beggar
17 Cleric party	17 Cleric party
18 Succubus	18 Thieves (4)
19 Rakes (6)	19 Succubus
20 Thieves (4)	20 Rakes (6)

Planned Encounters

Underdark

Encounter Area Q²49

Guard Post: Drow (8), Drow elite warriors (3), Drow mage (1).

Encounter Area R²47

Vampire Lair Vampire (1), Succubus (1), Swarm of bats (3), Swarm of rats (2).

Encounter Area U²48

Spider Lair Giant spiders (12).

Vault

B. Complex of Caves

9. Bugbears (42).
10. Bugbears (42).
11. Bugbears (18), Bugbear chief (1).
12. Bugbears (50).
13. Bugbears (47).

T. Troglodyte Tunnels: Troglodytes (250).

1. **The Vault:** The rose colored lenses allow anyone to see in the Vault as if it were daylight.
2. **The Black Tower:** Drow (30), Drow elite warriors (2).
3. **Warehouses:** Each warehouse is guarded by Drow (4), Bugbear (6).
4. **Wall and Gatehouse:** Drow (114), Drow elite warriors (8), Drow captain (1).
5. **Female Fighter Society:** Drow (352), Drow elite warriors (10), Drow captain (1).
6. **Merchant Villa:** Each villa contains Giant lizards (8), Slaves (24), Bugbears (15), Drow commoners (40), Drow (25), Drow elite warrior (1).
7. **Male Fighter Society:** Drow (336), Drow elite warriors (18), Drow captain (1).
8. **Gate to the City:** Drow (38), Drow elite warriors (4).
- 10-17. **Noble Houses:** Each noble house estate has the following, in addition to specifics noted later for each house: Giant lizards (10), Nightmares (3), Displacer beasts (5), Slaves (40), Bugbears (12), Troglodytes (22), Drow commoners (40), Drow (40), Drow elite warriors (4).
10. **House Tormentor:** Drow priestesses (2), Drow mages (2), Drow elite warriors (2).

11. House Everhate: Drow priestesses (3), Drow priest (1), Drow mages (2), Drow elite warriors (3), Drow (8).

12. House Despana: Drow priestesses (2), Drow priest (1), Drow elite warriors (2).

13. House Noquar: Drow priestess (1), Drow priest (1), Drow elite warriors (2).

14. House Aleval: Drow priestess (1), Drow priest (1), Drow elite warrior (1).

15. House Kilsek: Drow priestesses (2), Drow priest (1), Drow mage (1), Drow elite warriors (2).

16. House Godeep: Drow priestess (1), Drow priest (1), Drow mage (1), Drow elite warriors (2).

17. House Eilserv: Drow priestesses (2), Drow priests (4), Drow mages (2), Drow elite warriors (2), Drow captain (1).

18. Great Egg of Lolth: Drow priestess (1), Drow priests (2), Drow elite warriors (2), Drow (8).

19. Great Fane of Lolth: Gargoyles (20), Shadows (20).

20. Wharf Cavern: Ghosts (6), Ghouls (66).

Inside the Fane

9. Drow (2), weapons coated with purple worm poison (**DMG pg. 258**).

10. Drow (2), weapons coated with purple worm poison (**DMG pg. 258**).

12. Phase spiders (2).

15. Drow (4).

16. Drow (4).

17. Slaves (15).

18. Slaves (16).

Dungeon of the Fane Level One

2. All creatures entering this area must succeed at a DC 18 Wisdom saving throw or be frightened for 1 minute.

3. Drow elite warrior (1).

5. Lolth, Demon Queen of Spiders.

6. Ghosts (4), Ghosts (8).

Dungeon Level Two

1. Drow (2).

2. Drow (2).

3. Drow (2).

4. Drow (4).

5. Drow (4).

6. Drow (4).

7. Drow (4).

8. Drow (24).

9. Drow (24).

10. Drow (24).

11. Drow (24).

12. Drow elite warriors (2).

13. Drow (4).

Dungeon Level Three

1. Drow priests (2).

2. Drow priestess (1).

3. Drow priestess (1).

5. Drow priestess (1).

6. Drow priestess (1).

7. Drow priests (2).

Dungeon Level Four

2. Drow elite warriors (2).

3. Drow captain (1).

Dungeon Level Five

1. Drow high priest (1), phase spiders (8).
3. Insane captain (1).

Magic Items

1. *Amulet of proof against detection and location*
2. *Bag of tricks (tan)*
3. *Boots of speed*
4. *Brazier of commanding fire elementals*
5. *Crossbow +2*
6. *Cube of force*
7. *Death lance (See Special Items)*
8. *Frost brand*
9. *Gauntlets of ogre power*
10. *Goggles of night*
11. *Iron flask (efreeti)*
12. *Javelin of lightning*
13. *Oil of etherealness*
14. *Potion of cloud giant strength*
15. *Potion of healing*
16. *Potion of invulnerability*
17. *Potion of plant control (replace with potion of invisibility)*
18. *Ring of invisibility*
19. *Ring of protection*
20. *Ring of regeneration*
21. *Ring of spell storing*
22. *Scroll of antimagic field*
23. *Scroll of lightning bolt, charm monster, conjure elemental, passwall*
24. *Scroll of protection from fiends*
25. *Spear +2*
26. *Staff of healing*
27. *Staff of striking*
28. *Staff of the adder*
29. *Staff of withering*
30. *Stone of controlling earth elementals*
31. *Tentacle rod*
32. *Wand of enemy detection*
33. *Wand of fear*
34. *Wand of lightning bolts*
35. *Wand of paralysis*
36. *Wand of polymorph*
37. *Want of viscid globs (available [HERE](#))*
38. *Wings of flying*

Monsters

1. **Archmage** (MM 342, CR 12, 8400 XP).
2. **Assassin** (MM 343, CR 8, 3900 XP).
3. **Bandit** (MM 343, CR 1/8, 25 XP).
4. **Beggar/Diseased Beggar**: As commoner.
5. **Beholder** (MM 28, CR 13, 10000 XP).
6. **Black Pudding** (MM 241, CR 4, 1100 XP).
7. **Bugbear** (MM 33, CR 1, 200 XP).
8. **Bugbear Chief**: As veteran with bugbear traits.
9. **Bulette** (MM 34, CR 5, 1800 XP).
10. **Captain** (See Special Creatures).

11. **Chuul** (MM 40, CR 4, 1100 XP).
12. **Cleric Party**: High Priest (1), Priests (2), Cult Fanatic (4), Veteran (4).
13. **Cloaker** (MM 41, CR 8, 3900 XP).
14. **Commoner** (MM 345, CR 0, 0-10 XP).
15. **Cult Fanatic** (MM 345, CR 2, 450 XP).
16. **Darkmantle** (MM 46, CR 1/2, 100 XP).
17. **Displacer Beast** (MM 81, CR 3, 700 XP).
18. **Drow** (MM 128, CR 1/4, 50 XP).
19. **Drow Captain**: As captain with Drow racial traits.
20. **Drow Elite Warrior** (MM 128, CR 5, 1800 XP).
21. **Drow Hunting Party**: Drow (6), Drow elite warriors (2), Drow priestess (1), Displacer beasts (3), Bugbears (5).
22. **Drow Mage** (MM 129, CR 7, 2900 XP).
23. **Drow Merchant**: As Drow.
24. **Drow patrol, female**: Drow (8), Drow elite warrior (2), Drow priestess (1).
25. **Drow patrol, male**: Drow (10), Drow elite warrior (2), Drow mage (1).
26. **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).
27. **Drow Priest**: As priest with Drow racial traits.
28. **Drow Priestess** (MM 129, CR 8, 3900 XP).
29. **Drow Raiders**: Drow (4), Drow elite warrior (1), Bugbears (12).
30. **Earth Elemental** (MM 124, CR 5, 1800 XP).
31. **Gargoyle** (MM 140, CR 2, 450 XP).
32. **Gas Spore** (MM 138, CR 1/2, 100 XP).
33. **Ghost** (MM 148, CR 2, 450 XP).
34. **Ghoul** (MM 148, CR 1, 200 XP).
35. **Giant Crab** (MM 324, CR 1/8, 25 XP).
36. **Giant Fire Beetle** (MM 325, CR 0, 0-10 XP).
37. **Giant Frog** (MM 325, CR 1/4, 50 XP).
38. **Giant Lizard** (MM 326, CR 1/4, 50 XP).
39. **Giant Slug** (See Special Creatures).
40. **Giant Spider** (MM 328, CR 1, 200 XP).
41. **Giant Water Spider**: As giant spider but can walk on water.
42. **Giant Wolf Spider** (MM 330, CR 1/4, 50 XP).
43. **Gladiator** (MM 346, CR 5, 1800 XP).
44. **Gray Ooze** (MM 243, CR 1/2, 100 XP).
45. **Harvesters**: Bugbears (5), Slaves (20).
46. **Hezrou** (MM 60, CR 8, 3900 XP).
47. **High Priest** (See Special Creatures).
48. **Illithid (Mind Flayer)** (MM 222, CR 7, 2900 XP).
49. **Incubus** (MM 285, CR 4, 1100XP).
50. **Kuo-toa** (MM 199, CR 1/4, 50 XP).
51. **Kuo-toan Spies**: As Kuo-toa.
52. **Large Merchant Train**: Drow merchant (6), Drow (12), Drow elite warriors (2), Bugbears (16), Giant lizards (8), Slaves (20).
53. **Lich** (MM 202, CR 21, 33000 XP).
54. **Mage** (MM 347, CR 6, 2300 XP).
55. **Marilith** (MM 61, CR 16, 15000 XP).
56. **Medium Merchant Train**: Drow merchant (4), Drow (6), Drow elite warriors (1), Bugbears (8), Giant lizards (4), Slaves (12).
57. **Mezzoloth** (MM 313, CR 5, 1800 XP).
58. **Night Hag** (MM 178, CR 5, 1800 XP).
59. **Nightmare** (MM 235, CR 3, 700 XP).

60. **Nycaloth** (MM 314, CR 9, 5000 XP).
 61. **Piercer** (MM 252, CR 1/2, 100 XP).
 62. **Priest** (MM 348, CR 2, 450 XP).
 63. **Purple Worm** (MM 255, CR 15, 13000 XP).
 64. **Rake**: As drow, but no armor worn.
 65. **Roper** (MM 261, CR 5, 1800 XP).
 66. **Rust Monster** (MM 262, CR 1/2, 100 XP).
 67. **Shadow** (MM 269, CR 1/2, 100 XP).
 68. **Shambling Mound** (MM 270, CR 5, 1800 XP).
 69. **Shrieker** (MM 138, CR 0, 0-10 XP).
 70. **Slave**: As commoner.
 71. **Small Merchant Train**: Drow merchant (2), Drow (2), Drow elite warrior (1), Bugbears (4), Giant lizards (2), Slaves (6).
 72. **Succubus** (MM 285, CR 4, 1100XP).
 73. **Swarm of Bats** (MM 337, CR 1/4, 50 XP).
 74. **Swarm of Quippers** (MM 338, CR 1, 200 XP).
 75. **Swarm of Rats** (MM 339, CR 1/4, 50 XP).
 76. **Thieves**: As bandits.
 77. **Troglodyte** (MM 290, CR 1/4, 50 XP).
 78. **Troll** (MM 291, CR 5, 1800 XP).
 79. **Umber Hulk** (MM292, CR 5, 1800 XP).
 80. **Vampire** (MM 297, CR 13, 10000 XP).
 81. **Veteran** (MM 350, CR 3, 700).
 82. **Violet Fungus** (MM 138, CR 1/4, 50 XP).
 83. **Vrock** (MM 64, CR 6, 2300 XP).
 84. **Wererat** (MM 209, CR 2, 450 XP).
 85. **Wizard Party**: Archmage (1), Mages (2), Veterans (4).
 86. **Wyvern** (MM 303, CR 6, 2300 XP).
 87. **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.

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*: +2 to hit, range 60 ft., one target. *Hit*: 35 (10d6) acid damage.

High Priest

Medium humanoid, chaotic evil

Armor Class 20 (plate armor, shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	20 (+5)	12 (+1)

Saving Throws Wis +9, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages Common

Challenge 9 (5000 XP)

Guided Strike (3 uses, recharges on short rest). When the high priest makes a melee attack, it may add a +10 bonus to the roll. It may also give the bonus to an ally within 30 feet.

Spellcasting. The high priest is an 18th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The cleric has the following spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, command, cure wounds, divine favor,*

guiding bolt, shield of faith

2nd level (3 slots): *aid, hold person, lesser restoration, magic weapon, spiritual weapon*

3rd level (3 slots): *crusader's mantle, dispel magic, magic circle, protection from energy, spirit guardians*

4th level (3 slots): *banishment, death ward, freedom of movement, stoneskin*

5th level (3 slots): *dispel evil and good, flame strike, hold monster, insect plague*

6th level (1 slot): *blade barrier, harm, heal, planar ally*

7th level (1 slot): *divine word, fire storm*

8th level (1 slot): *antimagic field, holy aura*

9th level (1 slot): *mass heal*

Actions

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Sacred Flame. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (4d8) radiant 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.

D3 Vault of the Drow Reference Sheet

Random Encounters

Underdark

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) |

Vault

Roll 1d12

- | Open Terrain | Fungi Forest |
|-----------------------------|------------------------|
| 1 Bugbears (15) | 1 Shriekers (5) |
| 2 Small merchant train | 2 Yellow mold patch |
| 3 Giant lizards (4) | 3 Giant lizards (2) |
| 4 Troglodytes (24) | 4 Violet fungi (2) |
| 5 Nightmares (2) | 5 Harvesters |
| 6 Bugbears (4), slaves (20) | 6 Drow raiders |
| 7 Trogs (4), slaves (18) | 7 Escaped slaves (25) |
| 8 Trolls (3) | 8 Shambling mounds (3) |
| 9 Giant lizards (4) | 9 Shriekers (5) |
| 10 Giant spiders (5) | 10 Drow patrol, female |
| 11 Drow patrol, male | 11 Harvesters |
| 12 Bugbears (15) | 12 Giant spiders (5) |

Roll 1d12

- | Vault Walls | River/Lake Shore |
|------------------------|----------------------------|
| 1 Troglodytes (30) | 1 Kuo-toan spies |
| 2 Escaped slaves (14) | 2 Giant lizards (2) |
| 3 Shambling mounds (2) | 3 Giant frogs (5) |
| 4 Ropers (3) | 4 Swarm of quippers |
| 5 Trolls (3) | 5 Shambling mounds (2) |
| 6 Escaped slaves (15) | 6 Giant crabs (5) |
| 7 Drow raiders | 7 Drow hunting party |
| 8 Purple worm | 8 Vrock |
| 9 Giant spiders (6) | 9 Giant frogs (4) |
| 10 Escaped slaves (17) | 10 Chuul (4) |
| 11 Drow hunting party | 11 Giant water beetle |
| 12 Giant lizards (3) | 12 Giant water spiders (5) |

City

Roll 1d20

- | Main Streets | Back Streets |
|---------------------|-----------------------|
| 1 Drow patrol, male | 1 Drow patrol, female |
| 2 Vrock | 2 Vrock |
| 3 Hezrou | 3 Mezzoloth |
| 4 Mezzoloth | 4 Shadows (4) |
| 5 Nycaloth | 5 Vampire |
| 6 Night hag | 6 Night hag |
| 7 Marilith | 7 Rakes (8) |
| 8 Succubus | 8 Succubus |
| 9 Incubus | 9 Incubus |
| 10 Illithids (3) | 10 Illithids (3) |
| 11 Trolls (3) | 11 Trolls (4) |
| 12 Diseased beggar | 12 Diseased beggar |
| 13 Illithids (4) | 13 Rakes (7) |
| 14 Wizard party | 14 Wizard party |
| 15 Drow nobles | 15 Rakes (8) |
| 16 Illithids (3) | 16 Beggar |
| 17 Cleric party | 17 Cleric party |
| 18 Succubus | 18 Thieves (4) |
| 19 Rakes (6) | 19 Succubus |
| 20 Thieves (4) | 20 Rakes (6) |

Planned Encounters

Underdark

Encounter Area Q²49

Guard Post: Drow (8), Drow elite warriors (3), Drow mage (1).

Encounter Area R²47

Vampire Lair Vampire (1), Succubus (1), Swarm of bats (3), Swarm of rats (2).

Encounter Area U²48

Spider Lair Giant spiders (12).

Vault

B. Complex of Caves

14. Bugbears (42).
15. Bugbears (42).
16. Bugbears (18), Bugbear chief (1).
17. Bugbears (50).
18. Bugbears (47).

T. Troglodyte Tunnels: Troglodytes (250).

1. The Vault: The rose colored lenses allow anyone to see in the Vault as if it were daylight.

2. The Black Tower: Drow (30), Drow elite warriors (2).

3. Warehouses: Each warehouse is guarded by Drow (4), Bugbear (6).

4. Wall and Gatehouse: Drow (114), Drow elite warriors (8), Drow captain (1).

5. Female Fighter Society: Drow (352), Drow elite warriors (10), Drow captain (1).

6. Merchant Villa: Each villa contains Giant lizards (8), Slaves (24), Bugbears (15), Drow commoners (40), Drow (25), Drow elite warrior (1).

7. Male Fighter Society: Drow (336), Drow elite warriors (18), Drow captain (1).

8. Gate to the City: Drow (38), Drow elite warriors (4).

10-17. Noble Houses: Each noble house estate

has the following, in addition to specifics noted later for each house: Giant lizards (10), Nightmares (3), Displacer beasts (5), Slaves (40), Bugbears (12), Troglodytes (22), Drow commoners (40), Drow (40), Drow elite warriors (4).

10. House Tormtor: Drow priestesses (2), Drow mages (2), Drow elite warriors (2).

11. House Everhate: Drow priestesses (3), Drow priest (1), Drow mages (2), Drow elite warriors (3), Drow (8).

12. House Despana: Drow priestesses (2), Drow priest (1), Drow elite warriors (2).

13. House Noquar: Drow priestess (1), Drow priest (1), Drow elite warriors (2).

14. House Aleval: Drow priestess (1), Drow priest (1), Drow elite warrior (1).

15. House Kilsek: Drow priestesses (2), Drow priest (1), Drow mage (1), Drow elite warriors (2).

16. House Godeep: Drow priestess (1), Drow priest (1), Drow mage (1), Drow elite warriors (2).

17. House Eilserv: Drow priestesses (2), Drow priests (4), Drow mages (2), Drow elite warriors (2), Drow captain (1).

18. Great Egg of Lolth: Drow priestess (1), Drow priests (2), Drow elite warriors (2), Drow (8).

19. Great Fane of Lolth: Gargoyles (20), Shadows (20).

20. Wharf Cavern: Ghosts (6), Ghouls (66).

Inside the Fane

9. Drow (2), weapons coated with purple worm poison (**DMG pg. 258**).

10. Drow (2), weapons coated with purple worm poison (**DMG pg. 258**).

12. Phase spiders (2).

15. Drow (4).

16. Drow (4).

17. Slaves (15).

18. Slaves (16).

Dungeon of the Fane Level One

2. All creatures entering this area must succeed at a DC 18 Wisdom saving throw or be frightened for 1 minute.

3. Drow elite warrior (1).

5. Lolth, Demon Queen of Spiders.

6. Ghosts (4), Ghosts (8).

Dungeon Level Two

1. Drow (2).

2. Drow (2).

3. Drow (2).

4. Drow (4).

5. Drow (4).

6. Drow (4).

7. Drow (4).

8. Drow (24).

9. Drow (24).

10. Drow (24).

11. Drow (24).

12. Drow elite warriors (2).

13. Drow (4).

Dungeon Level Three

1. Drow priests (2).

2. Drow priestess (1).

3. Drow priestess (1).

5. Drow priestess (1).

6. Drow priestess (1).

7. Drow priests (2).

Dungeon Level Four

2. Drow elite warriors (2).

3. Drow captain (1).

Dungeon Level Five

1. Drow high priest (1), phase spiders (8).

3. Insane captain (1).

Magic Items

1. Amulet of proof against detection and location

2. *Bag of tricks (tan)*
3. *Boots of speed*
4. *Brazier of commanding fire elementals*
5. *Crossbow +2*
6. *Cube of force*
7. *Death lance (See Special Items)*
8. *Frost brand*
9. *Gauntlets of ogre power*
10. *Goggles of night*
11. *Iron flask (efreeti)*
12. *Javelin of lightning*
13. *Oil of etherealness*
14. *Potion of cloud giant strength*
15. *Potion of healing*
16. *Potion of invulnerability*
17. *Potion of plant control (replace with potion of invisibility)*
18. *Ring of invisibility*
19. *Ring of protection*
20. *Ring of regeneration*
21. *Ring of spell storing*
22. *Scroll of antimagic field*
23. *Scroll of lightning bolt, charm monster, conjure elemental, passwall*
24. *Scroll of protection from fiends*
25. *Spear +2*
26. *Staff of healing*
27. *Staff of striking*
28. *Staff of the adder*
29. *Staff of withering*
30. *Stone of controlling earth elementals*
31. *Tentacle rod*
32. *Wand of enemy detection*
33. *Wand of fear*
34. *Wand of lightning bolts*
35. *Wand of paralysis*
36. *Wand of polymorph*
37. *Want of viscid globs (available [HERE](#))*
38. *Wings of flying*

Monsters

1. **Archmage** (MM 342, CR 12, 8400 XP).
2. **Assassin** (MM 343, CR 8, 3900 XP).
3. **Bandit** (MM 343, CR 1/8, 25 XP).
4. **Beggar/Diseased Beggar**: As commoner.
5. **Beholder** (MM 28, CR 13, 10000 XP).
6. **Black Pudding** (MM 241, CR 4, 1100 XP).
7. **Bugbear** (MM 33, CR 1, 200 XP).
8. **Bugbear Chief**: As veteran with bugbear traits.
9. **Bulette** (MM 34, CR 5, 1800 XP).
10. **Captain** (See Special Creatures).
11. **Chuul** (MM 40, CR 4, 1100 XP).
12. **Cleric Party**: High Priest (1), Priests (2), Cult Fanatic (4), Veteran (4).
13. **Cloaker** (MM 41, CR 8, 3900 XP).
14. **Commoner** (MM 345, CR 0, 0-10 XP).
15. **Cult Fanatic** (MM 345, CR 2, 450 XP).
16. **Darkmantle** (MM 46, CR 1/2, 100 XP).
17. **Displacer Beast** (MM 81, CR 3, 700 XP).
18. **Drow** (MM 128, CR 1/4, 50 XP).
19. **Drow Captain**: As captain with Drow racial traits.
20. **Drow Elite Warrior** (MM 128, CR 5, 1800 XP).
21. **Drow Hunting Party**: Drow (6), Drow elite warriors (2), Drow priestess (1), Displacer beasts (3), Bugbears (5).
22. **Drow Mage** (MM 129, CR 7, 2900 XP).
23. **Drow Merchant**: As Drow.
24. **Drow patrol, female**: Drow (8), Drow elite warrior (2), Drow priestess (1).
25. **Drow patrol, male**: Drow (10), Drow elite warrior (2), Drow mage (1).
26. **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).
27. **Drow Priest**: As priest with Drow racial traits.
28. **Drow Priestess** (MM 129, CR 8, 3900 XP).
29. **Drow Raiders**: Drow (4), Drow elite warrior (1), Bugbears (12).

30. **Earth Elemental** (MM 124, CR 5, 1800 XP).
31. **Gargoyle** (MM 140, CR 2, 450 XP).
32. **Gas Spore** (MM 138, CR 1/2, 100 XP).
33. **Ghast** (MM 148, CR 2, 450 XP).
34. **Ghoul** (MM 148, CR 1, 200 XP).
35. **Giant Crab** (MM 324, CR 1/8, 25 XP).
36. **Giant Fire Beetle** (MM 325, CR 0, 0-10 XP).
37. **Giant Frog** (MM 325, CR 1/4, 50 XP).
38. **Giant Lizard** (MM 326, CR 1/4, 50 XP).
39. **Giant Slug** (See Special Creatures).
40. **Giant Spider** (MM 328, CR 1, 200 XP).
41. **Giant Water Spider**: As giant spider but can walk on water.
42. **Giant Wolf Spider** (MM 330, CR 1/4, 50 XP).
43. **Gladiator** (MM 346, CR 5, 1800 XP).
44. **Gray Ooze** (MM 243, CR 1/2, 100 XP).
45. **Harvesters**: Bugbears (5), Slaves (20).
46. **Hezrou** (MM 60, CR 8, 3900 XP).
47. **High Priest** (See Special Creatures).
48. **Illithid (Mind Flayer)** (MM 222, CR 7, 2900 XP).
49. **Incubus** (MM 285, CR 4, 1100XP).
50. **Kuo-toa** (MM 199, CR 1/4, 50 XP).
51. **Kuo-toan Spies**: As Kuo-toa.
52. **Large Merchant Train**: Drow merchant (6), Drow (12), Drow elite warriors (2), Bugbears (16), Giant lizards (8), Slaves (20).
53. **Lich** (MM 202, CR 21, 33000 XP).
54. **Mage** (MM 347, CR 6, 2300 XP).
55. **Marilith** (MM 61, CR 16, 15000 XP).
56. **Medium Merchant Train**: Drow merchant (4), Drow (6), Drow elite warriors (1), Bugbears (8), Giant lizards (4), Slaves (12).
57. **Mezzoloth** (MM 313, CR 5, 1800 XP).
58. **Night Hag** (MM 178, CR 5, 1800 XP).
59. **Nightmare** (MM 235, CR 3, 700 XP).
60. **Nycaloth** (MM 314, CR 9, 5000 XP).
61. **Piercer** (MM 252, CR 1/2, 100 XP).
62. **Priest** (MM 348, CR 2, 450 XP).
63. **Purple Worm** (MM 255, CR 15, 13000 XP).
64. **Rake**: As drow, but no armor worn.
65. **Roper** (MM 261, CR 5, 1800 XP).
66. **Rust Monster** (MM 262, CR 1/2, 100 XP).
67. **Shadow** (MM 269, CR 1/2, 100 XP).
68. **Shambling Mound** (MM 270, CR 5, 1800 XP).
69. **Shrieker** (MM 138, CR 0, 0-10 XP).
70. **Slave**: As commoner.
71. **Small Merchant Train**: Drow merchant (2), Drow (2), Drow elite warrior (1), Bugbears (4), Giant lizards (2), Slaves (6).
72. **Succubus** (MM 285, CR 4, 1100XP).
73. **Swarm of Bats** (MM 337, CR 1/4, 50 XP).
74. **Swarm of Quippers** (MM 338, CR 1, 200 XP).
75. **Swarm of Rats** (MM 339, CR 1/4, 50 XP).
76. **Thieves**: As bandits.
77. **Troglodyte** (MM 290, CR 1/4, 50 XP).
78. **Troll** (MM 291, CR 5, 1800 XP).
79. **Umbur Hulk** (MM292, CR 5, 1800 XP).
80. **Vampire** (MM 297, CR 13, 10000 XP).
81. **Veteran** (MM 350, CR 3, 700).
82. **Violet Fungus** (MM 138, CR 1/4, 50 XP).
83. **Vrock** (MM 64, CR 6, 2300 XP).
84. **Wererat** (MM 209, CR 2, 450 XP).
85. **Wizard Party**: Archmage (1), Mages (2), Veterans (4).
86. **Wyvern** (MM 303, CR 6, 2300 XP).
87. **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. *Hir*: 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. *Hir*: 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. *Hir*: 28 (4d10 + 6) piercing damage plus 10 (3d6) acid damage.

Acid Spit. *Ranged Weapon Attack*: +2 to hit, range 60 ft., one target. *Hir*: 35 (10d6) acid damage.

High Priest

Medium humanoid, chaotic evil

Armor Class 20 (plate armor, shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	20 (+5)	12 (+1)

Saving Throws Wis +9, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages Common

Challenge 9 (5000 XP)

Guided Strike (3 uses, recharges on short rest).

When the high priest makes a melee attack, it may add a +10 bonus to the roll. It may also give the bonus to an ally within 30 feet.

Spellcasting. The high priest is an 18th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The cleric has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *divine favor*, *guiding bolt*, *shield of faith*

2nd level (3 slots): *aid*, *hold person*, *lesser restoration*, *magic weapon*, *spiritual weapon*

3rd level (3 slots): *crusader's mantle*, *dispel magic*, *magic circle*, *protection from energy*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement*, *stoneskin*

5th level (3 slots): *dispel evil and good*, *flame strike*, *hold monster*, *insect plague*

6th level (1 slot): *blade barrier*, *harm*, *heal*, *planar*

ally
7th level (1 slot): *divine word, fire storm*
8th level (1 slot): *antimagic field, holy aura*
9th level (1 slot): *mass heal*

Actions

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.
Sacred Flame. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (4d8) radiant 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.