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PLOT & POISON

A GUIDEBOOK TO DROW

BY MATTHEW SERNETT



PLOT & POISON

A GUIDEBOOK TO DROW

A RACES OF RENOWN SOURCEBOOK FOR THE D20 SYSTEM

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INTRODUCTION

The **d20™** system puts the tools to build great games in the hands of players. With this ideal in mind, *Plot & Poison* offers both players and Gamemasters (GMs) tools for building drow characters and cultures. This book consists of new game elements such as feats, prestige classes, spells, and equipment you can use to enrich your games, and new cultural information and ideas to inspire your portrayal of drow characters. These are intended to highlight qualities of the drow and provide you with material you can use, whether or not you decide to include dark elves in your games. This book should not define the limits of what drow can be; rather, let it serve as a foundation for your fantastic visions of dark elven nature or the drow of your campaign.

- NEW GAME ELEMENTS AND EXISTING CHARACTERS -

Most of the material in this book is usable by characters of any level, within the bounds of class and race. However, there are bound to be elements that players and GMs wish to incorporate into an ongoing campaign that, had a player been aware of them earlier, might have led to different choices for an existing character. New material should never punish a player for choices made at early levels. With that in mind, there is plenty of flexibility in the **d20** system for GMs and players to change the requirements for using new material or even alter existing characters. For example, prerequisites for a prestige class might be adjusted to allow access to the class without starting an entirely new character, or the GM might allow an existing character past 1st level access to the Unique Spell Abilities feat. In all such cases, the GM is the final arbiter of the rules in the campaign. Whenever you integrate this material into your campaign in an interesting way, please share your ideas on the message boards at www.greenronin.com.

- ABOUT THE AUTHOR -

Matthew Sernett graduated from college with a degree in magazine journalism for the express purpose of breaking into the gaming industry by working for *DRAGON Magazine*. That didn't work out right away; instead, Matt ended up as a research assistant with *Men's Health*. Fortunately, six months later *DRAGON* hired him on, saving him from the ugly fate of being promoted to the position of assistant fashion editor and having to work in New York City monitoring photo shoots with male supermodels. Although he's written articles and fantasy fiction for various magazines, *Plot & Poison* is his first major solo writing effort.

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CHAPTER ONE: THE WAY OF DARKNESS

Plot & Poison gives you ways to build great drow characters, create unique encounters with drow, and make an Underdark environment more vibrant. This chapter presents examples of how to fit drow into any type of game. Take the information as you find it here and in the following chapters, or use it as inspiration for your own creations.

- USING THIS BOOK -

This book presents many options and intriguing possibilities for using dark elves more prominently in your games. The following suggestions are aimed mainly at the GM, but there is plenty of useful advice for the would-be player of a drow character.

SUPPLEMENTAL MATERIALS

The easiest way to use this book is to incorporate new material from it into your game as you would from any other source. Players can ask their GMs if the spells, feats, skill uses, magic items, and player character races presented in this book would be appropriate for their campaigns. GMs can use this book as a resource for new threats to throw at the PCs.

You can introduce this material solely through dark elven PCs and adventures featuring drow as foes, or adapt it for use by other races. Most of the new feats presented in this book can be used by any PC race with no alteration or explanation, as can new spells and magic items. Even the more drow-oriented elements can be introduced without using dark elves. The verminous items described in **Chapter Six: Equipment** might be the creations of formians or surface-world elves. The new clerical domains described in **Chapter Seven: Spells and Magic** could be employed by other races or by religions of your design.

DROW SUBRACES

This chapter introduces new drow subraces to give GMs and players more options; use or ignore as you see fit. Most material focuses on dark elves, but where pertinent, there is information about the subraces. You might use some or all of these.

USE THEM ALL

This is the default option. The drow subraces form complicated relationships among one another and with the dark elves, just as dwarves, elves, halflings, gnomes, half-orcs, half-elves, and humans do on the surface. *Plot & Poison* assumes that the drow dominate these subraces, who exist on the fringes of their society, but the subraces could be more integrated into drow culture or even have empires of their own.

USE ONE

Perhaps classic dark elves don't exist in your campaign, but you can fill their niche with one of the drow subraces. For example, the drey emulate earlier versions of drow, who are wilder and more powerful; if you prefer, use them in place of standard drow. Using a drow subrace in this way surprises your players and makes your campaign feel unique and fresh. Imagine your players'

consternation when the dark-skinned elves taking slaves from the human village dive beneath the waves of the ocean or fly off into the night to escape.

SURFACE DROW

Drow and their subraces could be surface-dwelling creatures. Spiderlings in particular make good candidates for transport to the surface world. The light blindness of these races might require that they live in the depths of great forests, or perhaps be nocturnal.

Consider allowing players to create characters who are drow or one of these subraces. A drow on the surface world is likely to be met with hostility at every turn, but it's no worse than what a half-orc suffers. There's an undeniable appeal to the mysterious outcast, and the drow races' unique abilities make for great strategic and roleplaying possibilities.

THE UNDERDARK CAMPAIGN

Using the information in this book and a little creativity, you could run an entire campaign in the Underdark. Players could choose from the races presented here as well as duergar, derro, deep dwarves, svirfneblin, grimlocks, bugbears, orcs, ogres, skum, kuo-toa, or even stranger races such as mind flayers and aboleths. This campaign can have all the elements of a surface campaign, albeit both literally and figuratively darker. The PCs can adventure in caves, dungeons, and fungus forests, or they can engage in dangerous social encounters and fight in the back alleys of Underdark cities. Once players become accustomed to the Underdark environment, they can venture to the now-foreign surface, where they can explore a whole new world.

PLAYING EVIL CHARACTERS

The standard fantasy game is heroic, but playing an evil character can be interesting and entertaining. Still, you should consider a few things when introducing an evil character to a game.

WHAT IS EVIL?

Is theft, murder, defiling and robbing tombs, and killing innocents evil? Most people would say so, but good-aligned characters do this all the time in typical games. The actions of a player character exist in the morally gray area of vigilante justice—rarely do PCs take the evil lich or ogre bandit into town for a trial. In addition, many creatures are inherently evil: Even if a demon has never harmed anyone, players can rest assured that it will do terribly evil things when it has the opportunity. Disturbing these conventions can create interesting roleplaying opportunities, but it's most often best to leave the artificial morality of the game alone. People play to have fun, engage

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their minds, and socialize; moral arguments can ruin this and destroy the suspension of disbelief necessary for a good game.

HOW EVIL SHOULD PCs BE?

If your evil PCs are robbing and killing other evil creatures, your game won't look that much different from anyone else's. It will be just as filled with epic adventure and tragedy as any good game. Things become less fun and more troubling when players have their characters attack good-aligned creatures or engage in more disturbing activities like slavery, torture, and rape. Although such elements are covered in this book to offer scene-setting and scenario possibilities for the GM, they usually make for a bad game in the hands of PCs. Almost everyone finds these subjects uncomfortable, and roleplaying such activity will most likely lead to players leaving the game dissatisfied and upset. If you plan to allow evil PCs in your game, make it clear from the beginning just how far you will allow them to go during play, and let your players know that the session will stop if things get out of hand. There's evil aplenty in lies, murder, betrayal, robbery, assassination, treachery, poison, and plotting.

PC AGAINST PC

One of the most troubling issues when dealing with evil PCs is the tendency for them to turn against one another. Many players figure that since their characters are evil, there's nothing wrong with robbing and murdering other PCs. But not every evil creature is psychotic and bloodthirsty, or so greed-filled that it puts itself above all others. Were that true, evil races would not exist in the game world, and evil individuals would attract so much attention that others would bring them down as soon as they cropped up. Evil societies and groups exist for the same reason good people come together: mutual protection, division of duties, companionship, and so on. These are concepts that hold sway over thieves' guilds, pirate crews, and orc tribes, so there's no reason why your players' characters shouldn't abide by them.

Just as you should limit the evil activities of your PCs, set rules for interaction. Make certain that the players understand and agree on how evil PCs will interact with one another or a party of nonevil PCs. Betraying the group might seem like a great roleplaying opportunity, but it often leads to bad feeling all around.

THE MEANS JUSTIFY THE END

If your players want to play evil PCs, but the above suggestions aren't working, propose this philosophy: The means justify the end. The PCs, evil though they are, still want to be seen as heroes. They take every opportunity to do good deeds and help others, but their eventual goals are wicked. Perhaps they want to enslave a whole kingdom or lead one nation in an effort to exterminate another. To do this, they must first gain the trust and admiration of many people—hence their desire to play the hero.

PLAYING NEUTRAL CHARACTERS

An interesting option for an Underdark campaign is allowing the players to play neutral characters in those dangerous realms. In this case the PCs must constantly be on their guard so that the surrounding evil society doesn't discover their "moral weakness." This can make for a tense and fun game, but make certain that the PCs don't stray too far down the path of evil. Set all the limits you would for evil PCs and make them known to the players.

MAKING DROW UNIQUE

With all the material that has been published on drow over the years, you might not be as excited by them as you once were. *Plot & Poison* adds many new elements to dark elves and changes a few things to make them more interesting and useful, but you might want to take a more radical approach in your campaign. Substituting one of the drow subraces is a good option, but there are many other possibilities.

ALTERED ABILITIES

A simple way to differentiate drow in your campaign is to change their spell-like and other racial abilities. To preserve game balance, replace the standard spell-like abilities with spells of equal level. Drow who are particularly associated with poison might have *delay poison*, *detect poison*, and *undetectable poison* instead of their normal spells, gaining a +2 racial bonus on saves against poison instead of their usual bonus on Will saves against magic.

Or perhaps they are fire elves, able to cast *flare*, *burning hands*, and *continual flame*, with immunity to fire damage instead of spell resistance.

COSMETIC CHANGES

This is an even easier way to personalize your drow. Perhaps "dark" elves are pale, pink-eyed creatures like fish found in cave pools. Perhaps due to their long association with spiders, they have faceted eyes and chitinous skin. These changes might also alter their game abilities, but simply altering their appearance is an easy adjustment that lets you use their standard statistics.

ALTERNATE THEME

Drow are commonly associated with spiders and poison, but your drow could have connections with other things. Perhaps they actually have a kinship with ants and live in relative harmony with formians. Such drow could also be associated with the

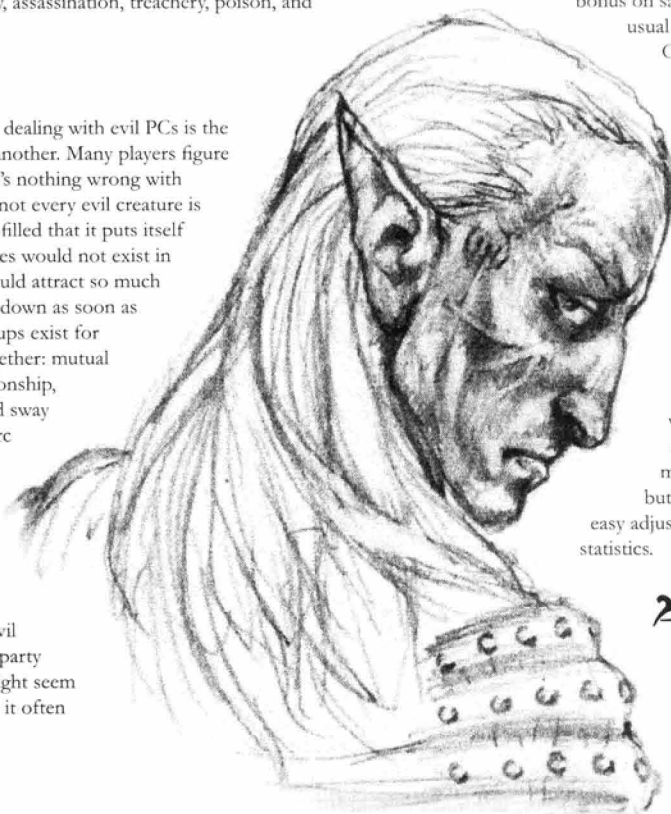
element of earth like dwarves. Or they might be demon worshipers, having no particular affinity for spiders but many fiendish attributes and powers.

FUNDAMENTAL CHANGES

You might consider rebuilding dark elves from the ground up. By changing their creature type to fey, for example, you further link them to the bleak natural environment of the Underdark. Or perhaps drow are undead: The spirits of evil elves travel beneath the earth to become drow when they are barred from the celestial realms.

DIFFERENT HISTORY

Your drow could have a very different backstory from the usual "driven into the Underdark for their evil." Perhaps they were a slave race to elves in ancient times, forced to do the dirty work of mining when a war with dwarves cut off trade. Maybe all elves came from the Underdark, and those



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on the surface are the ancient exiles. Drow might even be an offshoot of dwarves, a strange missing link between two races hated by both because of what they represent.

DEGENERATE ELVES

Dark elves could be "cave-elves," a degenerate offshoot or the progenitors of surface elves. Brutish, stupid, and evil, they represent an ugly past that surface elves hope to keep buried forever.

NEW HOME

Dark elves need not inhabit the Underdark. They could make their homes in high mountains, deep forests, or even other planes. Perhaps all drow are "shadow elves" from the Plane of Shadow, the mirror image of good elves with their dark features and black hearts.

MORE VARIETY

You can spice up your depiction of drow simply by adding more variety. Perhaps the typical spider-linked drow exist, but so too do clans of drow associated with other vermin or with more alien creatures, such as oozes. The "standard" drow might represent only a small portion of the drow population, allowing you to continually surprise your players.

GOOD DROW

Perhaps, despite all the stories to the contrary, drow are no more universally evil than humans. Superstition and ignorance drive creatures unfamiliar with the dark elves to hate and fear them. This option works well if you want to let your players create drow characters on the surface or in an Underdark campaign, but you don't want them to play evil characters.

INTRODUCING DROW IN YOUR CAMPAIGN

Dark elves might already have a prominent role in your games, but if you haven't introduced your players to dark elves or are thinking about reintroducing them in a new way, here are some ideas to get you started.

RUMORS AND LEGENDS

Introduce the idea of drow long before your players meet one. Build up tension and fear of dark elves with disturbing hints about their existence. This method works particularly well if all your players are familiar with standard drow and you've altered the race. The players will be confused and intrigued by "false" rumors of what drow are like and surprised by the differences when their characters finally encounter dark elves.

SURPRISING REVELATION

Surprise your players by taking drow out of the Underdark. Perhaps a masked arch-nemesis is a dark elf or the power behind the throne is a drow in disguise. A dark elf villain who is not immediately connected to the Underdark or other common drow conceits creates a mystery the players will want to solve.

WAR

You might reveal dark elves suddenly, their appearance wholly disconnected from the PCs' current adventures. They boil up to the surface world in deadly nighttime raids, almost overnight taking command of cities from within. These drow might be driven by a desire for conquest, but maybe something more terrible still is forcing them from their Underdark homes. The PCs can abandon their current pursuits to fight the new threat, or they can go deep below the earth to find and fight what the dark elves fear to face.

INTERLUDE: DRE'REZZYM'S JOURNEY

Stay your sword, armsman! This one is trying to speak our language.

Where did you learn to speak Dron, worm? No, don't say another word. Let me look at you.

Yes, it is as I suspected—soft hands, weak limbs, looks, but no magic about you at all. Poor creature, you're a scholar! Oh, this is rich! I suppose you learned our tongue from some dirty duergar or stirflublin. Speak a little more; tell me your name . . .

Is that all? No windy listing of long-dead forebears? No ridiculous title? Good—never mention it again. From now on, when asked for your name, look at the ground and simply say that you are Dre'Rezzym. That will tell others that you are my slave.

Oh, I was right—this will be amusing! That glimmer of hope in your eyes is so precious! We drow rarely see such blatant displays of ignorance or . . . what is your word for it? Ah, yes, innocence. A delicious word—it almost sounds sinful.

Please, dispel your illusions. You'll never escape the Underdark alive. I'll likely kill you myself for the pleasure of it. It pleases me right now to allow you to live and learn a little about "dark elves" and our world beneath the surface.

I tell you I'll kill you, and still there's that hope in your eyes—and something else. Excitement? Anticipation? This is too good to be true! Don't tell me you came to the Underdark to learn about the drow? Oh . . . oh, you will be fun. What a funny, foolish creature. Come then, Dre'Rezzym, come with me and learn something of us.

Yes, take out one of your books and write as we walk. Don't get too hopeful; it's unbecoming. I'm afraid your work will never be seen by another surface dweller, but if you write well enough, if your "insights" into drow culture are amusing, I may have your work copied and circulated among my fellows with a discerning sense of humor. Just think of that, scholar—dozens, maybe hundreds, of drow reading your fine writing. That should give you something to live for. I do so hate it when my slaves commit suicide. Sometimes it's amusing, but usually it is merely expensive and annoying.

Please don't annoy me. Should this cease to be fun, should you foolishly kill yourself, I'll make certain your soul suffers tortures the most sadistic surface dweller never dreamed of.

Well? Keep writing! Don't let that thought put a damper on your innocent insights about the drow. I want this work of yours to be funny, and it won't be amusing if you cease writing simply because a drow threatens you. You'd better get used to it. We'll be traveling to my home city, Brekatbra, and you'll no doubt have to endure more than threats.

What kinds of other things? Ah . . . be patient. You'll learn all about that later, so long as you don't give me reason to gut you and use your entrails as crossbow strings.

Now then, where was I? Ah yes, of course. I should start with the most important part: Me.

I am Rezzym Zan'Ze'Drudas'Che'Brekatbra. I am the leader of this patrol and raiding party, and for what time remains of your life, I shall be your master and you shall be my slave. Follow close to me, take your notes, and together we'll have some fun as we delve deep into the mysteries of the drow.

Still hopeful and excited? You must be fearless. Don't worry; that will change.

SLAVE RAID

Introduce the PCs to the drow by plunging them into that alien world. Perhaps after a particularly difficult fight, drow capture the PCs for sale on the slavers' block or to fight in arenas. As gladiators, the PCs might even be allowed to keep their equipment.

- DROW AND THEIR KIN -

Cursed souls beneath the earth, depraved and castoff cousins of the goodly elves, drow are feared and hated by all other races. They are well-known for their remorseless cruelty, their deadly efficiency, and their passions for vice and excess. Despite their selfish and evil natures, drow are also famed for the disturbing beauty of their art and architecture and the peerless quality of their crafts.

PERSONALITY

Little fazes a dark elf. Jaded and cynical in the extreme, drow take shocking events in stride and manage to maintain an air of detachment even when embroiled in deadly circumstances. This cold-hearted distance is necessary in a treacherous and volatile environment; despite their long life spans, drow know that death can come at any moment. All understand that each step taken is part of an intricate and intimate dance on the edge of destruction. Thus, they take every threat seriously. Even the most innocuous joke could be seen as reason for deadly vengeance, and for drow, vengeance is more than an idea—it's an art form.

PHYSICAL DESCRIPTION

Drow are short and slim by human standards, being slightly smaller than surface elves and often weighing less. Their height ranges from 4 to 5 1/2 feet, but most dark elves are about 4 1/2 feet tall. They typically weigh 75 to 125 pounds; drow are as light on their feet as they appear.

Drow features are slightly more angular than those of surface elves, but they retain an alien beauty. Their skin is jet black, and their hair tends to be a stark white, although some drow have very pale blond, greenish-white, pale blue, or light lavender hair. Dark elves' eyes usually range from a sickly orange to a crimson red color, but some drow have bright blue or even purple eyes. They favor dark clothes of intricate design. Since their darkvision cannot distinguish colors, drow prefer to impress with detail and texture. Black is the natural clothing choice, but purple, deep red, and dark shades of other colors aren't uncommon. Drow rarely wear bright colors or reflective metals, which make them too noticeable if exposed to light.

Altogether, drow present a stunning and imposing image. Some humans and elves find them beautiful, but such fools are like moths attracted to a dark flame.

RELATIONS

Motivated to do all the evil that mortals are capable of, it's a wonder that dark elves have any relationship other than all-out war with other races. Drow view all other creatures, no matter how powerful, as inferior. Regardless of how cordial a dark elf behaves toward a particular creature, the drow secretly harbors designs for its degradation, subjugation, and destruction.

Drow hate elves with an unreasonable passion. Derro they view as disgusting grubs that should be expunged from the earth. Duergar compete with drow for resources, and their spell-like abilities make them troublesome. Other sorts of dwarves make decent slaves but are good for little else. Surface gnomes are viewed with derisive humor, but svirfneblin are hated almost as much as duergar. Drow see halflings as a minor nuisance to be enslaved or eliminated. Humans are naive and easily manipulated, simple tools to be used before their destruction. Dark elves view half-orcs, orcs, and goblinoids as humans do wild dogs: useful when properly trained and carefully managed, but otherwise to be killed when encountered. Mind flayers, beholders, kuo-toa, and aboleths are alien and unpredictable creatures, to be used, eliminated, or ignored, as circumstances dictate. Araneas, ettercaps, the drow subraces, and other related creatures are gifts of the Spider Queen, servants and tools. Driders are hated examples of drow weakness.

These views represent common opinions held by most drow, but individuals might have their own take on how to deal with other races. Some might even find it possible to form friendships with individuals of another race, able to deal fairly and in good faith with them—or so they say.

ALIGNMENT

Drow are almost universally evil, lawful or lawless as necessary to achieve their goals. Some rare individuals have no particular drive to do evil, but rarer still are those who feel they must do good—such drow are often eliminated or exiled from dark elf society.

DROW LANDS

Drow kingdoms are often small, usually no larger than a metropolis on the surface world. The dangerous wilds of the Underdark and the limited quantity of large open space force drow settlements to be scattered widely or spread over a series of linked caverns. Little exists to inform travelers that they approach a drow city. A patrol or guard outpost might be a creature's only warning before it stumbles into a cavern filled with hundreds or thousands of dark elves. Drow often divide their cities into Houses, fortresses owned by powerful families. Weaker families own smaller enclaves or serve in the fortress of a more powerful family.

RELIGION

The patron goddess of the drow, the Spider Queen, rules her people from the cradle to the grave—or so it has always been thought. In truth the dark elves worship a multitude of deities, of which She of Spiders is the most prominent. Together these gods make up a small but vicious pantheon. For more information, see **Chapter Two: Religion and Gods**.

LANGUAGE

Drow speak their own language, which is similar in many respects to the language of surface elves but uses a unique symbology for written words. In addition, all dark elves speak Undercommon, a trade tongue developed to allow creatures of the Underdark to communicate. Written works tend to be highly religious or utilitarian. Works of fiction, philosophy, or poetry are viewed as frivolous unless they achieve a political goal.

Many drow also communicate with hand cant, a special sign language using a form of the Innuendo skill (see **Chapter Five: Skills and Feats**).

NAMES

Drow names reflect the history of their language, having an elven sound but with the hard consonants and sibilant sounds adopted by the race. Unlike surface elves, drow usually have one given name at birth and keep that name throughout life. Names can be very important in dark elven society; they indicate a drow's position in her family, what House the family serves, and that House's position in the city. Drow who abandon their names often do so to break from their House and gain power for themselves.

Drow names have four distinct parts: personal name, family name, House name, and position House name. There are certain leading Houses within a drow city, listed in the position House name to indicate which that drow's House serves. The drow of the most powerful Houses all serve the leading House.

These names are divided by certain qualifiers or prefixes that indicate position and rank.

A DROW NAME GLOSSARY

Do': A common qualifier meaning "of," used to indicate a certain House or family. This does not indicate position, so it is mostly used between drow who are very familiar and with outsiders who might be confused by other qualifiers.

D': Used before a family name or House name, this prefix translates to "higher of" or "leader of." It indicates that the drow is a member of the elite in his family or that his family is a member of the elite in his House. This prefix is also used when the drow's House leads the city. In such cases, the drow would replace the position House name with the city's name.

Du': Meaning "servant of," this prefix appears before family names, House names, and position House names. It indicates a middle rank.

Dre': Meaning "slave of," this prefix describes the lowest rank of a family's or House's service. It is never used for position House names except in mockery.

Sil': This signifies that the drow is a priest or druid. It is used before family or House name to indicate to which the drow owes the most loyalty. Sometimes drow use *Sil'* before the name of their deity, abandoning family, House, and position House names, to show they have chosen to serve the god first. Such individuals are seen as dangerous wild cards or tractable tools, depending on the power and independence of the god's church in the city.

Zan': This prefix indicates "servant of" and is used in the same way as *Du'* but with the secondary meaning that the service is outside the boundaries of the drow's House or family rank. Mercenaries commonly use this prefix, as do members of Houses or families who are shifting their support to another House. Using this prefix can be a dangerous business, but such risks come naturally to dark elves.

Ze': This qualifier means that the drow is an arcane spellcaster of some kind. It's used exactly like *Sil'*, except that instead of a god, a drow might list a college of magic to which he is in service.

Zru': This prefix identifies the drow as a member of the standing army of a House or family. All drow are called upon to defend from or attack foes, but *Zru'* indicates that the drow's main duty is to guard that family or House. Rank is shown by using other prefixes, and service to a particular drow can be indicated by inserting that drow's name in one's own.

Most drow know when a word indicates a name, family, House, or city, but when dealing with creatures unfamiliar with their home city's structure, they sometimes employ a second set of prefixes that come after the first to help clarify.

A': "Of the family."

Cbe': "Of the city."

Sus': The words that follow state the name of another drow.

Ur': "Of the House."

A drow might also extend his name to explain the rank of the person he serves or the House his family serves. This is done upon the request of a more powerful dark elf, to impress with rank, or to explain the drow's position to an outsider.

DROW MALE NAMES

Brakka, Druzzd, Graxxek, Illitoreth, Ronox, Quizorus, Siltoruz, Timox, Xanazu, and Zreezdonor.

DROW FEMALE NAMES

Kaxanna, Ballistra, Dretta, Levilresh, Quolathirathay, Ravillen, Sillilzoress, Tarrarun, Zarrundra, and Xansizi.

HOUSE NAMES

Brozen, Drakuno, Exarz, Omat, Saruda, Tezan, Uden, Uzra, Xuxim, and Zandra.



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EXAMPLE DROW NAMES

Used properly, a drow's name can reveal a great deal about her motives, outlook, and social position. Drow know this and introduce themselves in ways calculated to intimidate or to ingratiate themselves with other drow, depending on the situation. Being introduced by or introducing another drow adds a whole new layer of complexity to the situation. Initial introductions can cause a lifetime of enmity or provoke a deadly fight, depending on how well a drow judges the expectations and feelings of others. For this reason, drow often avoid introductions altogether in simple social interactions, such as bartering for items or buying a meal. Asking for a drow's name or telling your own can be viewed as a threat or a challenge. No longer can you rely on anonymity and indifference for protection—suddenly it's personal.

GRAXXEK D'A'UL'DREN DRE'UR'UZRA ZRU'DU'UR'EXARZ

Graxxek's name tells us that he is an elite member of a low-ranking family (Uldren) in service to House Uzra. From his name we know that as part of that service, he serves in the standing army of the powerful House Exarz. Speaking to a drow familiar with the House structure of his city, Graxxek might state his name as "Graxxek D'Uldren Zru'Exarz" or simply "Graxxek D'Uldren."

LEVILRESER SIL'DEMZER ZAN'UR'TEZAN D'CREE'BREKATERA

Levilresh is a priestess of Demzer, the god of Enchantment, serving as a mercenary to the powerful House Tezan, leader of the city of Brekathra.

DRUZ ZAN'ZE'SUT'BRAXA ZE'D'A'UZRA D'UR'UZRA DU'UR'EXARZ DU'UR'TEZAN D'CREE'BREKATERA

When Druz presents his name in this way, it announces that he is an arcane spellcaster in service to the arcane spellcaster named Braxa. Braxa is then described as a high-ranking member of the Uzra family, leader of a House that serves the powerful House Exarz, which in turn serves Tezan, the leading House in Brekathra. Druz's own family name and House name are not mentioned. Were Druz to be more humble, such as when facing a superior wizard from the house of Tezan, he might introduce himself as "Druz Zan'Braxa."

BEHIND THE CURTAIN: EFFECTIVE CHARACTER LEVEL

Playing a drow is a trade-off. You sacrifice some hit points and skill points, and take a reduced base attack bonus and saving throw progression, in exchange for powerful racial abilities. An ECL of +2 might seem high, but see what happens when the ECL is set at +1. The following example compares a 2nd-level elven cleric to a 1st-level drow cleric.

2ND-LEVEL ELVEN CLERIC

Hit Dice: 2d8–2 (10 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 11 (+1 Dex)
Attacks: +1 melee, +2 ranged
Special Attacks: Cleric spells (4/4), turn undead as 2nd-level cleric 3/day
Special Qualities: Immune to *sleep*, +2 saves against Enchantment, low-light vision, proficient with longsword and longbow
Saves: Fort +2, Ref +1, Will +4
Abilities: Str 10, Dex 12, Con 8, Int 10, Wis 13, Cha 10
Skills: Concentration +4, Knowledge (religion) +5, Listen +5, Search +2, Spot +5
Feats: Alertness

1ST-LEVEL DROW CLERIC

Hit Dice: 1d8–1 (7 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 11 (+1 Dex)
Attacks: +0 melee, +1 ranged
Special Attacks: Cleric spells (3/3), turn undead as 1st-level cleric 3/day, drow spells
Special Qualities: Immune to *sleep*, +2 Will saves against spells and spell-like abilities, darkvision 120 ft., proficient with longsword and light crossbow, light blindness, SR 12
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 10, Dex 12, Con 8, Int 12, Wis 13, Cha 10
Skills: Concentration +3, Knowledge (religion) +5, Listen +6, Search +5, Spot +6
Feats: Alertness

The two characters look roughly equal, but the drow has a 50% chance to resist any spell cast by a spellcaster of equal level and an even better chance against those of lower level. In most campaigns, this is a *huge* benefit. At later levels it becomes very clear that sacrificing only one level for this benefit alone is too good a deal. (If you're curious, compare a 4th-level drow cleric to a 5th-level elf cleric.)

This demonstrates an inherent difficulty in setting ECLs: Their fairness changes with level. A creature's abilities can decrease or increase in utility as its level increases. Often this is a function of hit points. At low levels, a high ECL is a serious liability for a low-HD creature. A character with 8 hit points in a party of 4th-level characters is terribly fragile, but other factors (like a high Constitution) can make that disadvantage disappear entirely; later on, the character might seem overpowered, even taking ECL into account.

That said, you might decide to adjust drow ECL up or down as best suits your campaign. Should you do this, be sure to adjust the ECLs of the drow subraces as well, and take a look at the ECLs for the monsters presented in **Chapter Three: Creatures of the Underdark** for balance with your new system.



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CITY NAMES

Brekathra, Kathkatluth, Illitorrazuz, Nellethorud, Reayzakatra, Suskurazazz, Tezzuran, Uthtillatorien, Tyrrynthol, and Zedratazuz.

ADVENTURERS

Drow take up adventuring for many reasons. Some are more comfortable facing the physical dangers of the Underdark than the deadly social and political climate of drow cities. Others seek to win fame or power they can bring home, and still more take up a life of adventure to break free from a constrictive social position. Many are forced to take the adventurer's path to escape the destruction of their family or House. Exiled dark elves become adventurers because the alternative is death.

DROW RACIAL TRAITS

- +2 Dexterity, +2 Intelligence, -2 Constitution: Drow are nimble and quick-witted, but like their surface cousins, they tend to be frail.
- Drow base speed is 30 feet.
- Spell resistance equal to 11 + character level.
- Immune to *sleep* spells and effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Drow do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. A drow resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- *Spell-Like Abilities*: 1/day—*dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow's character level.
- *Darkvision* (Ex): Drow can see in nonmagical darkness up to a range of 120 feet. This vision is in black and white only.
- *Light Blindness* (Ex): Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds drow for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), drow suffer a -1 circumstance penalty on all attack rolls, saves and checks.
- Proficient with longsword or scimitar; proficient with light crossbow or hand crossbow. All drow train for battle, for a threat waits in every shadow.
- +2 racial bonus on Listen, Search, and Spot checks. Drow who pass within 5 feet of a secret or concealed opening or door are entitled to a Search check as though actively looking for it. In addition, all drow can use the Innuendo skill untrained.
- *Elven Blood* (Ex): Drow are considered to be elves for purposes of racially specific abilities and effects.
- *Automatic Languages*: Drow and Undercommon. *Bonus Languages*: Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal, Kuo-toa, and Orc. Drow often know the languages of their enemies and slaves.
- *Favored Class*: Wizard. A multiclassed drow's wizard class does not count when determining whether he suffers an XP penalty for multiclassing. The drow intellect excels at magical research and study.
- *Effective Character Level* (ECL): +2. A drow adds 2 to his character level when determining experience points. This means a drow with one class level would be appropriate to adventure with a 3rd-level party. A drow also starts play with equipment suitable for a character two levels higher. Drow gain skills, feats, and ability increases as normal for starting characters, without regard to the level adjustment.

- DROW SUBRACES -

All the following drow subraces can be used as presented or as separate. Perhaps they are servitors created long ago by powerful drow wizards. Maybe there are no standard drow in your campaign, but one of these variants takes its place as the scourge of the Underdark. **Chapter Three: Creatures of the Underdark** presents detailed statistics for drey, spiderlings, vupdrax, and the half-drow template.

HALF-DROW

Half-drow are strange, tortured creatures, never brought into the world through the bond of love or mutual affection. Instead they are accidents of rape or the result of experimental crossbreeding to "improve" another race.

PERSONALITY

Half-drow run the gamut of personalities, but most are wrathful creatures, hating the poison blood that runs through their veins and hating the world because it hates that blood too. A rare few revel in their birthright, using its power to achieve their aims. Some unfortunates admire the drow and try to emulate them in manner and dress; these poor creatures hope to be accepted by their full-blooded kin, living on the outskirts of drow settlements, but they are almost universally met with ridicule and murderous violence.

PHYSICAL DESCRIPTION

A half-drow generally has most of the features of the nondrow parent race, but skin, hair, and eye color are all dark elven. All the creature's hair is a shocking white, and its skin is the tell-tale jet black of a drow. Its eyes are bright gems of ruby crimson, and its ears come to at least a subtle point. Half-drow/half-elves are extremely rare, as both races usually kill such abominations, but since they look just like drow, they can infiltrate drow society undetected.

RELATIONS

Half-drow have no established relations with other races. Most of the time, they spend brief lives alone in the wilderness, but sometimes they come to dominate a group of humanoids by force. Half-drow trust nothing and no one but themselves, and thus few creatures rely on them. Humanoids led by a half-drow are often waiting for the right opportunity to rebel.

ALIGNMENT

Half-drow tend to be self-serving, caring little for ideals of order or freedom. Good and evil are often viewed as foolish concepts that limit options.

HALF-DROW BARDS

Half-drow have no lands of their own. Instead, they scratch out an existence in the wild Underdark or on the outskirts of one of their parents' home cities.

RELIGION

Half-drow usually care little for the gods, but should one hear a divine calling, she usually responds with fanatic fervor, proud and grateful to find anyone willing to have her.

LANGUAGE

Half-drow speak the languages of their parent races and have access to the bonus languages of both races.

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NAMES

Despised from birth, half-drow are not often given names but instead choose names for themselves. These usually consist of words for powerful forces, attacks, or creatures that the half-drow knows. Names like *Slash*, *Venom's Rage*, *Dark River*, *Fire King*, and *Black Scorpion* are typical, and half-drow often use words from different languages in the same name.

ADVENTURERS

Half-drow are adventurers by nature, always ready to move on and face new dangers when their current situation becomes too threatening. Half-drow instinctively distrust a group of creatures who seem willing to have them, but they secretly long for acceptance.

HALF-DROW RACIAL TRAITS

For more information on the characteristics of half-drow, see the half-drow template in **Chapter Three: Creatures of the Underdark**

AQUATIC DROW

Aquatic drow are sharks in the deeps of the Underdark. They ply the benighted rivers, lakes, and seas beneath the earth, riding turbulent flows like fish and swimming through still waters and stagnant pools without a rivulet to mark their passing. Created by drow wizards ages ago to combat kuo-toa, aboleths, and the other aquatic horrors of the Underdark, the aquatic drow have since become a full-fledged civilization of their own.

PERSONALITY

Much like normal drow, aquatic drow live in a contentious and dangerous society. They have personalities similar to those of their air-breathing cousins, but limited as they are to the waters of the Underdark, they tend to be more cautious, always aware of how far they stray from water and the relative safety of home.

PHYSICAL DESCRIPTION

Aquatic drow look like normal drow, but their hairlessness, webbed hands and feet, and gilled necks give them away as creatures of a different stripe. Even so, their similarity to air-breathing dark elves might explain why surface dwellers are largely unaware of their existence. Aquatic drow rarely wear clothing, and they avoid wearing armor unless they are going to spend a great deal of time out of the water.

RELATIONS

Like their air-breathing counterparts, aquatic drow seek to rule the creatures they encounter, but aboleths, mind flayers, and kuo-toa are deadly enemies, often too dangerous to enslave. Aquatic drow are enemies of all the races air-breathing drow despise, but they reserve an incredible hatred for aquatic elves, tritons, locathahs, sahuagin, and merfolk, and they attack and enslave

them at every opportunity. This hatred stems not from the same historical reasons, as aquatic drow almost certainly developed after the dark elves were driven into the Underdark, but from a jealousy of sentient creatures occupying the same ecosystem. Had they the opportunity, aquatic drow would oust sea elves from their deep-water kingdoms and begin a campaign of conquest in the darkened ocean depths.

Aquatic drow believe themselves superior to the other drow subraces. They see themselves on equal footing with air-breathing drow, but they still suffer somewhat in most interactions with them because it is well-known that the Spider Queen holds normal drow in the highest favor.

ALIGNMENT

Aquatic drow are as evil and grasping as their air-breathing progenitors, but their limited living space and the difficulty of travel in the Underdark require them to be more orderly.

AQUATIC DROW LARDS

Aquatic drow live in great underground seas, rivers, and lakes. They prefer to inhabit those portions of the Underdark deep beneath the ocean or near an ocean's edge, giving them a large body of water to attack surface dwellers from or to escape into in times of trouble. Their cities are carved from stone by slaves or taken from other Underdark races after the aquatic drow have flooded them out.

RELIGION

Aquatic drow worship all the drow pantheon, but they reserve a special reverence for Syrellyn, goddess of Transmutation, water, and change. Said to be the first aquatic drow, Syrellyn is the patron of the race, and her priestesses rule in all but name. For more information on Syrellyn, see **Chapter Two: Religion and Gods**.

LANGUAGE

Aquatic drow can speak Drow but rarely do so. Beneath the waves, the subtlety of the language is often lost in the strange amplifying and deadening qualities of water. Instead, aquatic drow speak a clipped and sharp version of Undercommon that emphasizes shrill sounds and hard consonants.

NAMES

Aquatic drow use the drow naming structure and have personal names derived from the sounds of their altered Undercommon.

Aquatic Drow Male Names: Bwaazuk, Kyrk, Kykx, Tierit, and Tok.

Aquatic Drow Female Names: Dreetee, Eezix, Kateelkik, Rooreek'k, and Teeruk.

ADVENTURERS

Aquatic drow adventurers are less common than those of any other drow subrace. Limited by their need to breathe water and by the mazelike waterways



of the Underdark, few choose to take up the adventurer's path. Those who do are filled with bravery and the spirit of exploration, often becoming far more bold than their air-breathing cousins. These aquatic drow are often tasked to find new waterways to use as places to live or as paths to the surface.

AQUATIC DROW RACIAL TRAITS

- +2 Strength, +2 Dexterity, -2 Constitution: A life beneath the depths has made aquatic drow strong, but they retain the elven tendency to be of weak health.
- Aquatic drow base speed is 20 feet, and they have a swim speed of 30 feet. They are slow on land but swim with astonishing grace.
- Spell resistance equal to 11 + character level.
- Immune to *sleep* spells and effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- *Cold Resistance 5 (Ex)*: Aquatic drow are inured to the chill waters of the Underdark.
- Aquatic drow do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. An aquatic drow resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- *Spell-Like Abilities*: 1/day—*dancing lights*, *detect thoughts*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the aquatic drow's character level. Aquatic drow have little use for *darkness* in the inky waters of the Underdark, but a spell that can detect the presence of thinking creatures is invaluable.
- *Darkvision (Ex)*: Aquatic drow can see in nonmagical darkness up to a range of 60 feet. This vision is in black and white only.
- *Gills (Ex)*: Aquatic drow have gills that allow them to breathe water. An aquatic drow can breathe normally outside of water for a total number of hours equal to twice her Constitution. After that time the aquatic drow must hold her breath or start to "drown" (see the *DMG* for information on suffocation and drowning). Aquatic drow can renew an hour's worth of air-breathing time by spending 10 minutes completely submerged in breathable water.
- Soundsight: Aquatic drow have Soundsight as a racial bonus feat, gaining blindsight to a range of 10 feet. See **Chapter Five: Skills and Feats** for more information about the Soundsight feat.
- Improved Unarmed Strike. Aquatic drow have Improved Unarmed Strike as a racial bonus feat. Many weapons are useless underwater, so aquatic drow must learn to fend off foes with unarmed attacks.
- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds aquatic drow for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), aquatic drow suffer a -1 circumstance penalty on all attack rolls, saves and checks.
- Proficient with shortspear or trident; proficient with net. All aquatic drow are trained to hunt prey beneath the waves.
- +4 racial bonus on Listen checks. Aquatic drow rely heavily on their ears to inform them about the world. As creatures with a swim speed, they receive the standard +8 bonus on Swim checks they might be forced to make.
- *Drow Blood (Ex)*: Aquatic drow are considered to be both drow and elves for purposes of racially specific abilities and effects.
- *Automatic Languages*: Drow and Undercommon. *Bonus Languages*: Aboleth, Abyssal, Aquan, Common, Draconic, Elven, Infernal, and Kuo-toan. Aquatic drow are often familiar with the languages of other dwellers beneath the deep waves.

- *Favored Class*: Monk. A multiclassed aquatic drow's monk class does not count when determining whether she suffers an XP penalty for multiclassing. Aquatic drow must often fight the terrors of the depths at close range in unarmed combat.
- *Effective Character Level (ECL)*: +2. An aquatic drow adds 2 to her character level when determining experience points. This means an aquatic drow with one class level would be appropriate to adventure with a 3rd-level party. An aquatic drow also starts play with equipment suitable for a character two levels higher. Aquatic drow gain skills, feats, and ability increases as normal for starting characters, without regard to the level adjustment.

DREY

Drey drow (usually simply called drey) look like normal drow, but unlike them, their eyes are a bleached-bone white, and the males can and do grow facial hair. Although superficially similar to standard drow in appearance, drey are vastly different in demeanor. As chaotic as they are evil, drey are constantly brimming with fury, hatred, and rage, ready to lash out with deadly intent at any creature for the smallest provocation. It's a wonder that they preserve any society or culture at all. Females are the dominant force in drey society, both more physically powerful than the males and favored by Nyarlath, the patron goddess of the drey. Male drey are little better than slaves.

PERSONALITY

Drey share all the vicious qualities of the drow but lack the mental control of their kin. Driven by hatred and anger, drey often immerse themselves in a fury of bloodlust. A drey would cut off her own hand if it got her close enough to stab her enemy. While this is true of all drey, males tend to have slightly cooler heads—they need to keep their wits about them when dealing with the more powerful females.

PHYSICAL DESCRIPTION

About the same size as standard drow, drey are even more lithe and taut. Their white hair nearly matches their wide, seemingly pupil-less eyes.

RELATIONS

Drey hate all creatures; it's inexplicable to them why other races even exist. They believe that they should rule over everything and constantly make desperate attempts to do so. But despite the drey's physical superiority over standard drow and many other Underdark creatures, their warlike and chaotic natures prove a deadly weakness time and again. Drow long ago developed strategies that keep the drey too busy fighting one another and everyone else to be a threat to them.

ALIGNMENT

Drey are almost universally chaotic and evil. The few exceptions to this tend to be males—a fortunate happenstance. Were a female drey of lawful nature able to organize her kind, they would be a terrible threat.

DROW LANDS

Drey inhabit whatever place they have conquered. When resources have been used up or fully plundered, they move on to another conquest. Drey rarely stay in one place for very long.

RELIGION

Some drey pay lip service to the Spider Queen and Her Claws, but most female drey fanatically worship Nyarlath, the founder of their race. Male drey offer prayers to Demzer for the strength to endure the attention of the females. For more information on Nyarlath and Demzer, see **Chapter Two: Religion and Gods**.

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TABLE 1-1: RANDOM HEIGHT AND WEIGHT BY RACE

Race	Base Height	Height Modifier	Base Weight	Weight Modifier*
Drow	4'	+4d4	70 lb.	x (1d6) lb.
Half-drow		All as base creature		
Aquatic drow	4'	+4d4	85 lb.	x (2d4) lb.
Drey (female)	4' 10"	+2d8	130 lb.	x (2d4) lb.
Drey (male)	4' 5"	+2d8	100 lb.	x (2d4) lb.
Spiderling	2' 5"	+2d4	35 lb.	x 1 lb.
Vupdrax	4' 10"	+2d10	130 lb.	x (2d4) lb.

*See the PHB, Height and Weight in the Description chapter for how the weight modifier works.

TABLE 1-2: AGES BY RACE

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Drow	40 years	150 years	250 years	350 years	+2d% years
Half-drow		All as base creature			
Aquatic drow	40 years	150 years	250 years	350 years	+2d% years
Drey (female)	20 years	80 years	130 years	250 years	+3d20 years
Drey (male)	20 years	70 years	125 years	200 years	+3d20 years
Spiderling	15 years	60 years	90 years	130 years	+3d20 years
Vupdrax	30 years	150 years	200 years	250 years	+2d20 years

LANGUAGE

Drey speak Drow and Undercommon. They rarely use written language, and many are incapable of reading.

NAMES

Female drey choose and are given names meant to impress others, while names given to males are intended to demean and mock them.

Drey Male Names: Gimp, Grub, Limp, Maggot, Puss, and Worm.

Drey Female Names: Fang in the Darkness, Fire of Old, Poisoned Cut, Queen's Dying Breath, and Sundering Soul.

ADVENTURERS

Many drey strike forth as adventurers. Their chaotic and individualistic natures make adventuring a common calling. Having drey in the party is one the few ways that members of other races interact with them besides battle. They can be valuable and powerful allies, so long as their unpredictability and unreliability is taken into account.

DREY RACIAL TRAITS

For more information on the characteristics of drey, see the Drey entry in Chapter Three: Creatures of the Underdark.

- Automatic Languages:* Drow and Undercommon. *Bonus Languages:* Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal, Kuo-toan, and Orc. Like drow, drey may know the languages of their enemies and slaves.



SPIDERLINGS

In the narrow tunnels of the wild Underdark, whose tight confines are rarely traveled by sentient creatures, the spiderlings thrive. They are a strange and secretive race of creatures who look like miniature droids. Created by magical experimentation on deep halflings long ago, the spiderlings have since developed into a full-fledged race of their own, crafting a culture from the ground up.

PERSONALITY

Spiderlings often seem shy and skittish, but they can be as brave as anyone. Their natural inclination is to be cautious, and they react quickly to any sign of danger. Their dangerous environment makes alertness and awareness of danger a necessity. Spiderlings rarely relax, even in the safest settings. They have a fierce sense of independence, and are forever on guard against alliances or treaties that would make them more beholden to the drow.

PHYSICAL DESCRIPTION

Spiderlings look like dog-sized spiders with little drow torsos protruding from where the head of the spider would be. Similar in proportions to halflings, they have the coldly beautiful features of dark elves.

RELATIONS

Spiderlings know that the larger races are often more physically powerful, so they avoid contact with other sentient beings except to trade. Spiderlings are sometimes enslaved by drow and drey and have a cold hatred for them. They have had little contact with surface races other than dwarves, but they know of the existence of halflings and deep halflings, and they view their progenitors with a mix of disgust and longing.

ALIGNMENT

Spiderlings are free spirits. They appreciate the need for order in times of trouble but would just as soon leave each to his own until then. Although not inherently cruel, spiderlings tend to think of both good and evil as impractical philosophical ideals. To them, anything that keeps you alive and free is good; everything else is evil.

SPIDERLING LARDS

Spiderlings live in tight, twisting tunnels to best make use of their small size and aptitude for climbing. The mazelike spiderling warrens are designed to help them hide and defend from predators, as well as from drow, kuo-toa, and mind flayer slavers. They set up many ambush points within and surrounding their lairs, using them to make any enemy assault too costly to continue.

RELIGION

Abused and enslaved by drow, spiderlings have never felt a great loyalty to the Spider Queen or Her Claws. Most worship Skuttle, god of secrecy and stealth, but a few spiderlings are fervent devotees of the Vermin Lord, Arrachnovoleth. There are few conflicts among spiderlings between the followers of these deities. Although both gods desire total domination of the race, they also understand that a civil war would make the spiderlings too vulnerable to the other dangers of the Underdark. For more information on Arrachnovoleth and Skuttle, see **Chapter Two: Religion and Gods**.

LANGUAGE

Spiderlings speak Undercommon, using the Drow alphabet for written communication. They write down very little besides what is necessary for magical scrolls or wizards' spellbooks. Spiderlings live in the moment, and histories or epics live only as long as they are told and remembered.

NAMES

Spiderlings have names reminiscent of halfling names, but with an unmistakable drow influence.

Spiderling Male Names: Bix, Jax, Meeriz, Rejez, Terryt, Zade, and Zeldon.

Spiderling Female Names: Ammarylliss, Euxima, Serazina, Vernaz, Zora, and Zyllian.

ADVENTURERS

Spiderlings rarely set out on their own deliberately. Most often one or two escape a raid on their home and take up a life of adventure out of necessity. Although not inclined to become adventurers for the sake of exploration or personal gain, spiderlings make excellent party members. Their natural alertness and aptitude for rogue skills make them fine scouts and companions in the Underdark.

SPIDERLING RACIAL TRAITS

For more information on the characteristics of spiderlings, see the Spiderling entry in **Chapter Three: Creatures of the Underdark**.

- Automatic Languages:* Undercommon. *Bonus Languages:* Abyssal, Common, Drow, Elven, Gnome, Goblin, Halfling, Infernal, and Orc. Spiderlings are familiar with many of the languages spoken by drow.

VUPDRAX (WINGED DROW)

Deep in the great caves of the Underdark, black wings carry dark bodies through the dead air. In these benighted abysses roost vupdrax by the thousands. There the winged drow congregate and rest, ready to take to the hunt at the smallest sound. Vupdrax are predators, feeding on other sentient races and the beasts of the Underdark. Magical alteration of drow and polymorphed interbreeding with dire bats eventually produced fertile hybrids: the vupdrax. Unfortunately for their creators, they were a failed experiment: They lack the drow intellect and have an insatiable appetite for flesh. Some daring drow keep vupdrax as slaves, but most prefer to avoid them.

PERSONALITY

Vupdrax are feral creatures, more similar in demeanor to bats than drow. They view any creature other than a vupdrax as a potential food source. This hunger comes across in all their dealings with other races; their eyes betray their bloodthirsty natures, and they often lick their lips and smell the air near other creatures.

Among themselves, vupdrax are very community-minded. Personal items and personal space are strange ideas to them. When a vupdrax requires an item from its fellow, the other surrenders the item because it doesn't need it at the moment, or the two fight. Such conflicts are rarely to the death.

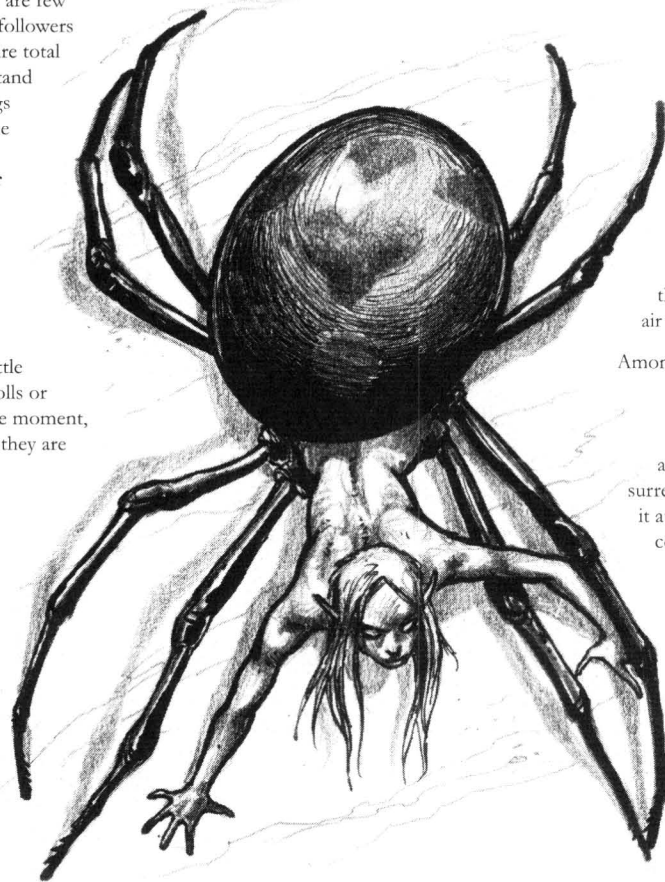
PHYSICAL DESCRIPTION

Vupdrax are taller and more heavily built than drow. Their ears are large and batlike, and they have huge bat wings that span 15 feet. These wings fold up tightly behind their backs when they're not flying, and ignorant surface dwellers have mistaken vupdrax at a distance for

drow wearing bulky cloaks. Vupdrax have the facial features of drow but are often bald. They have long fingers tipped with sharp claws, and well-formed lips hide fanglike incisors. Although intelligent, vupdrax tend to display animalistic behavior, such as moving their heads in a quaking fashion like bats to better localize the sources of sounds. Vupdrax wear only light clothing and armor, and they tend to carry as little equipment as possible, since too much weight can prevent them from flying.

RELATIONS

Vupdrax generally view all other races as potential prey and sacrifices to their god, Arrachnovoleth the Haunter of the Deepes. Sometimes, though, one will form a close relationship similar to what vupdrax have within a colony. This can be nearly as troublesome as fighting the creature. Vupdrax share space, items, and clothing with little regard to the idea of ownership and expect the same from others. Individuals in such a relationship should make certain the vupdrax is well-fed.



CHAPTER ONE: THE WAY OF DARKNESS

ALIGNMENT

Vupdrax care little for laws and are poorly organized. Although not particularly cruel, they have no concern for other creatures' feelings or fates.

VUPDRAX LANDS

Vupdrax prefer to live in large caverns connected by wide tunnels so that they can fly freely. They build little but use mining skills to collapse tunnels too small for them to fly in, thus cutting off enemy access to their lairs.

RELIGION

Vupdrax worship Arrachnovoleth, a renegade god honored by many drow exiles and drow of the druid and ranger classes. Arrachnovoleth is patron of the wilderness and of earth and stone, and vupdrax praise him each day for creating tunnels they can fly through. For more information on Arrachnovoleth, see **Chapter Two: Religion and Gods**.

LANGUAGE

Vupdrax speak Drow and Undercommon in a chattering, shrill fashion. They rarely write anything down; the rare vupdrax wizards use stolen spellbooks and writing materials.

NAMES

Vupdrax names are usually simple, single-syllable words, but small distinctions in how they are pronounced make all the difference to their keen ears.

Vupdrax Male Names: Chot, Krey, Mrak, Seez, and Tleyk.

Vupdrax Female Names: Chut, Krea, Kree, Mraek, Seas, and Tleak.

ADVENTURERS

Vupdrax adventurers are common. Some vupdrax desire more personal gain than their colony allows, while others simply wander off to explore the grandeur of Arrachnovoleth's realm. They are powerful allies in a fight but can prove difficult in social situations for obvious reasons.

VUPDRAX RACIAL TRAITS

For more information on the characteristics of vupdrax, see the Vupdrax entry in **Chapter Three: Creatures of the Underdark**.

- **Automatic Languages:** Drow and Undercommon. **Bonus Languages:** Abyssal, Common, Draconic, Dwarven, Elven, Goblin, Infernal, Kuo-toan, Orc. Vupdrax often know the languages that drow have learned.



- ENCOUNTERS WITH DROW -

Every encounter with drow is unique, but it is helpful to be familiar with their abilities when combat begins, whether as PC or opponent. Each of the following sections describes typical drow tactics as well as effective means of countering them.

Most dark elves have been fighting battles for longer than the PCs have been alive, and their tactics should be well-practiced and expertly carried out. Drow are determined and unflappable in battle, prepared for any eventuality. Their natural self-confidence and wariness tend to balance out, making them capable and efficient fighters. Drow are elusive, launching deadly spells and ranged attacks before disappearing, only to strike again from another direction. Combat against drow can be frustrating, but it is possible to use their own tactics against them.

DARKVISION

Drow darkvision has long range, and they make effective use of it. At night or underground, they will almost always see their foes first. In planned encounters, drow use this to their advantage, picking large caverns and open spaces to attack from range. Drow prefer to fire and then move, or fire from multiple angles. In this way, opponents with less ability to see in the dark don't know where their enemies lie. However, creatures with low-light vision who can cast *daylight*, or produce some other source of bright light, might be able to see the drow. Such light sources must be eliminated.

If you're traveling in an area that you think drow might frequent, expect to be surprised or take precautions. You might, for instance, travel invisibly or

silenced. However, such precautions aren't always effective, so be ready to cast a *daylight* spell on an arrow or crossbow bolt to fire in the direction the attack came from. The drow are likely to be 120 feet away or less, so shooting at a point about 90 feet away ought to reveal them.

RANGED ATTACKS

Drow generally have high Dexterity, which combined with their darkvision, makes ranged attacks deadly. With good Intelligence, many drow are wizards and take full advantage of ranged spells. Drow wizards are usually proficient in the light crossbow, continuing to rely on their good ranged attack bonus when they run out of spells.

Bolster yourself against ranged attacks with spells that reduce energy damage or with spells, such as *protection from arrows* and *entropic shield*, that protect against ranged weapon attacks. Drow are usually weaker in melee than they are at range, so take the opportunity to engage them in close combat when you can. Be wary of illusions or a trap, though: Dark elves are unlikely to risk melee without good reason.

GUERRILLA TACTICS

There's no reason for dark elves to die fighting. If things turn against them and they have the opportunity to flee, they do. Fighting at range makes retreating a better proposition. Even though retreat gives enemies time to recoup their strength, it also gives the drow the chance to set up a better ambush.

CHAPTER ONE: THE WAY OF DARKNESS

This frustrating tactic can be disarmed in two ways: Stop the drow from fleeing, or don't follow them. You can stop them from getting away by blocking off escape routes before they run, or by engaging them in melee and trying to outmaneuver them. If you refuse to follow, retreat to a battleground less advantageous to drow, such as a cavern with close quarters, and lie in wait. Alternatively, continue along another path.

MAGIC RESISTANCE

Drow have spell resistance and a bonus on Will saves against spells and spell-like effects. This sets them in good stead when facing magical attacks. Dark elves aren't too distracted by flashy magic, but a spellcaster who becomes a nuisance is likely to fall to ranged attacks more quickly than heavily armored fighters.

As a spellcaster facing drow, forget about trying anything that requires a Will save, and don't rely on spells that require Reflex saves. Fortitude is likely to be a drow's worst save, so cast spells that force plenty of them, such as *stinking cloud*. If possible, attack drow with poison. They're likely to use it against you, so return the favor.

DANCING LIGHTS

Dancing lights are excellent bait for a trap. They can fool foes into expecting light-using creatures, and having the lights bobbing about during a battle makes it slightly less likely that enemies will think to employ their own light. Then, at the right moment, it's lights out!

If you see faraway lights in the Underdark, retreat to a position of relative safety. Drow use *dancing lights* to lure enemies into traps, but even if it isn't a drow, are you likely to come upon a friend carrying a light?

DARKNESS

Drow can cast *darkness* just once per day, so they employ that ability wisely. The best use for *darkness* is to snuff out *daylight* spells and other bright lights that hamper drow. The second-best use is as a distraction. Rather than dropping *darkness* directly on a foe, drow place it to control the foe's movement. Creatures have to move slowly when they cannot see, so *darkness* can cover a retreat or detain a fleeing enemy. It can also ward foes away from certain routes. Many creatures will avoid an area of *darkness* for fear of what it contains and what lies beyond. Because *darkness* is a touch-range spell, a drow who needs to place it at a distance should cast it on a small stone that can be concealed in the hand. This allows the drow to see where he is throwing it. Shuttered ammunition (see **Chapter Six: Equipment**) allows greater range.

Daylight and *dispel magic* are your best options for defeating *darkness*, but remember that drow can't see in it any better than you can. Simply move out of the dark area and save your *daylight* or *dispel magic* for the drow you face. If the dark elves aren't casting *darkness*, they're likely holding it to cover their retreat. Hold your spells in reserve to defeat that strategy and use other very bright effects to blind the drow.

FAERIE FIRE

It's easy to underestimate this spell's value, but drow know better. *Faerie fire* eliminates concealment due to *blur*, *displacement*, and *invisibility*, making it a great weapon against creatures who employ these spells. It is also useful for revealing hidden foes, outlining them in flames—even those who can hide

in plain sight. *Faerie fire* allows no save and has a 5-foot radius; a drow need merely make a good guess at where foes might be hiding to light them up.

You might not want to cast *invisibility*, *improved invisibility*, *blur*, or *displacement* before a battle with drow, but consider this: The drow have to waste a round casting *faerie fire* to make you easier to hit. Take advantage of that short window of defense.

MELEE

Unless well trained for it, drow are no better in melee than most humans. Most are proficient with a light weapon to benefit from Weapon Finesse. A melee-oriented drow without a high Dexterity or good stealth skills is likely to wear heavy armor.

Melee is a good place to be when fighting drow. First use bright light effects to blind and hinder them, then bring the strength of your melee fighters to bear. Be careful of flanking; the drow you fight might harbor rogues. At the same time, avoid bunching up. Drow spellcasters might well count on their companions' spell resistance and lob area-affecting spells into the midst of combat.

LIGHT BLINDNESS

Light blindness is a terrible vulnerability. Not only do *daylight* spells blind and hamper dark elves, but any other source of bright light in a dark area, such as a *lightning bolt* or *fireball*, can have the same blinding effect. Drow spellcasters tend to select spells without bright effects or render their light harmless with feats like Dark Spell and Invisible Spell. (For more on these feats, see **Chapter Five: Skills and Feats**.) Most drow invest in a pair of darkening goggles to wear when confronting light-using enemies. If these options aren't available, they keep their distance and ready *darkness* spells.

When attacked by drow, try to blind them with bright spells and effects. If you do, make sure to close the distance right away. If your first blinding attempt fails, don't waste more effort but concentrate on dealing as much damage as you can.

SPEED

Drow fighting at range must be wary of very fast or flying enemies, who can close to melee and nullify their advantage. They attempt to identify these foes early and focus attacks upon them.

If you're fast or you can fly, you should hide that ability so as not to make yourself a target too quickly. Alternatively, cast *baste* or *fly* on someone who looks very slow, such as a halfling or a fighter in heavy armor. You might consider giving greater speed to a tough character with good survival skills, such as a monk, to distract drow opponents from your slower-moving but more dangerous allies.

REST

Drow do not need to rest as long as many other races. This enables them to launch attacks on a faster cycle than most other creatures are capable of, causing enemies to become fatigued.

If you need to rest more often than drow, do so where you can control access: Twisting tunnels and small chambers are good choices. If you can, retreat to some place beyond the dark elves' reach. Spells like *rope trick* are a good option.



- DROW SOCIETY -

The killing stroke, the poisoned kiss, the subtle spell, the little lie that brings ruin and dismay: These things are beautiful; they are art. Whether drow admit it or not, every one of them has the soul of an artist. Yet dark elven artistry is more than an artifact of their ancestry: It is yearning for perfection, the desperate need to be the best. An inferior drow is doomed to die young and unfulfilled, not even a master of his own fate. This drive to control and desire for mastery force dark elves to pursue excellence in whatever position in society they can carve out for themselves.

When you use drow in your games, you should establish their history, culture, psychology, and how they live in their Underdark homes. One such version is presented here and forms the basis for other elements in this book. Much of it may seem familiar, but there are some new elements. Feel free to change details as you see fit.

A HISTORY OF DROW ACCORDING TO DROW

Dark elves always view the past through the lens of lies told to them by their forebears and even by their deities. The validity of this history is suspect, but certainly it holds kernels of the truth.

THE PURE DARKNESS

In ages long ago, there was but one pure elven race, created by the deity who would one day become lord of the surface elves' pantheon. Everything began in darkness, and lonely for company in this black realm, he created for his entertainment a breed of perfect beings: elves. Fickle and cruel, the god grew bored even with his perfect creations, and so he made flawed beings, distorted reflections of his own soul. His second creations entertained him with their foibles and follies, but they too were lonely in the dark and cried to see one another. The god made light for them, and with it, they could see the perfection of the first elves. Awed and jealous, they pleaded and whined for him to give them elves as well.

Seeing now in the light how wondrous his first creations were, and knowing that only blind luck had allowed him to make them, the god did his best to form copies of the pure elves. His first attempt, the high elves, was a failure, but not enough of a failure to stop him from trying again. His second attempt produced the gray elves, yet he tried again. Next came the wood elves, and still he persisted. The wild elves should have been his ultimate failure, but he tried once again, this time with eyes closed. The result was the weak aquatic elves, and the god finally gave up.

Not wanting to care for his mistakes, he made his second creations their custodians. To those degenerate elves, these foul beings were like gods, and such they became. Now the Lord of Elves had many entertainments, and he chose to forget his first creations, focusing on the needs of his lackey gods and the children of the light. The pure elves accepted this gracefully. They preferred to avoid the attention of their creator because they could see his flaws. Thus they became elves of the dark night, allowing the light elves and their slave-gods to rule during the day.

THE WEAKNESS OF PITY

For eons there was peace among all the elves. The pure elves of the dark built great things and made many innovations. They even discovered magic, garnering some of the power of the Elf Lord's deities for themselves. Their lesser cousins aped them, and the dark elves allowed this out of pity. That was their first mistake. For when the greedy light elves gained the power of magic, they abused it and began to drain even their creator's power. Rather than punish those responsible, the god focused his wrath upon the dark elves, blaming them for discovering magic and allowing the light elves to use it. As punishment, he and his pantheon turned on the dark elves and encouraged the light elves to attack their senior siblings. Thus began the Great Schism.

THE GREAT SCHISM

A war began between the dark elves and their creator's broken toys. The dark elves fought their lesser cousins for centuries, hoping with each victory that the Lord of Elves would see reason and stop the war. The light elves took advantage of this hope, and the dark elves, though superior in every way, yet found themselves losing ground. Hope was killing them, but they realized it too late—the god had figured out how to stop the sun in the sky.

THE LONGEST DAY

On that seemingly endless day, the elves of light struck every enclave of dark elves, whom they now called by the derisive term "drow." The drow found themselves becoming weakened and infected by the light that had spoiled their lesser cousins' creation. Denied their magic, forced to give way, the dark elves fled beneath the ground and into the protecting shadow of the earth. Beaten, tired, and weak, the drow turned to one of the slave-deities, the goddess of destiny, hoping that if they could win her over, she might plead their cause. She did, but the Elf Lord, jealous and spiteful as ever, accused her of being the dark elves' leader. She too was forced beneath the earth, and the god and his light elves chased her and the drow into the darkest depths. Finally, their pursuers grew frightened of the dark and fled to the surface. Left in the Underdark, the drow believed that they would soon die and be forgotten.

BIRTH OF THE SPIDER QUEEN

The dark elves faced many terrors so far beneath the surface, and they begged their patron goddess to grant them strength and magic to survive. She gave greatly of herself, but the more she gave, the more the drow asked of her. She became known as the Spider Queen, for all drow were enmeshed in her web of protection. Drow gained great power in those days, far more innate magic than they control now. Yet the Spider Queen was too generous, a fault she inherited from her creator, and her constant coddling of the drow was driving her mad.

THE FRACTIONOUS WARS

Eventually, the Spider Queen plunged into divine madness, and drow society in turn became mad, awash with betrayal and pointless battles for conquest and revenge. For ages the drow fought one another more often than they fought their enemies. The Spider Queen took great pleasure in this, knowing it would eliminate many of her people's weaknesses.

THE CREATION OF THE CLAWS

When the Spider Queen felt that the drow had paid enough blood for their reliance upon her, she revoked many of their powers and denied their access to magic. The dark elves' many enemies perceived their weakness, and they attacked in a series of wars. The drow were forced to rally together against this new menace. In the midst of these wars, the Spider Queen appointed eight of the best drow generals to be her divine servants. Each of these eight, the Claws, became a steward of a school of magic and served her as she guided the drow to victory.

THE SUBTERRANEAN WARS

In the face of this new threat, several of the Underdark races banded together against the drow. The drow found allies among the doppelgangers and mind flayers, and they fought against the combined might of the derro, duergar, deep dwarves, kuo-toa, aboleths, and other enemies. This was a difficult time for the drow, but eventually they proved the strongest.

CHAPTER ONE: THE WAY OF DARKNESS

THE ADAMANTINE AGE

Since that day of victory, the drow have ascended to ever-higher states of greatness. They had been perfect once, but infected by surface elf weaknesses, they became needy and too reliant on the Spider Queen. Today drow are adamantine weapons, forged by the trials they faced and honed to razor sharpness. Soon they will be ready to return to the surface. On that day, their creator will die, and the drow, the firstborn, will inherit what is rightfully theirs: the world.

THE LIFE OF A DARK ELF

The twisted and evil outlook of the drow is created in infancy and nurtured throughout life.

GESTATION

Pregnant drow do not enjoy any special status until the pregnancy is obvious to all. At that point, they can expect sanctuary in any temple of the Spider Queen. By law, the clerics of these temples must protect the supplicant from deadly intent. Of course, there have been many "failures," and some drow prefer to rely on the protection of their House.

BIRTH

Like marriage in many surface world cultures, the birth of a child is often used to seal alliances, since in theory both parents' families have a stake in seeing the child grow to procreate. Yet in practice, the long life span of drow and their fertility even at great age means that the birth of such a child is usually a symbol more than any real barrier to betrayal.

CHILDHOOD

Drow infants are almost immediately put in the care of slaves in a protected part of the House compound. Their parents and other family members often visit the growing child in hopes of turning the young mind toward their ends. A drow's childhood is therefore mercilessly short. Tended by slaves who do so only out of fear for their lives, and bombarded by subtle and unsubtle attempts to manipulate them, most children are suspicious and bitter before they leave the nursery.

YOUTH

Young drow are taught a trade of some kind, often after a rigorous and sometimes deadly aptitude test. Families who can afford it send their children to fighters' academies, rogues' guilds, wizards' colleges, temples, monasteries, and other vocational schools. Truly wealthy dark elves have famous tutors come to their homes. Children are expected to rebel and find a place for themselves in drow society, but parents and House members also expect a few decades of good work from them before they do so. Home schooling is the surest way to instill whatever doctrine the parents wish and to protect the child from the schemes of others. Poorer drow must raise their children themselves, often teaching them their own trade to eke out an existence.

ADULTHOOD

Adulthood lasts for ages, often hundreds of years. During this time, drow have many choices to make. Once they have completed whatever schooling they were thrust into, they may choose to continue such training or pick a new subject to study. Each drow, once ready, must find a place in society or carve one out. Most choose a position with the House that one of their parents belonged to, but a few become mercenaries or work for guilds. Each must decide how to best serve herself and the drow race as she sees fit.

ROLEPLAYING DROW

Drow, no matter what alignment, share certain qualities that should come across whether you roleplay them as a GM or a player. See **Drow Psyche** for more background.

SUPERIORITY

Drow know they are superior, especially to surface elves. Drow are born with abilities that other creatures would kill to have, so it only makes sense that the lesser races should be jealous and hateful toward them.

Roleplaying Tip: Whether openly derisive of other races or quietly condescending, a drow should make others understand that whatever power they may gain, they can never match what dark elves accomplish simply by being born.

EGOTISM

Drow believe in themselves because faith in others is foreign to them. They have always relied on their own wits and skills to survive, and they must continue to believe that they can, or they'll succumb to the depredations of other drow trying to scramble up the social ladder.

Roleplaying Tip: If you're not the best at what you do, you will be. Let others take note when you act that you are destined for greatness.

SUSPICION

Treachery and lies are expected in drow society, and a devastating betrayal is admired. Despite their sense of superiority, most drow fear that other creatures will get the better of them somehow, and they are always on their guards.

Roleplaying Tip: Don't be openly suspicious; that can provoke attack. Be wary, and choose your words carefully.

HUMILITY

While not commonly associated with drow, humility is a necessary skill in their cutthroat culture. Confronted on equal or lesser footing with a being of greater power, dark elves will often abase themselves to survive. The dead don't get revenge.

Roleplaying Tip: Switch from superiority to groveling if you have to. If you live, you can make them grovel before you later.

CAUTION

Drow take calculated risks. Only those with a death wish put themselves in situations that are likely to turn against them. Thus, drow rarely fight for anything but themselves. For a greater cause, like serving a deity or the survival of their House, some drow take greater risks, but only the most fanatic fight fearlessly.

Roleplaying Tip: Always have a backup plan should things go sour. Flee to fight another day.

DRIVE

Every action must have a purpose, and drow take steps toward some end with everything they do. The most driven are usually the most powerful.

Roleplaying Tip: Always keep your goals in mind. There are things you want from life, and you're going to take them.

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Roleplaying Tip: Whether openly derisive of other races or quietly condescending, a drow should make others understand that whatever power they may gain, they can never match what dark elves accomplish simply by being born.

EGOTISM

Drow believe in themselves because faith in others is foreign to them. They have always relied on their own wits and skills to survive, and they must continue to believe that they can, or they'll succumb to the depredations of other drow trying to scramble up the social ladder.

Roleplaying Tip: If you're not the best at what you do, you will be. Let others take note when you act that you are destined for greatness.

SUSPICION

Treachery and lies are expected in drow society, and a devastating betrayal is admired. Despite their sense of superiority, most drow fear that other creatures will get the better of them somehow, and they are always on their guards.

Roleplaying Tip: Don't be openly suspicious; that can provoke attack. Be wary, and choose your words carefully.

HUMILITY

While not commonly associated with drow, humility is a necessary skill in their cutthroat culture. Confronted on equal or lesser footing with a being of greater power, dark elves will often abase themselves to survive. The dead don't get revenge.

Roleplaying Tip: Switch from superiority to groveling if you have to. If you live, you can make them grovel before you later.

CAUTION

Drow take calculated risks. Only those with a death wish put themselves in situations that are likely to turn against them. Thus, drow rarely fight for anything but themselves. For a greater cause, like serving a deity or the survival of their House, some drow take greater risks, but only the most fanatic fight fearlessly.

Roleplaying Tip: Always have a backup plan should things go sour. Flee to fight another day.

DRIVE

Every action must have a purpose, and drow take steps toward some end with everything they do. The most driven are usually the most powerful.

Roleplaying Tip: Always keep your goals in mind. There are things you want from life, and you're going to take them.

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OLD AGE

Old age is a strange time for those dark elves who attain it. Wits grow sharper, but strength and quickness wane. Fortunately, most drow who have lived so many years have also accumulated much wealth and power, which offsets their growing physical weakness. Spellcasters who know that death is looming often seek out ways to prolong their lives or exist beyond death. Fortunately for the rest of the world, few drow live long enough to discover and use such means.

DEATH

Death is all too common in dark elven society. At any given time, a drow can go to an arena, walk down an alley, or visit a slave stockyard to witness death intimately. Murder and torture are even considered to be entertainment. Corpses are not frightful objects unless the possibility exists that they might be undead, and so the bodies of fallen drow or other creatures are often left to rot until slaves or corpse-sellers take them away. A dead drow can expect very little reverence or ceremony, and drow never entomb their dead with goods that would be useful to the living. The best most dark elves can hope for is to have their heads severed and taken to a temple to serve as fonts of knowledge for a few days while clerics cast *speaking with dead*. Particularly important or powerful drow make arrangements to be *resurrected* or *raised*, always structured in such a way that only the living drow can reward her rescuers. Often, drow corpses are burned or disintegrated to prevent easy return from death. Otherwise, funerals are unknown; no one mourns a drow's passing—not even family.

THE DROW PSYCHE

The dark elven psyche is both similar to and vastly different from that of other intelligent beings. Adrift in darkness and treachery, drow have developed a tortured psychology as a survival mechanism. Before you can understand their culture and history, you must understand the strange forces and emotions that drive drow.

Constant striving is a cornerstone of drow culture and shows itself in nearly every aspect of their life. Servants try to outdo their fellows in the services they provide, students learn to subtly undermine the work and understanding of other pupils, and merchants struggle to undercut their competition while maintaining the highest possible profits. This aspect of the drow psyche explains a great deal about how their society is structured and about how they advance in their chosen role.

GREED

Drow hunger for wealth and power, but this hunger is greater than simple avarice. They see wealth as a means to power, and power as a means of control. Dark elves need control. They need to feel like they are the manipulators rather than the manipulated. Throughout their lives, dark elves are trapped in a web of falsehood and treachery where each step could be their last. The strong rule over the weak and use or kill them at a whim. In such a turbulent and abusive environment, drow see power and control as security. This is illusion, though, perpetuated by the fact that even those who have gained some measure of control are insecure but dare not admit it—and with good reason: Fear is viewed as weakness, and showing it turns erstwhile allies into deadly foes and loyal servants into power-hungry murderers. Security is forever out of reach so long as drow culture does not change.

HATE

All drow hate all other drow. This hatred stems in many cases from envy. A dark elf who sees someone more powerful, more intelligent, or more secure sees an enemy. Each believes that he should be the most important and powerful—in effect, every drow desires godhood. But each fears that others will prove to be better. A drow's level of insecurity is roughly related to his place in society. When a dark elf's self-hatred and self-doubt outweigh his hatred of others, he fails to take risks and can no longer seize what should be his.

GLUTTONY

There are no obese drow. This is not to say that dark elves do not engage in binge eating. They do so with great frequency; the parties held in the temples of Ilshyrra (see **Chapter Two: Religion and Gods**) being favored occasions. But being overweight or too obsessed with food is a weakness, and weakness is deadly. The same is true of alcohol consumption: It's simply too dangerous. Drow skirt around this problem in two common ways: vomitoriums and liquid clarity. Vomitoriums are exactly what they sound like, places to regurgitate food and liquids. They are as common in drow settlements as privies, and often slaves are tasked to clean both and collect the wastes to be food for other slaves. Liquid clarity is an alchemical draught that reduces the effects of inebriation (for more details, see **Chapter Six: Equipment**).

SLOTH

Drow must constantly struggle and forever be on their guard. Laziness often results in defeat. At the same time, they tire of always being watchful. The desire for power is also a desire for the opportunity to rest. Although all drow meditate and most participate in leisure pursuits, few understand what it means to truly relax. Even so, some do become slothful and listless. These drow usually fall by the wayside as their fellows gain power.

WRATH

Anger is a drow's constant companion. The emotion is considered both normal and inevitable, but a drow's reaction to it falls in one of two camps. The renegade deity Nyarlath teaches that anger itself is a tool: Red-hot rage gives you strength to persevere over your foes. Black Widow, goddess of death (see **Chapter Two: Religion and Gods**) has long taught otherwise, that anger should be cold and calculating: Hiding it will give you more opportunities to take vengeance. Most drow borrow from both schools of thought as the situation demands, but none would argue about the outcome: revenge.

Revenge is an art form among drow. It comes quickly or takes centuries. It can be long and excruciatingly painful, or painless and deadly swift. All drow appreciate a well-executed vengeance, even when they are the targets. There are as many flavors of revenge as there are dark elves. Each drow establishes a preferred style at an early age, using this as a kind of signature and warning to others. Some prefer to use the techniques of their enemies in order to place the blame on others, but this in turn becomes their own style, and drow learn to look through such deceptions to find the responsible party.

PRIDE

Pride is the same as self-confidence among the drow. A truly humble drow is destined to remain on the lowest rungs of the social ladder. Most drow are like bullies. They put up a haughty front, intimidating and degrading all whom they can to hide their own doubts and fears. Anything that shakes a drow's sense of pride is likely to result in a fit of pique. Pique breeds petty paybacks, small actions meant to harm without giving cause for full-blown, deadly revenge.

DECEIT

Deceit is integral to the nature of drow. They deceive others to protect themselves, and they deceive themselves to protect their egos. Lying is second nature to most dark elves, and telling lies well is a skill fostered from childhood. Ilshyrra is the patron of lies, and most drow say a little prayer to her before engaging in any dangerous trickery.

BETRAYAL

Once, not long ago, the drow were on the verge of extinction by their own self-destructive actions. Their god, the Spider Queen, was a mad monarch who held betrayal as the highest ideal. This period in history is known to the drow as the Fractious Wars, because infighting nearly destroyed their race.

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City fought city, House fought House, family fought family, and the dark elves were drowning in betrayal. They managed to survive, but the drow have not forgotten that dark time. (For more about the Fractious Wars, see **Chapter Two: Religion and Gods**.) Although they live by stricter laws and have nominally devoted themselves to the goals of conquest and dominion, all drow are on the lookout for a return to those terrible days, and some secretly hope for them to return. Betrayal is no longer the virtue it once was, but many drow admire it as they do a brilliant act of revenge.

It shouldn't be surprising that, given this history, dark elves tend to be paranoid. A certain amount of suspicion is a survival mechanism; even though a foe might not be acting against you now, one is certain to do so in the near future. Yet drow who become too defensive lose their edge, becoming victims of their own fear.

LUST

Given their tense and deadly society, it is surprising that lust plays any part in drow's lives, but lust and sex (consensual or not) are huge factors in drow psychology. Sex plays many roles. It is a release of tension, a moment of closeness, and it staves off fear of inevitable death. Despite their long life span, few drow can expect to die of old age, so procreation is a way to establish a kind of life beyond death. Sex is also one of the rare times when dark elves can express tenderness for one another. It is not always tender, of course, but it offers pleasure in being weak or strong, and drow involved in consensual sex often reverse their normal roles in society. Slaves can be masters, and masters, slaves. In this physical release, dark elves come as close to happiness as most of them will ever get. Drow have no real understanding of monogamy or marriage. They have children to further their bloodline, and sometimes parents make an effort to protect a child, but both parents will likely have many partners and form no lasting relationships as the child grows to maturity.

LAW WITHOUT MORALITY

Most drow adhere to the laws of their settlement, breaking them only when certain they will not be caught. Laws vary from city to city, but all those devoted to the Spider Queen follow certain core concepts. These do not present a system of morals, but rather a code of conduct that the Spider Queen put in place to keep drow society from sliding into barbarism. These laws are absolutes that most drow adhere to, and all drow legal systems have them at their core regardless of technicalities.

DO NOTHING THAT HARMS THE DROW CAUSE

This is the dark elves' highest law. Any drow who puts personal gain above the success of efforts that advance the drow race will rightfully face the wrath of his fellows and the Spider Queen.

SERVE THE DROW RACE AS YOU SERVE YOURSELF.

More than a commandment, this is a general order to ensure that even the most selfish goals of a single drow promote the drow's plots for dominion over all the world.

AVENGE YOURSELF IN MANY WAYS

To take revenge is at the heart of drow existence, but it is best to temper vengeance with creativity and wisdom. Deadly revenge is acceptable only if it serves the greater cause.

INTERLUDE: DRE'REZZYM'S JOURNEY

Well, Dre'Rezzym, what do you think of our little journey through the Underdark? What have you written about our travel over stone and water? Let me see your book.

What is this rubbish? Pages of nothing but human drivel! Your stupidity is astonishing. Write it in Drow, damn you!

You did this on purpose, of course. That wasn't very wise.

Guards! Hold him—tightly . . .

Ah, there now. Done screaming, are we? Good. You still have the use of your writing hand, and I'm sure you'll learn to hold the book in the crook of your other arm. Begin writing again, in Drow this time. When we stop to rest, you can redo your other work properly.

This little fiasco has cost us time, and all your yowling has probably attracted predators. Take this fungus. It will shed enough light to write by if you keep it on the page, and it's less likely to attract attention than your candle flame. Let's move quickly now.

Soon, Dre'Rezzym, you'll gaze upon the glory of Brekathra, my home city. We'll go in by way of the slave markets. That should give you something to write about. It's not the most glorious entrance to the city, but it should give you some idea of what a favored position you hold compared to other slaves. Most lose more than fingers for their first infraction.

Please, do give us your impressions as you feel them. I think that it will make the book seem much more genuine to readers. It's hard to imagine what entering Brekathra would feel like to one of such limited perceptions.

Let me tell you a little about what you're missing.

Where to start? Ah, of course, at the foundation—no doubt far beyond the limit of your vision, even if we allowed you to light a torch.

Brekathra was built upon the ruins of a kuo-toan city, conquered and destroyed ages ago. It's situated on an island, actually a huge broken stalagmite, in a lake that fills the cavern. The only ways into the cavern are from underwater, the route the kuo-toa used to use, or from above, through ramps carved into a great stalactite that dips into the center of the city. I expect a long downward hike through the center. We'll be splitting from the scouting party to take the slave ramp.

There it is again, that hope in your expression. I thought you might have lost it already. Well, keep a coal of hope burning if you wish, but understand that I am more than capable of dealing with you myself, and you have no chance of escape. Were you to somehow evade me, you'd be captured again or dead in seconds. We're going to a drow city, after all.

Besides, we'll be passing through the slave market, and once you compare what luxuries you are allowed under my care to the normal treatment of slaves, you'll beg me to be remain as your master.

By the way, where would you like to be branded? It should be someplace visible and not easily lost, like the cheek or forehead, but I really have no preference. How about the left side?

DESTROY OR DOMINATE WEARNESS

This ideal causes the most variance in drow legal systems. In some cities, it has produced complicated processes of trial and punishment. Drow apprehended in their plotting suffer brutal sentences—they are weak because they were caught and so must be eliminated. Other settlements have few laws other than survival of the fittest; the drow who rule make whatever laws they wish and enforce them as they see fit.

CRAFT, ARTISTRY, AND GLASS ENTERTAINMENT

Dark elves see the artistic spirit and entertainment as tools. They don't create art or entertain an audience for its own sake or for personal satisfaction. Making simple, useful items is a task left to slaves, but drow take great pride in crafting exquisite and deadly things. Art always has a purpose beyond mere enjoyment, but dark elves find many reasons to create and to entertain, and skilled artisans, crafters, and performers are highly prized.

ALCHEMISTRY

Along with items common to the surface world, dark elves use the ingredients they find in the Underdark to create unique alchemical tools. The pursuit of the alchemist has always had less prestige than that of the poisoner, but the relatively new skill of creating verminous items has diminished the alchemist's value even more. Fortunately, a knowledgeable alchemist often finds it easy to take up that craft. For more about alchemical items and information on crafting verminous items, see **Chapter Six: Equipment**.

ARENAS

Combat is an art, and drow find deadly battle entertaining to watch. Thus, most drow cities have several arenas. Arenas come in all shapes and sizes. Some are the standard fighting pits or coliseums familiar to surface-world gladiators. Others are formed of great stalactites or stalagmites, to make huge "lord of the pillar" battles. Open-ceilinged, dungeonlike mazes are common, as are magical enclosures in the air outside of cities. Hundreds to thousands of drow come to watch battles and place bets on the competitors.

Arena combatants might be unruly slaves, career gladiators, captured monsters, or summoned beings. Troublesome surface-world "adventurers" often find themselves in a gladiatorial arena, forced to fight unwholesome creatures, or even their own party members, to the death. Arenas sate the bloodlust innate to all drow and help keep them from turning on one another during times of relative peace.

COOKING

Good cooking is appreciated by all drow, but few understand the heights of culinary delight that surface dwellers enjoy. Living in the depths relegates drow to using the meats of other Underdark dwellers for main courses and various lichens and fungi as spices. Salt is often available, but sugar, pepper, flour, and other cooking ingredients common on the surface are nearly unknown to the drow. Spices and foodstuffs from the surface are highly prized, but only the most wealthy and decadent can afford such commodities. Most drow dishes are meaty, musky, and hot to the tongue because of certain fungi ingredients.

DANCE

Dark elves excel at dance. They dance in battle, in worship, in coupling, and at times even in death. Dance expresses the dark elven gift of natural grace, and drow often subconsciously fall into its motions. Those who are particularly good dancers are envied not for their artistry but for a talent greater than the norm. Dance is most appreciated when it tantalizes the libido or slays enemies, and drow believe the best dances do both.

The worshipers of Demzer, Ilshyrra, and Nyarlath rival one another for the reputation of having the best dancers, but in truth their dancers excel in different ways. The temple dancers of Ilshyrra are by far the most alluring, and Nyarlath's dancers are by far the most deadly. Demzer's twisted worshipers are both deadly and arousing, but their drive to make pain and death a lengthy experience means they are neither as arousing as Ilshyrra's nor as efficient as Nyarlath's. See the dark dancer prestige class in **Chapter Four: Prestige Classes** for more information.

GLASS

It seems odd to surface dwellers, but drow have little use for glass and less knowledge of how to craft anything from it. Temperatures in the Underdark remain fairly constant, and wind or other air flow is common only near swiftly moving water: Even if drow put windows in their buildings, glass panes wouldn't be needed to keep out the elements. Glass finery, like bottles or vials, are viewed as impractical. What others keep in glass, drow store in pottery or metal. In any event, drow have little access to the kind of sand needed for glassblowing.

JEWELRY

Jewelry is one of the few areas of craft and art in which drow come close to appreciating beauty for its own sake. Most dark elves value an item's monetary worth, or recognize the power and prestige a beautiful piece of jewelry represents, but this appreciation is something more. In any event, when not interested in stealth, dark elves of both sexes often adorn themselves with necklaces, rings, earrings, nose rings, lip rings, bracelets, bangles, pins, headbands, and even crowns. Most of these pieces are intricately designed, contain many gems, or both; dark elves see no reason to wear plain jewelry. Such intricate and well-crafted items often fetch a fine price on the surface world.

Not surprisingly, jewelry made by dark elves often has a spider theme. Other religious themes also regularly appear, but weblike abstract designs are by far the most common.

MUSIC

Few drow would admit to having much feeling for music, but it is a part of even the darkest elven soul. All drow music has an alien quality to it. Over the ages, drow have come to understand the acoustics of caverns and cavern formations better than most Underdark creatures, and they have allowed the unique musical elements and instruments of slave races and of other Underdark dwellers, such as mind flayers, to influence their style. Their music frequently takes advantage of the vibrations of stone and the echoing quality of caverns.

Most dark elven composers create music for religious purposes. These compositions are often powerful, haunting pieces meant to be performed by a great number of trained slaves. Some religious works are long, ululating calls sung by a single drow during day-to-day services. Dark elves make this music both to honor their gods and to impress and intimidate those who do not pay regular respect to their deities.

Worshipers of Demzer compose a special form of "music." They set up a large group of slaves, sacrifices, worshipers, and clerics in devices of torture and torturous pleasure. A single cleric then acts as composer and conductor, commanding torturers to ply their skills on the "singers." Such compositions are frightful, tantalizing, and deeply disturbing, often ending in an orgy of screams and blood. It goes without saying that each such performance is unique.

Drow create music for other reasons, but they do so infrequently. Music that mocks a foe is fairly common, as is that created to impress a potential ally. Music is composed for dances and balls, but just as often the songs at these events are hundreds or thousands of years old.

PAINTING

Painting or other flat presentations of color as an art form has little significance to drow. Unable to see color with darkvision, they perceive all paintings as tableaux of grays. Although drow are able to appreciate such works of art, most prefer sculpture. Thus, few bother to paint anything unless it will achieve some goal. Every few hundred years or so, the concept of color comes into vogue, and there is a resurgence of interest in painting, but the few dark elves who have mastered the art or gained any real proficiency do not have skill with colors. Pigments are extremely rare in the Underdark, and during the times when color is favored, these and other colorful objects from the surface world fetch a high price.

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POISON

Poisoners have had a niche in drow civilization since its founding millennia ago. Drow admire and fear a skilled poisoner with good reason: The best of them can craft toxins that magic cannot fend off or cure.

Drow poisoners have cataloged hundreds of thousands of poisonous agents, and they create new ones every year. A good poison sees wide usage, and sometimes enjoys a popularity similar to that of a catchy song on the surface. Many poisoners keep their skills a secret, but others become famous for a particularly ingenious creation. Famous poisoners inevitably die in some tragic “accident” of poison mishandling; this was the fate of the now-forgotten creator of drow sleep poison.

PROSTITUTION

Prostitution is inevitable in most cultures, but its role in drow society has evolved over centuries into its current bizarre form: Prostitutes are also bodyguards. Drow engaging in sexual activity must let their guards down, by both relaxing their wariness and removing protections, such as armor, that might otherwise limit their enjoyment. Ages ago, drow brothels promised protection and privacy, and individual prostitutes trained in both self-defense and the defense of their clients to preserve a whorehouse’s reputation for safety. Now prostitutes, male and female, can be hired as actual guards. They serve as ornaments on their clients’ arms, pleasure toys for dalliances, and loyal protectors. Houses often hire them for children they send away to academies; the prostitute protects the child from harm and is there when she becomes curious about sex and needs a different kind of education.

Of course, classic houses of ill repute still exist, often staffed by nondrow slaves. Drow come to these places to rape, molest, torture, and even kill, if the price is right. Most half-drow are the result of such amusements.

SCARS

Tattoos are known to the drow, but the dark elves’ obsidian skin and lack of color vision without light make them impractical. Instead, drow create designs of beauty on their flesh with scars. Except for fervent worshippers of Xarcon, the god of fire, drow save brands for slaves. They make scar designs by cutting the flesh with delicate scalpels and then applying a mix of Underdark fungus to the wounds to help form raised scar tissue.

Scar “tattoo” designs are often intricate and wildly imaginative. By varying the depth of the cut, the width of the blade, and the fungi used, drow can vary the width, height, and even the texture of the scarring. A master scarcutter can even depict a raised textural likeness of a person’s features, making a familiar face protrude from an arm, breast, or thigh. Drow often go to scarcutters after a battle wound has healed improperly. Under their painful ministrations, even the ugliest mark can become a scar of enviable beauty.

SCULPTURE

Like music, most drow sculpture is religious in nature, and the temples certainly hold the best work of their sculptors. In temples and when making any representations of their gods, drow prefer to work in very dark stone. Sculptors go to great lengths to procure black marble and other stone that can be carved into smooth skin and shapely forms.

Of course, spiders are a sculptural theme throughout most drow work. Temples of the various deities use this theme to varying degrees, but even when carving for a more secular purpose, sculptors usually include a small spider in some out-of-the-way location as a tribute to the Spider Queen.

TEXTILES

Dark elves have slaves weave cloth from the silk of spiders and other vermin. This fabric is very similar to the silk found in some places on the surface world. Drow favor this light, strong material and are always bemused by the coarse clothing worn by other races. Drow make all manner of garments from silk, with the noted exception of clothing intended for warmth. Deep in the

Underdark, they are ignorant of the passage of seasons. When raiding parties come to the surface in winter, they often turn back unless they can quickly find enough surface dwellers to provide them with warm clothing. Some dark elves have made an effort to keep such equipment, to craft similar garments from silk, or to create magic items that provide warmth and protection from the cold, but it is usually easier to simply wait and raid at a more congenial time.

TORTURE

Although it is not commonly viewed by most races as an art, dark elves highly prize torture as an important element of their culture. Master torturers command high fees to view their sessions, and they attract many would-be students. To the drow, torture isn’t just about causing pain: It is an intimate physical and psychological act of domination. To break a victim’s will and control their every action through fear is an experience that rivals the most hedonistic orgies.

Demzer’s worshippers lay claim to being the best torturers, and certainly most drow admire and fear the devotees of the Lord of Pain, but all dark elves employ and enjoy the act of inflicting pain. They “break in” their slaves with a near-constant barrage of physical and psychological torment. A slave’s oft-brief life is filled with whippings, beatings, and broken bones, always with the risk that a master might fancy a session of torture.

VERMINOUS ITEMS

The creation of verminous items is a relatively new craft, first introduced by Arrachnovoleth, the god of vermin, and now practiced by many dark elves regardless of what deity they worship. These are living tools engineered from the bodies of vermin. Drow make many such items, and they have come to be used at every level of dark elven society.

Spellcasters have found the most use for verminous items. Using magic and captured vermin, they can create items of great power that follow different rules from those for standard magic items. For more information on verminous items, see **Chapter Six: Equipment**.

WEAPONS AND ARMOR

All weapons and armor made by dark elves are masterwork items; they leave the creation of mundane equipment to slaves. Drow battle artisans commonly work in adamantite and mithral, materials that are relatively common in the Underdark. Every piece of dark elven metalwork is a masterpiece. Weapons are light, keen, and perfectly balanced. Armor is quiet, limber, and strong. For more specific information about drow weapons and armor, see **Chapter Six: Equipment**.

Drow typically wear light, strong armor that lets them make maximum use of their natural grace. Leather and studded leather are fairly common, but most drow prefer to wear mithral chain shirts. They rarely wear heavier armor unless it is for religious purposes or is ensorcelled to make it less cumbersome. The buckler is the preferred shield, allowing its wearer to wield a melee weapon or repeating hand crossbow in the off hand.

Drow prefer the hand crossbow and thrown weapons to weapons with longer range. The oft-times close confines of Underdark tunnels make longbows impractical, and most drow find normal crossbows take too long to load. Shortbows are prized when dark elves know they can fight from a greater range.

In melee, drow prefer light weapons with the potential to deal great damage. They arm slave warriors with larger, heavier weapons. There are always some drow who prefer to use heavy weapons, such as the greatsword or the spiked chain, but most dark elves mock such ungainly tools.

THE WRITTEN WORD

Poetry, story, novel, play—dark elves see little value in these works. Histories are prized for the information they impart, and drow commonly record the dogma of a deity in religious texts, but most other written work is neglected. Sometimes dark elves find it amusing to read the works of surface dwellers. They have few chances to really understand the world above, and a particularly curious or intriguing text might be copied and circulated widely.

CHAPTER ONE: THE WAY OF DARKNESS

DROW AND THE CORE CLASSES

Although their favored class is wizard, drow are adept at many roles, from sorcery to swordplay. The following notes provide an entry point when choosing a class for a drow character, whether as a player or for an NPC. "Option" comments offer some roleplaying and world-building tips.

ADEPT

Drow adepts are rare. Religion is so important an influence on drow culture that the adept's divine connection is seen as aberrant. Still, sometimes a failed cleric learns something of magic on her own and becomes an adept.

Adepts are more common among the drow subraces. Half-drow in particular are likely to adopt this class, as those outcasts usually lack the training or zeal necessary to pursue the role of cleric, sorcerer, or wizard.

ARISTOCRAT

There are no drow aristocrats. This is not to say that there are none born to privilege, but these dark elves learn the ways of sword or spell, the better to defend their superior stature. The aristocrat class is no more common among the drow subraces than among the dark elves. The harsh Underdark requires skilled survivors.

BARBARIAN

Few dark elves take up the chaotic and wrathful mantle of barbarian. Drow combat training focuses on precision, awareness, mobility, and devious tactics—qualities not common to barbarians. Most drow barbarians are exiles, but a few devout worshipers of Nyarlath may enter the class.

Barbarians are more common among the half-drow, spiderlings, vupdrax, and drey. Drey in particular count many barbarians among their most able fighters. The favored of Nyarlath, drey barbarians are considered blessed by that goddess, their murderous rages a sacred possession by the Mistress of War. (See **Chapter Two: Religion and Gods** for more about Nyarlath.)

GM's Option: Consider allowing drow clerics of Nyarlath to have barbarian as their favored class instead of wizard.

BARD

Bards are rare among the drow. Most are attached to one church or another, performing religious songs and music for ceremonies. Drow rarely write songs or music for pleasure, so bards have little place in their society. In a few rare cases, a drow bard of particular skill has been able to win the favor of a community for a time, but inevitably, he falls out of fashion as drow come to realize how profitless music is for its own sake.

The drow subraces are even less likely to employ bards. Song is an echoing noise easily recognizable as made by a living creature, and that's a dangerous thing in the wilds of the Underdark.

Player's Option: **Chapter Seven: Spells and Magic** includes new spells for bards. Nondrow PC bards can benefit from them as well.

GM's Option: Nondrow PC bards could have the option of taking the deepsinger prestige class (see **Chapter Four: Prestige Classes**): Simply remove the favored deity requirement.

CLERIC

Religion is incredibly important to the drow. Ruled and protected by the Spider Queen and her servant gods, most drow clerics are fanatically devout. (See **Chapter Two: Religion and Gods** for more about the drow pantheon.) Being a cleric puts a drow slightly outside the normal caste system. Her highest loyalty is to the deity, and often her goals are not her own but her

deity's. This makes clerics a wild card in the already tense and uncertain power plays drow engage in every day. The appearance of a cleric is often cause for reevaluation and a shifting of alliances.

The drow subraces each have a patron deity, and their clerics most often worship that deity. Except among the aquatic drow, who mimic dark elven society most closely, clerics have less pull and represent less of a threat than in drow society. Although the patron gods of these races care very much for their clerics, they protect the people as a whole and prefer a minimum of conflict between their clergy and their worshipers.

Player's Option: **Chapter Seven: Spells and Magic** includes many new domains, which can be chosen from those allowed by your cleric's deity. A cleric who worships no particular deity can choose from among them freely like any other domain. However, a drow cleric who is not devoted to a deity will be a pariah in dark elven society.

COMMONER

There are no drow commoners. Dark elves are propelled into a career almost from birth: Parents have an agenda when they allow a child to live through gestation. Children are sent to schools, placed in academies, assigned to temples, or apprenticed to craftmasters as soon as they can speak and walk. They must fulfill the destiny laid out for them or carve their own niche; in either case, the simple role of commoner isn't an option. Slaves fill the menial roles normally reserved for commoners.

The drow subraces have more use for commoners. Drey in particular have many male commoners who are not allowed to learn more puissant skills than manual labor.

DRUID

Drow view the Underdark with a healthy amount of caution, but few hold any reverence or awe for it. While a few druids serve in scouting and patrol parties, most are worshipers of Arrachnovoleth (see **Chapter Two: Religion and Gods**) and are therefore outcasts from drow society.

Druids are more common among the vupdrax, of whom Arrachnovoleth is the patron deity. Spiderlings count many druids among their number, as do aquatic drow. Half-drow often become druids to improve their chances of survival in the wilds. Drey, though, view all druids as possible followers of the hated Crawler in the Dark. They rely on rangers to fill the druid's role.

Player's Option: **Chapter Seven: Spells and Magic** and **Chapter Five: Skills and Feats** offer new spells and uses for skills, even for nondrow druids. The new Vermin Companion feat allows a druid or ranger character to take vermin in the role of animal companions.

EXPERT

The vast majority of dark elves who do not have a PC class are experts. These are the merchants, artisans, slavers, accountants, and scholars of drow society. Such folk have otherwise failed in their strivings for power and now struggle simply to survive and establish themselves as the best at what they are allowed to do.

The drow subraces have many experts as well. Aquatic drow, drey, and spiderling settlements are the most likely to support a large contingent of experts. Vupdrax and half-drow are rarely experts.

FIGHTER

Drow fighters are acknowledged as martial masters of deadly skill. Most drow fighting styles focus on skill, agility, and speed over heavy armor and brute force. Fighters can be found at every level of society except for the highest ranks of power, which are reserved for clerics and wizards. Very powerful drow fighters often find themselves the target of more assassination attempts than usual if they remain in the political arena, so many of them retire from military positions to become battle trainers for their House or another group that pays them well enough.

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Fighters are just as common among the drow subraces, but they don't have the same reputation for deadly efficiency. Among the vupdrax and drey, barbarians and rangers are held to be more useful in battle.

Player's Option: Chapter Five: Skills and Feats adds new feats to the list of bonus fighter feats: Ammunition Threat, Armor Mastery, Bull Rush Strike, Desperate Blow, Double Shielding, Double Weapon Mastery, Great Pierce, Perfect Shot, Perfect Strike, Pierce, Shield Mastery, Shield Specialization, Spring Charge, Strong Off-Hand Attack, Strong Two-Handed Attack, Weapon Knack, and Weapon of Choice.

GM's Option: Consider allowing nondrow fighters access to these bonus feats.

MONK

There are a surprisingly large number of monasteries associated with the lawful gods of the drow pantheon: Black Widow and Reshagol. Drow monks are known as deadly and efficient combatants. They are more likely to employ weapons and armor than most; in fact, some of drow fighters' reputation among the surface races actually results from encounters with drow monks.

Monks are common among spiderlings, who prize stealthy combat. Aquatic drow employ many monks, as their environment renders weapons less effective. Drey and vupdrax rarely have the wherewithal or the inclination to establish monastic orders.

GM's Option: Feel free to change drow monks' weapons to be more appropriate to drow culture. Examples include the double short sword, kama, short sword, slave catcher, and whip. Drow monks enjoy their more favorable number of attacks and other applicable modifiers with these weapons. (See **Chapter Six: Equipment** for information about new weapons.)

PALADIN

Needless to say, drow paladins are rare. Drow of neutral alignment are usually exposed and expunged by the nature of drow society—drow must be grasping and ruthless to survive—so good-aligned drow rarely live long. Perhaps once in a thousand years a dark elf of good alignment escapes, but that's no guarantee that a good deity will accept that drow's worship. The number of paladins who have existed among drow and their subraces can be counted on one hand.

PSION

Psionics are an age-old secret recently revealed to the dark elves by the Spider Queen, but few drow have decided to wholeheartedly accept the strange mental training necessary to become psionically aware. Some settlements might actively foster schools of psionics, but most of these establishments are attached to monasteries, since the path of the monk requires similar discipline. The majority of these schools focus on training psychic warriors, who are seen as more practical than those devoted wholly to the pursuit of psionic power.

Psions among the drow subraces are rare exceptions, creatures naturally talented in the psionic arts as sorcerers are naturally gifted with magic. As the study of psionics makes a greater space for itself among the drow, doubtless it shall do so among their kin.

PSYCHIC WARRIOR

Psychic warriors are watched with great interest. Their combination of combat prowess and mystical power is seen as the dark elven ideal: What other drow must divide their attention and training to accomplish, the psychic warrior achieves with one clear path. It has yet to prove itself a more powerful path than that of the fighter/wizard, but many dark elves have already decided for themselves.

Psychic warriors are uncommon in the drow subraces, but they are no more or less uncommon than sorcerers. Because of their strong skills in melee and subtle use of empowering psionics, many members of the drow subraces don't realize that they have psychic warriors among them.



RANGER

Rangers are common in scouting parties and patrols. With their stealth, fighting prowess, and knowledge of the environment, rangers are the masters of Underdark exploration. Drow combatants encountered outside a settlement are likely rangers. Most dark elven exiles who survive in the wilds of the Underdark are also rangers.

Rangers are even more common among the drow subraces, living as they do on the fringes of civilization. Certainly the vupdrax have the largest contingent of rangers, but aquatic drow rival those numbers.

Player's Option: Chapter Five: Skills and Feats describes new uses for the Handle Animal and Animal Empathy skills. Your GM might be willing to allow their use by nondrow rangers.

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ROGUE

It's impossible to overestimate the importance of rogues in dark elven society. Countless rogues and multiclassed rogues act as spies, assassins, thieves, and thugs in the innumerable intrigues that drow foster. Rogues' guilds and colleges act openly in most cities, and the rogue profession is at least as respectable as that of the fighter.

An overwhelming number of spiderlings are rogues, but the class is less common among other drow subraces. Drey have the wrong temperament and tend to rely on rangers when stealth is required, although the rogue class suits the weaker males. Many of the rogue's skills are less important in the watery environs of aquatic drow. Vupdrax, closer to nature than any of the other subraces, find little use for civilized skills.

SORCERERS

Granted their power by the Spider Queen, most drow sorcerers are also her clerics. Magical talent is highly prized, but the drow pantheon is believed to have sole authority over it: If the Spider Queen did not grant sorcerous ability, then what outside power did? This suspicion can lead to witch hunts, where clerics of the Spider Queen and Her Claws gleefully persecute sorcerers to torture and sacrifice to their gods. Drow who stumble upon sorcerous power not granted by a divine vision take pains to hide their magical skills or disguise them by assuming the trappings of wizardry.

The drow subraces view sorcery with less caution. Incapable of building the grand colleges of wizardry the drow possess, most see sorcerous potential as a great gift.

WARRIOR

Warriors are the dregs of drow society. They are failures thrown out of fighters' academies or the children of Houses too poor to set them on a path to a better future. Doomed to an early death, warriors serve as guards, soldiers, scouts, patrol officers, and meat for the arenas. Drow who aspire to a better place in society pursue the highly developed training of the fighter.

TABLE 1-3: NEW FAMILIARS

Familiar	Special
Tiny monstrous centipede	Master gains +2 bonus on Hide checks
Tiny monstrous leech	Master gains +2 bonus on grapple checks
Tiny monstrous scorpion	—
Tiny monstrous slug	—
Tiny monstrous spider	—

Except for aquatic drow, warriors form the martial backbone of the drow subraces' societies, just as they do for many surface cultures. Drey males who are allowed to fight usually become warriors. Spiderlings who take up the sword in defense of their homes often walk the warrior's path. Vupdrax flocks are composed mostly of warriors.

WIZARD

Most drow believe the only legitimate magic is that granted by the Spider Queen and administered by Her Claws, so the study of wizardry is intrinsically linked to religion. Dark elven wizards must always pay at least lip service to the Spider Queen, and most are specialists of some kind who honor the deity who controls their chosen school of magic. Drow settlements often have several colleges of magic that are attached to temples or that contain shrines to the patrons of the colleges' favored schools of magic. The proportions of specialists from each school are roughly equivalent to the hierarchy of the Claws. Thus enchanter are the most common, and transmuters are the least common. (See **Chapter Two: Religion and Gods** for more information about the Claws.)

Wizards are common among the drow subraces, but they are usually motivated individuals. Only aquatic drow commonly have colleges of magical study, and these are almost always devoted to Syrellyn, the deity of Transmutation and their patron. Most aquatic drow specialist wizards are therefore transmuters.

Player's Option: Chapter Five: Skills and Feats offers many new feats a wizard can choose as bonus wizard feats: Absorb Familiar, Dark Spell, Enspelled Summons, Exchange Component, Far Hand, Ghost Touch Spell, Invisible Spell, Lingering Touch, Moving Spell, Nullify Enemy Magic, Nullify Magic Type, Nullify School, Ranged Weapon Channel, Reconcentrate, Strong Spellcasting, Traceless Spell, Weapon Channel, and Whisper Spell, as well as meta-item creation feats and the various feats relating to crafting verminous items. Most of these feats are available to nondrow.

In addition, drow wizards can choose from vermin familiars presented in the table above (See **Chapter Three: Creatures of the Underdark** for new vermin.) These follow all the normal rules for familiars.

GM's Option: Consider allowing nondrow wizards access to bonus feats dependent on race and allowing nondrow to take vermin familiars.

- DROW AND THE UNDERDARK -

Drow exist wherever they find enough resources to survive, but no matter where they have settled, certain similarities crop up.

DROW CITIES

Dark elven cities come in many forms. Some are carved into the sides of great crevasses. Others are in huge stalactite fields with bridges and ramps strung between the giant stone spikes. Black cities exist on the shores of dark rivers and on islands in midnight oceans. Settlements sprawl across the elevations of vast caverns and snake through tight warrenlike tunnels. They lie hidden in fungus forests and shimmer on the edges of mana lakes.

LIGHTING

Surface dwellers are often surprised to find lights in drow cities. Although they don't provide anywhere near enough illumination for a daysider to navigate, constant light sources allow drow to see things beyond the range of their 120-foot darkvision. Whether the city is more vertical or horizontal in design, lights are usually hung every 140 feet or so. These take many forms, but most are *continual flames* of some sort. A long-time favorite is made by

casting *continual flame* upon the severed head of an enemy, then immersing it in colored liquid within a crystal vase. Decorative lights are also often hung in taverns, temples, and other places where drow gather.

ACTIVITY CYCLE

Drow need merely meditate for a few hours to feel rested, and lacking a sun or moon to mark the daily cycle, they simply rest when tired and when they feel safe enough. Thus, their cities have a constant level of activity, even during times of war: Drow eat, shop, gamble, and gossip whenever they please. At any given moment, roughly one-sixth of a city's population is at rest, but figuring out who is resting when can be difficult. Temples of Black Widow and the Spider Queen both keep time by various means, including water clocks and hour candles, and the temples compete for accuracy. Drow know the hour and the day by the sound of temple gongs and the ululations of church callers.

BUILDINGS

Dark elven buildings are constructed for defense against attacks from both within and without. Even the simplest shops have some kind of escape route

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or secret passage. It is a tribute to the skills of drow architects that such buildings end up looking less like prisons and more like cathedrals. Fluted towers, flying buttresses, twisting pillars of stone and steel—drow buildings take the best elements of dwarf and duergar construction and braid them into elven forms.

RULING HOUSES

Most drow settlements are divided into ruling Houses. Houses are like mini-monarchies: One powerful family rules through the dynasty of its bloodline over many other weaker families. Because it's easiest to trace bloodlines through mothers, most Houses are matriarchal. Similarly, organizations that wish to stay free of any House's rule, such as guilds and colleges, tend to be run by men. Families come to rule a House because of the efforts of one powerful drow. This drow is the House matriarch, or more rarely patriarch, who often rules for many generations. This leader is eventually killed, and a new family member, one who has mastered the right balance of intimidation and currying favor, steps in to rule. Often another family takes over the House's leadership, killing, exiling, or subjugating members of the old dynasty. It's not unusual for one family to rule a House only for the tenure of its founder, but drow can live for thousands of years or even rule in undeath.

Ruling Houses form a council that generally has nine seats: eight "Claws" and one city leader. Drow gain and retain their seats by a show of power. Of course, personal power is never enough—a drow must have an army at her beck and call, which usually means being the leader of a house. This council decides what military ventures the city will make, controls how it governs and taxes trade, and rules on other, more esoteric matters, such as how magic is to be used within city limits. Houses usually specialize in certain fields to govern them in council. Thus, one House might command the best trade routes, and another might control the slave markets. This puts in place a series of checks and balances to keep any one House from controlling all aspects of the city. Even so, many settlements are ruled by a single drow; such cities tend to be more stable, but the monarch must be exceedingly powerful, intelligent, and ever on guard.

LAYOUT

Most cities and other settlements are composed of several large fortresslike compounds and many smaller such compounds, all surrounding a central area. The compounds are the domains of drow Houses, designed for defense like all drow buildings against internal and external attack. The central area is devoted to agricultural activities, markets, colleges, temples, and the living quarters of drow not attached to a particular House. This area becomes a warzone when Houses battle, so despite being well-defended from outside attack, it is the least desirable place to live. In some settlements, the central space and all its temples are ruled by a single powerful House. Given the tumultuous nature of drow society, a city's organization might change many times over the millennia that it exists.

CREATING DROW CITIES

No two drow settlements should look the same. The strange environments and odd geography of the Underdark offer all the excuse a GM needs to create fantastically unique cities for drow and other Underdark dwellers.

POLITICAL STRUCTURE

Start by generating a town statistics block using the guidelines set out in the *DMG*. The power center should always be of evil alignment, and when rolling for the highest-level NPCs, always roll 1d8 and add the community modifier. The population might include many other Underdark and surface-dwelling races, but most of these creatures should be slaves, with drow usually the largest racial group. If your largest population is drow and some

of them would be commoners, make them experts instead. All commoners should be nondrow slaves; some nondrow characters of other classes will be slaves too.

Once you have the basic demographics of your city, you can go into more detail about its power centers. Of course, you can choose any sort of government, but the following guidelines are a simple way to set up a classic drow city. Generally, the most powerful characters are the leaders of the Houses, and the nine most powerful of those sit on the city's council. Once you have decided what characters command the most powerful Houses, use their characteristics to determine the division of power in the city and its general atmosphere. For instance, if the council is ruled mostly by fighters and rogues, your city might be very martially minded and devoted to the conquest of nearby territory. If wizards and clerics are the most abundant, city politics might be heavily influenced by its temples and magic colleges.

PHYSICAL FEATURES

The final and most fun aspect of city creation is drawing the map. Feel free to make drow cities as stunning as you can imagine them. In a city thousands of years old, drow could have created amazing feats of engineering and magic with the help of slaves and sorcery. Here are a few ideas.

CREVASSE DWELLINGS

Drow live on the sides of a massive, canyonlike crevasse, inhabiting cliff dwellings carved from the rock. Ramps and ladders cover the sides, making travel from place to place easier. Sliding ropes and spiderweb bridges span the canyon so that drow without access to a flying mount can cross from one side to the other.

THE PILLAR

The city surrounds and is carved into one massive stone pillar formed by the meeting of a stalactite and stalagmite. The city's cavern is inaccessible except for a tunnel through the top of the pillar that leads to an Underdark passage far above. The most powerful House controls access to this tunnel and thus the city.

STALACTITE CITY

Drow live in giant stalactites, and the importance of a House can be judged by the size of the one it controls. Bridges and catwalks link the stalactites together, allowing the drow city to flourish. Far beneath the city lies a great Underdark ocean or river.

ISLAND OF FIRE

Protected by powerful magic, this city lies on an island of rock in a magma flow. Wizards and sorcerers are in control, since the only way on or off the island is through their teleportation magic.

WEB WORLD

A whole city might be spun from the webs of monstrous spiders. Drow live in spherical web sacs that act as buildings, in a city as three-dimensional as the Underdark itself.

TUNNEL TOWN

A series of long, thin tunnels are interconnected by natural and carved passageways. Houses control various sections of the tunnels, dividing the town into a series of prisonlike areas.

FUNGUS VILLAGE

Drow might live in a manner similar to that of their surface cousins, their city hidden in an ancient fungus forest. They live in, on, and under the huge mushrooms.

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THE UNDERDARK

Drow cities exist in the endless Underdark. Few surface dwellers can conceive what it means to live there. To them, it is a mysterious and deadly place to be feared and avoided, and to drow, who know its dangers better than any, it is even more frightful.

GEOGRAPHY

The Underdark is a three-dimensional world, an endless maze such as an ant colony might build. Locations cannot be described merely by their distance and direction, but also by their depth. While this is easy for dwarves and other creatures with stonecunning, most drow and surface dwellers find it easiest to navigate by various “trails” and “roads.” Certain pathways between settlements and other important places become very important and more well-traveled. Drow patrol these passages to make them safer for trade and travel, and to be on guard against attack by enemy armies.

TUNNELS

Natural tunnels and passages in the Underdark are created by ancient magma flows, the movement of water, earthquakes, dissolving minerals, and burrowing creatures like thoqqua. Umber hulks and purple worms also leave behind loose rock as they move through solid stone, allowing other creatures and natural forces to carve out new passages more easily. There are relatively few tunnels made by sentient creatures, because of the great difficulty of carving a pathway through solid rock for miles, but over the ages many short linking halls and mines have made travel through the Underdark easier. With their *disintegration* eye rays, beholders are by far the most efficient tunnel makers, but most creatures avoid their smooth excavations for fear the horrible aberrations might still reside there.

ROADS AND TRAILS

Major trade and travel routes are relatively smooth and free of debris. Bridges span crevasses, and ramps hug steep inclines and sheer canyons. No matter what race uses or controls these routes, they tend to keep them to the same standards of repair. Other routes might exist, but they are convoluted and extremely irregular; the traditional roads and trails offer the easiest means of travel for both caravans and individuals. Unfortunately, predators have learned that the roads are the best places to find prey and scavenge for rubbish and dead left behind by travelers, as well as the easiest way to move about their territories. Thus, travelers require heavy protection, and the roads near settlements are patrolled regularly.

CAVERNS

Large open spaces in the Underdark form in much the same way as the natural tunnels. Most are the result of ancient waterways, giant volcanic gas pockets, or great cracks in the bedrock. Sentient creatures or predatory monsters often inhabit these spaces, dominating areas near travel routes. Caverns far from travel routes are more likely to be uninhabited, and sometimes a newly created tunnel opens into a space never seen by any living creature.

OVERLAND MOVEMENT

To determine travel time in the Underdark, use the same modifiers as for mountains. Even when travel is relatively direct, and there is a well-traveled road, movement is difficult and treacherous.

ENVIRONMENT

The Underdark has a surprising variety of ecosystems and environments. Drow can be found near any of them, adapting to fit into whatever place fulfills their needs.

DARKNESS

It is called the Underdark for a reason. Most of its caverns, streams, rivers, and oceans lack any source of light. Phosphorescent fungus is cultivated along some

travel routes by various Underdark races, but it exists naturally only in fungus forests and in stagnant pools. For the most part, light is alien to the Underdark and attracts predators.

WEATHER

Temperature in the Underdark is relatively stable. Most places stay chilly but survivable, but hotter temperatures can be found nearer to the molten core of the world and by magma vents, lakes, and rivers. Weather as surface dwellers understand it exists only in the form of fogs and “rain” near settlements. When water evaporates, it collects on the ceilings of caverns to fall on the settlements below. Most large caverns endure a constant light drizzle. Settlements in smaller caverns tend to be humid and smoky. Fog develops only near large sources of heat, such as magma channels and populous cities, forming on the ceiling or in low points, depending on the flow of heat in the area.

WATER

There are oceans in the deep. Rivers flow beneath the ground. Lakes and ponds lie below the world's face. The source of all this water is unclear, although certainly a great deal of it came from the surface. Whatever its origin, it is the lifeblood of Underdark creatures, and most inhabitants of these dark realms settle near water. Waterways sometimes serve as new travel routes, but they are often more treacherous than land paths. Underdark rivers rarely run with breathable air above them for long, and many waterborne creatures such as aboleths, scraggs, kuo-toa, aquatic drow, and purple worms make water travel dangerous.

DESERTS

Just as parts of the Underdark have abundant supplies of water, so too do places lack water completely. Most of the Underdark is drier than surface deserts. These spaces are notable for the lack of moisture in the air, and for bedrock that is barren of lichen and cave formations such as stalactites and stone flows.

FUNGUS FORESTS

A stunning variety of fungi and lichens grow in the Underdark. Lichen clings to rock wherever moisture is in the air, but fungus grows only in loose dirt or sand. These areas are surprisingly plentiful in the Underdark, due in large part to the activities of purple worms. Many burrowers break down rock into gravel and sand, but purple worms add the remains of their meals and other excrement to the mixture in vast quantities, creating the perfect environment for fungus to flourish. Purple worms are also essential to propagation, eating fungus as they travel and depositing the spores in their dung. Fungus forests spring up in such areas and spread by slowly breaking down nearby stone into dirt. Ancient forests sport giant mushrooms that rival the trees of the surface world in size. Drow harvest fungus for food and to craft goods that would be made of wood on the surface.

MAGMA FLOWS

Molten rock flows in rivers within the stone of the world, and scholars believe that an endless ocean of magma roils beneath the Underdark. Drow usually avoid areas of magma because of the intense heat, the poisonous gases, and the danger of a sudden eruption, but sometimes such places are unavoidable. Some drow have even chosen to live near magma flows and lakes for protection from other Underdark denizens.

HAZARDS

There are many dangers to Underdark life, more than most surface dwellers could endure.

BLINDWATER (CR 1)

Blindwater is a fungus that grows on stagnant pools and leaches a stinging chemical into the water that keeps other waterborne fungi from growing there. This chemical, combined with natural minerals, causes the blinding sickness disease (see the *DMG*), which in turn affects all the creatures that live

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in the water. This means little to the blind crustaceans, fish, and amphibians that inhabit such pools, but it can be very detrimental to other Underdark denizens that come there to drink or eat. Contact with the water results in mild irritation of the skin and eyes, imposing a -1 penalty on Spot checks and Dexterity-based skill checks for 4 hours after exposure or until the body is washed in clean water. Creatures so exposed must also make a successful Fortitude saving throw (DC 6) or catch blinding sickness. Drinking the water or eating a creature from the pool results in the same penalties (although washing does not end the effect), but the Fortitude save to avoid infection has DC 16.

BRITTLE ROCK (CR 2)

Brittlerock is a natural hazard recognizable by creatures with stonemasonry or on making a successful Knowledge (nature) check (DC 25). It looks like any normal formation of stalactites, but the rock that composes the stony spears is actually very fragile. Any vibration or loud noise causes the stalactites to break away from the ceiling and fall to the ground. Creatures underneath must make Reflex saves to avoid the falling objects. Because of the time it takes brittlerock to form and its natural fragility, it is usually not found in well-traveled areas.

EARTHQUAKES AND CAVE-INS

Creatures in the Underdark must constantly be prepared for earth tremors or other effects that might dislodge the ceiling or open a chasm in the ground. See the *earthquake* spell and the rules for cave-ins and collapses in the *DMG* for information on these effects.

MADNESS BLOOM (CR 2)

Madness bloom is a type of fungus that induces mania in creatures that inhale its spores. If a madness bloom fungus is disturbed, all creatures within 10 feet must succeed at a Fortitude save (DC 17) or take 1d3 points of temporary Wisdom damage and be affected as though by *random action* (like the spell, but not magic or mind-affecting). Madness bloom becomes dormant when exposed to cold and is destroyed by fire.

MAGMA ERUPTIONS

Accompanied by earthquakes, magma eruptions are tremendously deadly. Molten rock boils up from below and fills nearby tunnels, burning living things to a cinder and encasing creatures immune to fire in solid rock. More information on the dangers of magma exposure can be found in the *DMG*.

POISONOUS GAS (CR 4)

Often found near magma vents, but a hazard anywhere in the Underdark, are patches of poisonous gas. A patch of gas is usually 50 to 100 feet wide. Creatures that inhale the gas must succeed at a Fortitude saving throw (DC 12) each round they breathe the gas or fall unconscious for 1d4 minutes.

TABLE 1-4: CHANCE OF UNDERDARK ENCOUNTER

Terrain	d% Chance
Desolate/wasteland	2% chance per hour
Poorly traveled/wilderness	10% chance per hour
Well-traveled/near trade route	15% chance per hour
Heavily traveled/near settlement	20% chance per hour

TABLE 1-5: TERRAIN MODIFIERS TO UNDERDARK ENCOUNTER LEVELS

Terrain	EL	NPC Level*
Stream	1-12	+0
River	3-12	+1
Lake	7-13	+1
Sea	8-15	+4
Desert	1-12	+2
Crevasse	5-20	+3
Fungus forest	1-15	+0
Magma flow	6-16	+3

*This modifier can be applied to the highest-level NPC using the town generation system provided in the *DMG*. This reflects that more dangerous environments generate tougher inhabitants.

Breathing in the gas for 1 minute or more requires a new Fortitude save (DC 15); on a failure, the creature takes 2d6 points of temporary Constitution damage. One minute after that, the creature must succeed at a second Fortitude save (DC 15) or take an additional 1d6 points of temporary Constitution damage.

STINKBLOSSOM

Stinkblossom grows in large patches along Underdark rivers and streams. It poses little hazard, but creatures with the scent ability cannot track near it. Creatures who move through the patches are easily tracked by the scent from contact with the plant (+20 circumstance bonus on Wilderness Lore or Wisdom checks to track by scent, -1 per hour after exposure to the stinkblossom until the scent has completely worn away). Vigorous washing can more quickly eliminate the stinkblossom's stench, reducing the time it would cling to the creature by 1 hour for each minute of washing.

ENCOUNTERS

Encounters in the wilds of the Underdark can be deadly. As with wilderness travel on the surface, the chance of an encounter depends on the terrain. Use the tables above and lists below to create your own Underdark encounter tables. These assume a significant encounter, not a flock of bats or vermin that scuttle away.

UNDERDARK ENCOUNTER LISTS

Underground: Animal (badger, bat, brown bear, rat, viper), Ankheg, Aranea, Athach, Basilisk, Behir, Beholder, Bugbear, Bulette, Carrion crawler, Chimera, Choker, Chuul, Cloaker, Cockatrice, Darkmantle, Delver, Destrachan, Digester, Dire animal (any except boar and shark), Displacer beast, Doppelganger, Dragon (any), Dragonne, Drey*, Drider, Dwarf (any), Elf (drow), Ethereal filcher, Ethereal marauder, Ettin, Fungus (shrieker), Fungus (violet fungus), Gargoyle, Giant (hill, frost, or fire), Gibbering moulder, Girallon, Gnoll, Gnome, rock, Gnome (svirfneblin), Goblin, Gorgon, Gray render, Grick, Grimlock, Hag (annis), Halfling (deep), Harpy, Hobgoblin, Howler, Hydra (any), Kobold, Krenshar, Kuo-toa, Lamia, Lammasu, Living web*, Manticore, Medusa, Mimic, Mind flayer, Minotaur, Monstrous leech*, Monstrous slug*, Naga (any), Ogre, Ogre mage, Ooze (any), Orc, Otyugh, Phantom fungus, Phase spider, Phasm, Purple worm, Roper, Rust monster, Shocker lizard, Skum, Spider eater, Spiderling*, Stirge, Thoctopus, Titan, Troglodyte, Troll, Umber hulk, Vermin (any), Vupdrax*, Winter wolf, Yuan-ti

Underground Aquatic: Aboleth, Animal (constrictor snake, octopus, giant octopus, squid, giant squid, shark, toad), Chuul, Dire shark, Dragon (black or bronze), Dragon turtle, Elf (aquatic drow*), Giant, cloud, Gibbering moulder, Hag, sea, Kraken, Kuo-toa, Monstrous leech*, Naga (water), Purple worm, Skum, Sprite (nixie), Troll (scrag)

*New monster; see Chapter Three: Creatures of the Underdark.

CHAPTER TWO: RELIGION AND GODS

Although surface dwellers are familiar with one or two drow deities, in truth there is a whole pantheon constantly vying for control over the hearts and souls of the drow race. The Spider Queen rules over eight Claws, servant gods in each of whom she has invested power over one of the eight schools of magic. Besides these deities, there exist three renegade gods outside the Spider Queen's direct control. All deities are described using the format outlined below.

Names: The first part of an entry lists the deity's name in large type, followed by several other monikers the deity is known by. It also notes the deity's rank: greater deity, lesser deity, or demigod.

Symbol: A deity's holy symbol can take many forms. This lists the most common representation of the deity and the symbol that the deity's clerics use as a divine focus.

Alignment: This lists the deity's alignment.

Dominion: This section describes the aspects of drow life or culture over which the deity holds sway. Drow who have needs or desires dealing with these issues pray to the god who has dominion over that topic.

Worshippers: This section lists the most usual worshippers of the deity. Any drow might pray to one god or another at many different times, but the listed worshippers are more fervent about that deity than most.

Domains: This lists the domains the deities may grant to clerics. Those marked with an asterisk (*) are new domains described in **Chapter Seven: Spells and Magic**.

Favored Weapon: This notes the deity's favored weapon. When clerics of the deity cast *spiritual weapon*, the weapon takes that form.

Appearance: This describes how the deity appears to worshippers. A deity most often appears at high ceremonies, to clerics in visions, and to terrify foes. This section also describes how the deity is represented in art.

History: This describes the deity's history and how it ascended to godhood.

Rank/Relations: The deity's place in the drow pantheon.

Ceremonies: Describes the holiest ceremonies of the deity's worship or day-to-day rites.

Priestly Garb: Here the clergy's clothing is described. Rank in any drow deity's clergy is rarely visible by the costume worn; drow know their positions in society and present themselves differently depending on who they are meeting with.

Dogma: This sets out the guiding principles of the deity's worship.

- THE SPIDER QUEEN -

(Greater Deity) She of Spiders, Mistress of all Magic, Mistress of the Web of Fate, Queen of all Drow

Symbol: Silver web on a black diamond

Alignment: Neutral evil

Dominion: Entrapment, magic, sorcery, psionics, destiny, fate, spiders, drow

Domains: Destiny*, Evil, Magic, Thought*, Web*

Worshippers: Wizards, sorcerers, psions, psychic warriors, druids, thieves, pregnant women, all drow

Favored Weapon: Net (*spiritual weapon* is a scimitar)

APPEARANCE

The Spider Queen fulfills her namesake. She manifests to her worshippers as a blindingly beautiful drow clothed in a revealing array of linked spiders and silken webs. Atop her head she wears a crown formed of black diamonds and the desires of drow woven into weblike spun platinum. When angered, she appears in the form of an immense, bloated spider with the torso of a heavily pregnant drow, her whole body covered in the blood and gore of her enemies. Of the few drow who have seen this form and lived, only a handful are sane enough to describe it.

HISTORY

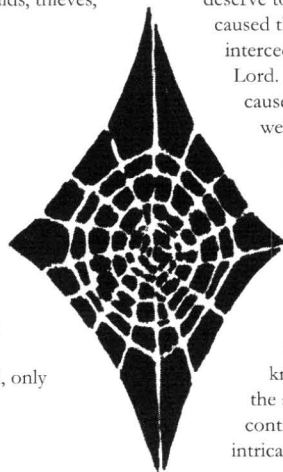
After the Great Schism that drove the drow beneath the earth, only one elven deity would hear their prayers. This was the goddess of destiny, whose

name has been lost to time, and she felt great empathy for the dark elves who decried their fate at the hands of their kin. The lord of the elven pantheon had chosen to deny the drow access to magic, and without it, they suffered greatly in the midnight depths of the Underdark. They said they did not deserve to be so punished: Many had not been involved in the affairs that caused their banishment, and they pleaded with the goddess of fate to intercede on their behalf. She eventually made their case to the Elf Lord. Incensed by her pity for a race that had so deeply hurt the elven cause, he banished the goddess to the depths of the underworld as well.

The outcast goddess now became the patron deity of the drow, whose needs she immediately attempted to address by exhausting her divine essence to grant them magic.

She believed this would be a dying gift, but instead her sacrificed power returned to her tenfold as every drow alive turned to worship her. Dark elves prayed to her for everything, and she sacrificed all the power she could to grant them what they asked for. It is in this period that she became known as the Spider Queen. The drow had become familiar with the arachnids of the Underdark and likened the destiny goddess's control of magic, fate, and all other aspects of their lives to an intricate web. Little did they know how fragile it was.

The Spider Queen grew in might as the drow grew in number. The more who worshipped her, the more power she gained. The more power she gained, the more she gave away, and the more the drow prospered and



CHAPTER TWO: RELIGION AND GODS

propagated. This in turn meant more worshipers and thus more power. Eventually, this cycle of ever-greater sacrifice took its toll on the inexperienced goddess: She went insane.

Her omens contradicted one another. Her answers to prayers became twisted riddles that could drive clerics to suicide. Factions arose surrounding certain interpretations of her mad doctrines. Conflicts became common, and the Spider Queen seemed to prefer battles over debates. Eventually, the drow lost sight of the reasons for fighting and became trapped in cycles of revenge, betrayal, and backstabbing. The Spider Queen took secret delight in this deadly confusion, considering it a fitting punishment for the greedy and demanding mortals whom she had supported for so long. The drow call this time the Fractious Wars.

Only when the dark elves were on the brink of extinction did the Spider Queen regain some clarity of thought. In that first lucid moment, she resolved to divide up the duties of stewarding magic, knowing it to be the most difficult of her tasks. She then appeared before eight of the leaders of the many factions battling for supremacy and offered them godhood and mastery of a school of magic. Of course they all agreed, and the first Claws of the Spider Queen were born.

Despite regaining her sanity, the Spider Queen was irrevocably changed by the experience of the Fractious Wars. The once-neutral goddess of destiny had become as dark and twisted as the drow, who were forever corrupted by her madness.

RANK/RELATIONS

The Spider Queen is master of all she observes. She has the power to revoke the divine status of any of Her Claws at any time, and they know this. She was the undisputed ruler of all drow . . . until recently. The rise to prominence of the renegade Arrachnovoleth's cult is proving troublesome. She hates the Vermin Lord and will stop at nothing to destroy him and his worshipers. Yet despite the number of inquisitions she has ordered, the cult continues to grow, and the Spider Queen is unsure how to stop it. She has considered revoking the power of all Her Claws to strengthen herself for an assault on the outlaw god, but she is leery of the chaos and confusion that would result among her worshipers. For now she waits, assured by her Web of Fate that the day of her defeat cannot yet be foretold.

CEREMONIES

There are hundreds of thousands of ceremonies dedicated to the Spider Queen. One of the most important is the ceremony of birth. Pregnancy is a terrible disadvantage in the cutthroat world of the dark elves, and giving birth is a traumatic experience that leaves a drow vulnerable. In order to protect and foster her race, the Spider Queen has made birth a sacrament of her church. Pregnant drow can come to a temple of the Spider Queen and receive sanctuary. As such, female drow tend to be much more loyal to the Spider Queen, and she rewards them for that loyalty. This social inequality may be part of the reason the cults of renegade male gods like Skuttle and Arrachnovoleth have grown so powerful.

PRIESTLY GARB

Spiders and webs are holy to the Spider Queen's clergy, and all her clerics' garments represent this theme in a riot of ways.

DOGMA

Entrap your foes. Spin webs of deception and temptation. Command your fate by building the web of your desires. At the center of your plots, you rule. Wait for your foe to err and move in for the kill.



THE CLAWS OF THE SPIDER QUEEN

The Claws of the Spider Queen are once-mortal drow and other creatures she has invested with her power and elevated to the status of demigod. Although merely proxies of her will and control over magic, Her Claws are deities in their own right, able to grant spells just as the Spider Queen does. They are ranked from first to eighth, and a Claw's rank is directly related to the Spider Queen's favor. She keeps the Claws jockeying for position to keep them sharp, for the Mistress of All Magic will suffer no weakness from her servants.

BLACK WIDOW

(Demigod) Daughter of the Dominant One, the Fifth Claw

Symbol: Red hourglass on a black skull

Alignment: Lawful evil

Dominion: Necromancy, law, revenge, hatred, grudges, patience, time, sorrow, famine, murder, death, undead

Domains: Death, Law, Necromancy*, Vengeance*

Worshippers: Necromancers, assassins, undead, anyone who desires vengeance or fears death

Favored Weapon: Kukri



APPEARANCE

Black Widow looks like an unhealthily and unnaturally thin female drow. Her eyes are sunk deep in their sockets, and the bones of her ribs, spine, and hips show through her frail form. Her tongue seems small and dry in her mouth, and her neck is so thin that it should not bear her head. Her smile is a fierce and feral grin; her thin lips pull away from her gritted, gleaming teeth as though frightened to be near them. Her nearly skeletal hands each have eight long, thin fingers that end in clawlike nails, and she has stretched, bony feet with clawed toes. This apparition is made all the more terrible because she rarely appears wearing clothes of any kind but for a worn leather belt from which hangs a heavy kukri, sticky with old blood.

HISTORY

Black Widow is the only living daughter of the Spider Queen. She was born from the union of the matron of the drow pantheon and an osyluth. No one is certain why the Spider Queen let Black Widow live, as she habitually eats her divine offspring, but she allowed the brat of a godling to exist in her shadow in the Palace of Webs.

Black Widow matured into a beautiful young woman, despite the deformity of her hands and feet, and this caught the attention of Auraxzanth, then god of lust and death. Black Widow and Auraxzanth often dallied together in secret, always wary of the wrath of the Spider Queen. And with good reason: Auraxzanth's lust for Black Widow was nothing more than a lust for

power. He played with Black Widow's heart in the hopes of turning her against her mother, or at least, learning a secret he could use.

It was a suicidal dream. The Spider Queen learned of their secret trysts and of Auraxzanth's plans. After killing Auraxzanth, she met Black Widow in his form and plied her daughter with words and affection, revealing Auraxzanth's plans to kill the Spider Queen and asking Black Widow to be an accomplice. Although Black Widow held a deep affection for the alluring god, she feared her mother more and struck out against her lover. Satisfied with her daughter's loyalty, the Spider Queen dropped her disguise, revealed all that had befallen, and offered Black Widow Auraxzanth's former role as god of death and Necromancy. Shocked, disgusted, betrayed, and afraid, Black Widow numbly accepted. Since that day, she has nursed a deep hatred of her mother, both for killing Auraxzanth before she could, and for climbing into her bed. Black Widow has vowed revenge, and one day she will have it, but for now she is patient: Her opportunity will come with time.

RANK/RELATIONS

Despite her parentage, Black Widow occupies a rank at the lower end of the Claw hierarchy. This puts her in the position of being watched carefully by both sides: those gods hungry for her rank and those who are wary of her desiring their positions. For this reason and because she is a direct descendant of the Spider Queen, no other Claw is willing to ally with her—even though she is the one drow deity who is likely to honor all the terms of a bargain. She harbors a secret lust for Demzer, First Claw and the Spider Queen's consort. She would consider it a triumph to cuckold her mother, but Demzer is too eager for such a union, and Black Widow is unsure if it's a trap. Of the Claws, she hates Xarcon the most, both because he is her direct superior and because of his chaotic nature.

CEREMONIES

Black Widow's clerics are often nearly as skeletal as their goddess, since fasting is a common way to pay tribute to her. Another regular homage is to lie for a time with a corpse or undead creature, mocking both the lust of dead Auraxzanth and the deception of the Spider Queen.

High holy days are marked by vicious and seemingly random murders. The followers of Black Widow venture away from their home cities in small groups, hoping to encounter travelers or to infiltrate another drow settlement. They watch for established signs or omens that mark a certain person as a sacrifice. When they see the sign, they lure the chosen victim away from others on some pretense and then ritually kill that person. Most drow are aware of Black Widow's high holy days, which are considered a good time to plot at home or to take big risks traveling when no one expects it. Young drow often prove their worth or bravery by accomplishing some task that requires them to go out on those days.

PRIESTLY GARB

Black Widow's clerics often wear tight-fitting armor and clothing, and many use corsets to accentuate their thin forms and resemblance to the goddess. Their clothing is usually decorated with skulls, bones, and other death imagery. Many clerics wear skull-faced masks.



CHAPTER TWO: RELIGION AND GODS

DOGMA

Revenge is the sweetest joy. Hatred sharpens your desire for revenge. No slight is too small to avenge. The best revenge is death—and after death, undeath. Time will reveal the opportune moment. Hasty action leads to error.

BRONZOEK

(Demigod) *The Ready One, Lord of Shielding, the Sixth Claw*

Symbol: Red eyes staring out of a spiked black shield

Alignment: Neutral evil

Dominion: Abjuration, protection, healing, caution, paranoia, survival

Domains: Abjuration*, Healing, Protection

Worshippers: Abjurers, armorsmiths, guards, fugitives, anyone who desires protection

Favored Weapon: Spiked large steel shield



APPEARANCE

Bronzoeck does not appear to his worshipers, for to do so would be to take an unnecessary risk. He is represented in sacred art as two red eyes staring out of a black void, often on a shield or within a magical sign of protection. In his true form, Bronzoeck's body is difficult to make out beneath the many magical shields and wards that swirl around his person. Those who claim to have seen him say Bronzoeck is an ancient-looking drow, stooped with age but utterly calm and confident in his defenses.

HISTORY

Bronzoeck has been a Claw of the Spider Queen since he was a general in the Fractious Wars. He is the only surviving member of the original eight Claws. His mastery of Abjuration magic and his low rank have protected him through the many upsets that caused the Spider Queen to replace her proxies.

RANK/RELATIONS

Bronzoeck occupies a low rung on the ladder of the Spider Queen's favor. She and the other Claws consider him a paranoid reactionary too afraid of his foes to take any steps against them. His worshipers see him differently. To them, Bronzoeck is just being cautious. They say he is the wisest of the gods, taking no unnecessary risks. Bronzoeck knows the truth. He has been slowly expanding his defenses since the day he was invested with godly power, quietly growing his flock of worshipers and crafting more powerful wards against other deities' intrusions.

His defenses against Divination magic in particular have become so great that Reshagol, the god of Divination, has no idea that he is the target of Bronzoeck's machinations. Bronzoeck plans one day to kill Reshagol and take over his dominion, but he waits for the proper moment. He knows the Spider Queen would not allow him to rule two different schools of magic, so he'll act only when she is greatly distracted. The rise to prominence of Arrachnovoleth's cult has provided Bronzoeck with what he thinks is the perfect opportunity. A battle between the Spider Queen and the Vermin Lord seems inevitable, and while She of Spiders is so preoccupied, Bronzoeck hopes to destroy Reshagol and assume the dead god's mantle. With both Divination and Abjuration at his disposal, he believes he will be able to discover a way to stop the Spider Queen revoking his godhood, as well as the means to divine and defend against all his enemies' attacks. The truth remains to be seen.

CEREMONIES

Bronzoeck's clergy perform many ceremonies in his name. Most are dedications of wards and protective magic items they have created. His

INTERLUDE: DRE'REZZYM'S JOURNEY

It's your own fault, you know. You shouldn't have screamed. Well, writers speak through their writing, don't they? You needn't a tongue to finish your work. Besides, your accent was just horrible. Even so, we should get you to a temple, I suppose. We can't have you spitting blood all over the city.

What's that? What are you gyrating about?

Write it down, you fool. Your grasp of hand signs is terrible and besides, you lack half the necessary fingers.

There, that's better. Now, let me see . . .

What's this about? Queen of Spiders—of course that sounds familiar, but this other word?

Really? That's what you surface dwellers call still Her? She's not that goddess anymore. To us She is known as the Spider Queen. She is the leader of the drow pantheon and . . . Oh, now what's all this scribbling about?

You really are astonishingly ignorant. Of course, we have more than one deity. Haven't you ever heard of Her Claws? No? Well, you are in for a treat then.

We here should we start? I can pay for your tongue to be healed at any temple—but on second thought, perhaps we should just have the wound cauterized. It's certainly cheaper.

Oh yes, that look of fear was just delightful. Cauterized it is, then! We'll go to the Chapel of Entropy; that's Narcon's temple in Brekathra. They always shave a fire going somewhere, and it will be a simple matter to heat up a dagger or poker or something.

Stop. Take out your quill and write about this. Do it, or I'll gut you right here in the street!

Good. But wait now, you're quaking too much! No one will ever be able to read that.

Here . . . we'll step off the main street and give you a little privacy. That should calm you down a bit.

You're still shaking, you insolent cur! Now look what you've done! Hold on to your things when I strike you!

We'll go to the market and buy you more ink after we have your wound burned, but you will write the whole way there, and until we get there, your mouth is your inkwell.

Now come! I expect you to write legibly, and I'll be checking your work while your mouth is treated. You've written more than enough to amuse me; I'll keep you alive only so long as you continue to do so.

holiest ceremonies involve using Abjuration magic to imprison specific enemies, which are indicated by omens.

PRIESTLY GARB

Bronzoeck's clerics wear the best protection they can afford. Their holy garb is simply whatever armor and magic protects them best.

DOGMA

Never drop your guard. View all creatures as potential enemies. Protect yourself by eliminating potential foes before they become a threat. Your staunchest ally is yourself.

DEMZER

(Demigod) The Master, Lord of Pain, Spider Queen's Consort, the First Claw

Symbol: A blood-red lash

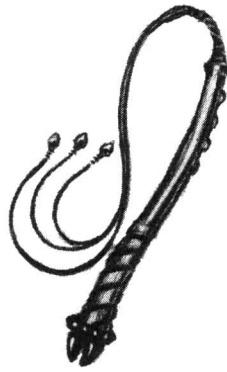
Alignment: Neutral evil

Dominion: Enchantment, control, domination, endurance, pain, torture, lust

Domains: Control*, Enchantment*, Pain*

Worshippers: Enchanters, bards, torturers, seducers, pleasure seekers, masochists, male drey

Favored Weapon: Whip



APPEARANCE

Demzer's worshippers say he appears to them in the form of a stunningly beautiful male drow of perfect proportions. He wears very little, often nothing but studded leather straps or mithral chains, preferring to impress, intimidate, and seduce by showing off his athletic body and flawless night-black skin. Piercings of various types accent his beauty, drawing the eye to and from various parts of his body. In one hand he carries a blood-drenched whip, and in the other, a set of mithral manacles.

HISTORY

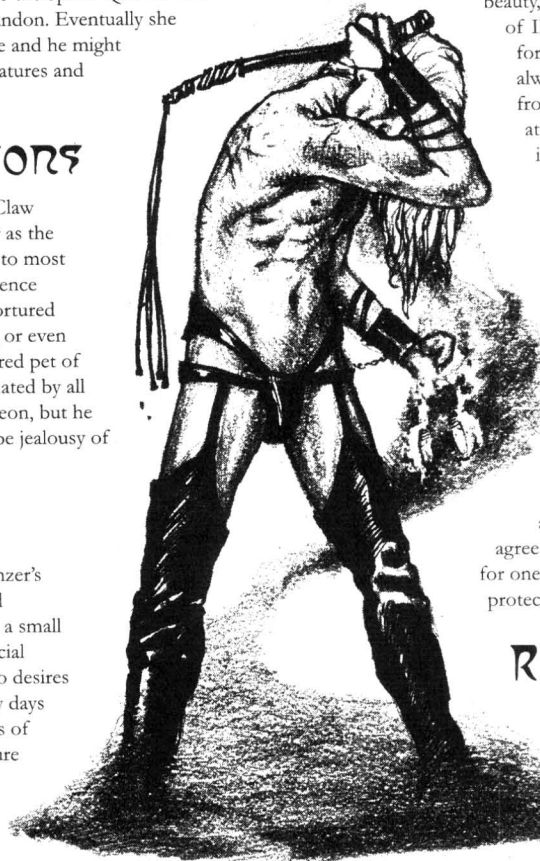
Demzer was once a mortal, one of many beautiful drow taken by the Spider Queen to be a part of her harem. The pleasures of the Spider Queen's bedchamber are often short-lived, as are her lovers. Most mortals are simply too frail to endure her favors for long. Demzer has been the only exception. Through a combination of guile, charm, wit, and sheer endurance, he managed to survive countless encounters with the Spider Queen. When even gods feared to, Demzer leapt to the Spider Queen's side with masochistic and hedonistic abandon. Eventually she elevated him to godhood so that she and he might both enjoy the divine torture of creatures and souls brought to the harem.

RANK/RELATIONS

Demzer, Lord of Pain, is the First Claw of the Spider Queen. He serves her as the patron of Enchantment magic, but to most drow he is the god of sexual indulgence and sadomasochism. Drow being tortured pray to him for endurance through, or even enjoyment of, the pain. As the favored pet of the Spider Queen, he is of course hated by all the other deities of the drow pantheon, but he basks in that hatred, knowing it to be jealousy of his success and beauty.

CEREMONIES

The day-to-day ceremonies of Demzer's worshippers are intensely private and inevitably fatal encounters between a small group of clerics and a single sacrificial victim provided by a worshiper who desires something from the god. High holy days are a time for hugely public displays of sexual hedonism of every kind, a lure to introduce more drow to the delicious pain of worshipping the Master.



PRIESTLY GARB

Clerics of Demzer always wear tantalizing and titillating garb. They make every effort to seduce and disarm those who see them. Often their clothing or armor, scant though it might be, is embroidered or enameled with lewd imagery. Demzer's faithful almost always carry a foot-long, red-dyed whip that serves as his holy symbol.

DOGMA

Seduce the powerful. Dominate the weak. Love pain, in all its forms, and teach others to love it. Destroy those who do not bend to your will.

ILSHYRRA

(Demigod) Mistress of Falsehood, the Dark Lady, the Seventh Claw

Symbol: A curling wisp of smoke and its shadow

Alignment: Chaotic evil

Dominion: Illusion, deception, lies, disguises, intrigue, mischief, vanity, beauty, darkness, shadows

Domains: Glamer*, Shadow*, Trickery

Worshippers: Illusionists, bards, rogues, thieves, artists, courtesans, seducers, spies, doppelgangers, anyone concerned with physical beauty

Favored Weapon: Rapier



APPEARANCE

Ilishyrra's appearance is more beautiful than any other goddess in the drow pantheon, and when she deigns to allow clothing to cover that beauty, it is attire of exquisite and stunning design. Any sighting of Ilishyrra is sure to set the standards of fashion and beauty for centuries to come. When she carries a weapon, it is always a rapier of complex and magnificent make, slung low from her swaying hips. She chooses and changes her form at a whim, shifting from a cold, distant elegance to sultry, intoxicating comeliness in an instant. Her true form, whatever that might be, is unknown to all but perhaps Reshagol, Skuttle, and the Spider Queen.

HISTORY

Ilishyrra has as many versions of her history as she has forms. Almost certainly none of them are truthful, but it is known that the Spider Queen chose her to be the patron of Illusion from the ranks of mortal or fiendish beings. Some tales insist she is a succubus; others that she is a child of the Spider Queen like Black Widow. In some myths she is actually a male drow, and in others, she is a god from another pantheon in disguise. The most reasonable scholars agree that to assume you know anything about Ilishyrra is to fall for one of her many tricks; distrust and suspicion are your only protections when dealing with the Mistress of Falsehood.

RANK/RELATIONS

Ilishyrra hates Skuttle and Demzer, and she desires their worshippers. Skuttle is useful to her for now, as he helps guard her secrets both true and false, but Demzer is a nuisance to be dealt with as soon as possible. Ilishyrra knows the Spider Queen would not favor her

CHAPTER TWO: RELIGION AND GODS

so highly as Demzer if she killed him, nor would she be allowed to keep both Enchantment and Illusion as part of her dominion. Thus, she schemes to take the provinces of lust, pain, and endurance from him. Lust seems the vice she could most easily claim, and thus she encourages her clerics to indulge in it often. Skuttle has no such protection, and the instant he ceases to be of use, Ilshyrra will reveal what she knows of him to the other Claws and mount an attack. Whether the others will go along, though, is another matter. None of them trust a word from Ilshyrra's mouth, and with good reason: She regularly lies, even to her most devoted followers.

CEREMONIES

Ilshyrra's rituals are fantastic affairs that entice all drow to participate. Guests are encouraged to come in disguise, making the ceremony a riot of masked and costumed debauchery. The most beautiful male and female slaves attend to guests' every need, the best foods and finest wines are to be had for free by all, and fantastic sights and sounds waft through the honeyed air of the temple on the winds of magic. The entertainment is stunning, the settings are lavish, and every guest leaves pleased—if they leave. In truth, the ceremony is a number of illusions woven together into one seamless whole. The faithful of Ilshyrra offer the church their most worthless slaves and spoiled food, which are disguised by magic. All but the most ignorant drow know this and consider it an excellent party if all they come away with is an upset stomach. They also know that a few do not return at all, victims of some plot hatched by the church or other drow. This is, of course, part of the fun of going to one of Ilshyrra's ceremonies; it would be boring if there weren't some element of risk.

PRIESTLY GARB

Clerics of Ilshyrra wear many different masks, both mundane and magical. They commonly cloak themselves in illusions, and they often carry disguises with them for use at opportune moments. Ceremonial wear is whatever fashion dictates is the most beautiful or handsome attire at the time.

DOGMA

Beauty is the illusion of being flawless; seeking to be beautiful is thus a step toward perfection. Only a fool tells the truth when a lie will suffice. Shadows are allies and darkness an army—use your foes' assumptions against them. Disguise your attacks as those of another. Hide your intentions behind layers of illusion.

RESHAGOL

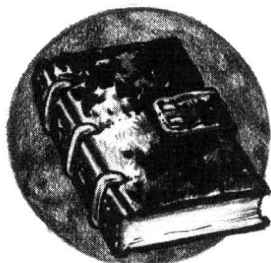
(Demigod) Master of Words, Lord of the Unknown, the Third Claw

Symbol: An open book in a magic circle

Alignment: Lawful evil

Dominion: Divination, knowledge, learning, scholarship, foresight, strategy, communication, experimentation, innovation, creativity

Domains: Augury*, Communication*, Knowledge



Worshippers: Diviners, fortune tellers, scholars, inventors, bards, anyone seeking information or waiting for communication from a distant party

Favored Weapon: Light lance

APPEARANCE

Reshagol appears to his worshipers in the simple black robes of a mortal wizard. He carries an immense black book, the pages of which contain more knowledge than a mortal mind can comprehend. He is handsome, but his appeal comes not so much from natural beauty as from his razor intellect and confident, unflappable manner.

His most remarkable feature is the void of darkness where his eyes should be. Reshagol's clerics have gone mad staring into that darkness, but not before they could convey some insight beyond the grasp of mortals.

It's said that all the truly great inventions of the drow race were created by Reshagol's most mad clerics.

HISTORY

Reshagol became a Claw of the Spider Queen by showing his value to her as a mortal. Once a cleric of her church, he switched his focus to Divination magic and became a specialist wizard of that school. Despite this apparent betrayal, he remained loyal to the Spider Queen, using his new skills to expose heretics and to discover drow loyal to other gods. Reshagol was also instrumental in keeping the scattered drow settlements in communication with one another during the Subterranean Wars. For his loyalty to her and devotion to the drow race, the Spider Queen raised him to the position of Eighth Claw upon his death. Since that time, Reshagol has slowly worked his way up the ranks of godhood and gradually increased his power.

RANK/RELATIONS

Reshagol's loyalty to the Spider Queen is nothing less than an obsession. He is fascinated with her role as the Mistress of the Web of Fate, for she knows more than any other being about what will happen, is happening, and has happened to mortal drow. One day he hopes to attain the rank of First Claw, and from that position become the Spider King and royal mate. Thus, he hates the lascivious Demzer and is constantly seeking information to discredit and dethrone him. As yet, he has found nothing. Reshagol suspects that the renegade god Skuttle aids Demzer in hiding his secrets, but without proof, he knows an accusation would be more dangerous to himself than to the god of Enchantment.

CEREMONIES

Ceremonies to Reshagol are rarely held. Most are perfunctory dedications to him of knowledge found or an invention made. Other rites are really ways to get arduous tasks finished, such as categorizing and organizing the books of one of his many church libraries.

PRIESTLY GARB

Reshagol's clerics serve his church in three distinct fashions: as mounted scouts and messengers between settlements, as scholarly inventors, and as mystic diviners of knowledge. As such, there are three types of formal garb. Messengers wear chainmail and carry light lances. Inventors are clothed in sturdy black leather smocks and gloves. Diviners wear robes like wizards. Ceremonial garb is no different than that for daily living, since Reshagol considers information and learning more important than pomp and ceremony.

DOGMA

Learn all you can; knowledge is the most deadly weapon. Communication is key; without it, you cannot control the flow of knowledge. Know your strengths and weaknesses and those of your enemies; by learning these you can come to understand what you must do to defeat them. Think in new ways. Create opportunities for your success.

REYKABRE

(Demigod) The Slave Lord, the Summoner, the Second Claw

Symbol: A spider at the center of a summoning pentagram

Alignment: Neutral evil

Dominion: Conjuraction, summoning, slavery, air

Domains: Air, Calling*, Conjuraction*

Worshippers: Druids, conjurers, slavers, anyone who wants someone else to do their dirty work

Favored Weapon: Ranseur



APPEARANCE

Reykabre barely lifts a finger for himself, and he looks it. With his soft hands, his flaccid muscles and light frame hidden beneath layers of fat, he doesn't present an imposing sight. Thus, few worshipers see Reykabre. Instead, the Summoner sends powerful outsiders bound to his service as proxies.

HISTORY

Reykabre was once an ambitious mortal who dreamed of godhood from the moment he learned the history of the Claws. He fought many great battles and became a powerful conjurer; eventually, the then-god of Conjuraction took note and called Reykabre to be his proxy. Reykabre served in this capacity for centuries until he discovered a way to fool his master into changing the laws of Conjuraction magic. He convinced the god to revoke the constraints that prevent a summoned creature from immediately summoning other creatures, but only for his own purposes. The god saw the potential power he could gain and immediately called his favorite balor slave. The newly summoned demon immediately summoned its allies, who summoned more and more allies, until an army of fiends stood before Reykabre's master. Then Reykabre held up his end of the bargain he had previously struck with the demons. Using a powerful spell and their true names, he bound them all to his will. Reykabre then ordered his demons to attack his master, and with their combined might, they slew the god. Once he assumed the mantle of true divinity, Reykabre set the laws of summoning right again—except for one detail: He made the demons who survived the battle immune to summoning and calling spells. These demons have since gone on to become princes of the Abyss.

RANK/RELATIONS

Reykabre and Demzer are constantly at odds. Normally, the Enchantment and Conjuraction Claws have little reason to come into conflict besides the usual jockeying for power, but when Demzer became god of Enchantment and lust, he brought his own twisted brand of sexuality to the position. Bondage, torture, and dominance, once Reykabre's purview, were adopted by Demzer with the tacit consent of the Spider Queen. Reykabre retained dominion over slavery by the barest of margins, and his grip slips with each generation of drow that worships Demzer. Reykabre desperately seeks ways to curry the Spider Queen's favor and damage Demzer's relationship with her, and like Reshagol, he suspects Demzer uses Skuttle to hide dangerous secrets. Were the Lord of the Unknown of a lower rank, Reykabre would consider allying with Reshagol, but as it is, he is too worried that Reshagol would use such an alliance to gain advantage over him and take his position as Second Claw. In truth, Reykabre is not long for the world. The Spider Queen has

determined that he has been lax in his duties, and she is grooming a mortal successor. As yet no god has realized this, nor does any mortal—not even the Spider Queen's chosen—know of her plans.

CEREMONIES

Reykabre's holiest ceremonies revolve around the calling of powerful good outsiders, often celestials, and binding them in a summoning circle to await sacrifice. Celestials killed in this fashion are often made into sacramental meals eaten by worshipers during temple services.

PRIESTLY GARB

Reykabre's clerics wear high-collared cloaks covered in summoning symbols. They use this obvious mark of their power to intimidate worshipers and slaves alike.

DOGMA

Don't do what you could have another do for you; this wastes your energy and weakens your power. Make slaves of your foes. Use those you rule. Their lives are yours to give and take. You can pull allies from thin air—do so. Magic is made to be used.

SYRELLEYN

(Demigod) She of the Deep, the Wave of Change, the Eighth Claw

Symbol: A skull trickling black liquid from its eye sockets

Alignment: Neutral evil

Dominion: Transmutation, adaptation, change, acid, water, rivers, lakes, cold

Domains: Adaptation*, Transmutation*, Water

Worshippers: Transmuters, aquatic drow, ferry pilots, all who must contend with water

Favored Weapon: Trident



APPEARANCE

Syrellyn takes many forms, but she often presents herself as a beautiful, nude aquatic drow woman. In this form, her ears look like fluted fins and her skin is formed of tiny and delicate ebon scales.

HISTORY

Syrellyn is an old Claw. Although not one of the original eight, she has been a Claw for longer than any other but Bronzozek. During her time as goddess of Transmutation, she has risen and fallen to every rank among the Claws, but a foe has yet to depose her of all divine rank. When Syrellyn was first elevated to goddess of Transmutation, she was not expected to last long. The school had grown too powerful under its previous ruler, and the Spider Queen hoped that putting someone weak and inexperienced in control would cause it to lose prestige. In the short term, this plan worked, but Syrellyn surprised the Spider Queen when her followers created the aquatic drow. The new race was a boon to the dark elves, both as allies and as a buffer against the kuo-toa and aboleths. Unfortunately, the experiments of Syrellyn's worshipers also led to the creation of the spiderlings and vupdrax, races that have been as much a nuisance as a help.

RANK/RELATIONS

Syrellyn occupies the lowest rank among the Claws because of suspicions that she allowed Arrachnovoleth to inspire her clergy to experiment with altering vermin, resulting in the creation of verminous items and the verminoids. The Spider Queen has refrained from killing her so that she

CHAPTER TWO: RELIGION AND GODS

might redeem herself, an opportunity Syrellyn is unlikely to pursue. She did indeed receive aid from Arrachnovoleth and has thrown in her lot with the Vermin Lord, believing him to be the strongest of the drow gods. Arrachnovoleth has promised to bring down the Spider Queen with Syrellyn's aid and to share the divine spoils with her. So she helps spread his worship, knowing all the while that her own supporters, the aquatic drow, will never turn to Arrachnovoleth. Syrellyn believes that when the Spider Queen is defeated, Arrachnovoleth weakened, and all the drow are awash in the chaos of civil war, her aquatic drow will sweep them all away in a flood of violence, making her the Queen of all Drow.

CEREMONIES

Syrellyn's ceremonies are actually magical experiments, attempts to change drow or other creatures into more malleable or useful tools. Some of these experiments are largely successful, resulting in the creation of spiderlings, vupdrax, and verminous items. Others are disastrous, and the clerics of Syrellyn have been blamed for the existence of gibbering mouthers, chaos beasts, and worse.

PRIESTLY GARB

Syrellyn's clerics wear armor and clothing with wave-form themes. Water is viewed as the most fluid and mutable of things, and it is sacred to both aquatic and air-breathing worshippers.

DOGMA

Adapt and change. Survive by becoming what can survive. You can change yourself to suit your whim—if you wish to become more powerful, change what you need to attain that goal. Stability is an illusion; mutability is law. Alter others to suit your desires. The tide of change rolls ever onward.

XARCON

(Demigod) The Fire Below, the Black Flame, the Unraveler, the Fourth Claw

Symbol: A horns-down, black half-moon with red fire issuing out of it

Alignment: Chaotic evil

Dominion: Evocation, calamity, cataclysm, chaos, entropy, fire, lava

Domains: Chaos, Destruction, Evocation*, Fire

Worshippers: Evokers, druids, sorcerers, miners, metalworkers, those who wish to avoid calamity

Favored Weapon: Light hammer

APPEARANCE

Xarcon's arrival is often hailed by a trembling of the earth and a great crack in the ground. Black flames and molten rock explode from this chasm, and from the explosion steps the god. His form is terrible, and his baleful gaze can set the world afire. Xarcon looks like an immensely strong male drow, broad of shoulder and heavily browed. His body seems formed of cracked and cooling

lava, and his eyes are smoking, red-hot coals. He carries no weapons, relying on his control of fire and chaos to defeat all foes.

HISTORY

Xarcon was once a drow sorcerer of immense might. Obsessed with the destructive power of fire, he of course favored Evocation, and eventually his actions brought him to the attention of the then-goddess of Evocation, Zarathra the Lady of Lightning. She took him as a concubine, investing him with some of her divine essence. It was a mistake she did not live long enough to regret. Xarcon keeps Zarathra's charred body hanging behind his lava throne, a display of his power to the other Claws and a reminder to himself that even as a god he can be defeated.

RANK/RELATIONS

Xarcon knows his position as the Fourth Claw is tenuous. He achieved it by destroying the previous patron of Evocation, and a similar challenge to his position could come at any time. He also knows that the Spider Queen has granted him that rank only because she currently favors the power of Evocation magic. Xarcon hates the Third Claw, Reshagol, with a passion, both for his position and because the calm and thoughtful patron of Divination always seems to know what Xarcon is doing and why.

Xarcon would gladly destroy the Lord of the Unknown, but so far Reshagol has discovered and defused all Xarcon's plots against him.

CEREMONIES

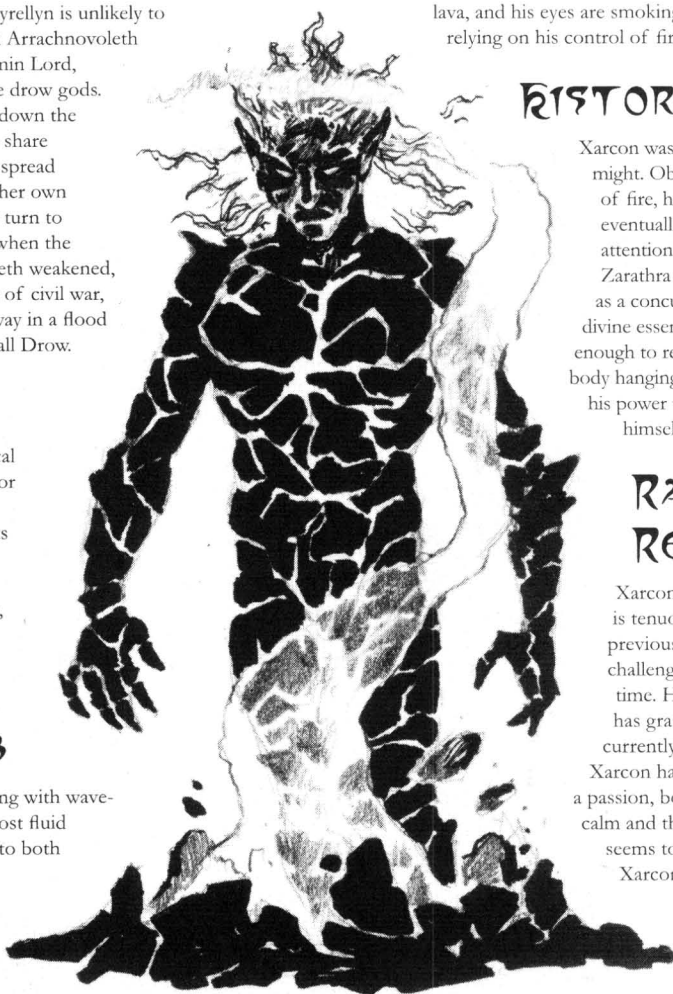
Ceremonies in Xarcon's honor usually involve burning a sacrificial victim alive. Dipping into lava or dribbling molten rock on the sacrifice are particularly suitable ways to pay tribute to the Black Flame. Xarcon also enjoys rites punctuated by vigorous use of Evocation magic, especially if it is used to kill someone or destroy something beautiful.

PRIESTLY GARB

Clerics of Xarcon wear layered robes of light fabric over armor. These robes are cut to resemble flames and wisps of smoke, so that the wearer seems to be on fire. Ceremonial armor appears made of cracked and cooling lava, and the light hammer, favored weapon of Xarcon, is forged to look like its head is a flame.

DOGMA

Destroy. Burn. Ruin all that you do not desire. Power comes through use of power. Danger and destruction can come at any moment; be ready for them by being their source. Chaos is your ally: It creates opportunities a ready drow can exploit. Be unpredictable, and use the forces at your command with abandon.



- THE RENEGADES -

Three drow gods exist outside of the Spider Queen's grasp. Of the three, Nyarlath is the only one openly revered, for she was given her power by the Spider Queen. The others are worshiped by cults and power-hungry drow all over the Underdark, with a few settlements devoted entirely to their chosen patron.

ARRACHNOVOLETH

(Greater Deity) The Crawler in Darkness, Hunter of the Deeps, the Worm King, the Vermin Lord, the Cave Lord

Symbol: A writhing worm with bat wings and a scorpion's claws and tail

Alignment: Neutral evil

Dominion: Poison, vermin, the Underdark, caves, earth, bats, delvers, xorns, umber hulks, purple worms, burrowing creatures

Domains: Bat*, Earth, Poison*, Vermin*, Underdark*

Worshippers: Druids, rangers, barbarians, outcast drow, miners, caravan masters and guards, vupdrax

Favored Weapon: Heavy pick



APPEARANCE

Arrachnovoleth shows his worshippers many forms. Sometimes he appears as a man-shaped mass of wriggling worms and insects. At another time he might look like an enormous bat with great venomous fangs. When he wants his worshippers to be more at ease, he takes the shape of a drow with giant worms for arms and legs. At other times, his worshippers see nothing at all but only get the sense of something immense and terrible dragging itself toward them just beyond the limits of vision. In all his forms, Arrachnovoleth wears a crown of darkness that seems to grow from a black energy leaping up from the places where his eyes, ears, nose, and mouth should be.

HISTORY

Arrachnovoleth opposes all the other drow gods. Never a drow himself nor elevated to godhood by the Spider Queen, he is suspected by most drow religious scholars to be a demon or devil of some sort. The truth is even darker. Only his most trusted clerics and druids know of Arrachnovoleth's origins:

He was once a powerful dao, an evil spirit from the Elemental Plane of Earth. Banished for acts of depravity beyond the comprehension of even his own wicked race, Arrachnovoleth found comfort in the depths of the Underdark. There he encountered other subterranean creatures, including drow. At first he slaughtered and devoured every living thing he met, but after nearly a thousand years of terrorizing drow settlements, he realized that his depredations had made him into something of a legend among the dark elves. Using this reputation, he forced weak-willed drow to worship and serve him. In time his cult grew, and his worshippers expanded his dominion from the devouring aspect of earth to its present dimensions.

RANK/RELATIONS

Arrachnovoleth is a wild and feared force among the drow pantheon. They know that he is not held in check by the Spider Queen's will, and that his cult is powerful, spread wide and far to reach every level of drow society. Each drow god fears an Arrachnovoleth offensive, knowing all too well that although the others would band together to destroy the Crawler in Darkness, they would wait until the attacked god was severely weakened, easy pickings for the "rescuers."

CEREMONIES

Arrachnovoleth's worshippers meet in secret in the wilds of the Underdark to sacrifice sentient creatures to his dark hunger. The sacrificial victim is often bound in a place where a purple worm, a flock of vampire bats, a hive of giant vermin, or some other of his favored creatures will come to feed on the living flesh. An apparition of Arrachnovoleth often presides at these ceremonies to drain dark energy from the sacrifice. Such appearances bolster his worshippers' faith, leaving them in a frenzy of religious zeal for hours afterward.

PRIESTLY GARB

When out in the Underdark for ceremonial purposes, Arrachnovoleth's clerics and druids wear leather robes tooled to look like earth and covered in thin slabs of stone. In drow settlements unfriendly to the Hunter of the Deeps, his worshippers often carry a vermin or bat with them but otherwise dress like other drow.

DOGMA

Poison all who oppose or fail you. Let the worms and vermin devour their bodies and the earth swallow all their secrets. The Underdark is your protector, and its creatures are your servants. Use the earth and all within it to aid you in pursuit of your desires.



CHAPTER TWO: RELIGION AND GODS

NYARLETH

(Demigod) Princess of Rage, Mistress of War, The Conqueror

Symbol: Eight black daggers piercing a black heart

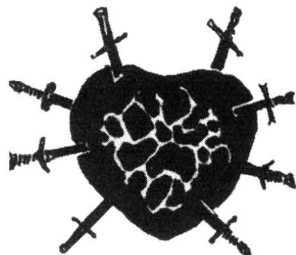
Alignment: Chaotic evil

Dominion: Conquest, battle, strength, anger, wrath, rage, war

Domains: Strength, War, Wrath*

Worshippers: Fighters, barbarians, members of drow military forces, female drey

Favored Weapon: Light flail



APPEARANCE

Nyarleth appears to her worshipers completely covered in intricately detailed, black full plate armor. Her shield and flail are similarly engraved. The whole of her body and equipment bear scenes of her killing foes of all kinds. These scenes shift and move, playing out Nyarleth's every conquest. In one, she tears out the throat of a female drow with her teeth, and in another, she rips out the still-beating heart of dragon and sucks the blood from it. The message is clear: No one is safe from her wrath, and none can stand against her.

HISTORY

Nyarleth was the first drey drow. Born with the white eyes and ferocity now common to the drey race, she was cast into the Underdark because she disobeyed her House's leader. Not one to give up, Nyarleth gathered other outcasts and wild-spirited drow about her, fostering and nurturing their rage while she trained them for the inevitable conflict with her House and home city. When the attack finally began, it came without warning and with such ferocity that the House fell in less than a day, and the city within the week. From that city Nyarleth founded an empire, waging war on every settlement of sentient creatures her followers encountered. Eventually this drew the attention of the Spider Queen, who sent minions to confront and destroy the upstart. Their attempt was rebuffed, and so the Spider Queen chose another tactic: bribery. Nyarleth's decision to become a goddess left her followers in disarray. The drey were defeated, forced into the wilds and their current state of near barbarism.

RANK/ RELATIONS

Invested with some of the Spider Queen's power, Nyarleth is beholden to her but is not one of the Claws. As the accepted goddess of war and strength, she is worshiped by all drow, but she still favors the drey and harbors great anger toward the Spider Queen. She realizes that her ascension was a diversionary tactic that allowed her followers to be driven from the lands they had taken, and she understands that under the Spider Queen's rule, she will never attain the power over others that she desires. Nyarleth is ever ready to betray and attack the Spider Queen, to assume the throne and rule over all drow, but she is also wary. She knows that any such attempt must have the support of all eight Claws—support that as a nonmember she is

unlikely to receive. This keeps her in a constant state of frothing rage, which makes even her most devoted clerics fear invoking her name.

CEREMONIES

Engaging in battle and fomenting war are the highest tributes to Nyarleth. She grants the most favor to drow who do battle with other drow, forever hopeful that this will weaken the Spider Queen's iron grip on the hearts of all dark elves. Drow know that some wars are provoked by Nyarleth's followers simply to gain her attention and garner her favor.

PRIESTLY GARB

Nyarleth's clerics are always ready for battle, and their common garb is whatever armor they prefer. No matter what armor the individual finds most comfortable, all wear full plate on high holy days or during great conflicts dedicated to Nyarleth.

DOGMA

Anger conquers fear. Rage grants you strength. Wrath gives you focus. Life is battle, and to survive you must kill. Crush the weak: They are a plague upon the world. Bring war to your enemies, and destroy them all.

SKUTTLE

(Lesser Deity) The Hidden One, Keeper of Secrets, the Eyes and Ears in the Dark

Symbol: A blank black scroll

Alignment: Neutral evil

Dominion: Secrecy, concealment, conspiracies, spying, stealth, greed, theft, rebellion

Domains: Agility*, Secrecy*, Stealth*

Worshippers: Spies, blackmailers, thieves, bards, rogues, renegades, rebels, spiderlings

Favored Weapon: Sap



APPEARANCE

Skuttle has never physically appeared before his worshipers. His clerics know he is present when he speaks to them from an empty room or from within an object too small to contain a spiderling, much less a god. He is depicted in many different ways, often as an idealized version of the worshiper. The god doesn't seem to mind that no one knows what he looks like, not even whether or not he is in fact male—or a drow at all. The most that religious scholars can say with some certainty is that "Skuttle" is not the deity's real name.

HISTORY

Skuttle's past, like his appearance, is a mystery. Reshagol's scholars suspect he is the offspring of some mortal and a now-dead drow god, probably Auraxanth, the former deity of lust and death. Others are convinced Skuttle is really a powerful fiend that has attained godlike status by tricking drow into worshiping it. It is known that the god first appeared to individual drow, usually rogues and dark elves dissatisfied with their current position in society. Skuttle

TABLE 2-1: GODS OF THE DROW

Deity	Divine Power	Alignment	Holy Rank	Dominion	Symbol	Domains	Favored Weapon
Arrachnovoleth	Greater Deity	NE	Renegade	Vermin, bats, the Underdark, earth, poison	Worm with bat wings and a scorpion tail	Bat, Earth, Poison, Vermin, Underdark	Heavy pick
Black Widow	Demigod	LE	Fifth Claw	Necromancy, law, time, revenge, death, murder	Red hourglass on a black skull	Death, Law, Necromancy, Vengeance	Kukri
Bronzozek	Demigod	NE	Sixth Claw	Abjuration, healing, caution, protection	Red eyes on a black shield	Abjuration, Healing, Protection	Spiked shield
Demzer	Demigod	NE	First Claw	Enchantment, pain, lust, domination	Blood-red lash	Control, Enchantment, Pain	Whip
Ilshyrra	Demigod	CE	Seventh Claw	Illusion, lies, beauty, intrigue, darkness	Smoke and its shadow	Glamour, Shadow, Trickery	Rapier
Nyarleth	Demigod	CE	Renegade	Conquest, battle, rage, anger, war	Eight black daggers piercing a black heart	Strength, War, Wrath	Light flail
Reshagol	Demigod	LE	Third Claw	Divination, learning, communication	Open book in a magic circle	Augury, Communication, Knowledge	Light lance
Reykabre	Demigod	NE	Second Claw	Conjuration, slavery, air	Spider in a summoning pentagram	Air, Calling, Conjuration	Ranseur
Skuttle	Lesser Deity	NE	Renegade	Secrets, theft, greed, conspiracy, spying	Blank black scroll	Agility, Secrecy, Stealth	Sap
The Spider Queen	Greater Deity	NE	Queen	Drow, magic, fate, sorcery, psionics	Silver web on a black diamond	Destiny, Evil, Magic, Thought, Web	Net or scimitar
Syrellyn	Demigod	NE	Eighth Claw	Transmutation, adaptation, water	Skull crying black tears	Adaptation, Transmutation, Water	Trident
Xarcon	Demigod	CE	Fourth Claw	Evocation, chaos, calamity, fire	Black half-moon with fire issuing	Chaos, Destruction, Evocation, Fire	Light hammer

promised power and wealth in exchange for worship, and he delivered. His cult grew, and now no one is certain how many drow pay him secret homage.

RANK/RELATIONS

As a renegade god, Skuttle holds no place in the hierarchy of the Claws. He is hated by all of them, but only Reshagol can honestly say that Skuttle has not at some time been a useful ally. Except for Reshagol and the Spider Queen, Skuttle is helping all the drow deities hide something from the others. The Spider Queen knows this and suffers the Hidden One's involvement in the politics of her underlings because it helps to keep their infighting and jockeying for position at a tolerable level. Of all the gods, Skuttle has the closest ties to Ilshyrra; the patron of Illusion shares many common ideals with the thief god.

CEREMONIES

Skuttle's worshipers meet in secret locations for religious rites. These ceremonies usually entail giving offerings of stolen wealth to the lead cleric of the cult cell, who then reveals future plans for skullduggery. Clerics often

work as mercenary spies, sometimes for many different drow at the same time, playing them against one another. This is considered a holy task. Drow also seek out Skuttle's cultists for their skill at keeping secrets. This sometimes entails making those that know a secret "disappear." Such duties, so long as the cleric is properly compensated, are also holy acts. Mysteriously "spiriting away" clerics of other gods is perhaps the most sacred of all.

PRIESTLY GARB

There is no common garb for Skuttle's clerics, although they prefer light armor and dark clothing. Skuttle's holy symbol is often carved or embroidered in an out-of-the-way or hidden place so that casual inspection will not reveal the cleric's allegiance.

DOGMA

Take what you can when you can. Greed and fear are survival instincts; trust greed until fear indicates otherwise. Never let them know who wronged them. Strike from concealment and fade away.

CHAPTER THREE: CREATURES OF THE UNDERDARK

The Underdark holds many horrors, of which drow and their subraces constitute only a small portion. This chapter presents complete statistics for drow subraces, as well as several new monsters.

BROKEN SOULS

Agony given physical form, broken souls are what remains when Demzer, the drow god of pain, has finished playing with a mortal being. Most broken souls are drow who follow the path of the dominant prestige class (see **Chapter Four: Prestige Classes**), but Demzer finds joy in torturing all manner of creatures. These rejects and castoffs are hated by all drow, who force them to flee into the Underdark or be destroyed.

Broken souls are horrifying to look at, the result of being tortured by a god. Their skin is always a mass of bruises, scars, and infected, oozing sores. Twisted and ruined, most broken souls are mad creatures who hate themselves and all who look upon them.

CREATING A BROKEN SOUL

"Broken soul" is a template that can be added to any living creature (referred to hereafter as the "base creature"), but it is most often applied to worshipers of Demzer who have displeased him in some way. The base creature's type remains the same. It uses all the base creature's statistics and special abilities except as noted here.

Speed: Broken souls are in constant pain; the base creature's speed is reduced by 10 feet (to a minimum of 5 feet).

AC: A mass of scar tissue covers every inch of the broken soul's body, increasing natural armor by +4.

Special Attacks: A broken soul retains all the special attacks of the base creature and gains those listed below.

Agonized Wail (Ex): As a standard action, a broken soul can let loose an agonized wail that inspires terror in all creatures within 120 feet that have fewer Hit Dice or levels than it has. Each potentially affected creature must succeed at a Will save (DC 10 + 1/2 broken soul's HD + broken soul's Charisma modifier) or become shaken until they leave the effect's range. A successful save leaves that opponent immune to that broken soul's agonized wail for 1 minute. A broken soul is not affected by its own wail but is subject to the wails of other broken souls.

Horrible Appearance (Su): Any living creature within 60 feet that views a broken soul must make a successful Fortitude save (DC 10 + 1/2 broken soul's HD + broken soul's Charisma modifier) or immediately take 1d4 points of permanent Strength drain, 1d4 points of permanent Dexterity drain, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same broken soul's horrible appearance for one day.

Special Qualities: A broken soul retains all the special qualities of the base creature and gains those listed below.

Damage Reduction 2/— (Ex): Broken souls are injured to much pain and damage.

Saves: Same as the base creature, modified by its new ability scores.

Abilities: Change from the base creature as follows: Str -2, Dex -2, Con +8, Int -2, Wis -2, Cha -8. Abilities cannot be reduced below 1.

Skills: Same as the base creature, modified by its new ability scores.

INTERLUDE: DRE'REZZYM'S JOURNEY

Well, how's my toy? I trust the clerics did more than burn your tongue, but you're alive and in one piece—which was slightly more than I expected.

Dre'Rezzym, stand up. I've brought you more ink, so you may write your answer.

Good. I'd like for you to continue to live. While the clerics tended to you, I had the earlier part of your book read to me. It was most amusing. The translator could barely contain himself. Of course, I stopped him before he could read your most recent work. I wouldn't want it to be revealed before I unveil it.

Your work before you met me was amusingly tragic. You were actually excited to meet and speak with a drow! I wonder, did we meet your expectations? Was I all that you wished for when you wrote longingly of your burning desire to see a dark elf's "midnight skin and ruby eyes?"

Yes, write it down. Tell me what you think of drow now that you've met one. Tell us all what you think we are and how you feel about us.

Yes, that's it. Write honestly! No, say what you will; I promise not to punish you for it. Don't look to me for affirmation. Write until you're finished. I won't stop you.

Yes, let's see . . . malicious, sadistic, vile, evil, depraved . . . Oh ho! Despicable, are we? And you damn us all to Hell? Well, I'm sure the Abyss, Hell, or some other plane of evil shall be my soul's eventual destination, but it won't be because you damned me there.

Don't you understand that we know where we'll go in the afterlife? Don't you think we want to go there? When you gain power in this world, you have a stronger soul, and you're more likely to gain power in the next. How many pit fiends were once drow, I wonder. How many balors once wore dark elven bodies?

You have a great deal to learn about drow, Dre'Rezzym. The feeble understanding of our nature that you show here is proof of that.

Come now. Compose yourself, and we'll continue your tutelage. There's much more to see.

Feats: Same as the base creature. The broken soul also gains Endurance as a bonus feat.

Climate/Terrain: Same as the base creature

Organization: Solitary

Challenge Rating: +1

Alignment: Usually chaotic evil

Treasure: Same as the base creature

Advancement: Same as the base creature

ECL: A broken soul has an ECL 2 higher than the base creature. (Note that a creature with an Intelligence score of 2 or less is not suitable as a player character.)

SAMPLE BROKEN SOUL

This example uses an erinyes as the base creature.

BROKEN SOUL ERINYES (BAATEZU)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 6d8+30 (57 hp)

Initiative: +0

Speed: 20 ft., fly 40 ft. (average)

AC: 23 (+13 natural)

(Flat-Footed): 23

(Touch): 10

Attacks: Longsword +7/+2 melee; or longbow +6/+1 ranged; or rope +6 ranged

Damage: Longsword 1d8+1; or longbow 1d8; or rope entangle

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Agonized wail, charm person, horrific appearance, rope entangle, spell-like abilities, summon baatezu

Special Qualities: Cold and acid resistance 20, damage reduction 10/+1 or 2/—, fire and poison immunity, see in darkness, SR 12, telepathy, tongues

Saves: Fort +10, Ref +5, Will +6

Abilities: Str 12, Dex 11, Con 21, Int 12, Wis 12, Cha 12

Skills: Concentration +13, Disguise +3, Escape Artist +7, Hide +8, Listen +8, Move Silently +8, Search +8, Spot +8

Feats: Dodge, Endurance, Mobility

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Alignment: Always lawful evil

Treasure: Standard, plus rope

Advancement: 7–12 HD (Medium-size)



COMBAT

Agonized Wail (Ex): Will save (DC 14) or become shaken until out of range.

Charm Person (Su): A broken soul erinyes can charm a humanoid creature with a look. This is not a gaze attack, and the target need not meet the broken soul erinyes's eye. The ability has a range of 60 feet; an affected opponent must succeed at a Will save (DC 14) or become utterly loyal to the broken soul erinyes. The target will do anything to protect the broken soul erinyes, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to *charm person* cast by an 8th-level sorcerer.

Entangle (Ex): A broken soul erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell cast by a 16th-level sorcerer. The broken soul erinyes can hurl the rope 30 feet with no range penalty.

Horrific Appearance (Su): Fortitude save (DC 14).

Spell-Like Abilities: At will—*animate dead*, *charm monster*, *desecrate*, *invisibility* (self only), *magic circle against good* (self only), *major image*, *polymorph self*, *produce flame*, *see invisibility*, *suggestion*, and *unholy blight*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

A broken soul erinyes also can *teleport without error* (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

See in Darkness (Su): A broken soul erinyes can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Summon Baatezu (Sp): Once per day a broken soul erinyes can attempt to summon 2d10 lemures with a 50% chance of success, or 1d4 barbazus with a 35% chance of success.

Telepathy (Su): A broken soul erinyes can communicate telepathically with any creature within 100 feet that has a language.

Tongues (Su): A broken soul erinyes has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer.

DREY

	Male	Female
	Medium-Size Humanoid (Elf)	Medium-Size Humanoid (Elf)
Hit Dice:	2d8 (9 hp)	2d8 (9 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.
AC:	15 (+3 Dex, +2 leather)	15 (+3 Dex, +2 leather)
(Flat-Footed):	12	12
(Touch):	13	13
Attacks:	Longsword +1 melee; or light crossbow +4 ranged	Longsword +2 melee; or light crossbow +4 ranged
Damage:	Longsword 1d8; or light crossbow 1d8	Longsword 1d8; or light crossbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Drey traits, SR 13	Drey traits, SR 13
Saves:	Fort +3, Ref +3, Will +0	Fort +3, Ref +3, Will +1
Abilities:	Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 12	Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 14
Skills:	Hide +9, Listen +6, Move Silently +9, Spot +6	Hide +10, Listen +7, Move Silently +9, Spot +7
Feats:	Weapon Focus (longsword)	Weapon Focus (longsword)
Climate/Terrain:	Any underground	
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd to 6th level), or war party (30–100 plus 1 3rd-level sergeant per 10 drey, 5 5th-level lieutenants, 3 7th-level captains, and a 12th-level leader)	
Challenge Rating:	2	
Treasure:	Standard	
Alignment:	Usually chaotic evil	
Advancement:	By character class	
ECL:	+3 (male), +4 (female)	

Fierce cousins to the drow, drey are the spawn of Nyarlath and her first followers. Chaotic and vengeful to the extreme, drey barely muster enough order to form a society and continue their race. Females dominate the society, using and abusing males at their whim, making little distinction between males and the short-lived slaves they take.

Superficially similar to drow, drey resemble black-skinned elves with white hair. Their eyes are blank voids of white, and their features are harder and more angular than drow's, somehow making them more beautiful nonetheless. Females are more muscular than the average drow, while males are clearly weaker. Males can, and often do, grow facial hair. Drey master few crafts, preferring to take what they need from others.

Drey speak Drow and Undercommon.

COMBAT

Drey seem to charge into the fray with abandon, but they are brilliant strategists and quick to adapt to any situation.

Female drey use their spell-like abilities to gain foreknowledge of battlefields and foes when they know they are going to fight. In combat, they make judicious use of *levitate* and *suggestion*. Male drey fight without fear, knowing that failure will yield a fate worse than death at the hands of the outraged females.

Spell-Like Abilities: (Female) 1/day—*clairaudience*/ *clairvoyance*, *dancing lights*, *darkness*, *detect good*, *detect magic*, *dispel magic*, *discern lies*, *faerie fire*, *levitate*, and *suggestion*. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice.

(Male) 1/day—*dancing lights*, *darkness*, *detect good*, *detect magic*, *faerie fire*, and *levitate*. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice.

Drey Traits: All drey share certain racial traits.

- Spell resistance equal to 11 + total Hit Dice.
- Immune to *sleep* spells and effects.
- Drey require sleep like humans. It is a weakness that standard drow have used to their advantage in conflicts with them.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Proficient with longsword or scimitar; proficient with light crossbow or hand crossbow.
- *Darkvision* (Ex): Drey can see in nonmagical darkness up to a range of 120 feet. This vision is in black and white only.
- *Light Blindness* (Ex): When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), drey are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), drey incur a –1 circumstance penalty on all attack rolls, saves and checks.
- *Stonemasonry* (Ex): Drey receive a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but is disguised as stone also counts as unusual stonework. A drey who merely comes within 10 feet of unusual stonework can make a check as if actively searching, and can use the Search skill to find stonework traps as a rogue does. A drey can also intuit depth underground, knowing the distance to the surface within inches.
- *Drow Blood* (Ex): Drey are considered to be both drow and elves for purposes of racially specific abilities and effects. However, their racial weapon proficiencies supersede the usual elven ones.
- *Skills*: Drey receive a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks. These bonuses are already figured into the statistics above.

DREY SOCIETY

Female drey rule over males by right of their superior strength and sharper wits. Their patron deity, Nyarlath, also favors her female worshippers, making males even less relevant. For more information on drey society, see Drow Subraces in **Chapter One: The Way of Darkness**.

DRIDER

Hideous half-spiders, driders are the punishments of the Spider Queen. She of Spiders creates them as an example to her followers. When drow see a drider, they see a mockery of the weakness they harbor in themselves. It proves that they are little better than the creatures they kill and enslave, that they are merely playing at being true dark elves unless they can defeat and destroy their weaknesses. Thus, drow hate driders—and the feeling is mutual. Bloodshed is the inevitable result from any meeting between the two.

The Spider Queen has made driders of hundreds of different kinds of creatures—the better to show her worshippers their flaws—but all driders share certain common features. The lower body takes the form of a hideous and outsize spider, with the torso of a humanoid creature where the head of the spider would be.

CREATING A DRIDER

“Dridr” is a template that can be added to any humanoid, monstrous humanoid, giant, or any living creature with an upper body of humanlike form (referred to hereafter as the “base creature”). The base creature’s type changes to “aberration.” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Speed: The base creature’s legs and lower body are replaced with the body of a monstrous spider. The base creature gains a climb speed equal to half its land speed. If it already has a faster climb speed, it retains its normal speed.

AC: Natural armor bonus increases to +6. If the base creature has a better natural armor bonus, it does not change.

Attacks: A drider retains all the attacks of the base creature and also gains a poisonous bite as a secondary attack. If the creature has attacks that rely on its lower body, such as a tail slap, these attacks are lost.

Damage: If the base creature does not normally have a bite attack, use the damage values in the table below. Otherwise, use the values below or the base creature’s value, whichever is greater.

BITE DAMAGE BY SIZE

Size	Bite Damage
Fine	—
Diminutive	—
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Attacks: A drider gains the special attacks listed below. If the creature has special attacks that rely on its lower body, such as a tail constrict, these attacks are lost.

Poison (Ex): Bite, Fortitude save (10 + 1/2 drider’s HD + drider’s Constitution modifier), initial and secondary damage 1d6 temporary

DREY CHARACTERS

A female drey’s favored class is barbarian, while a male drey’s is rogue. For more information on creating drey characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

Strength. If the creature already has a poisonous bite, it may choose which poison to use with any given bite attack.

Spell-Like Abilities: At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, and *detect magic* as a sorcerer of a level equal to the drider’s HD.

Special Qualities: Same as the base creature.

Saves: Same as the base creature, modified by its new ability scores.

Abilities: Change from the base creature as follows: Str +4, Dex +2, Con +8, Wis +2, Cha +2.

Skills: Same as the base creature, modified by its new ability scores. In addition, driders receive a +4 racial bonus on Hide and Move Silently checks and a +8 bonus on Climb checks for having a climb speed.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature and underground

Organization: Solitary or pair

Challenge Rating: +1

Alignment: Always chaotic evil

Treasure: Same as the base creature

Advancement: Same as the base creature

ECL: +2

SAMPLE DRIDER

This example uses a marilith as the base creature.

DRIDER MARILITH

Large Aberration

Hit Dice: 9d8+81 (121 hp)

Initiative: +3 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 30 (–1 size, +3 Dex, +18 natural)

(Flat-Footed): 27

(Touch): 12

Attacks: +2 *scimitar* +17/+12 melee, 5 scimitars +15 melee, bite +13 melee

Damage: +2 *scimitar* 1d6+9, 5 scimitars 1d6+3, bite 1d4+3 and poison

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Poison, spell-like abilities, summon tanar’ri

Special Qualities: Damage reduction 20/+2, immunities, resistances, SR 25, telepathy

Saves: Fort +15, Ref +9, Will +11

Abilities: Str 25, Dex 17, Con 29, Int 18, Wis 20, Cha 18

Skills: Bluff +16, Climb +15, Concentration +19, Hide +15, Listen +25, Move Silently +17, Scry +14, Search +14, Sense Motive +16, Spellcraft +14, Spot +25

Feats: Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or pair

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Challenge Rating: 18

Alignment: Always chaotic evil

Treasure: Standard coins; double goods; standard items plus +2 scimitar

Advancement: 10–13 HD (Large); 14–27 HD (Huge)

COMBAT

Poison (Ex): Bite, Fortitude save (DC 23); initial and secondary damage 1d6 temporary Strength.

Spell-Like Abilities: At will—*animate dead*, *bestow curse*, *chaos hammer*, *cloudkill*, *comprehend languages*, *darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *inflict serious wounds*, *magic circle against good* (self only), *magic weapon*, *project image*, *polymorph self*, *pyrotechnics*, *see invisibility*, *shatter*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unholy blight*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 14 + spell level).

At will—*detect chaos*, *detect evil*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 14 + spell level).

Summon Tanar'ri (Sp): Once per day a drider marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or marilith with a 20% chance of success.

Immunities (Ex): Drider mariliths are immune to poison and electricity.

Resistances (Ex): Drider mariliths have cold, fire, and acid resistance 20.

Telepathy (Su): Drider mariliths can communicate telepathically with any creature within 100 feet that has a language.

Skills: Drider mariliths receive a +8 racial bonus on Listen and Spot checks and a +4 bonus on Move Silently and Hide checks. These bonuses are included in the statistics above.

Feats: A drider marilith receives the Multidexterity and Multiweapon Fighting feats as bonus feats. In combination with its natural abilities, these feats allow the drider marilith to attack with all its arms at no penalty.

DROW

	Drow (1st-Level Warrior)
	Medium-Size Humanoid (Elf)
	(Aquatic, Elf)
Hit Dice:	1d8–1 (3 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (+1 Dex, +3 masterwork studded leather, +1 masterwork buckler)
(Flat-Footed):	14
(Touch):	11
Attacks:	Scimitar +1 melee; or hand crossbow +3 ranged
Damage:	Scimitar 1d6; or hand crossbow 1d4 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, poison
Special Qualities:	Drow traits, SR 12
Saves:	Fort +1, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 8, Int 13, Wis 10, Cha 10
Skills:	Hide +5, Innuendo +2, Listen +2, Move Silently +5, Search +3, Spot +3
Feats:	Weapon Focus (hand crossbow)
Climate/Terrain:	Any underground
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd to 6th level), or war party (30–100 plus 1 3rd-level sergeant per 10 drow, 5 5th-level lieutenants, 3 7th-level captains, and a 12th-level leader)
Challenge Rating:	1
Treasure:	Standard coins; standard goods; double items
Alignment:	Usually neutral evil
Advancement:	By character class
ECL:	+2

Aquatic Drow (1st-Level Warrior)

	Medium-Size Humanoid
Hit Dice:	1d8–1 (3 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	11 (+1 Dex)
(Flat-Footed):	11
(Touch):	11
Attacks:	Shortspear +3 melee; or shortspear +3 ranged
Damage:	Shortspear 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Aquatic drow traits, cold resistance 5, SR 12
Saves:	Fort +1, Ref +1, Will +0
Abilities:	Str 12, Dex 13, Con 8, Int 10, Wis 10, Cha 10
Skills:	Listen +6, Move Silently +5, Swim +11
Feats:	Improved Unarmed Strike, Soundsight, Weapon Focus (shortspear)
Climate/Terrain:	Temperate and warm aquatic and underground
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd to 6th level), or war party (30–100 plus 1 3rd-level sergeant per 10 drow, 5 5th-level lieutenants, 3 7th-level captains, and a 12th-level leader)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
ECL:	+2

The drow and their aquatic cousins are detailed in **Chapter One: The Way of Darkness**. The above examples represent average 1st-level warriors of both races.

Drow speak Drow and Undercommon.

DROW

Drow look like elves made of shadows and darkness, immediately recognizable by their night-black skin and snow-white hair.

COMBAT

Drow use their spell-like abilities to best advantage, casting *darkness* to blind their foes or *dancing lights* to distract them. They then strike from hiding, hoping to disable enemies with poisoned bolts before any resistance can be effectively mounted.

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Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow's character level.

Poison (Ex): Drow often coat their weapons with poison before they go on patrol. The typical drow warrior carries one poisoned hand crossbow bolt. These bolts are coated with knockout poison (injury, Fortitude save DC 17; initial damage unconsciousness 1 minute, secondary damage unconsciousness 2d4 hours).

Drow Traits: All drow share certain racial traits.

- Spell resistance equal to 11 + character level.
- Immune to *sleep* spells and effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Drow do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. A drow resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- *Darkvision (Ex):* Drow can see in nonmagical darkness up to a range of 120 feet. This vision is in black and white only.
- *Light Blindness (Ex):* Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds drow for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), drow suffer a -1 circumstance penalty on all attack rolls, saves and checks.
- *Elven Blood (Ex):* Drow are considered to be elves for purposes of racially specific abilities and effects.
- *Skills:* Drow receive a +2 racial bonus on Listen, Search, and Spot checks (already figured into the statistics above). Drow who pass within 5 feet of a secret or concealed opening or door are entitled to a Search check as though actively looking for it. In addition, all drow can use the Innuendo skill untrained.

DROW SOCIETY

Dark elves believe themselves to be superior to all other creatures and seek to dominate all that they encounter. They live in small settlements and great cities beneath the earth, plotting and scheming against each other and the world around them. For more information on drow society, see Drow Subraces in **Chapter One: The Way of Darkness**.

DROW CHARACTERS

A drow's favored class is wizard. For more information on creating aquatic drow characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

AQUATIC DROW

Aquatic drow look like hairless drow with three pairs of 3-inch-long gills on the sides of their necks. They rarely wear clothes and prefer to carry as little equipment as possible.

COMBAT

Aquatic drow use their *detect thoughts* ability before battle begins, hoping to find hidden or invisible opponents outside the range of their blindsight so they can linn them in *faerie fire*. They prefer to attack land-bound foes from the safety of the water.

Spell-Like Abilities: 1/day—*dancing lights*, *detect thoughts*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the aquatic drow's character level.

Aquatic Drow Traits: All aquatic drow share certain racial traits.

- Spell resistance equal to 11 + character level.
- Immune to *sleep* spells and effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- *Cold Resistance 5 (Ex):* Aquatic drow are inured to the chill waters of the Underdark.
- Aquatic drow do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. An aquatic drow resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
 - *Darkvision (Ex):* Aquatic drow can see in nonmagical darkness up to a range of 60 feet. This vision is in black and white only.
 - *Gills (Ex):* Aquatic drow have gills that allow them to breathe water. An aquatic drow can breathe normally outside of water for a total number of hours equal to twice her Constitution. After that time the aquatic drow must hold her breath or start to "drown" (see the DMG for information on suffocation and drowning). Aquatic drow can renew an hour's worth of air-breathing time by spending 10 minutes completely submerged in breathable water.
 - *Soundsight:* Aquatic drow have Soundsight as a racial bonus feat, gaining blindsight to a range of 10 feet. See **Chapter Five: Skills and Feats** for more information about the Soundsight feat.
 - *Improved Unarmed Strike:* Aquatic drow have Improved Unarmed Strike as a racial bonus feat.



- *Light Blindness (Ex):* Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds aquatic drow for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), aquatic drow suffer a -1 circumstance penalty on all attack rolls, saves and checks.
- *Drow Blood (Ex):* Aquatic drow are considered to be both drow and elves for purposes of racially specific abilities and effects.
- *Skills:* Aquatic drow receive a +4 racial bonus on Listen checks. Aquatic drow rely heavily on their ears to inform them about the world. As creatures with a swim speed, they receive the standard +8 bonus on Swim checks they might be forced to make. These bonuses are already figured into the statistics above.

AQUATIC DROW SOCIETY

Aquatic drow constantly struggle with kuo-toa and aboleths for territory in the black waters of the Underdark. This has lead them to rely more heavily on one another for survival and has made aquatic drow society more rigid and lawful than their air-breathing progenitors. Aquatic drow live in large settlements that tend to be spread over a long and complicated series of linked waterways, lakes, pools, and rivers. Sometimes aquatic drow manage to take over a kuo-toan city in one of the great seas of the Underdark, but such occurrences are rare.

For more information on drow society, see Drow Subraces in **Chapter One: The Way of Darkness**.

AQUATIC DROW CHARACTERS

An aquatic drow's favored class is monk. For more information on creating aquatic drow characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

EVOCATION SPIRIT

Large Elemental (Incorporeal)

Hit Dice: 7d8+28 (59 hp)

Initiative: +4 (Dex)

Speed: Fly 50 ft. (perfect)

AC: 16 (-1 size, +4 Dex, +3 deflection)

(Flat-Footed): 12

(Touch): 16

Attacks: Incorporeal touch +8 melee

Damage: Incorporeal touch 2d6 each of acid, cold, electricity, fire, and sonic

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Energy phase, energy damage, spells

Special Qualities: Incorporeal, darkvision 60 ft., damage reduction 10/+1, elemental, evocation reflection, force resistance, immunities, SR 25

Saves: Fort +6, Ref +9, Will +4

Abilities: Str —, Dex 18, Con 18, Int 6, Wis 14, Cha 16

Skills: Concentration +12, Listen +10, Spot +10

Feats: Alertness

Climate/Terrain: Any

Organization: Solitary, gang (2-4)

Challenge Rating: 13

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

ECL: +15

Evocation spirits, called the Unraveler's Hands by many drow, are creations of Xarcon, drow god of Evocation and destruction. They serve as enforcers and hunters, destroying Xarcon's enemies, punishing weakness among his worshipers, and bringing death and mayhem wherever they go.

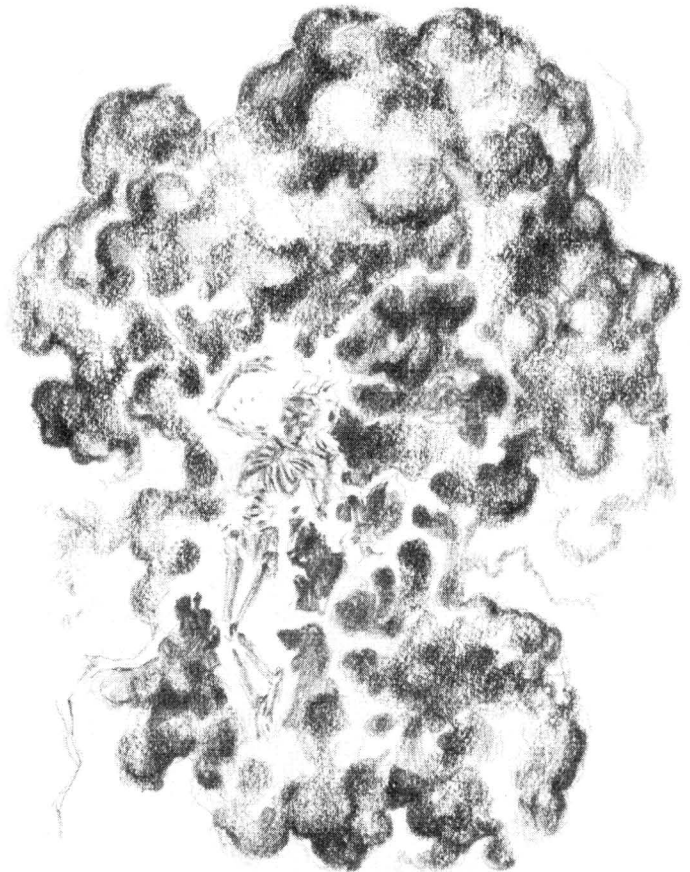
Evocation spirits look like 10-foot-tall clouds of swirling energies. Flames burst, acid swirls, electricity crackles, sound booms, frost crystallizes, and waves of pure force rush throughout the chaotic clouds that make up their incorporeal forms.

Some Evocation spirits seem to form by magical accident, appearing when an Evocation spell is read improperly from a scroll or when an item of Evocation magic is destroyed. These deadly creatures have no home and seem to have no purpose other than to destroy.

Evocation spirits do not speak, and they seem incapable of understanding language.

COMBAT

Evocation spirits enter combat with wild abandon, plunging deep into enemies and tearing them apart from within, then casting area-affecting Evocation spells centered on themselves.



Energy Phase (Ex): An Evocation spirit can move right through creatures and objects, much like a trample attack, dealing 1d6 points of each of acid, cold, electricity, fire, and sonic damage to them. Creatures the Evocation spirit moves through may attempt attacks of opportunity at a -4 penalty. If they do not make attacks of opportunity, they can attempt Reflex saves (DC 16) for half damage. An Evocation spirit cannot deal damage to an individual creature or object more than once per round using this ability. Force effects (such as *mage armor* or *wall of force*) block the Evocation spirit and prevent it from moving through the protected creatures or objects.

Spells: An Evocation spirit can cast arcane spells as a 10th-level sorcerer (spells/day 6/7/7/7/5/3; save DC 13 + spell level). It knows only Evocation spells, but it knows all of them.

Incorporeal (Ex): An Evocation spirit can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. An Evocation spirit can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An Evocation spirit always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Elemental: An Evocation spirit is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected.

Evocation Reflection (Su): Evocation spells targeting an Evocation spirit that fail to overcome its spell resistance are reflected back upon their casters.

Force Resistance (Ex): Evocation spirits take less damage from force effects (such as *magic missile*). Subtract 5 points of damage from any force effect that would harm an Evocation spirit.

Immunities (Ex): Evocation spirits have acid, cold, electricity, fire, and sonic immunity.

HALF-DROW

Half-drow are the spawn of sexual and magical unions between dark elves and other creatures. When such a union occurs, the blood of the drow fuses with that of the other creature, strengthening both. Extremely hedonistic drow polymorph into other creatures to have such encounters, and spellcasters splice drow with other creatures in hopes of creating better slaves, but the most common origin of a half-drow is an act of sexual violence. The birth of a half-drow is rarely a happy occasion. For more information about half-drow, see Drow Subraces in **Chapter One: The Way of Darkness**.

CREATING A HALF-DROW

"Half-drow" is a template that can be added to any living, nondrow humanoid, monstrous humanoid, beast, magical beast, dragon, aberration, fey, outsider, or giant (referred to hereafter as the "base creature"). The base creature's type does not change. It uses all the base creature's abilities and statistics in addition to those noted here.

Special Attacks: A half-drow retains all the special attacks of the base creature and also gains the following abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, and *faerie fire* as the spells cast by a sorcerer of a level equal to the half-drow's HD.

Special Qualities: A half-drow retains all the special qualities of the base creature and also gains those listed below.

Darkvision (Ex): Half-drow can see in nonmagical darkness up to a range of 60 feet. This vision is in black and white only. If the base creature already has darkvision, its range is increased by 20 feet, to a maximum of 120 feet.

Drow Blood (Ex): Half-drow are considered to be the base creature's race, drow, and elves for the purposes of racially specific abilities and effects.

Resistant to Magic (Ex): Half-drow receive a +1 racial bonus on Will saves against spells and spell-like abilities.

Spell Resistance (Ex): A half-drow gains spell resistance equal to 9 + the base creature's HD. If the base creature already has spell resistance, the half-drow uses that value if it is greater.

Sleep Immunity (Ex): Half-drow are immune to *sleep* spells and effects.

Saves: Same as the base creature, modified by its new ability scores.

Abilities: Change from the base creature as follows: Dex +2, Con -2, Int +2.

Skills: Same as base creature, modified by its new ability scores. In addition, a half-drow gains a +1 racial bonus on Listen, Search, and Spot checks.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature and underground

Organization: Solitary

Challenge Rating: +1

Alignment: Usually neutral evil

Treasure: Same as the base creature

Advancement: Same as the base creature

ECL: +1

SAMPLE HALF-DROW

This example uses a bugbear as the base creature.

HALF-DROW/BUGBEAR

Medium-Size Humanoid (Elf, Goblinoid)

Hit Dice: 3d8 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 20 (+2 Dex, +3 natural, +3 masterwork studded leather, +2 masterwork large wooden shield)

(Flat-Footed): 18

(Touch): 12

Attacks: Morningstar +4 melee; or javelin +4 ranged

Damage: Morningstar 1d8+2; or javelin 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 80 ft., resistant to magic, sleep immunity, SR 12

Saves: Fort +1, Ref +5, Will +1

Abilities: Str 15, Dex 14, Con 11, Int 12, Wis 10, Cha 9

Skills: Climb +2, Hide +5, Listen +4, Move Silently +6, Search +3, Spot +4

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 3

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Alignment: Usually neutral evil
Treasure: Standard
Advancement: By character class
ECL: +4

COMBAT

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire* as the spells cast by a 3rd-level sorcerer.

LIVING WEB

Huge Ooze

Hit Dice: 16d10+68 (156 hp)
Initiative: +4 (Dex)
Speed: 40 ft., climb 40 ft.
AC: 16 (–2 size, +4 Dex, +4 natural)
(Flat-Footed): 12
(Touch): 12
Attacks: 8 slams +12 melee
Damage: Slam 1d6+2
Face/Reach: 15 ft. by 15 ft./15 ft.
Special Attacks: Adhesive, improved grab, constrict, engulf
Special Qualities: Ooze, blindsight 60 ft., fire vulnerability, SR 25, web walk
Saves: Fort +8, Ref +9, Will +0
Abilities: Str 14, Dex 18, Con 16, Int —, Wis 1, Cha 1
Feats: Dexterous Grapppler, Grappling Threat
Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 13
Treasure: Half standard
Alignment: Always neutral
Advancement: 17–30 HD (Huge); 31–48 (Gargantuan)

Horrors spawned by the Spider Queen at the height of her madness, living webs are vengeance given life and physical form. Filled with an insatiable hunger for blood, they are a danger to drow and nondrow alike, prowling the Underdark and killing every creature they encounter. A living web looks like a huge mass of thick, ropy webs covered in layers of sticky strands. Strewn about this mass are the bones, bloodstains, and broken bodies of its victims.

COMBAT

In combat, living webs use no strategy but simply move to grab the nearest creature. The living web then crushes and twists the creature's body, literally squeezing the life from it. If other creatures are within reach, a living web often tries to grab several at one time.

Adhesive (Ex): A living web exudes a powerful adhesive. Any creature that strikes an adhesive-coated living web with a natural weapon must immediately make an opposed grapple check to avoid becoming stuck. Stuck creatures are

Resistant to Magic (Ex): Half-drow/half-bugbears receive a +1 racial bonus on Will saves against spells and spell-like abilities.

Sleep Immunity (Ex): Half-drow/half-bugbears are immune to *sleep* spells and effects.

Skills: Half-drow/half-bugbears receive a +1 racial bonus on Listen, Search, and Spot checks and a +4 racial bonus on Hide skill checks. These bonuses are already figured into the statistics above.

considered grappled. A manufactured weapon that hits an adhesive-coated living web is automatically stuck; its wielder must make a successful Strength check (DC 21) to pry it off. A living web can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Improved Grab (Ex): If a living web hits an opponent of its own size or smaller with a slam attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +22). If it gets a hold, it constricts. Thereafter the living web has the option to conduct the grapple normally or use only a part of its body to hold the opponent (–20 penalty on grapple check, but the living web is not considered grappled). Alternatively, the living web may choose to focus on grappling but still attack other creatures (–10 circumstance penalty on attacks, but the living web makes grapple checks normally). It still threatens adjacent spaces even while grappling.

Constrict (Ex): With a successful grapple check, a living web crushes a grabbed opponent, dealing automatic slam damage plus an additional 3d6+6 points of bludgeoning damage.

Engulf (Ex): A living web can simply mow down Large or smaller creatures as a standard action. It cannot make any slam attacks on the round it engulfs. The living web merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the living web, but if they do, they are not entitled to saving throws. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 21) or be engulfed; on a success they are pushed back or aside (opponent's choice) as the living web moves forward. Engulfed creatures are considered grappled and trapped within its body. A creature so trapped cannot breathe and must hold its breath or suffocate (see the drowning and suffocation rules in the *DMG*).

Ooze: A living web is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

Fire Vulnerability (Ex): A living web takes double damage from fire unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Web Walk (Su): A living web passes through magical and nonmagical webs as though affected by the *web walk* spell (see **Chapter Seven: Spells and Magic** for more information).

Feats: A living web has Dexterous Grapppler and Grappling Threat as bonus feats.

SCRY WARDEN

Medium-Size Outsider (Incorporeal)

Hit Dice: 10d8+20 (65 hp)
Initiative: +2 (Dex)
Speed: Fly 60 ft. (perfect)
AC: 16 (+2 Dex, +4 deflection) **(Flat-Footed):** 14 **(Touch):** 16
Attacks: 2 incorporeal touches +12 melee
Damage: Incorporeal touch 1d6 temporary Intelligence
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Create spawn, Intelligence damage, spell-like abilities
Special Qualities: Incorporeal, blindsight 60 ft., smell scrying

Saves: Fort +9, Ref +9, Will +11
Abilities: Str —, Dex 14, Con 15, Int 14, Wis 19, Cha 18
Skills: Concentration +14, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +14, Scry +17, Search +13, Spellcraft +16, Spot +14, Wilderness Lore +14
Feats: Skill Focus (Scry), Skill Focus (Spellcraft), Track

Climate/Terrain: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 9
Treasure: None

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Alignment: Usually neutral evil

Advancement: 11–15 HD (Medium-size); 16–23 HD (Large); 24–30 HD (Huge)

ECL: +15

Scry wardens are strange predators from the Ethereal Plane who feed on the intellect of creatures with knowledge of scrying. Created long ago as proxies for a now-dead god of Abjuration magic, they have become a deadly threat to spellcasters everywhere.

Scry wardens are floating, wraithlike creatures composed of black smoke. Although fearsome to behold, they are outsiders, not undead.

Scry wardens do not often speak, but when they do so, their voices are quiet and rasping. They speak Abyssal, Common, and Infernal.

COMBAT

Scry wardens that discover scrying creatures hunt them down. They locate their prey while still on the Ethereal Plane, using their innate ability to smell scrying. A popular tactic is to *plane shift* in so as to appear from out of a scrying device. Scry wardens rarely kill scrying creatures immediately, preferring to incapacitate their prey and return to feed several more times after it has had an opportunity to recover.

When faced with strong resistance or elusive prey, scry wardens try to kill the creature as quickly as possible. If prevented, they flee into a solid object and *plane shift* to the Ethereal Plane, lingering near the unfortunate target of their wrath until it is more vulnerable.

Create Spawn (Su): Any creature with ranks in Scry who is reduced to Intelligence 0 by a scry warden dies and becomes a scry warden under the control of its killer within 1d4 rounds.

Intelligence Damage (Su): The touch of a scry warden deals 1d6 points of temporary Intelligence damage. On a successful critical hit, this damage is not doubled but instead becomes permanent Intelligence drain.

Spell-Like Abilities: At will—*dimensional anchor*, *dismissal**, *detect scrying*, *greater scrying**,

plane shift, and *scrying**. These are as the spells cast by a 14th-level sorcerer (save DC 14 + spell level). Spells marked with an asterisk (*) can be used only to counterspell.

Incorporeal: A scry warden can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. A scry warden can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against it. A scry warden always moves silently and cannot be heard with Listen checks if it does not wish.

Blindsight (Ex): A scry warden has an uncanny understanding of the area around it. This ability enables it to discern all objects and creatures within 60 feet. The scry warden usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Smell Scrying (Su): Scry wardens can detect a scrying attempt exactly as a creature with scent detects a strong odor. For 1 hour after a scrying attempt, scry wardens can detect and track the scrying creature, following the rules for the scent ability. Scry wardens can detect the “scent” of scrying even through the boundary of the Ethereal Plane.

SPIDERLING

Small Monstrous Humanoid (Elf, Halfling)

1st-Level Warrior

Hit Dice: 1d8–1 (3 hp)

Initiative: +1 (Dex)

Speed: 20 ft., climb 20 ft.

AC: 14 (+1 size, +1 Dex, +2 leather)

(Flat-Footed): 13

(Touch): 12

Attacks: Short sword +0 melee; or light crossbow +2 ranged

Damage: Short sword 1d6–1; or light crossbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Spiderling traits

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 9, Dex 13, Con 8, Int 12, Wis 10, Cha 10

Skills: Climb +11, Hide +7, Jump +5, Listen +4, Move Silently +7, Spot +4

Feats: Alertness

Climate/Terrain: Any underground

Organization: Company (2–4), patrol (11–20 plus 1 leader of 3rd to 6th level), or tribe (30–100 plus 1 3rd-level sergeant per 10 spiderlings, 5 5th-level lieutenants, and an 8th-level leader)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

ECL: +0

Castoff experiments, spiderlings are a fusion of drow and spider who have scuttled throughout the Underdark, populating its hard-to-reach spaces. Spiderlings were created to be a servant race, but the project went awry, possibly due to the jealous intercession of the Spider Queen.

Like miniature versions of driders, spiderlings look like dog-sized spiders with little drow torsos protruding from where the head of the spider would be. Similar

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in proportions to halflings, they have the coldly beautiful features of dark elves.

Spiderlings speak Undercommon.

COMBAT

Spiderlings seek to outmaneuver and wear down their foes with guerrilla tactics and hit-and-run attacks. Since their darkvision is weak compared to that of drow, they reside in tight, twisting tunnels that form mazelike fortresses.

Spiderling Traits: All spiderlings share certain racial traits.

- **+1 racial attack bonus** against flat-footed opponents. Spiderlings are masters of ambush tactics.
- **Multiple Legs:** Spiderlings gain a +4 stability bonus to defend against bull rush and trip attacks.
- Spiderlings do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. A spiderling resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- **Darkvision (Ex):** Spiderlings can see in nonmagical darkness up to a range of 60 feet. This vision is in black and white only.
- **Drow/Halfling Blood (Ex):** Spiderlings are considered to be drow, elves, and halflings for the purposes of racially specific abilities and effects.
- **Light Blindness (Ex):** When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), spiderlings are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), spiderlings incur a -1 circumstance penalty on all attack rolls, saves and checks.
- **Skills:** Spiderlings receive a +2 racial bonus on Listen, Hide, Jump, Move Silently, and Spot checks. In addition, they receive a +8 bonus on Climb checks for having a climb speed. These bonuses are already figured into the statistics above.



SPIDERLING SOCIETY

Spiderlings are free spirits who congregate and live together for mutual support and protection. They have few leaders, preferring to be ruled by majority consensus if by anything at all. Spiderlings eke out a hunter-gatherer existence on the fringe of civilized areas.

SPIDERLING CHARACTERS

A spiderling's favored class is rogue. Spiderling clerics usually worship Skuttle. For more information on spiderling characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

VERMIN

MONSTROUS LEECH

	Monstrous Leech, Tiny Tiny Vermin (Aquatic)	Monstrous Leech, Small Small Vermin (Aquatic)	Monstrous Leech, Medium-Size Medium-Size Vermin (Aquatic)
Hit Dice:	1/2 d8+2 (4 hp)	1d8+2 (6 hp)	2d8+4 (13 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	5 ft., swim 10 ft.	10 ft., swim 20 ft.	15 ft., swim 30 ft.
AC:	15 (+2 size, +1 Dex, +2 natural)	15 (+1 size, +1 Dex, +3 natural)	15 (+1 Dex, +4 natural)
(Flat-Footed):	14	14	14
(Touch):	13	12	11
Attacks:	Bite +3 melee	Bite +2 melee	Bite +3 melee
Damage:	Bite 1d2-3 and poison	Bite 1d3 and poison	Bite 1d4+3 and poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, blood drain, poison	Improved grab, blood drain, poison	Improved grab, blood drain, poison

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	Monstrous Leech, Tiny Tiny Vermin (Aquatic) (cont'd)	Monstrous Leech, Small Small Vermin (Aquatic) (cont'd)	Monstrous Leech, Medium-Size Medium-Size Vermin (Aquatic) (cont'd)
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +4, Ref +1, Will +0	Fort +4, Ref +1, Will +0	Fort +5, Ref +1, Will +0
Abilities:	Str 5, Dex 12, Con 15, Int —, Wis 10, Cha 1	Str 11, Dex 12, Con 15, Int —, Wis 10, Cha 1	Str 15, Dex 12, Con 15, Int —, Wis 10, Cha 1
Skills:	Hide +18, Move Silently +10, Spot +3, Swim +8	Hide +15, Move Silently +11, Spot +4, Swim +11	Hide +12, Move Silently +12, Spot +5, Swim +10
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)	—
	Monstrous Leech, Large* Large Vermin (Aquatic)	Monstrous Leech, Huge Huge Vermin (Aquatic)	Monstrous Leech, Gargantuan Gargantuan Vermin (Aquatic)
Hit Dice:	4d8+8 (26 hp)	16d8+32 (104 hp)	32d8+64 (208 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed: 20 ft., swim 40 ft.	30 ft., swim 50 ft.	30 ft., swim 50 ft.	
AC: 15 (–1 size, +1 Dex, +5 natural)	17 (–2 size, +1 Dex, +8 natural)	19 (–4 size, +1 Dex, +12 natural)	
(Flat-Footed):	14	16	18
(Touch):	10	9	7
Attacks:	Bite +6 melee	Bite +16 melee	Bite +28 melee
Damage:	Bite 1d6+6 and poison	Bite 1d8+9 and poison	Bite 2d6+12 and poison
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.	20 ft. by 40 ft./10 ft.
Special Attacks:	Improved grab, blood drain, poison	Improved grab, blood drain, poison	Improved grab, blood drain, poison
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +6, Ref +2, Will +1	Fort +12, Ref +6, Will +5	Fort +20, Ref +11, Will +10
Abilities:	Str 19, Dex 12, Con 15, Int —, Wis 10, Cha 1	Str 23, Dex 12, Con 15, Int —, Wis 10, Cha 1	Str 27, Dex 12, Con 15, Int —, Wis 10, Cha 1
Skills:	Hide +7, Move Silently +13, Spot +5, Swim +12	Hide +3, Move Silently +13, Spot +5, Swim +14	Hide +1, Move Silently +11, Spot +5, Swim +16
	Monstrous Leech, Colossal Colossal Vermin (Aquatic)		
Hit Dice:	64d8+98 (416 hp)		
Initiative:	+1 (Dex)		
Speed:	30 ft., swim 50 ft.		
AC: 17 (–8 size, +1 Dex, +14 natural)			
(Flat-Footed):	16		
(Touch):	3		
Attacks:	Bite +50 melee		
Damage:	Bite 2d8+15 and poison		
Face/Reach:	40 ft. by 80 ft./15 ft.		
Special Attacks:	Improved grab, blood drain, poison		
Special Qualities:	Vermin		
Saves:	Fort +36, Ref +22, Will +21		
Abilities:	Str 31, Dex 12, Con 15, Int —, Wis 10, Cha 1		
Skills:	Hide –3, Move Silently +11, Spot +5, Swim +18		
Climate/Terrain: Temperate and warm swamp or aquatic Organization: Solitary, swarm (2–5), or nest (6–11) Challenge Rating: Tiny 1/2; Small 1; Medium-size 2; Large 3; Huge 7; Gargantuan 10; Colossal 12 Treasure: None Alignment: Always neutral Advancement: Tiny —; Small —; Medium-size —; Large 5–15 HD (Large); Huge 17–31 HD (Huge); Gargantuan 33–63 HD (Gargantuan); Colossal — ECL: A monstrous leech has no Intelligence score and is not suitable as a player character.			



*The Large monstrous leech is related to the giant leech presented in *Wrath & Rage* but is not quite the same. If you prefer, adjust these creatures to match its abilities.



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MONSTROUS SLUG

Monstrous Slug, Tiny
Tiny Vermin
 Hit Dice: 1/2 d8+1 (5 hp)
 Initiative: -1 (Dex)
 Speed: 5 ft., climb 5 ft.
 AC: 13 (+2 size, -1 Dex, +2 natural)
 (Flat-Footed): 13
 (Touch): 11
 Attacks: Tongue scrape +1 melee
 Damage: Tongue scrape 1d2-3
 Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +5, Ref -1, Will +0
 Abilities: Str 5, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +8, Hide +10*,
 Move Silently +10, Spot +3
 Feats: Weapon Finesse (tongue scrape)

Monstrous Slug, Large
Large Vermin
 Hit Dice: 4d8+12 (30 hp)
 Initiative: -1 (Dex)
 Speed: 20 ft., climb 20 ft.
 AC: 13 (-1 size, -1 Dex, +5 natural)
 (Flat-Footed): 13
 (Touch): 8
 Attacks: Tongue scrape +6 melee
 Damage: Tongue scrape 1d6+6
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +7, Ref +0, Will +1
 Abilities: Str 19, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +12, Hide +0*,
 Move Silently +12, Spot +5

Monstrous Slug, Colossal
Colossal Vermin
 Hit Dice: 64d8+192 (480 hp)
 Initiative: -1 (Dex)
 Speed: 30 ft., climb 30 ft.
 AC: 15 (-8 size, -1 Dex, +14 natural),
 touch 5, flat-footed 19
 (Flat-Footed): 15
 (Touch): 1
 Attacks: Tongue scrape +50 melee
 Damage: Tongue scrape 2d8+15
 Face/Reach: 40 ft. by 80 ft./15 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +37, Ref +20, Will +21
 Abilities: Str 31, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +18, Hide -12*, Move
 Silently +12, Spot +5

Climate/Terrain: Temperate or warm marsh and underground

Organization: Solitary, colony (2-5), or swarm (6-11)

Challenge Rating: Tiny 1/4; Small 1/2; Medium-size 1; Large 1; Huge 4;
 Gargantuan 7; Colossal 9

Treasure: None

Alignment: Always neutral

Advancement: Tiny —; Small —; Medium-size —; Large 5-15 HD (Large); Huge 17-31
 HD (Huge); Gargantuan 33-63 HD (Gargantuan); Colossal —

Monstrous Slug, Small
Small Vermin
 Hit Dice: 1d8+3 (7 hp)
 Initiative: -1 (Dex)
 Speed: 10 ft., climb 10 ft.
 AC: 13 (+1 size, -1 Dex, +3 natural)
 (Flat-Footed): 13
 (Touch): 10
 Attacks: Tongue scrape +1 melee
 Damage: Tongue scrape 1d3
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +5, Ref -1, Will +0
 Abilities: Str 11, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +8, Hide +7*, Move
 Silently +11, Spot +4
 Feats: —

Monstrous Slug, Huge**
Huge Vermin

Hit Dice: 16d8+48 (120 hp)
 Initiative: -1 (Dex)
 Speed: 30 ft., climb 30 ft.
 AC: 15 (-2 size, -1 Dex, +8 natural)
 (Flat-Footed): 15
 (Touch): 7
 Attacks: Tongue scrape +16 melee
 Damage: Tongue scrape 1d8+9
 Face/Reach: 10 ft. by 20 ft./10 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +13, Ref +4, Will +5
 Abilities: Str 23, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +14, Hide -4*,
 Move Silently +12, Spot +5

Monstrous Slug, Medium-Size
Medium-Size Vermin
 Hit Dice: 2d8+6 (15 hp)
 Initiative: -1 (Dex)
 Speed: 15 ft., climb 15 ft.
 AC: 13 (-1 Dex, +4 natural)
 (Flat-Footed): 13
 (Touch): 9
 Attacks: Tongue scrape +3 melee
 Damage: Tongue scrape 1d4+3
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +6, Ref -1, Will +0
 Abilities: Str 15, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +10, Hide +4*,
 Move Silently +12, Spot +5
 Feats: —

Monstrous Slug, Gargantuan
Gargantuan Vermin

Hit Dice: 32d8+96 (240 hp)
 Initiative: -1 (Dex)
 Speed: 30 ft., climb 30 ft.
 AC: 17 (-4 size, -1 Dex, +12 natural)
 (Flat-Footed): 17
 (Touch): 5
 Attacks: Tongue scrape +28 melee
 Damage: Tongue scrape 2d6+12
 Face/Reach: 20 ft. by 40 ft./10 ft.
 Special Attacks: Overbear, slime
 Special Qualities: Vermin, retraction, scent
 Saves: Fort +21, Ref +9, Will +10
 Abilities: Str 27, Dex 8, Con 16,
 Int —, Wis 10, Cha 1
 Skills: Climb +16, Hide -8*,
 Move Silently +12, Spot +5



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ECL: A monstrous slug has no Intelligence score and is not suitable as a player character.

******The Huge monstrous slug is related to the giant slug presented in *Wrath and Rage* but is not quite the same. If you prefer, adjust these creatures to match its abilities.

MONSTROUS LEECH

Monstrous leeches are parasites of immense proportions. Their paralyzing poison and massive blood drain make for a terrifying death. Fortunately, they are slow on land.

COMBAT

Monstrous leeches tend to swarm a single target, biting it until it is paralyzed and then draining it of blood.

Improved Grab (Ex): If a monstrous leech hits an opponent with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it drains blood. Each successful grapple check it makes during successive rounds automatically deals bite damage.

Blood Drain (Ex): A monstrous leech drains blood from a grappled opponent, automatically dealing temporary Constitution damage each round it maintains the hold. A monstrous leech deals damage based on its size, as shown in the table below. This table also lists the number of Constitution points it takes to engorge the monstrous leech. Beyond that limit, it cannot use its blood drain ability.

BLOOD DRAIN

Size	Constitution Damage	Gorge Limit
Tiny	1	3
Small	1d4	5
Medium	1d6	10
Large	2d4	20
Huge	2d6	40
Gargantuan	2d8	80
Colossal	4d6	160

Poison (Ex): Bite, Fortitude save (Tiny DC 12; Small DC 12; Medium-size DC 15; Large DC 18; Huge DC 26; Gargantuan DC 36; Colossal DC 54); initial and secondary damage paralysis for 1 minute.

Vermin: A monstrous leech is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and has darkvision with a 60-foot range.

Skills: Monstrous leeches receive a +6 racial bonus on Hide and Move Silently checks (already figured into the statistics above).

MONSTROUS SLUG

Aggressive but slow predators, monstrous slugs lurk in damp caves and mushroom fields waiting for hapless creatures to approach too close.

Overbear (Ex): A monstrous slug can crush and envelop smaller creatures as a standard action. The monstrous slug merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the monstrous slug, but if they do, they are not entitled to saving throws. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 10 + 1/2 monstrous slug's HD + monstrous slug's Strength modifier) or be enveloped; on a success they are pushed back or aside (opponent's choice) as the monstrous slug moves forward. Creatures covered by the monstrous slug are considered grappled and trapped under its body. A creature so trapped cannot breathe and must hold its breath or suffocate (see the rules for drowning and suffocation in the *DMG*). On subsequent rounds, the monstrous slug can crush all opponents it has covered, automatically dealing bludgeoning damage equal to its tongue scrape damage.

Slime (Ex): A monstrous slug can expel a large amount of slippery, quick-drying slime as a standard action. This fills the space the monstrous slug occupies and all adjacent squares. Creatures in or moving through the slimy area must succeed at a Balance check (DC 15) or fall prone. The slime remains slippery for 1 round.

Retraction (Ex): As a move-equivalent action, a monstrous slug can retract its head and tail under its hard saddle, increasing its natural armor bonus by +8. A monstrous slug cannot move or attack while retracted, but it can still use its slime ability and crush opponents it has covered with its overbear ability. Extending its body again is a move-equivalent action.

Scent (Ex): A monstrous slug can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Vermin: A monstrous slug is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and has darkvision with a 60-foot range.

Skills: Monstrous slugs gain a +8 racial bonus on Move Silently checks (already figured into the statistics above). *In addition, their coloring and texture acts as a natural camouflage, granting a +8 racial bonus on Hide checks in rocky, earthy, or woodland environments.

VERMINOID

Somewhere between human and vermin, verminoids are the abominable result of druidic magic and the sorcerous experiments of Arrachnovoleth's worshippers.

Verminoids are verminlike creatures with humanoid bodies and intellects. A verminoid has two legs to walk upon and two arms with hands to manipulate tools. It walks upright but otherwise retains all the hideous aspects of its previous form.

CREATING A VERMINOID

"Verminoid" is a template that can be added to any vermin (referred to hereafter as the "base creature"). The base creature's type changes to "monstrous humanoid." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: If the base creature has less than 1 HD, it increases to 1 HD.

Speed: If the base creature has a land speed slower than 20 feet, its base speed increases to 20 feet.

Attacks: The verminoid retains all the attacks of the base creature, but its attack bonus is as a monstrous humanoid. In addition, the verminoid has limbs to wield weapons. Two limbs of the base creature become legs, two become arms, and any others become vestigial appendages; if the base creature has more than two arm or leg attacks, all these attacks remain and those limbs are also capable of wielding weapons and other objects. Wings or a tail do not transform into arms. Creatures with fewer than four limbs grow the necessary limbs.

Face/Reach: The base creature's face and reach change according to the table on the next page.



FACE/REACH

Size	Face/Reach
Fine	1/2 ft. by 1/2 ft./0 ft.
Diminutive	1 ft. by 1 ft./0 ft.
Tiny	2 1/2 ft. by 2 1/2 ft./0 ft.
Small	5 ft. by 5 ft./5 ft.
Medium	5 ft. by 5 ft./5 ft.
Large	5 ft. by 5 ft./10 ft.
Huge	10 ft. by 10 ft./15 ft.
Gargantuan	20 ft. by 20 ft./20 ft.
Colossal	40 ft. by 40 ft./25 ft.

SIZE/HIT DICE

Size	Minimum Hit Dice
Fine	1/16
Diminutive	1/8
Tiny	1/4
Small	1/2
Medium-size	1
Large	2
Huge	4
Gargantuan	16
Colossal	32

Special Attacks: A verminoid retains the special attacks of the base creature but loses the vermin bonus to poison save DCs. If the base creature has a poison attack, its save DC is equal to 10 + 1/2 verminoid's HD + verminoid's Constitution modifier.

Special Qualities: A verminoid retains the special qualities of the base creature but no longer has the vermin immunity to mind-affecting spells and effects. Instead, the verminoid gains a +4 racial bonus on saves against mind-affecting spells and effects.

Saves: Unlike most monstrous humanoids, a verminoid's good saving throws are Fortitude and Reflex.

Abilities: Increase from the base creature as follows: Int +3d4, Cha +3d4.

Skills: The verminoid retains all the base creature's racial bonuses on skills but otherwise assigns new ranks to skills and modifies them with its new ability score modifiers. The verminoid gains skill points as a monstrous humanoid (2 x Intelligence score +2 per Hit Die above the normal minimum for its size as shown in the table below). Treat the base creature's skills as class skills and other skills as cross-class. A verminoid speaks one language of its creator, plus a number of other languages its creator knows equal to its Intelligence bonus.

Feats: The verminoid retains all feats of the base creature and gains a number of new feats equal to 1 + Intelligence bonus +1 per 4 HD above the normal minimum for its size as shown in the table above.

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Less than 1 HD, 1/2; 1 HD or greater, same as the base creature

Treasure: Standard

Alignment: Usually neutral

Advancement: By class



SAMPLE

VERMINOIDS

These examples use a monstrous leech, monstrous scorpion, and monstrous spider as base creatures.

VERMINOID

MONSTROUS LEECH

Large Monstrous Humanoid (Aquatic)

Hit Dice: 4d8+8 (26 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 40 ft.

AC: 17 (–1 size, +1 Dex, +5 natural, +2 leather)

(Flat-Footed): 16

(Touch): 10

Attacks: Huge greatsword +7 melee and bite +2 melee; or bite +7 melee

Damage: Huge greatsword 2d8+6, bite 1d6+2 and poison; or bite 1d6+4 and poison

Face/Reach: 5 ft. by 10 ft./5 ft

Special Attacks: Improved grab, blood drain, poison

Special Qualities: Darkvision 60 ft., +4 saves vs. mind-affecting affects

Saves: Fort +6, Ref +5, Will +1

Abilities: Str 19, Dex 12, Con 15, Int 6, Wis 10, Cha 8

Skills: Hide +6*, Listen +5, Move Silently +10*, Spot +5

Feats: Power Attack

Climate/Terrain: Warm or temperate aquatic and underground

Organization: Solitary, swarm (2–5), or nest (6–11)

Challenge Rating: 3

Treasure: Standard

Alignment: Neutral

Advancement: By class

COMBAT

Improved Grab (Ex): If a verminoid monstrous leech hits an opponent with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it drains blood. Each successful grapple check it makes during successive rounds automatically deals bite damage.

Blood Drain (Ex): A verminoid monstrous leech drains blood from a grappled opponent, automatically dealing 2d4 points of temporary Constitution damage each round it maintains the hold. Once it has drained 20 points of Constitution, it cannot use its blood drain ability for 1 hour.

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage paralysis for 1 minute.

Skills: Verminoid monstrous leeches gain a +6 racial bonus on Hide and Move Silently checks. These bonuses are already figured into the statistics above.

VERMINOID

MONSTROUS SCORPION

Colossal Monstrous Humanoid

Hit Dice: 64d8+128 (416 hp)

Initiative: +0

Speed: 50 ft.

AC: 20 (–8 size, +18 natural)

(Flat-Footed): 20

(Touch): 2

Attacks: 2 claws +65 melee, sting +60 melee

Damage: Claw 2d8+9, sting 2d8+4 and poison

Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Improved grab, poison, squeeze

Special Qualities: Darkvision 60 ft., +4 saves vs. mind-affecting affects

Saves: Fort +36, Ref +36, Will +23

Abilities: Str 29, Dex 10, Con 14, Int 7, Wis 10, Cha 10

Skills: Climb +39, Hide +14, Spot +30

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Critical (sting), Iron Will, Lightning Reflexes, Power Attack, Sunder, Track

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Usually neutral

Advancement: By class

COMBAT

Improved Grab (Ex): To use this ability, the verminoid monstrous scorpion must hit with a claw attack. If it gets a hold, it squeezes.

Poison (Ex): Sting, Fortitude save (DC 44), initial and secondary damage 2d8 Strength.

Squeeze (Ex): A verminoid monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals claw damage with both claws and stings with its full attack bonus.

Skills: A verminoid monstrous scorpion receives a +4 racial bonus on Climb, Hide, and Spot checks. These bonuses are already figured into the statistics above.

VERMINOID

MONSTROUS SPIDER

(HUNTER)

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 18 (+3 Dex, +1 natural, +3 studded leather, +1 small steel shield)

(Flat-Footed): 15

(Touch): 13

Attacks: Bite +5 melee; or rapier +5 melee, bite +0 melee

Damage: Bite 1d6 and poison; or rapier 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., +4 saves vs. mind-affecting affects

Saves: Fort +4, Ref +6, Will +0

Abilities: Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 11

Skills: Climb +11, Hide +10, Jump +9, Spot +11

Feats: Weapon Finesse (bite), Weapon Finesse (rapier)

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary or colony (2–5)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By class

COMBAT

Poison (Ex): Bite, Fortitude save (DC 12); initial and secondary damage 1d4 Strength.

Skills: A hunter verminoid monstrous spider receives a +4 racial bonus on Spot checks, a +6 racial bonus on Jump checks, and a +8 racial bonus on Spot checks. In addition, it gains a +8 bonus on Climb checks for having a climb speed. These bonuses are already figured into the statistics above.

VUPDRAX

Medium-Size Monstrous Humanoid (Elf)

Hit Dice: 3d8 (13 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 30 ft. (average)

AC: 14 (+1 Dex, +3 natural)

(Flat-Footed): 13

(Touch): 11

Attacks: 2 claws +5 melee, bite –1 melee; or longsword +4 melee

Damage: Claw 1d4+1, bite 1d2; or longsword 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Vupdrax traits

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 12, Dex 13, Con 10, Int 8, Wis 10, Cha 8

Skills: Climb +6, Hide +4, Listen +14, Move Silently +4, Spot +3

Feats: Weapon Focus (claw)

Climate/Terrain: Any underground

Organization: Solitary, company (2–4), or flock (10–200)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

ECL: +5

Vupdrax are another failed and castoff drow experiment that have managed to survive and carve out a place for themselves in the Underdark. Congregating in huge flocks, vupdrax are terrible carnivores, hunting and eating other sentient races.

Vupdrax look like well-muscled dark elves with great bat wings protruding from their shoulders. Batlike ears project from a vupdrax's head, and its grin reveals a predator's maw filled with sharp fangs instead of teeth. Long clawed fingers and bald heads complete the picture of horror.

Vupdrax speak Drow and Undercommon.



COMBAT

Vupdrax make liberal use of *darkness* before entering melee, relying on their blindsight to locate victims. Some vupdrax use ranged weapons, but most prefer to taste the blood of their enemies before they kill them.

Spell-Like Abilities: 3/day—*darkness* as the spell cast by a sorcerer of a level equal to the vupdrax's total HD.

Vupdrax Traits: All vupdrax share certain racial traits.

- Immune to *sleep* spells and effects.
- Vupdrax require sleep as humans do. It is a weakness that drow have used to their advantage in conflicts with vupdrax.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- *Drow Blood (Ex):* Vupdrax are considered to be both drow and elves for the purposes of racially specific abilities and effects.
- *Darkvision (Ex):* Vupdrax can see in nonmagical darkness up to a range of 10 feet. This vision is in black and white only.
- *Blindsight (Ex):* Vupdrax rely on sound to “see” and have blindsight to a range of 60 feet. A vupdrax does not normally need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell blocks a vupdrax's blindsight and forces it to rely on its weak darkvision.
- *Light Blindness (Ex):* When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), vupdrax are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), vupdrax incur a –1 circumstance penalty on all attack rolls, saves and checks.
- *Sound Sensitivity (Ex):* Any abrupt exposure to a very loud sound that originates from within the range of the vupdrax's blindsight (*sound burst*, *shout*, *fireball*, an exploding thunderstone, and so on) deafens and suppresses the vupdrax's blindsight for 1 round. When the source of a continuous very loud sound (a roaring waterfall, dwarven foundry, tornado, and the like) is within the range of the vupdrax's blindsight, it suffers a –1 circumstance penalty on attack rolls, saves, and checks.
- *Skills:* Vupdrax have a highly developed sense of hearing and receive a +8 racial bonus on Listen checks. In addition, vupdrax receive a +4 racial bonus on Animal Empathy, Handle Animal, and Ride checks dealing with bats and dire bats. These bonuses are already figured into the statistics above.

VUPDRAX SOCIETY

Seemingly more animal than humanoid, vupdrax gather in great flocks like bats. They hunt and rest together, following a regular schedule of feeding and sleeping. Despite their evil natures, vupdrax are almost civil to one another, relying on a very fluid social hierarchy and loud but rarely deadly scuffles to settle disputes.

VUPDRAX CHARACTERS

A vupdrax's favored class is barbarian. For more information on vupdrax characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

CHAPTER FOUR: PRESTIGE CLASSES

The struggle for perfection drives many drow to specialize and find new niches to occupy in their society. Prestige classes are the perfect means to an ambitious drow's dark ends, providing a way to set oneself apart while gaining the power to hold the new, exalted role.

Of course, dark elves also forge their own places in the world, by developing unique new skills and through new prestige classes. Many of these new classes note "patron deity" as a requirement. Characters who wish to become members of the prestige class must worship this deity and hold to the deity's ethos.

Failure to do so results in the loss of all spells, spell-like abilities, and supernatural abilities granted by the class.

The prestige classes presented in this chapter are intended for dark elves, mainly evil characters, but that doesn't mean they can't be used by all sorts of PCs and NPCs. Most of these prestige classes are suitable for good characters and nondrow: Opening them up to such characters is as simple as removing the patron deity and alignment requirements. Some are more suitable for this purpose than others, but a little work to change the classes' flavor can solve that.

INTERLUDE: DRE'REZZYM'S JOURNEY

You must understand, Dre'Rezzym. We are nothing like you. Drow resemble no other creatures. Your thoughts, dreams, and desires are like those of a child compared to ours.

What motivates you, Dre'Rezzym? What brought you here? Was it curiosity? Was it some misguided belief in your own ability to dominate a dark elf or some romantic notion that you might find good among us? Did you think that you could "save" a drow, or did you just come learn our weaknesses so that others might destroy us?

Oh yes, I heard the beginning of your work. You say you came purely for scholarly reasons. If that's true, more the fool you, but I find it difficult to understand why you would wish to acquire knowledge you would not put to use.

You see, it's that kind of flawed thinking that makes you weaker than drow. When a drow does something, it has a purpose other than to fulfill some bedonistic desire or ideal. A successful drow is always taking actions to advance some plan that will result in the acquisition of power. Those who fail to do so are weeded out of society, and thus, the race grows stronger with each new generation.

Oh certainly we indulge in pleasures, but look more carefully at the crowds in taverns, whorehouses, and gambling halls. Watch the eyes. Watch the hands. Amid the apparent chaos and noise, plots are hatched by the second, and they come to fruition or quietly fail just as quickly. Nearly every moment of every waking hour is a constant scrambling to garner more power.

Sounds terrible to you, doesn't it? It makes you uncomfortable just to think about waking up to that every day. You see, that's why no other race will ever surpass the drow.

What's this you're writing? "Measure yourself . . ."

Ab! "Measure yourself by your enemies." Is that a human saying?

You really are a fascinatingly varied race. Most of you are totally worthless, but others possess impressive cunning.

But you are right. Measure the drow by their enemies: all the world. Measure an individual drow by his enemies: the world and all other drow. We are the ultimate foe.

But I've digressed.

The drow have survived in the Underdark for thousands of years. Creatures like mind flayers, aboleths, and beholders are a constant threat, and the dangers of the Underdark plague us every day. How long do you think humans would have lasted in such conditions?

How did we last? It's simple: We're the best at what we do.

DROW AND CORE PRESTIGE CLASSES

The DMG presents several great prestige classes for drow characters to take. Here are some notes about how they fit into drow society.

ARCANE ARCHER

The path of the arcane archer is as familiar to dark elves as to their surface cousins. Drow arcane archers often coat their ammunition in deadly poison.

Of the drow subraces, only drey, aquatic drow, and half-drow usually become arcane archers, but none of the drow subraces are likely to foster many. Drey and half-drow rarely have the discipline necessary, and because of their watery environments, aquatic drow prefer thrown weapons that can also be used in melee, like spears.

GM's Option: Drow could use arcane archer abilities with crossbows and hand crossbows, which are signature weapons for them.

ASSASSIN

Along with rogues, assassins form the backbone of dark elven culture. Assassins' guilds are common, and many rogues move on to specialize in the assassin's deadly arts. Few laws govern the hiring of an assassin, although potential employers must be wary that their target does not offer a higher fee. For this reason, drow often employ the same assassin for several "decoy killings" against poorer foes or random targets, hoping to ascertain the agent's loyalty.

Assassins are equally accepted among the drow subraces. Even the drey, who have little patience for rogues, hold assassins in high esteem.

CHAPTER FOUR: PRESTIGE CLASSES

GM's Option: Allow neutral and good characters to enter the assassin class. Killing a foe is often a necessity, so why should the assassin's art be so unacceptable? Also, consider making *death attack* a 5th-level assassin ability, rather than a 1st-level ability; this provides an incentive to take more than one level of the class.

Note that Green Ronin offers a core class variant of the assassin in *The Assassin's Handbook*. The class, poisons, and spells of this book are quite appropriate for the drow.

BLACKGUARD

Capable of spellcasting, strong in combat, equipped to use poison, and able to make sneak attacks, drow blackguards pose a significant threat to all who oppose them. Dark elves hold the blackguard class in high esteem, seeing it as the natural evolution of the fighter. Many blackguards rank high among the armies of drow Houses.

Blackguards are generally less common among the subraces with fewer fighters, but they are no less deadly. Many drey barbarians and rangers take up the blackguard class, and half-drow who seek companionship in their lonely exile enjoy having a fiendish servant.

GM's Option: Several vermin mounts presented in **Chapter Six: Equipment** make good alternative fiendish servants.

LOREMASTER

Many dark elven arcane and divine spellcasters become loremasters. Followers of Reshagol in particular are likely to follow the loremaster's path to power.

Not surprisingly, loremasters are less common among the drow subraces. Aquatic drow have fewer options for finding lost lore, as they are tied closely to the waters they breathe. Surprisingly, half-drow have proportionately the largest numbers of loremasters. Those who take up a spellcasting career often spend their whole lives researching and seeking knowledge they can use against the drow.

SHADOWDANCER

Drow shadowdancers are dangerously common. The class's affinity with shadows and their fighting style appeal to many dark elves. Often a shadowdancers' guild competes with the thieves' and assassins' guilds in drow cities. Ilshyrra, deity of Illusion and shadows, often has a shadowdancers' guild attached to her temples, just as Black Widow and Reshagol foster monasteries.

Spiderlings frequently become shadowdancers, as do some vupdrax rangers, but the other drow subraces have little use for them. The only other exceptions are renegade male drey; they often find the class's hiding skills to be of great use.

GM's Option: Consider making *hide in plain sight* a 5th-level shadowdancer ability, rather than a 1st-level ability; this provides an incentive to take more than one level of the class.

- BLESSED OF XARCON -

The heat of flame, the surge of electricity, acid's burn, cold's bitter bite, and the piercing thunder of sound; these are the tools of the blessed of Xarcon. These mad spellcasters master the power of Evocation magic by first allowing the energies of the magic to master them. Devoted to the Black Flame, the blessed of Xarcon are driven to lunacy by the secrets revealed in their intense study of Evocation.

Blessed of Xarcon use Evocation magic with total abandon, often heedless of the danger to themselves and allies. They believe Evocation is the strongest school and take every opportunity to prove it. Still, this wild style of spellcasting tends to make blessed of Xarcon adept at resisting dangerous spells.

Most members of this prestige class are single-classed evokers and clerics of Xarcon, but nearly as many sorcerers take up the feverish study of Evocation. Some druids worship the Black Flame for his mastery of fire, and they too can become blessed of Xarcon. It's possible for bards and rangers to enter the class, but few do. A surprising number of spell addicts (see that entry, later in this chapter) turn to Xarcon once they have gained all that class has to offer.

Blessed of Xarcon inspire almost as much distrust and fear as spell addicts. Most dark elves admire their intensity and passion but see their penchant to harm themselves as pointless and self-destructive. Few drow can argue with their

usefulness in combat, however, and many blessed of Xarcon can be found working as hired killers and battlemages.

Abbreviation: Blx
Hit Dice: d6.



REQUIREMENTS

To qualify to become a blessed of Xarcon, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Patron Deity: Xarcon (but see special requirement, below).

Knowledge (Arcana): 8 ranks.

Feats: Combat Casting, Spell Focus (Evocation), Spell Penetration.

Spells: Ability to cast Evocation spells.

Special: If the potential blessed of Xarcon is not devoted to that deity, the character must be an Evocation specialist wizard.

CLASS SKILLS

The blessed of Xarcon's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

TABLE 4-1: THE BLESSED OF XARCON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Evocation specialization	+1 level of existing class
2nd	+1	+0	+3	+3	Evasion	—
3rd	+1	+1	+3	+3	Evocation specialization	+1 level of existing class
4th	+2	+1	+4	+4	Evocation spell knowledge	+1 level of existing class
5th	+2	+1	+4	+4	Empowered Evocation, Evocation specialization	+1 level of existing class
6th	+3	+2	+5	+5	Improved evasion	—
7th	+3	+2	+5	+5	Energy proficiency, Evocation specialization	+1 level of existing class
8th	+4	+2	+6	+6	Maximized Evocation	+1 level of existing class
9th	+4	+3	+6	+6	Energy proficiency, Evocation specialization	+1 level of existing class
10th	+5	+3	+7	+7	Quickened Evocation, Xarcon's gift	+1 level of existing class

CLASS FEATURES

All of the following are class features of the blessed of Xarcon prestige class.

WEAPON AND ARMOR PROFICIENCY

Blessed of Xarcon gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A blessed of Xarcon continues training in magic. Thus, when a specified new blessed of Xarcon level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of blessed of Xarcon to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**"FEEL THE POWER!
FEEL THE BURN!"**

EVOCATION SPECIALIZATION (EX)

At 1st level, the blessed of Xarcon must choose a spell of the Evocation school. This does not need to be a spell she can currently cast; it can be one she wishes to cast when she gains more experience. Whenever she casts this spell, the DC to resist it increases by +1, and the blessed of Xarcon gains a +1 competence bonus on her level check to overcome a creature's spell resistance. This stacks with the benefits provided by the Spell Focus (Evocation) and Spell Penetration feats. She applies Evocation specialization to one additional spell every two levels thereafter. A blessed of Xarcon may not specialize in the same spell more than once.

EVASION (EX)

Beginning at 2nd level, if exposed to any effect that normally allows a Reflex saving throw for half damage, a blessed of Xarcon takes no damage on a successful saving throw. Evasion can be used only if the blessed of Xarcon is wearing light armor or no armor.

EVOCATION SPELL KNOWLEDGE (EX)

At 4th level, the blessed of Xarcon gains a competence bonus equal to her blessed of Xarcon level on Reflex saves against spells she has chosen for Evocation specialization.

EMPOWERED EVOCATION (EX)

At 5th level, the blessed of Xarcon can use the Empower Spell feat using a spell slot only one level higher, rather than two levels higher as normal, but only when applied to Evocation spells.

ENERGY PROFICIENCY (EX)

At 7th level, the blessed of Xarcon becomes incredibly skilled at marshalling the forces of one type of energy: acid, cold, electricity, fire, or sonic. Whenever she casts an Evocation spell that deals damage of the chosen type of energy, the spell deals 1 additional point of damage per blessed of Xarcon class level. For example, an 8th-level blessed of Xarcon who specialized in fire would deal an extra 8 points of damage with a *fireball* spell.

At 9th level, the blessed of Xarcon gains proficiency with one other type of energy.

MAXIMIZED EVOCATION (EX)

At 8th level, the blessed of Xarcon can use the Maximize Spell feat using a spell slot only one level higher, rather than two levels higher as normal, but only when applied to Evocation spells.

QUICKENED EVOCATION (EX)

At 10th level, the blessed of Xarcon can use the Quicken Spell feat using a spell slot only three levels higher, rather than four levels higher as normal, but only when applied to Evocation spells.

XARCON'S GIFT (SU)

A 10th-level blessed of Xarcon automatically succeeds at the Reflex saving throw against any Evocation spell he casts.

CHAPTER FOUR: PRESTIGE CLASSES

BEHIND THE CURTAIN: DESIGNING PRESTIGE CLASSES FOR SPELLCASTERS

Designing a prestige class suitable for both clerics and wizards or sorcerers is easy enough, but making it both desirable for characters of both types and well-balanced for play is difficult.

Wizards and sorcerers have the worst Hit Die of any core class (d4), one good save, few skill points per level, and almost no proficiency with weapons and armor. To top it off, their spells can fail if they wear armor. As a fringe benefit, they both get familiars, and wizards enjoy some bonus feats. The main thing that balances wizards and sorcerers against other classes is their powerful spellcasting.

Clerics have a good Hit Die (d8), two good saves, excellent armor proficiency, good weapon proficiency, the ability to turn or rebuke undead, and domain granted powers. Their spells might not be as effective at bettering foes as a wizard's, but clerics can make great use of their magic to empower themselves, protect allies, and bolster their forces.

This presents a difficulty: Any prestige class designed for both the cleric and the sorcerer or wizard classes that grants "+1 level of existing class" per level to spellcasting tends to be too good for the arcane casters but too weak a choice for clerics. The wizard and sorcerer simply have less to lose and more to gain.

Many of the new prestige classes in this chapter attempt to straddle the line of advantage for cleric and wizard or sorcerer. Each tries a slightly different approach to finding some middle ground that will be desirable to all three classes. If you don't like how it was done, try this alternative approach: A character who gains a spellcasting level in an existing class acquires the prestige class ability (if any) for that level, but otherwise advances as though she had gained a level in that spellcasting class. Thus, a character who gains a spellcasting level in the wizard class would gain a d4 Hit Die and advance on the wizard's attack bonus and saving throw progression. If she later chose to gain a spellcasting level in her cleric class, she gains a d8 Hit Die and advances her attack bonus and saving throws as a cleric.

- CREATURE CULTIST -

The monsters of the Underdark are often powerful, and some of their most obsessive hunters come to admire and marvel at them. Admiration can lead to emulation, and the creature cultists hope that through emulation they will gain a monster's power. There are many different creature cults hidden in and near drow enclaves. Each is devoted to a single totem creature, and members of the cult who become initiated into its mysteries gain some of that monster's abilities.

The creature cults work to exalt the monsters that they admire. They accomplish this in many ways, but the most well-known is forcible conversion. Hoping to bring other drow to their way of thinking, they often kidnap promising rangers and force them to fight a totem creature in single combat. Many survivors admit grudging admiration for their foes, thus taking the first step to becoming true creature cultists. Those who fail are judged unworthy and become food for the monster.

Most creature cultists are rangers who have come to worship the monsters they once abhorred. Multiclassed creature cultists are common, and many take up the barbarian path once they have fully grasped the mysteries of their totem creature.

NPC creature cultists tend to be scouts or wanderers. They hide their allegiance to the cult from most dark elves, revealing themselves to one another by showing special scar tattoos. Although the cults have come into conflict with each other, many creature cultists admire several monsters and take each of them as totems.

Creature cultists are anomalies: Few drow admire anything but themselves and their gods. Devout worshipers of the Spider Queen and her

Claws hunt and persecute the creature cults, hoping to obliterate them before a demigod, demon, or other powerful being takes up the mantle of a totem creature and starts to garner worship.

Abbreviation: Ccu

Hit Dice: d10.



REQUIREMENTS

To qualify to become a creature cultist, a character must fulfill all the following criteria.

Alignment: Any nongood.

Animal Empathy: 4 ranks.

Wilderness Lore: 8 ranks.

Feats: Track.

Special: Favored enemy (totem creature's type).

Special: Must have defeated a totem creature in personal combat. The totem creature must be chosen from the following list: basilisk, chuul, darkmantle, destrachan, displacer beast, phantom fungus, phase spider, purple worm, roper, and umber hulk.

CLASS SKILLS

The creature cultist's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the creature cultist prestige class.

WEAPON AND ARMOR PROFICIENCY

Creature cultists are proficient with all simple and martial weapons, all armors, and all shields.

TOTEM CREATURE (EX)

At 1st level, a creature cultist gains a connection to a specific monster. Abilities of this class that refer to a totem creature refer to that monster. A creature cultist can take this prestige class several times, starting at 1st level each time and selecting a new totem creature. Thereafter, on gaining a level, he must choose which creature cultist class to advance in, and thus which monster aspect to improve.

In addition, the creature cultist gains a +2 competence bonus on Bluff, Diplomacy, Intimidate, Listen, Sense Motive, and Spot checks when using these skills against his totem creature.

MONSTER ASPECT I (SU)

At 2nd level, a creature cultist becomes a true initiate of the cult, gaining an aspect of his totem creature. All monster aspect abilities take a standard action to activate and do not provoke attacks of opportunity. The creature cultist can hide his monster aspects, dismissing them as a free action and renewing them as a standard action at any time.

Basilisk: The creature cultist gains the basilisk's coloration and ability to remain motionless for long periods of time, granting him a +4 circumstance bonus on Hide checks in natural settings.

Chunk: The creature cultist's skin becomes hard and chitinous, improving his natural armor bonus by +2.

Darkmantle: The creature cultist can cast *darkness* once per day as a sorcerer of his character level.

Detrachan: The creature cultist becomes protected from sound, gaining a +4 circumstance bonus on all saves against sound-based and sonic attacks and effects.

Displacer Beast: The creature cultist gains a +2 resistance bonus on saves against ranged spells and ranged magical attacks that specifically target him (except for ranged touch attacks).

Phantom Fungus: The creature cultist can cast *invisibility* on himself once per day as a sorcerer of his character level.

Phase Spider: The creature cultist becomes immune to the Constitution damage effects of any poisons.

Purple Worm: The creature cultist becomes immune to the Strength damage effects of any poisons.

Roper: The creature cultist becomes inured to cold, gaining cold resistance 5.

Umber Hulk: The creature cultist's face sprouts huge pincers, and he gains a bite attack that deals 1d8 points of damage.

MONSTER ASPECT II (SU)

At 3rd level, the creature cultist grows to resemble his totem creature even more, gaining a new ability.

Basilisk: The creature cultist becomes immune to petrification.

Chunk: The creature cultist grows webbing between hands and feet and a short, flat tail. This grants him a swim speed of 20 feet.

Darkmantle: The creature cultist gains the darkmantle's ability to perceive its environment by emitting high-frequency sounds, granting blindsight with a 5-foot range. A *silence* spell suppresses this effect. This does not stack with any existing blindsight.

Detrachan: The creature cultist gains the ability to make devastating sonic attacks. As a standard action usable once per day, he can let loose a piercing scream affecting all creatures in a 40-foot cone. Creatures in

the area take 4d6 subdual damage (Reflex half, DC 10 + 1/2 creature cultist's character level + creature cultist's Charisma modifier).

Displacer Beast: The creature cultist sprouts two short tentacles from his back that allow him to make two tentacle rake attacks, each dealing 1d6 points of damage. These attacks do not grant reach, and are secondary attacks if the creature cultist is wielding a weapon.

Phantom Fungus: The creature cultist gains a +5 competence bonus on Move Silently checks.

Phase Spider: The creature cultist grows eight small spider legs from his chest, granting him a climb speed of 10 feet.

Purple Worm: The creature cultist's skin gains the totem creature's distinctive purple color, improving his natural armor bonus by +4.

Roper: The creature cultist becomes inured to electricity, gaining electricity resistance 10.

Umber Hulk: The creature cultist's eyes become faceted and buglike, and he gains the ability to cast *confusion* once per day as a sorcerer of his character level.

RAGE (EX)

At 4th level, a creature cultist becomes imbued with bestial fury, gaining the ability to rage as a barbarian once per day. If he already has the rage ability from another class (such as barbarian), he gains the ability to rage one additional time per day.

TABLE 4-2: THE CREATURE CULTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Totem creature
2nd	+2	+3	+0	+0	Monster aspect I
3rd	+3	+3	+1	+1	Monster aspect II
4th	+4	+4	+1	+1	Rage 1/day
5th	+5	+4	+1	+1	Monster aspect III

MONSTER ASPECT III (SU)

At 5th level, the creature cultist gains the final ability of his totem creature.

Basilisk: The creature cultist can make a gaze attack once per day. A

CHAPTER FOUR: PRESTIGE CLASSES

target creature that fails a Fortitude saving throw (DC 10 + 1/2 creature cultist's character level + creature cultist's Charisma modifier), is turned to stone as per the *flesh to stone* spell.

Chulk: The creature cultist grows short tentacles from his jaw. During a grapple, he may make an opposed grapple check to wrap his tentacles around the enemy. If he succeeds, the grappled foe must succeed at a Fortitude save (DC 10 + 1/2 creature cultist's character level + creature cultist's Constitution modifier) or be paralyzed for 6 rounds.

Darkmantle: The creature cultist's blindsight increases in potency, reaching a radius of 30 feet.

Destructar: The creature cultist gains another scream attack usable once per day, this one dealing 6d6 subdual damage (Reflex half, DC 10 + 1/2 creature cultist's character level + creature cultist's Charisma modifier). In addition, both scream attacks now have a range of 60 feet.

Displacer Beast: The creature cultist can cause his body to become blurred and indistinct, as per the *displacement* spell. He may use this

ability once per day for up to 1 hour.

Phantom Fungus: The creature cultist can mimic the abilities of the phantom fungus even better than before, enabling him to cast *improved invisibility* on himself once per day as a sorcerer of his character level.

Phase Spider: The creature cultist gains the phase spider's ability to travel between the Ethereal and Material planes. Once per day, he can cast *ethereal jaunt* as a sorcerer of his character level.

Purple Worm: The creature cultist grows sensitive to the vibrations of the earth, gaining tremorsense with a range of 20 feet.

Roper: The creature cultist's skin becomes hard and stony, improving his natural armor bonus by +7 and granting a +4 circumstance bonus on Hide checks in stony or icy areas.

Umber Hulk: The creature cultist's hands and arms harden, enabling him to burrow through dirt (but not rock) at a speed of 10 feet. He cannot run while burrowing.

- DARK DANCER -

All drow appreciate the beauty of a skillful fighter's motions, and they commonly refer to melee combat in terms of the dance. The truth of this metaphor is most apparent in the dark dancers, favored fighters of three drow gods. These deadly combatants blend performance and bloodletting into an intricate dance of killing. The churches of Demzer, Ilshyrra, and Nyarlath foster enclaves of dark dancers, and each god's cult develops a distinct style.

Terrors on the battlefield, Demzer's dark dancers leap, spin, and gyrate through melee in an ecstasy of destruction. Flashy and lascivious, the Master's lull their foes into complacency before enmeshing them in a web of pain and horror.

Ilshyrra's cult is deceptively dangerous, using falsehood and misdirection to cover deadly intent. As likely to be found in fleshpots as fighting arenas, the dark dancers who follow the Mistress of Falsehood use a dazzlingly beautiful display of prowess to hide the killing blow.

The dark dancers of Nyarlath make dance itself a weapon. Practical and strict, their motions, although artful, have a clear purpose: to kill. They dance for the Conquerer's glory and the bloody deaths of her foes.

Most dark dancers come from the bard and rogue classes, but some fighters and monks join their ranks. Clerics of the patron deities are common compared to arcane spellcasters and druids, but even they are not prevalent. Barbarians are the least well-represented class except in Nyarlath's cults: Her dogma of wrath attracts many barbaric worshippers.

Dark dancers perform various functions in drow society. Most work as adjuncts and warriors for their deity's temples, as paladins do for good gods. They are often an important part of the temple's holiest ceremonies. In addition to these common duties, each cult has its specialty. Demzer's dark dancers make excellent bodyguards to impress and intimidate during negotiations, particularly with nondrow. When not dazzling foes with their weapon prowess, Ilshyrra's dark dancers are likely to be found using prowess

of an entirely different kind in the homes of wealthy drow: Nyarlath's dark dancers are usually on the warpath, accompanying slaver expeditions and raids on enemies. Conflicts between these groups are common and often legendary, as the deadly dancing styles clash.

Abbreviation: Dda
Hit Dice: d10.

REQUIREMENTS

To qualify to become a dark dancer, a character must fulfill all the following criteria.

Alignment: Any evil.

Patron Deity: Demzer, Ilshyrra, or Nyarlath.

Base Attack Bonus: +3.

Balance: 4 ranks.

Perform: 9 ranks; battledance and dance must be chosen as performance types. (See **Chapter Five: Skills and Feats**.)

Tumble: 4 ranks.

Feats: Dodge, Expertise, Mobility.



CLASS SKILLS

The dark dancer's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4* + Int modifier.

CLASS FEATURES

All of the following are class features of the dark dancer prestige class.

WEAPON AND ARMOR PROFICIENCY

Dark dancers gain no proficiency with any weapons, armor, or shields.

PATRON DEITY

Three deities sponsor dark dancers, and each deity's cult has slightly different abilities.

When a character takes a level of dark dancer, she must devote herself to one deity. Once chosen, the patron deity cannot be changed. Should the character ever willfully betray her patron deity's aims or devote herself to another deity, she immediately loses all special abilities of the dark dancer prestige class.

PATRON'S FAVOR

The level progression information presented above represents the base for all three types of dancers. Depending on the dark dancer's patron deity, this base is altered as follows.

DEMZER

Demzer's dark dancers have Will as a good save in addition to Reflex. Their Will save progression is that same as the Reflex save progression shown in Table 4-3: The Dark Dancer.

*ILSHYRRA

Ilshyrra's dark dancers receive 8 skill points per level instead of 4. In addition, Bluff, Diplomacy, Hide, and Move Silently are class skills.

**NYARLETH

Nyarleth's dark dancers have the fighter's base attack progression (+1 per level) instead of that shown in Table 4-3: The Dark Dancer.

BONUS FEAT

At 1st level, a dark dancer gains a specific bonus feat, regardless of whether or not she meets the prerequisites. The bonus feat gained depends upon the dark dancer's patron deity (see Chapter Five: Skills and Feats for more information).

Demzer Impressive Demonstration. **Ilshyrra:** Impressive Battledance. **Nyarleth** Armored Tumbler.

SPRING ATTACK

At 2nd level, a dark dancer gains Spring Attack as a bonus feat regardless of whether or not she meets the prerequisites.

DANCE OF RUIN (EX)

At 3rd level, a dark dancer learns to use dance to dangerous effect in battle. The dark dancer must succeed at a Perform (dance) check (DC 20); this

is a free action, usable once per round, that does not provoke attacks of opportunity. If the dark dancer fails, she cannot gain the benefits of the dance of ruin that round.

DEMZER

The dark dancer of Demzer can strike fear into her foes. When she performs a dance of ruin and uses the Spring Attack feat, she can intimidate the target of her spring attack in combat as a free action before making her attack. (See Chapter Five: Skills and Feats for rules on intimidating foes in combat).

ILSHYRRA

The dark dancer of Ilshyrra is an expert at misdirection. When she performs a dance of ruin and uses the Spring Attack feat,

she can use the Perform (battledance) skill against the target of her spring attack to daze her foe as a free action before she makes her attack. (See Chapter Five: Skills and Feats for new rules on how to use Perform (battledance) in combat).

NYARLETH

The dark dancer of Nyarleth dances in even the heaviest armors as a symbol of devotion to her awful mistress. When she performs a dance of ruin the dark dancer of Nyarleth can take the Spring Attack action even while wearing heavy armor.

WHIRLWIND ATTACK

At 4th level, a dark dancer gains Whirlwind Attack as a bonus feat regardless of whether or not she meets the prerequisites.

DANCE OF DEATH (EX)

At 5th level, a dark dancer learns to use dance to deadly effect in battle. The dark dancer must succeed at a Perform (dance) check (DC 25); this is a free action, usable once per round, that does not provoke attacks of opportunity. If the dark dancer fails, she cannot gain the benefits of the dance of death that round.

DEMZER

Whenever she performs a dance of death and uses the Whirlwind Attack feat, the dark dancer of Demzer may make a single Intimidate check to intimidate all her foes in combat. This is a free action that does not provoke an attack of opportunity. All

the creatures she strikes with her whirlwind attack become shaken unless they succeed at opposed Sense Motive checks.

ILSHYRRA

Whenever she performs a dance of death and uses the Whirlwind Attack feat, the dark dancer of Ilshyrra gains a +2 dodge bonus to AC for 1 round against all opponents who are hit by the whirlwind attack. This stacks with other dodge bonuses.

NYARLETH

Whenever she performs a dance of death and uses the Whirlwind Attack feat, the dark dancer of Nyarleth can make a single additional attack against a foe within 5 feet at a -5 penalty.

"DANCE WITH ME."

- DARKSIGHT SLAYER -

Between shadow and darkness, seeing where others cannot, the darksight slayer can strike from hiding and fade away, shrouded from the sight of her enemies by virtue of her own all-encompassing vision. Darksight slayers have tapped into the little-understood drow heritage of darkvision and the *darkness* spell. Using their knowledge of these abilities and of how creatures see, they become capable of astonishing exploits.

Darksight slayers are rare individuals who have devoted themselves to the seemingly simple concepts of sight and darkness. Darkvision and *darkness* present the most difficult issues of this obsessive study. Beginning to grasp what these things really are is the first step down the road to the darksight slayer's powers.

Most darksight slayers are rogues, and many go on to become assassins, shadowdancers, or unseen snipers (see that entry, later in this chapter). The best hired killers have experience as all three. Some multiclass fighters and monks take the darksight slayer class, and these rare individuals often find great success in their chosen path.

Darksight slayers act as murderers and hired thieves, using their abilities against their fellow drow as often as they use them against the enemies of their race. Due to the nature of their study, they are devoted to Ilshyrra or Skuttle. Both deities have darksight slayers who work in conjunction with their priesthods—and when their priesthods clash, darksight slayers are in the thick of it.

Abbreviation: Dks

Hit Dice: d6.

REQUIREMENTS

To become a darksight slayer, a character must fulfill all the following criteria.

Patron Deity: Ilshyrra or Skuttle.

Base Attack Bonus: +3.

Hide: 8 ranks.

Move Silently: 8 ranks.

Feats: Blind-Fight, Darksight*. (*See

Chapter Five: Skills and Feats.)

Special: Sneak attack +2d6.

CLASS SKILLS

The darksight slayer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Magic Device (Int, exclusive skill).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the darksight slayer prestige class.

WEAPON AND ARMOR PROFICIENCY

Darksight slayers gain no proficiency with any weapons, armor, or shields.

UNCANNY DODGE (EX)

A darksight slayer retains her Dexterity bonus to AC even when flat-footed. If the darksight slayer has the uncanny dodge ability from another class, the abilities stack. Thus a character with uncanny dodge who retains her Dexterity bonus to AC would gain the benefit of not being flanked.

IMPROVED BLIND-FIGHT (EX)

More attuned to her surroundings than most creatures, a 1st-level darksight slayer suffers only a 40% miss chance instead of 50% when her target has total concealment. In

addition, the darksight slayer can move at full speed when she cannot see.

SNEAK ATTACK (EX)

Starting at 2nd level, a darksight slayer gains the rogue's ability to make a sneak attack. Any time an opponent would be denied its Dexterity bonus

to AC, or when the darksight slayer flanks the opponent, the darksight slayer deals an extra 1d6 points of damage per attack. This extra damage increases by 1d6 every 2 levels. If the darksight slayer gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.



"DEATH IS BLIND."

HIDE FROM DARKVISION (SU)

At 3rd level, a darksight slayer can use the Hide skill to hide in plain sight while being observed by darkvision, even when she has nothing to hide behind. Normal vision reveals the darksight slayer if she has nothing to hide behind or otherwise would not be able to hide from observers.

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TABLE 4-4: THE DARKSIGHT SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Uncanny dodge, improved Blind-Fight
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	Hide from darkvision
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Evasion
6th	+4	+2	+5	+2	Sneak attack +3d6, improved darksight
7th	+5	+2	+5	+2	Infiltration (+3)
8th	+6	+2	+6	+2	Sneak attack +4d6, hide in darkness
9th	+6	+3	+6	+3	Infiltration (take 10)
10th	+7	+3	+7	+3	Quick kill, sneak attack +5d6

EVASION (EX)

On reaching 5th level, a darksight slayer gains the evasion ability. If exposed to any effect that normally allows a Reflex save for half damage, a darksight slayer takes no damage on a successful saving throw. Evasion can be used only if the darksight slayer is wearing light armor or no armor. If the darksight slayer already has evasion from another class, she gains improved evasion instead, suffering only half damage on a failed Reflex save.

IMPROVED DARKSIGHT (SU)

At 6th level, a darksight slayer can see normally inside *darkness* spells and supernatural darkness effects.

INFILTRATION (EX)

At 7th level, a darksight slayer gains a +3 competence bonus on Climb, Hide, Move Silently, Open Lock, and Tumble checks. On reaching 9th level, the

darksight slayer can always choose to take 10 on Climb, Hide, Move Silently, Open Lock, and Tumble checks, even when circumstances would normally prevent her from doing so.

HIDE IN DARKNESS (SU)

At 8th level, whenever a darksight slayer is within the area of a *darkness* spell or supernatural form of darkness, she can use the Hide skill to conceal herself from scent, tremorsense, blindsight, and even *true seeing*. Creatures using these abilities must make a successful Spot check or Wisdom check to ascertain the darksight slayer's location.

QUICK KILL (SU)

A 10th-level darksight slayer can unleash her attacks with incredible speed, concealing blows before they strike in a blindingly fast flurry. If the darksight slayer attacks from hiding and makes a full attack, she can deal sneak attack damage with each hit rather than just the first. This ability does not allow the darksight slayer to take more than one partial action in a surprise round.

- DEEPSINGER -

The earth has a music all its own, and the Underdark is its concert hall. Deepsingers hear the natural sounds of the dark caves and black pools of the Underdark as one unending grand symphony to which they can add their own harmonies, and by doing so, sing the dirges of their enemies' deaths.

Deepsingers wander Underdark tunnels in search of perfect sounds and astounding harmonies. Not content to use music merely to support or enthrall, deepsingers wield sound as a weapon to destroy and to deafen.

Most of the great bards of the drow race are actually accomplished deepsingers, and most dark elf bards seek the training as deepsingers as soon as they learn of the power of the strange troubadours. Many clerics, wizards, and sorcerers pursue the deepsinger's philosophy, but they are no match for a bard who masters the class.

Bards are a rarity in drow society, but deepsingers are surprisingly common. The incredible effects of their mastery of sound cause other drow to view the study of music as a worthy pursuit. Deepsingers have no particular organization or creed to which they adhere, but many are followers of Arrachnovoleth, honoring the Cave Lord for giving them the caverns of the Underdark as their theater.

Abbreviation: Dsi

Hit Dice: d6.

REQUIREMENTS

To qualify to become a deepsinger, a character must fulfill all the following criteria.

Knowledge (Nature): 5 ranks.

Perform: 8 ranks; some form of song must be one performance type.

Feats: Skill Focus (Perform).

Spells: Ability to cast arcane or divine spells.

"DID YOU THINK THAT WAS EXCITING? WELL, LISTEN TO THIS."

CLASS SKILLS

The deepsinger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-5: THE DEEPSINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Bardic music	+1 level of existing class
2nd	+1	+0	+3	+3	—	+1 level of existing class
3rd	+2	+1	+3	+3	Blinding song	+1 level of existing class
4th	+3	+1	+4	+4	Keen hearing (+5)	+1 level of existing class
5th	+3	+1	+4	+4	Deafening note	+1 level of existing class
6th	+4	+2	+5	+5	Keen hearing (+10)	+1 level of existing class
7th	+5	+2	+5	+5	Destructive harmonics	+1 level of existing class
8th	+5	+2	+6	+6	Blindsight (20 feet)	+1 level of existing class
9th	+6	+3	+6	+6	Soul song	+1 level of existing class
10th	+7	+3	+7	+7	Echo, sonic resistance 15	+1 level of existing class

CLASS FEATURES

All of the following are class features of the deepsinger prestige class.

WEAPON AND ARMOR PROFICIENCY

Deepsingers gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A deepsinger continues training in magic. Thus, when a new deepsinger level is gained, the character gains new spells known and spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that he adds the level of deepsinger to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

BARDIC MUSIC

A deepsinger has the bardic music abilities of a bard of a level equal to his deepsinger level plus his bard level (if any). This means that the deepsinger gains an extra daily use of the bardic music ability with each new deepsinger level. If the deepsinger has bard levels, the deepsinger levels add to the bardic music abilities granted by levels of the bard class, giving the deepsinger a collective pool to draw from for either bardic music effects or the deepsinger's class abilities.

BLINDING SONG (SU)

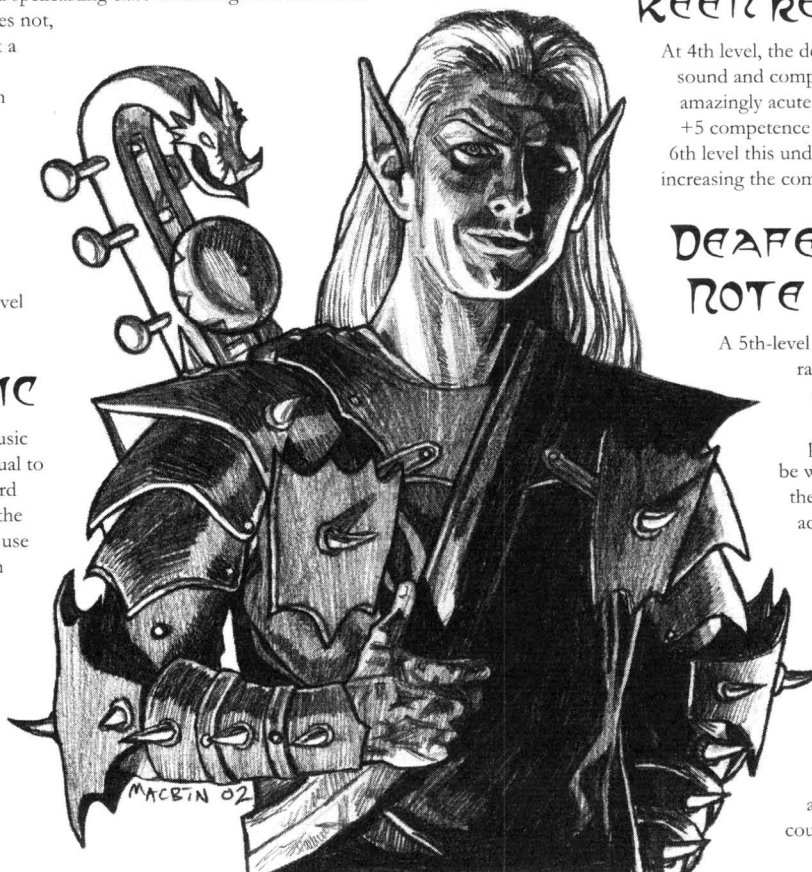
Using his unique singing skills, the deepsinger can disrupt other creatures' blindsight if it depends on sound. A 3rd-level deepsinger with 11 or more ranks in Perform can use this ability, affecting an area in a radius equal to 10 feet per deepsinger level. Creatures within this area that normally "see" with sound cannot use their blindsight, and those outside the area cannot see into or through it. This effect lasts for as long as the deepsinger sings, to a maximum of 10 rounds. A blinding song uses up one daily use of the deepsinger's bardic music ability. While singing, the deepsinger can fight normally but cannot do anything else that requires his voice. This is a sonic effect and can be countered with countersong.

KEEN HEARING (EX)

At 4th level, the deepsinger's understanding of sound and comprehension of noises becomes amazingly acute, granting the deepsinger a +5 competence bonus on Listen checks. At 6th level this understanding grows deeper, increasing the competence bonus to +10.

DEAFENING NOTE (SU)

A 5th-level deepsinger with 13 or more ranks in Perform can direct a note of painful pitch at a single creature, deafening it permanently. The creature must be within 60 feet and able to hear the deepsinger. As a standard action, the deepsinger sings the note and makes a Perform skill check. The creature must succeed at a Fortitude saving throw (DC equal to the Perform check result) or be deafened. A deafening note uses up two daily uses of the deepsinger's bardic music ability. This is a sonic effect and can be countered with countersong.



CHAPTER FOUR: PRESTIGE CLASSES

DESTRUCTIVE HARMONICS (SW) SOUL SONG (SW)

By channeling his song into a focused, high-pitched shriek, a deepsinger can cause an object within 60 feet to explode. A 7th-level deepsinger with 15 or more ranks in Perform can use this ability to affect any object to which he has line of effect. Unattended, nonmagic objects do not receive a saving throw, but magic items or characters holding objects can make a Fortitude saving throw (DC equal to the deepsinger's Perform skill check) to negate the effect. Failure causes the object to take 1d4 points of sonic damage for each of the deepsinger's combined deepsinger and bard levels. If this destroys the item, it explodes in a 10-foot-radius burst that deals 1d8 points of damage to everything in the area of effect (Reflex half, DC equal to the deepsinger's Perform skill check). Using destructive harmonics is a standard action and uses up three daily uses of the deepsinger's bardic music ability. This is a sonic attack and can be countered with countersong.

BLINDSIGHT (SW)

At 8th level, a deepsinger's comprehension of sound is so acute that he gains blindsight to a range of 20 feet. The deepsinger does not normally need to make Spot or Listen checks to notice creatures within range of his blindsight. A *silence* spell negates this ability.

At 9th level, a deepsinger with 17 or more ranks of Perform can use the song of his soul to resist controlling effects. Whenever the deepsinger fails a saving throw against a compulsion or mind-affecting effect, he can expend three daily uses of bardic music to immediately grant himself another saving throw. The deepsinger can repeat this process, retrying the save after a failure, a number of times equal to his Charisma bonus or until he does not have enough remaining uses of the bardic music ability.

ECHO (SW)

The deepsinger can use the natural acoustics of an area to supernaturally repeat his song. Whenever a 10th-level deepsinger with 18 or more ranks in Perform sings any song, including bardic music abilities, the song continues in the area after the deepsinger stops singing. The song and any possible effects continue for a number of additional rounds equal to half the number of rounds the deepsinger sang. This can even extend songs past their normal maximum duration. Thus, a deepsinger could use the countersong ability for 8 rounds and then start a new song, causing the countersong to last an additional 4 rounds during which the deepsinger's other song could take effect. The echoed song sounds comes from the place where the deepsinger stopped singing.

- DOMINANT -

The dominant's pleasure is to bring others pain, her joy to be their master and control them. She sees other creatures as tools or toys to be manipulated, used to her satisfaction, and then tossed aside when no longer of value. To this end dominants master the arts of torture and Enchantment magic, commanding those around them through intimidation and spells. They hope to tame every creature they meet, gaining power by breaking others' wills. The whip is their constant companion—and where the whip fails, spells prevail.

Dominants are torturers and slavers. They always bring devoted slaves with them, sometimes including a submissive (see that prestige class entry, later in this chapter). Oftentimes they have a few *charmed* or *dominated* creatures around to do their dirty work and guard them in the event of a fight. They are most often women, and the alternative term “dominatrix” is common.

Dominants are most often enchanters or clerics of Demzer with access to the Enchantment domain. Some bards and sorcerers also choose to become dominants. Rogues who multiclass into an appropriate spellcasting class are also well represented. Most other classes avoid this path and hope never to meet any who follow it.

Dominants are all devoted followers of Demzer. They are often hired to be House inquisitors, but many are independents who serve their own interests. Demzer holds special favor for dominants, and those who reach 10th level can expect a visit from the Lord of Pain. Such visits begin cordially but become a test, as Demzer spends days torturing and being tortured by the dominant. Those who please him are left physically scarred by the experience but are allowed to live. Those who fail him are turned into broken souls (see the broken souls template in **Chapter Three: Creatures of the Underdark**).

Heal: 3 ranks.

Intimidate: 5 ranks.

Use Rope: 5 ranks.

Feats: Impressive Demonstration, Spell Focus (Enchantment), Weapon Focus (whip), Exotic Weapon Proficiency (whip).

Special: Ability to cast *charm person* and *charm monster*. In addition, the character must willingly torture someone purely for pleasure.

CLASS SKILLS

The dominant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

“YOU’VE MADE MOMMY
VERY ANGRY...!”

CLASS FEATURES

All of the following are class features of the dominant prestige class.

WEAPON AND ARMOR PROFICIENCY

Dominants gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A dominant continues training in magic. Thus, when a new dominant level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or

Abbreviation: Dom

Hit Dice: d8.

REQUIREMENTS

To qualify to become a dominant, a character must fulfill all the following criteria.

Alignment: Any evil.

Patron Deity: Demzer.

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-6: THE DOMINANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Deadly whip	+1 level of existing class
2nd	+1	+0	+0	+3	Agonizing touch	+1 level of existing class
3rd	+2	+1	+1	+3	Binding whip	+1 level of existing class
4th	+3	+1	+1	+4	Enchantment specialization	+1 level of existing class
5th	+3	+1	+1	+4	Penetrating whip	+1 level of existing class
6th	+4	+2	+2	+5	Kiss of pain	+1 level of existing class
7th	+5	+2	+2	+5	Wicked whip	+1 level of existing class
8th	+6	+2	+2	+6	Punishment	+1 level of existing class
9th	+6	+3	+3	+6	Demaneing whip	+1 level of existing class
10th	+7	+3	+3	+7	Enslave	+1 level of existing class

rebuke undead, and so on). This essentially means that she adds the level of dominant to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

DEADLY WHIP (EX)

At 1st level, a dominant learns to use a whip to greater effect. Whenever the dominant uses a whip to attack a foe, she may choose to deal normal damage with it rather than subdual damage.

AGONIZING TOUCH (SU)

At 2nd level, a dominant can cause pain with a mere touch. Whenever she makes a successful melee touch attack or is otherwise in physical contact with a foe (such as during a grapple), the dominant may deal 1d3 points of subdual damage to that foe. A successful Fortitude saving throw (DC 10 + dominant class level + dominant's Charisma modifier) negates this effect. The dominant cannot use this ability when attacking with a weapon, nor may she add Strength modifiers, but she could use it in conjunction with an unarmed strike, an unarmed sneak attack, or a touch spell (such as *inflict light wounds*). A dominant with the Far Hand feat (see **Chapter Five: Skills and Feats**) cannot use it to deliver agonizing touch attacks—physical contact is required.

BINDING WHIP (EX)

At 3rd level, a dominant may make a whip attack at a foe within 5 feet without provoking an attack of opportunity. In addition, she may attempt to bind a foe of Large or smaller size with her whip. To do so, the foe must be within 5 feet and the dominant must make a successful melee touch attack. If successful, the dominant makes a Use Rope check (DC 15) as a free action; on a success, the foe is entangled, and the dominant can no longer use the whip to attack. The entangled creature suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. A successful Strength check (DC 25) or Escape Artist check (DC equal to the dominant's Use Rope check result) frees the creature. It can also free itself if it deals 6

points of damage to the whip with a light slashing weapon it already has in hand. Attempts to cast spells while entangled require the caster to make a Concentration check (DC 15).

ENCHANTMENT SPECIALIZATION (EX)

At 4th level, a dominant must choose a spell of the Enchantment school. This does not need to be a spell she can currently cast; it can be one she wishes to cast when she gains more experience. Whenever she casts this spell, the DC to resist it increases by +1, and the dominant gains a +1 competence bonus on her level check to overcome a creature's spell resistance. This stacks with the benefits provided by Spell Focus (Enchantment) and Spell Penetration feats.

PENETRATING WHIP (SU)

A 5th-level dominant learns how to deliver devastating blows with her whip that pierce armor and other protections. When attacking with a whip, the dominant can damage a creature with a +1 or better armor bonus or +3 or better natural armor bonus to AC. (Normally such foes can't be damaged by a whip.)

KISS OF PAIN (SU)

A dominant knows more ways to cause pain than most people think could exist.

At 6th level, by making a successful grapple attempt against an opponent, the dominant can cause him racking agony. The opponent thereafter suffers a -6 circumstance penalty on all attack rolls, grapple checks, skill checks, and ability checks for a number of rounds equal to the dominant's class level. A successful Fortitude saving throw (DC 10 + dominant class levels + dominant's Charisma modifier) reduces the duration to 1 round. The dominant cannot use kiss of pain on a foe currently affected by it.



CHAPTER FOUR: PRESTIGE CLASSES

WICKED WHIP (SW)

At 7th level, the dominant learns to imbue her whip with magical force. Her whip attacks deal an extra 1d4 points of force damage, and this portion of the damage can harm ethereal and incorporeal creatures.

PUNISHMENT (SW)

At 8th level, a dominant's rage at disobedient creatures manifests in her spells. A creature that makes a successful saving throw against one of the dominant's Enchantment spells must then succeed at a Fortitude saving throw with an equal DC or take damage equal to the spell's level plus the dominant's class level.

DEMEANING WHIP (SW)

At 9th level, a dominant learns to use a whip to humiliate foes and degrade their confidence. Whenever the dominant deals damage with her whip to a living creature, that creature takes 1 point of temporary Charisma damage.

ENSLAVE (SW)

A 10th-level dominant gains a unique insight into the Enchantment school. At the dominant's option, she can cast *charm person* and *charm monster* spells as *dominate person* and *dominate monster*, respectively. The level, DC to resist, range, and duration remain the same as the original spell, but instead of befriending the creature, the caster can control it as though using the *dominate* spells. The dominant's Enchantment specialization ability applies as if she cast the *charm* spell, not the *dominate* spell.

- DWEOMER DEFENDER -

The dweomer defender believes that having the best defense is a form of offense. When foes crash against the bulwark of a dweomer defender's abjurations, they waste energy and resources, exposing themselves to a deadly counterattack.

Dweomer defenders are supremely confident in their ability and fearless in combat. They know that should their spells falter, their own defensive skills will likely save them. Calm and assured, they are able to view lethal conflicts with an air of detachment—while their foes thrash uselessly, dweomer defenders develop the perfect strategy for destruction.

A true dweomer defender is the abjurer's abjurer, often nearly as fanatically paranoid as their patron god. Dweomer defenders take pains to hide their incredible defensive abilities so as to trick their foes into vastly underestimating their strength.

Most dweomer defenders are clerics of Bronzozek or abjurers who happen to worship him. Some rare druids become dweomer defenders, but most sorcerers find the class's reliance on defensive magic is too much of a hindrance given their already limited spell repertoire. Few multiclassed spellcasters follow this path, but monks who become abjurers or clerics of Bronzozek find the focus on magic and natural defense to be to their advantage.

A quiet force in drow society, dweomer defenders tend to act as individuals, pursuing their own aims. They sometimes hire their services out to drow Houses as bodyguards and to create defensive wards. Though their superior spellcasting ability comes at a high price, sometimes several dweomer defenders can be found in the service of a wealthy and powerful dark elf.

Abbreviation: Ddf
Hit Dice: d4.

REQUIREMENTS

To qualify to become a dweomer defender, a character must fulfill all the following criteria.

Patron Deity: Bronzozek (but see special requirement, below).

Concentration: 8 ranks.

Knowledge (Arcana): 8 ranks.

Feats: Alertness, Lightning Reflexes, Nullify Enemy Magic*. (*See Chapter Five: Skills and Feats.)

Spells: Ability to cast 3rd level Abjuration spells.

Special: If the potential dweomer defender is not devoted to Bronzozek, the character must be an Abjuration specialist wizard.



CLASS SKILLS

The dweomer defender's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Intimidate (Cha), Listen (Wis), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dweomer defender prestige class.

WEAPON AND ARMOR PROFICIENCY

Dweomer defenders gain no proficiency with any weapons but are proficient with all armors and with shields.

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-7: THE DWEOMER DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	—	+1 level of existing class
2nd	+1	+3	+3	+3	—	+1 level of existing class
3rd	+1	+3	+3	+3	Strong Abjuration	+1 level of existing class
4th	+2	+4	+4	+4	—	+1 level of existing class
5th	+2	+4	+4	+4	Spell sustenance	+1 level of existing class
6th	+3	+5	+5	+5	—	+1 level of existing class
7th	+3	+5	+5	+5	Tireless defense	+1 level of existing class
8th	+4	+6	+6	+6	—	+1 level of existing class
9th	+4	+6	+6	+6	Increased spell resistance	+1 level of existing class
10th	+5	+7	+7	+7	Quickened Abjuration	+1 level of existing class

SPELLCASTING

A dweomer defender continues training in magic. Thus, when a new dweomer defender level is gained, the character gains new spells known and spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that he adds the level of dweomer defender to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

STRONG ABJURATION (EX)

At 3rd level, a dweomer defender becomes more adept at Abjuration magic. Anyone other than the dweomer defender who tries to dispel one of his Abjuration spells must make a dispel check with a DC +2 higher than normal. This stacks with the benefits of the Strong Spellcasting and Sacrifice Familiar feats (see **Chapter Five: Skills and Feats**).

SPELLS SUSTENANCE (SU)

At 5th level, a dweomer defender uses his mastery of defensive magic to strengthen himself. Each time he receives magic healing or casts an

Abjuration spell on himself, the dweomer defender gains a number of temporary hit points equal to the spell's level. These temporary hit points behave like normal temporary hit points, but the dweomer defender can also confer them on others with a touch, granting another creature as many of his temporary hit points as he wishes. A dweomer defender cannot receive more temporary hit points than his character level in any given day. Temporary hit points remain for 1 day.

TIRELESS DEFENSE (EX)

On reaching 7th level, when a dweomer defender casts an Abjuration spell that grants a bonus to AC that is not due to cover or concealment,

its duration is automatically doubled as though by the Extend Spell feat. If applied, the Extend Spell feat does not increase the duration further.

INCREASED SPELL RESISTANCE (EX)

At 9th level, a dweomer defender gains Increased Spell Resistance (see **Chapter Five: Skills and Feats**) as a bonus feat. In addition, any spell or effect that grants the dweomer defender a better spell resistance increases it by another +1.

QUICKENED ABJURATION (EX)

At 10th level, the dweomer defender can use the Quicken Spell feat using a spell slot only three levels higher, rather than four levels higher as normal, but only when applied to Abjuration spells.

- FATE WEAVER -

The Spider Queen sits at the center of the Web of Fate, and every one of her Claws and all mortal drow who worship them are caught inexorably in its strands. Their futile struggles set the Web to trembling, letting the Mistress of All Magic know exactly what each of them is doing. Fate weavers are her favored followers, whom she allows to sense and manipulate those strands.

Through their knowledge of the destinies the Spider Queen has woven and the power of her magic, fate weavers create and manipulate the fates of those around them. They pluck, cut, and weave the Web, giving themselves greater spellcasting powers and the ability to mete out death to their enemies.

Nearly all fate weavers are clerics of the Spider Queen or her devout wizards or sorcerers. Some bards extremely devoted to the Spider Queen become fate weavers, but She of Spiders prefers those with a greater commitment to magic.

Fate weavers often hold the highest ranks of power in the church of the Spider Queen. They are the embodiment of her will in the mortal world, and she often gifts them with visions and portents. All drow view fate weavers with respect and fear; to attack one is tantamount to blasphemy.

Abbreviation: Fwv
Hit Dice: d6.

REQUIREMENTS

To qualify to become a fate weaver, a character must fulfill all the following criteria.

Race: Drow.

Alignment: Any evil.

Patron Deity: Spider Queen.

Knowledge (Arcana): 8 ranks.

Knowledge (Religion): 12 ranks.

Feats: Any four metamagic, item creation, or meta-item creation feats. (See **Chapter Five: Skills and Feats** for more on meta-item creation feats.)

Spells: Ability to cast 4th-level arcane or divine spells.

CLASS SKILLS

The fate weaver's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Intimidate (Cha), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fate weaver prestige class.

WEAPON AND ARMOR PROFICIENCY

Fate weavers gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A fate weaver continues training in magic. Thus, when a new fate weaver level is gained, the character gains new

spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that she adds the level of fate weaver to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.



SPELLS SPECIALIZATION (EX)

At each level, the fate weaver must choose a spell. This does not need to be a spell she can currently cast; it can be one she wishes to cast when she gains more experience.

Whenever she casts this spell, the DC to resist it increases by +1, and the fate weaver gains a +1 competence bonus on her level check to overcome a creature's spell resistance. This stacks with the benefits provided by the Spell Focus and Spell Penetration feats. A fate weaver may not specialize in the same spell more than once.

SPELLS OF FATE (EX)

At each level, the fate weaver learns to manipulate the Web of Fate to cast certain spells that would otherwise be unavailable to her.

These spells are added to the class spell list of whichever spellcasting class the fate weaver chooses. Clerics may prepare and cast the specified arcane spells as divine spells of the level listed for wizards and sorcerers.

Wizards may add the specified spells to their spellbooks and can prepare the specified divine spells as arcane spells of the level listed for clerics. Sorcerers must choose one spell at each level to add permanently to their list of known spells; they cast the specified divine spells as arcane spells of the level listed for clerics. Fate weavers of other spellcasting classes must choose one spell at each level to add to their class lists; they cast them as the appropriate type of spells of the level listed for clerics or sorcerers and wizards, as the case may be.

"DEFEAT IS YOUR DESTINY"

TABLE 4-8: THE FATE WEAVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Spell specialization, spells of fate (<i>doom, true strike</i>)	+1 level of existing class
2nd	+1	+0	+0	+3	Spell specialization, spells of fate (<i>death knell, detect thoughts</i>)	+1 level of existing class
3rd	+1	+1	+1	+3	Spell specialization, spells of fate (<i>haste, prayer</i>)	+1 level of existing class
4th	+2	+1	+1	+4	Spell specialization, spells of fate (<i>lesser geas, status</i>)	+1 level of existing class
5th	+2	+1	+1	+4	Spell specialization, spells of fate (<i>commune, mind fog</i>)	+1 level of existing class
6th	+3	+2	+2	+5	Spell specialization, spells of fate (<i>globe of invulnerability, slay living</i>)	+1 level of existing class
7th	+3	+2	+2	+5	Spell specialization, spells of fate (<i>find the path, legend lore</i>)	+1 level of existing class
8th	+4	+2	+2	+6	Spell specialization, spells of fate (<i>blasphemy, spell turning</i>)	+1 level of existing class
9th	+4	+3	+3	+6	Spell specialization, spells of fate (<i>protection from spells, resurrection</i>)	+1 level of existing class
10th	+5	+3	+3	+7	Spell specialization, spells of fate (<i>miracle, web of fate</i>)	+1 level of existing class

CHAPTER FOUR: PRESTIGE CLASSES

- MASTER SUMMONER -

CLASS FEATURES

All of the following are class features of the master summoner prestige class.

WEAPON AND ARMOR PROFICIENCY

Master summoners gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A master summoner continues training in magic. Thus, when a new master summoner level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that she adds the level of master summoner to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

EASY ENSPELLING (EX)

At 1st level, a master summoner can use the Enspelled Summons feat using a spell slot of the same level as the chosen spell. (See **Chapter**

Five: Skills and Feats for more information about the Enspelled Summons feat.)

EMPOWERED CONJURATION (EX)

A 2nd-level master summoner can use the Empower Spell feat using a spell slot only

one level higher, rather than two levels higher as normal, but only when applied to Conjunction spells.

STRONG CONJURATION (EX)

At 3rd level, a master summoner becomes more adept at Conjunction magic. Anyone other than the master summoner who tries to dispel one of her Conjunction spells must make a dispel check with a DC +2 higher than normal. This stacks with the benefits of the Strong Spellcasting and Sacrifice Familiar feats (see **Chapter Five: Skills and Feats**).

Why fight when you can get another to fight for you? The master summoner answers this question the same way every time: Battles are won by warriors, but it takes a general to win a war. As likely to employ slaves as summoned and conjured creatures, master summoners are deadly opponents, creating armies from thin air and then using their superior command of tactics to outmaneuver and outwit foes.

Master summoners focus on the study of Conjunction magic and its use to summon creatures both great and small. Loath to dirty their hands with brute combat, they set hordes of servants to doing their bidding. These troops are often magically bound to the master summoner and thus resistant to the usual intrigues and betrayals of drow society.

Most master summoners are conjurers or clerics of Reykambre, but a fair number of druids who worship Reykambre's Air aspect become master summoners. Few other classes have the discipline or devotion to Conjunction necessary to gain the master summoner's skills.

Many master summoners serve Reykambre's church, and many more give homage to their god by paying for the use of the conjunction chambers and summoning circles beneath the Slave Lord's temples. Master summoners form a loose confederacy with one another. Although they rarely share the same aims, they often meet to discuss new discoveries and advances in the art of summoning. These meetings are veritable menageries of extraplanar creatures, as each master summoner brings the most powerful beings they can in an effort to impress their fellows.

Abbreviation: Mss
Hit Dice: d6.

REQUIREMENTS

To become a master summoner, a character must fulfill all the following criteria.

Patron Deity: Reykambre (but see special requirement, below).

Knowledge (Arcana): 8 ranks.

Knowledge (the Planes): 8 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus (Conjunction).

Spells: Ability to cast 3rd-level Conjunction (summoning) spells.

Special: If the potential master summoner is not devoted to Reykambre, the character must be a Conjunction specialist wizard.

CLASS SKILLS

The master summoner's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Intimidate (Cha), Listen (Wis), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.



"MINIONS, KILL THESE FOOLS."

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-9: THE MASTER SUMMONER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Easy ensPELLing	+1 level of existing class
2nd	+1	+0	+0	+3	Empowered ConjuratiOn	+1 level of existing class
3rd	+1	+1	+1	+3	Strong ConjuratiOn	+1 level of existing class
4th	+2	+1	+1	+4	Maximized ConjuratiOn	+1 level of existing class
5th	+2	+1	+1	+4	Summoning alacrity	+1 level of existing class

MAXIMIZED CONJURATION (EX)

At 4th level, the master summoner can use the Maximize Spell feat using a spell slot only two levels higher, rather than three levels higher as normal, but only when applied to ConjuratiOn spells.

SUMMONING ALACRITY (EX)

At 5th level, the master summoner has gained an intimate knowledge of the ConjuratiOn school. When she casts any *summon monster*, *summon nature's ally*, or *summon Underdark slave* spell, the casting time is reduced to 1 action. Thus, summoned creatures appear and act on the round the spell is cast.

- SPELLS ADDICT -

Spell addicts are obsessed with magical power. The desire to control arcane magic drives them and drags them to the edge of sanity. They sacrifice everything else in their fevered study of the secrets of magic. Their passion for arcane spellcasting allows them to outstrip their fellow spellcasters—at the cost of their own mental and physical health.

Spell addicts make powerful but unpredictable allies and terrible enemies. Their power is beyond doubt, but their control of that power is always in question. Spell addicts gain spellcasting ability beyond what they should be capable of, but in return their grip on magic loosens, and sometimes the spells they cast fail or drain them of vigor. Their interest in all things magical is infamous, and they can often be found working as mercenaries for creatures that have promised them some new spell or an insight into ancient magical theory.

Wizards are most often spell addicts, but sorcerers are only slightly less common. Some bards take this path, but it's more likely for members of a nonspellcasting class, such as fighters or rogues, to take a few levels of sorcerer or wizard and then become spell addicts to gain great spellcasting power quickly. Drey, particularly males, appreciate the spell addict's intense outlook and desire for power, and so many enter the prestige class.

Spell addicts have incredible power, but the means by which they achieve that power leaves them physically drained. Physical weakness is a flaw most drow try to avoid, considering their already low Constitution scores, so they generally view spell addicts as insane. This forces spell addicts to pursue their magic learning outside the drow social order, and those of the wizardly tradition must often resort to murder and theft to gain new spells. Many spell addicts are outcasts, living like hermits in the Underdark on the fringes of drow settlements.

Abbreviation: Spa

Hit Dice: d2. Spell addicts sacrifice their health to gain power.

REQUIREMENTS

To qualify to become a spell addict, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Concentration: 8 ranks.

Knowledge (Arcana): 5 ranks.

Spellcraft: 5 ranks.

Feats: Skill Focus (Spellcraft), Skill Focus (Knowledge [arcana]).

Special: Ability to cast 1st-level arcane spells.

CLASS SKILLS

The spell addict's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 1 + Int modifier.

CLASS FEATURES

All of the following are class features of the spell addict prestige class.

WEAPON AND ARMOR PROFICIENCY

Spell addicts gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A spell addict continues training in magic. Thus, when a new spell addict level is gained, the character gains new spells known and spells per day as if he had also gained the appropriate number of levels in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that he adds the levels of spell addict to the levels of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. He must apply all levels to the same class.

"THIS ISN'T ABOUT MONEY! IT'S ABOUT POWER! NAKED, MERCILESS FORCE!"

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-10: THE SPELLS ADDICT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Wild casting	+2 levels of existing class
2nd	+1	+0	+0	+0	Crippling casting	+1 level of existing class
3rd	+1	+1	+1	+1	Engorged spell	+2 levels of existing class
4th	+2	+1	+1	+1	Wizard bonus feat	+1 level of existing class
5th	+2	+1	+1	+1	Power casting	+2 levels of existing class

WILD CASTING (EX)

The amazing power possessed by a spell addict is always threatening to slip from his grasp. Each time the spell addict casts an arcane spell, he must make a Concentration check (DC 12 + [2 x spell level]) or the spell fizzles and is used up without effect. If the spell addict fails the check by 5 or more, he takes damage equal to the spell's level. The spell addict cannot take 10 on this check, and Combat Casting never grants a bonus on it. A spell addict who takes damage while casting or desires to cast defensively makes a separate Concentration check that follows the normal rules.

CRIPPLING CASTING (EX)

At 2nd level, a spell addict learns to keep his arcane spells under control—but only by sacrificing some of his own life force. Whenever the spell addict fails any Concentration check to cast a spell, he may voluntarily take damage equal to the spell's level to successfully cast the spell. This does not trigger a new Concentration check.



ENGORGED SPELLS (EX)

A 3rd-level spell addict can force magic to do as he wills by funneling extra power through a spell. Whenever the spell addict casts a spell, he may make it more difficult to dispel by sacrificing any arcane spell or spell slot of a higher level. Level checks to dispel the engorged spell suffer a –2 penalty per level the sacrificed spell was above the spell cast. For example, an attempt to dispel a 3rd-level spell engorged by a 7th-level spell would suffer a –8 penalty.

WIZARD BONUS FEAT

At 4th level, a spell addict gains a wizard bonus feat.

POWER CASTING (EX)

At 5th level, a spell addict gains a greater grasp on magic, learning to use the power of other spells to control his spellcasting. Whenever the spell addict fails any Concentration check to cast a spell, he may sacrifice a prepared spell or spell slot of equal or higher level to successfully cast the spell.

- SUBMISSIVE -

Submissives make devotion and loyalty look sinful. They abase themselves before a chosen master, scraping and groveling, kissing the master's feet after being kicked in the face. Submissives allow themselves to be cruelly tortured and then thank their masters for the privilege. Rescuers who try to aid a submissive beware: They are ferocious guardians of their masters, suffering no harm to come to them.

Monks are most often submissives, considering devotion to a master and command of the body to be in tune with their training. Bards make good submissives and have the added attraction of being able to entertain their masters. Rogues and submissives share many skills. All other classes are equally likely to be tempted by Demzer's worship and take levels of this prestige class.

Submissives generally come from the ranks of slaves or of drow introduced to the glories of Demzer. They are elite servants and bodyguards, caring for their masters' every need. Often their devotion is rewarded with special

treatment—though "special treatment" can be an agonizing affair. Demzer's temples often have several submissives who serve clerics there, and some of Demzer's clerics enter the submissive class to better serve their god.

Abbreviation: Sub

Hit Dice: d12.

REQUIREMENTS

To become a submissive, a character must fulfill all the following criteria.

Alignment: Any nongood.

Patron Deity: Demzer.

Base Fortitude Save: +2.

Concentration: 8 ranks.

CHAPTER FOUR: PRESTIGE CLASSES

Feats: Endurance, Great Fortitude.

Special: A submissive must relinquish control to another: When *charmed* or *dominated* by a foe and allowed a second saving throw, the submissive must at some point voluntarily fail that saving throw.

CLASS SKILLS

The submissive's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the submissive prestige class.

WEAPON AND ARMOR PROFICIENCY

Submissives are proficient with all simple weapons but gain no proficiency with any armors or shields.

MASTER

When a character takes a level of the submissive prestige class, he must select and be accepted by a master. This master can be any creature with an alignment within one step of the submissive's and with Charisma and Intelligence scores of at least 10. From then on the submissive is beholden to his master's every whim. If the submissive ever voluntarily disobeys his master or willingly allows his master to come to harm, he loses all supernatural abilities of the prestige class and can never gain levels in the class again. In addition, the ex-submissive suffers a -6 morale penalty on saves to resist Enchantment spells. This penalty can be removed only through a *wish* or *miracle* spell; less powerful magic has no effect.

Should the submissive's master die despite his efforts and desires, the submissive suffers the morale penalty and loses all supernatural abilities of the class until he selects and is accepted by a new master.

PAIN IS PLEASURE (EX)

A submissive learns to love pain. Each time an attack or damaging effect would deal subdual damage, subtract 5 points of damage from the amount dealt. The submissive takes only the remaining damage.

SHIELD THE MASTER (EX)

At 2nd level, a submissive can try to intercept attacks against his master. Whenever the master would be hit by a ranged attack (including a ray) or melee attack and the submissive is within 5 feet, he may make a Reflex saving throw (DC 20 + any enhancement bonus on the attack) to be hit by the attack instead. The submissive suffers the damage or other effect of the attack normally. The submissive must be aware of the attack and not be flat-footed. He can attempt to shield the master a number of times per round equal to his submissive class level plus his Dexterity bonus. This ability only works for that submissive's master.

At 5th level, the submissive can protect his master even more effectively. If his master is within 5 feet and exposed to any effect that normally allows a Reflex save for half damage, the submissive can make a Reflex save against the effect. On a success, the master takes no damage and the submissive takes it instead. If the submissive has the improved evasion ability, he takes only half the master's damage on a successful save (the master still takes no damage).

TIRELESSNESS (EX)

A submissive must be tireless in his duties, and at 2nd level he gains a +5 morale bonus on saves to resist any effect that would cause him to fall asleep or become fatigued. This does not affect a barbarian's fatigue at the end of a rage.



TABLE 4-11: THE SUBMISSIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Master, pain is pleasure
2nd	+2	+3	+3	+3	Shield the master (attacks), tirelessness
3rd	+3	+3	+3	+3	The beauty of blood, evasion
4th	+4	+4	+4	+4	Master said so
5th	+5	+4	+4	+4	Mock obedience, shield the master (saves)

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THE BEAUTY OF BLOOD (EX)

Submissives are taught to see bloodletting as beautiful, especially their own. They often cut themselves and allow themselves to be cut, and by 3rd level they have gained a degree of control over their bleeding. Weapons and creatures with the wounding ability cannot cause the submissive to bleed for extra damage. In addition, the submissive takes 1 less point of damage from any weapon, spell effect, or natural attack that deals slashing damage.

EVASION (EX)

On reaching 3rd level, a submissive gains the evasion ability. If exposed to any effect that normally allows a Reflex save for half damage, a submissive takes no damage on a successful saving throw. Evasion can be used only if the submissive is wearing light armor or no armor. If the submissive already has evasion from another class, he gains improved evasion instead, suffering only half damage on a failed Reflex save.

MASTER SAID SO (SU)

At 4th level, a submissive acting on the commands of his master gains a +1 morale bonus on all attack rolls, saving throws, skill checks, and ability checks.

"YES, MISTRESS,
HIT ME AGAIN,
PLEASE!"

MOCK OBEDIENCE (SU)

At 5th level, a submissive gains a special intuition into magic that would make him betray his master. Any time the submissive falls prey to a spell or effect that charms or controls him, he may make a second saving throw to break its hold at any time, regardless of the spellcaster's normal degree of control or whether or not the submissive was commanded to do something against his nature. If that saving throw fails, the submissive cannot make another unless the normal rules of the spell indicate that he can.

- TALION APOSTLE -

Like for like, measure for measure, evil for evil: This is the mantra of the talion apostle. Armed with power over life, death, and undeath, a talion apostle uses the power of Necromancy and martial skill to avenge those who cannot avenge themselves. Often accompanied by the walking corpses of those she deemed worthy of punishment, the talion apostle is a terrifying opponent to confront. Her face is a passionless mask behind which hides nothing less than death itself.

Talion apostles adhere to the dogma of Black Widow with a fanaticism beyond religious devotion. Their faith in the justice of revenge and the beauty of death forms a philosophical code of lawfulness that they strictly adhere to. This puts them in a unique position among drow: They act as judges. Talion apostles seek to weed out the weak and destabilizing elements of drow society through their judgments, attempting to hone the drow into a precise and deadly tool to be used by the Spider Queen and Her Claws for the glory of the race.

Most talion apostles are necromancers with some monk training, but many also train as rogues. Clerics of Black Widow who train in the monasteries attached to her temples also often become talion apostles. Most other classes find the rigors of the training and the strictness of the talion apostles' code too difficult.

VENGEANCE IS
JUSTICE."

Talion apostles serve the church of Black Widow and drow society as the ultimate arbiters. Each acts as the proverbial judge, jury, and executioner to every dispute and crime encountered. Given the nature of drow society and Black Widow's dogma, talion apostles most often mete out death as punishment. Even deadly enemies leap to one another's aid in the presence of a talion apostle, hoping to keep her from applying her version of justice to their quarrel. Thus, despite the fear they engender, talion apostles act as a stabilizing element on fractious drow society.

Abbreviation: Tal
Hit Dice: d6.

REQUIREMENTS

To qualify to become a talion apostle, a character must fulfill all the following criteria.

Alignment: Any lawful nongood.
Patron Deity: Black Widow.
Knowledge (Arcana): 8 ranks.
Knowledge (Local): 5 ranks.
Feats: Improved Unarmed Strike, Spell Focus (Necromancy).
Spells: Ability to cast 3rd-level Necromancy spells.
Special: Evasion ability.

TABLE 4-12: THE TALION APOSTLE

Level	Class Attack Bonus	Base Save	Fort Save	Ref Save	Will Special	Spellcasting
1st	+0	+2	+2	+2	Talion code, face of death 1/day	—
2nd	+1	+3	+3	+3	Spell fear	+1 level of existing class
3rd	+2	+3	+3	+3	Monk abilities	—
4th	+3	+4	+4	+4	Face of death 2/day	+1 level of existing class
5th	+3	+4	+4	+4	Rebuke undead	—
6th	+4	+5	+5	+5	Sneak attack +1d6	+1 level of existing class
7th	+5	+5	+5	+5	Face of death 3/day	—
8th	+6	+6	+6	+6	Cut the cord	+1 level of existing class
9th	+6	+6	+6	+6	Death's friend	—
10th	+7	+7	+7	+7	Death attack	+1 level of existing class

CHAPTER FOUR: PRESTIGE CLASSES

CLASS SKILLS

The talion apostle's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the talion apostle prestige class.

WEAPON AND ARMOR PROFICIENCY

Talion apostles gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A talion apostle continues training in magic. Thus, on attaining every other new talion apostle level, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds one-half the level of talion apostle to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

TALION CODE

Talion apostles follow the letter of drow law very closely, but they are most concerned about its spirit. It is in place to keep the drow from sliding into chaos as they did during the Fractious Wars. Thus, talion apostles swear to hold as their highest law the continued survival and health of the drow race. Should a talion apostle render an unjust judgment, or even a just one that hurts the drow people, she loses her face of death ability (see below) and can no longer rebuke undead. In addition, Black Widow punishes the wayward child by denying her access to Necromancy magic.

FACE OF DEATH (SU)

At 1st level, once per day as a standard action, a talion apostle can draw upon the power of Necromancy to turn her face into a vision of death. All creatures within a 15-foot radius who can see the talion apostle must

succeed at a Will saving throw (DC 10 + talion apostle level + talion apostle's Charisma modifier) or become shaken for a number of rounds equal 1 + the talion apostle's class level. Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Any creature that makes a successful saving throw against the effect cannot be affected again by that talion apostle's face of death for one day. All talion apostles are immune to this effect.

At 4th level, the talion apostle can invoke the face of death twice per day, and at 7th level she can do so three times per day.

SPELKS FEAR (SU)

At 2nd level, a talion apostle's visage becomes even more dreadful. Creatures shaken by the talion apostle's face of death ability suffer an additional -2 circumstance penalty on saves to resist her Necromancy spells.

MONK ABILITIES (EX)

At 3rd level, a talion apostle gains the unarmed attack damage, intrinsic and Wisdom-based AC bonus, and base speed of a monk whose level is equal to her talion apostle levels + her monk levels (if any) -2. Add the base attack bonus from monk levels to that from talion apostle levels to determine the number of

unarmed attacks she can make per round. In addition, clerics of Black Widow who become talion apostles gain proficiency with the kukri and may use it as a monk weapon. Like the monk, a talion apostle loses her AC bonus, favorable multiple unarmed attacks per round, and heightened movement when wearing armor.

REBUKE UNDEAD (SU)

At 5th level, talion apostles gain the ability to rebuke undead as clerics do. A talion apostle without cleric levels rebukes undead as a cleric of a level equal to her talion apostle level -4. A talion apostle who has levels as a cleric adds her talion apostle level to her cleric level and subtracts 4 to determine her effective level with respect to rebuking attempts. A neutral cleric who turned undead must decide to rebuke undead only from now on, at the effective level described above, or she gains no benefit from this ability.

SNEAK ATTACK (EX)

At 6th level, a talion apostle gains the rogue's ability to make a sneak attack. Any time an opponent would be denied a Dexterity bonus to AC, or when the talion apostle flanks the opponent, the talion apostle deals an additional 1d6 points of damage per attack. If the talion apostle gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.



CHAPTER FOUR: PRESTIGE CLASSES

CUT THE CORD (SU)

Talion apostles cannot tolerate undead who do not obey their will. On reaching 8th level, a talion apostle learns the how to strike at the negative energy that courses through undead, chipping away at the creature's connection to the Negative Energy Plane. Thus, a talion apostle deals an amount of extra damage equal to her sneak attack damage each time she damages an undead creature with an unarmed strike.

DEATH'S FRIEND (EX)

At 9th level, a talion apostle gains a +2 competence bonus on saving throws made to resist Necromancy spells. In addition, the talion apostle gains a +2 morale bonus on Bluff, Diplomacy, and Intimidate checks against undead.

DEATH ATTACK (EX)

At 10th level, a talion apostle can make death attacks exactly like the assassin prestige class, except that the Fortitude saving throw DC against this attack equals 10 + talion apostle class level + talion apostle's Wisdom modifier.

- TRANSMORPH -

Survivors evolve and change; conquerors alter others. Transmorphs obsessively study Transmutation magic so that they can be both the survivors and the conquerors, garnering power for themselves and weakening others.

Transmorphs alter everything to suit their desires, including themselves. Many transmorphs have strange ideas about what a desirable form is, so it's not uncommon to meet one in the form of a troll or a roper. Servants of transmorphs are often altered to make them stronger or faster—what appears to be a fire giant or an athach could very well be a dark elf or an orc slave.

Most transmorphs are transmuters. Some clerics of Syrellyn become transmorphs, but for the most part, they constitute a separate wing of her church, just as paladins might be segregated from clerics of a good deity. A fair number of druids become transmorphs, worshipping Syrellyn in her aspect of the Wave of Change and god of water.

Transmorphs are responsible for the creation of many drow subraces, and they continue to experiment with ways to create better slaves and improve the dark elven race. Transmorphs among aquatic drow, whose patron deity is Syrellyn, far outstrip their numbers among other societies. They benefit from being able to transform themselves and others into air-breathing creatures for long periods of time. Aquatic drow spies are often transmorphs, and they regularly find sanctuary in Syrellyn's temples within dark elven cities.

Abbreviation: Tmp
Hit Dice: d4.

REQUIREMENTS

To become a transmorph, a character must fulfill all the following criteria.

Patron Deity: Syrellyn (but see special requirement, below).

Knowledge (Arcana): 8 ranks.

Spellcraft: 8 ranks.

Feats: Spell Focus (Transmutation).

Spells: Ability to cast 3rd-level Transmutation spells.

Special: If the potential transmorph is not devoted to Syrellyn, the character must be a Transmutation specialist wizard.

CLASS SKILLS

The transmorph's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the transmorph prestige class.

WEAPON AND ARMOR PROFICIENCY

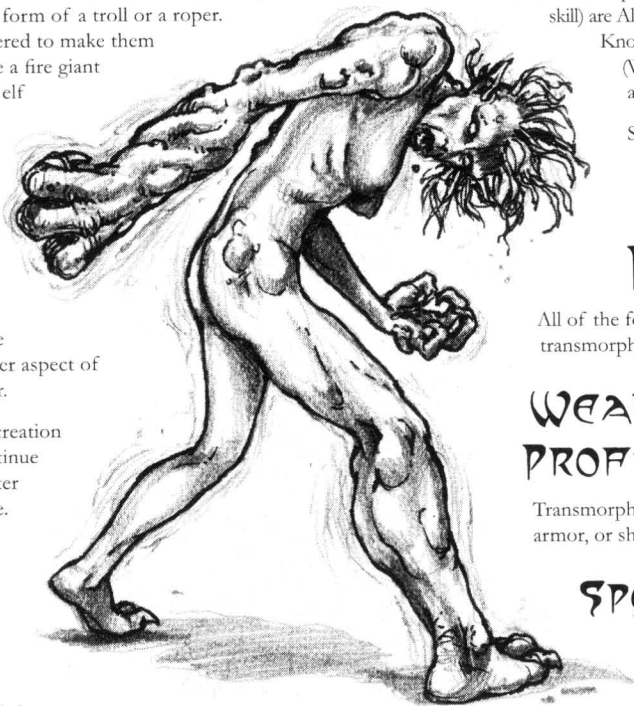
Transmorphs gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A transmorph continues training in magic. Thus, when a new transmorph level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that she adds the level of transmorph to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

TRANSMUTATION SPECIALIZATION (EX)

At 1st level, the transmorph must choose a spell of the Transmutation school. This does not need to be a spell she can currently cast; it can



"CHANGE IS
INEVITABLE.
SUBMIT."

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-13: THE TRANSMORPH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Transmutation specialization	+1 level of existing class
2nd	+1	+3	+0	+3	Transmutation spell knowledge	+1 level of existing class
3rd	+1	+3	+1	+3	Transmutation specialization	+1 level of existing class
4th	+2	+4	+1	+4	Transmutation symbiosis	+1 level of existing class
5th	+2	+4	+1	+4	Transmutation specialization	+1 level of existing class
6th	+3	+5	+2	+5	Tireless Transmutation	+1 level of existing class
7th	+3	+5	+2	+5	Transmutation specialization	+1 level of existing class
8th	+4	+6	+2	+6	Strong Transmutation	+1 level of existing class
9th	+4	+6	+3	+6	Transmutation specialization	+1 level of existing class
10th	+5	+7	+3	+7	Quickened Transmutation	+1 level of existing class

be one she wishes to cast when she gains more experience. Whenever she casts this spell, the DC to resist it increases by +1, and the transmorph gains a +1 competence bonus on her level check to overcome a creature's spell resistance. This stacks with the benefits provided by the Spell Focus (Transmutation) and Spell Penetration feats. She applies Transmutation specialization to one additional spell every other level thereafter. A transmorph may not specialize in the same spell more than once.

TRANSMUTATION SPELL KNOWLEDGE (EX)

At 2nd level, the transmorph gains a competence bonus equal to her transmorph level on Fortitude saves against spells she has chosen for Transmutation specialization.

TRANSMUTATION SYMBIOSIS (EX)

At 4th level, a transmorph becomes more adept at Transmutation magic. When the transmorph casts a Transmutation spell to transform a creature into a different creature of the same type, the DC to resist the spell increases by +1, and the transmorph gains a +1 competence bonus on her level check to overcome any spell resistance. This stacks with the

benefits provided by any Transmutation specialization and the Spell Focus (Transmutation) and Spell Penetration feats.

TIRELESS TRANSMUTATION (EX)

On reaching 6th level, when a transmorph casts a Transmutation spell on herself, its duration is automatically doubled as though by the Extend Spell feat. If applied, the Extend Spell feat does not increase the duration further.

STRONG TRANSMUTATION (EX)

When someone other than the transmorph tries to dispel one of her Transmutation spells, they must make a dispel check with a DC +2 higher than normal. This stacks with the benefits of the Strong Spellcasting and Sacrifice Familiar feats (see **Chapter Five: Skills and Feats**).

QUICKENED TRANSMUTATION (EX)

At 10th level, a transmorph can use the Quicken Spell feat using a spell slot only three levels higher, rather than four levels higher as normal, but only when applied to Transmutation spells.

- UNSEEN SNIPER -

Hidden among distant rocks, the hunter waits patiently for her prey. With the pull of a trigger, the toss of a knife, or the flight on an arrow, the target falls instantly dead, but the killer is nowhere to be found. Then another shot is fired from a different direction, and another target falls. Two assassins?

No—one unseen sniper.

Death comes swiftly in the Underdark, and when an unseen sniper is involved, creatures often find their ultimate fates without knowing who or what killed them. Unseen snipers are deadly masters of fighting at range, trained to land killing blows from dozens of feet away.

Most unseen snipers are assassins, but some talion apostles take up the class. Many accomplished unseen snipers were also darksight slayers, arcane archers, or shadowdancers. Rogue is by far the most common core class to take up the mantle of unseen sniper.

In drow society, unseen snipers often lead assassins' guilds or arcane archer societies. They are masters of the killing trade and can command high prices for their work.

Abbreviation: Usp
Hit Dice: d6.

"SEE ME.
SEE ME NOT."

REQUIREMENTS

To become an unseen sniper, a character must fulfill all the following criteria.

Alignment: Any evil.
Patron Deity: Black Widow or Skuttle.
Disguise: 4 ranks.
Hide: 16 ranks.
Move Silently: 16 ranks.
Feats: Far Shot, Point Blank Shot.
Special: Death attack.
Special: Sneak attack +7d6.

CLASS SKILLS

The unseen sniper's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive

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TABLE 4-14: THE UNSEEN SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ranged death attack, sneak attack +1d6
2nd	+1	+0	+3	+0	Distance sneak attack (40 feet)
3rd	+2	+1	+3	+1	Hidden death, sneak attack +2d6
4th	+3	+1	+4	+1	Distance sneak attack (60 feet)
5th	+3	+1	+4	+1	Deft Hide, sneak attack +3d6

(Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Int, exclusive skill), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the unseen sniper prestige class.

WEAPON AND ARMOR PROFICIENCY

Unseen snipers gain no proficiency with any weapons, armor, or shields.

RANGED DEATH ATTACK (EX)

Beginning at 1st level, an unseen sniper can make a death attack as an assassin when making a sneak attack with a ranged weapon. This otherwise follows the normal rules for death attacks (see the *DMG*).

SNEAK ATTACK (EX)

An unseen sniper continues to improve in the ability to make a sneak attack. Any time an opponent would be denied a Dexterity bonus to AC, or when the unseen sniper flanks the opponent, the unseen sniper deals an additional 1d6 points of damage per attack. This extra damage

increases by +1d6 every other level. If the unseen sniper gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

DISTANCE SNEAK ATTACK (EX)

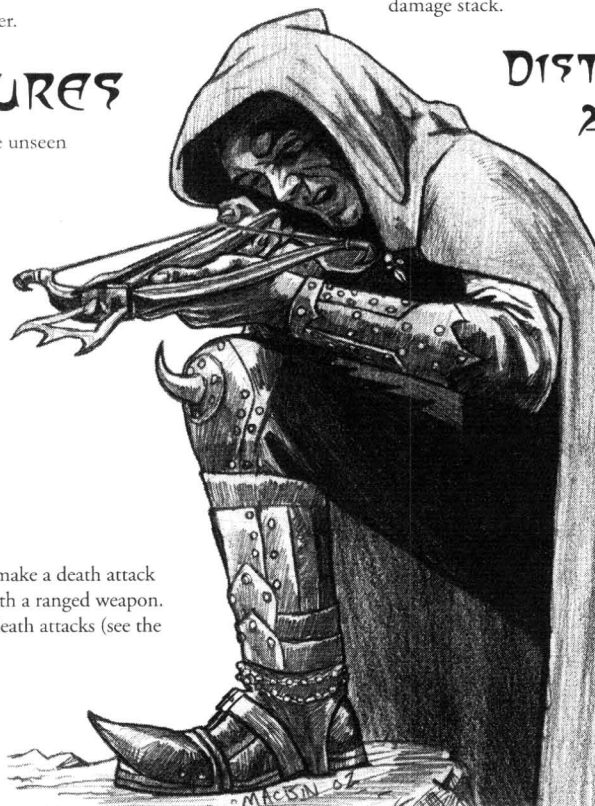
An unseen sniper can make ranged sneak attacks from a greater distance than normal. At 2nd level, she can make a sneak attack from up to 40 feet away but incurs a -2 circumstance penalty on attack rolls. The distance by which the unseen sniper can make sneak attacks increases to 60 feet at 4th level.

HIDDEN DEATH (EX)

At 3rd level, the unseen sniper can snipe at foes from hiding, making one ranged attack and immediately making another Hide check as a move-equivalent action, even while being observed. This Hide check suffers a -10 circumstance penalty.

DEFT HIDE (EX)

At 5th level, an unseen sniper can use the Hide skill as a free action after making a ranged attack. Thus, the unseen sniper can take a shot from hiding, hide again as a free action, and then move while hiding.



- VERMIN OUTRIDER -

Effective communication in the dark reaches of the Underdark is often a matter of magic. The physical distance between settlements might not be great, but the same cannot be said about the danger of journeying that distance. Yet when magic either fails or for some other reason will not suffice, the vermin outrider steps in. Mounted on the back of a fearsome but well trained vermin, fearless of the rigors of Underdark travel, he traverses the distances between settlements with ease.

Vermin outriders act as scouts, mounted patrol officers, and messengers. They are most deadly while mounted and wielding a lance, but many also ply a bow with great proficiency.

Most vermin outriders of the Underdark are rangers, but many fighters, druids, and blackguards find the vermin outrider's skills to be of use. Clerics of Reshagol often take up the vermin outrider's training to better honor the Master of Words.

Many accomplished vermin outriders serve in Reshagol's temples and libraries, where dark elves can go to hire one to deliver a message or act as a courier, so long as they don't mind that Reshagol's clerics know what is being delivered.

Abbreviation: Vrm
Hit Dice: d10.

TABLE 4-15: THE VERMIN OUTRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Riding reflexes
2nd	+2	+3	+3	+0	Nimble rider, ride well
3rd	+3	+3	+3	+1	Stealthy rider, vermin empathy (+5)
4th	+4	+4	+4	+1	Improved nimble rider, running charge
5th	+5	+4	+4	+1	Exceptional charge, vermin empathy (+10, take 10)

REQUIREMENTS

To become a vermin outrider, a character must fulfill all the following criteria.

Patron Deity: Arrachnovolet or Reshagol.

Handle Animal: 5 ranks.

Ride: 8 ranks.

Feats: Combat Reflexes, Mounted Combat.

Special: Evasion.

CLASS SKILLS

The vermin outrider's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the vermin outrider prestige class.

WEAPON AND ARMOR PROFICIENCY

Vermin outriders gain no proficiency with any weapons, armor, or shields.

RIDING REFLEXES (EX)

When riding a vermin, a vermin outrider may use the Mounted Combat feat to negate damage to his mount a number of additional times per round equal to his Dexterity bonus or his mount's Dexterity bonus, whichever is lower. Each additional use of the Mounted Combat feat beyond the first uses up one of the extra attacks of opportunity allowed with Combat Reflexes.

Similarly, making extra attacks of opportunity using Combat Reflexes counts against the number of times the vermin outrider can use the Mounted Combat feat.

NIMBLE RIDER (EX)

Beginning at 2nd level, when riding a vermin, a vermin outrider may make a Ride skill check in response to his mount being exposed to any effect that normally allows a Reflex save for half damage. If the vermin outrider succeeds at this Ride check (DC equal to the Reflex save DC), the mount takes no damage. Doing this uses up one of the vermin outrider's possible attacks of opportunity or riding reflexes attempts for the round.

RIDE WELL (EX)

At 2nd level, when a vermin outrider rides a vermin mount for more than 8 hours of overland movement or causes the mount to hustle for more than 1 hour (see the *PHB* for overland movement rules), the vermin takes subdual damage and makes Constitution checks just as a character would. (Normally a mount takes normal damage and fails Constitution checks automatically.) The vermin outrider must make a successful Handle Animal skill check (DC 20) each hour of hustling or a forced march to change the way the mount suffers damage for that hour.

STEALTHY RIDER (EX)

At 3rd level, a vermin outrider can command his vermin mount to attempt to move silently or hide. In addition, whenever the mounted vermin outrider gets a result of 10 or greater on a Move Silently or Hide check, the mount gains a +2 bonus on its Move Silently or Hide check just as though the vermin outrider used the aid another action.



CHAPTER FOUR: PRESTIGE CLASSES

VERMIN

EMPATHY (EX)

At 3rd level, a vermin outrider gains a +5 competence bonus on all Animal Empathy, Handle Animal, and Ride checks pertaining to vermin. At 5th level, this bonus increases to +10, and the vermin outrider can take 10 on Animal Empathy, Handle Animal, and Ride checks during combat or other stressful situations.

IMPROVED

NIMBLE RIDER (EX)

Beginning at 4th level, when using the nimble rider ability, the mount takes only half damage even when the vermin outrider fails the Ride skill check.

RUNNING CHARGE (EX)

By making a successful Ride check (DC 25) as a free action, the 4th-level vermin outrider can urge his mount to charge at a run. This grants the vermin outrider the benefits of a charge attack if using a lance or similar weapon, but the mount can move up to four times its normal speed in a straight line. A mount making a running charge cannot attack.

"I BRING NEWS ...
OF YOUR DEATH."

EXCEPTIONAL CHARGE (EX)

At 5th level, by making a successful Ride check (DC 30) as a free action, a vermin outrider can have his vermin mount charge across the boundaries of two surfaces (such as a wall and a ceiling or a wall and the ground). This does not count as a turn; the charge must otherwise be in a straight line according to the normal rules of the charge action.

- VILE TORMENTOR -

Twisting the blade in a wound, nicking flesh around a nerve—vile tormentors use tactics like these to turn torture into a martial art. Extreme sadists, vile tormentors enjoy seeing others fearful and in pain. They use their extensive knowledge of physical and mental torture techniques in combat to debase their foes and render them helpless.

Vile tormentors see every combat as an opportunity to make others feel agony. Their reasons vary, but most enjoy the sense of power they get from forcing others to react to their actions. Vile tormentors tend to be showy combatants, and many perform torture sessions for accolades and public enjoyment much as bards sing songs on street corners.

Rogues most commonly become vile tormentors, as the class's training gives them skills they can use to great advantage in close combat. Bards are also likely candidates for the class, as are fighters, rangers, and barbarians. Most spellcasting classes avoid the melee focus of the vile tormentor. Even clerics of Demzer rarely become vile tormentors, preferring the skills of the dominant.

The power offered by Demzer tempts many dark elves to enter his service. Those who survive their introduction into the mysteries of Demzer's worship often become clerics, but sometimes a worshiper's talents and dark desires lend themselves to a less sublime role. Not one to waste power, the Lord of Pain employs these zealots as vile tormentors who serve his church in many ways. They act as temple guards, serve dominants as enforcers, seek out slaves and sacrifices, and often play an integral part in religious ceremonies and displays.

Abbreviation: Vto
Hit Dice: d8.

REQUIREMENTS

To qualify to become a vile tormentor, a character must fulfill all the following criteria.

Alignment: Any evil.

Patron Deity: Demzer.

Heal: 5 ranks.

Intimidate: 8 ranks.

Perform: 3 ranks; torture must be a performance type.

Sense Motive: 5 ranks.

Feats: Impressive Demonstration. (See Chapter Five: Skills and Feats.)

"DON'T WORRY.
WE'LL START SLOW.
I LIKE TO GET TO
KNOW MY CLIENTS ...
INTIMATELY."

CLASS SKILLS

The vile tormentor's class skills (and the key ability for each skill) are Bluff

(Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

TABLE 4-16: THE VILE TORMENTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Painful cut, sneak attack +1d6
2nd	+1	+0	+3	+0	Fear the pain, rule through intimidation
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Debilitating blow, rule through fear
5th	+3	+1	+4	+1	Agonizing strike, sneak attack +3d6

CHAPTER FOUR: PRESTIGE CLASSES

CLASS FEATURES

All of the following are class features of the vile tormentor prestige class.

WEAPON AND ARMOR PROFICIENCY

Vile tormentors gain no proficiency with any weapons, armor, or shields.

PAINFUL CUT (EX)

At 1st level, a vile tormentor can choose to forgo extra sneak attack damage to cause subdual damage due to pain. For each 1d6 points of extra sneak attack damage the vile tormentor gives up, he instead deals 2d4 points of extra subdual damage. The attack otherwise deals normal damage unless the vile tormentor used a sap or unarmed strike.

SNEAK ATTACK (EX)

At 1st level, a vile tormentor gains the rogue's ability to make a sneak attack. Any time an opponent would be denied a Dexterity bonus to AC, or when the vile tormentor flanks the opponent, the vile tormentor deals an additional 1d6 points of damage per attack. This extra damage increases by +1d6 every other level. If the vile tormentor gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

FEAR THE PAIN (EX)

Once a vile tormentor reaches 2nd level, targets of his successful sneak attack suffer a -2 morale penalty on Sense Motive checks against the vile tormentor for 1 day afterward.

RULE THROUGH INTIMIDATION (EX)

At 2nd level, the vile tormentor learns to wield the threat of pain. Whenever a vile tormentor attacks a foe shaken by an Intimidation check he made, he gains a +2 circumstance bonus on attack rolls. (See **Chapter Five: Skills and Feats** for more information about making Intimidate checks in combat.)

DEBILITATING BLOW (EX)

At 4th level, a vile tormentor can choose to forgo extra sneak attack damage to cause wrenching pain in his foe. For each 2d6 points of extra sneak attack damage the vile tormentor gives up, he instead deals 1d6 points of Strength damage in addition to the attack's normal damage.

RULE THROUGH FEAR (EX)

On reaching 4th level, a vile tormentor can intimidate more effectively. Foes shaken by the vile tormentor's Intimidate check during combat remain shaken for a number of rounds equal to the vile tormentor's level + his Charisma bonus. (Normally they are shaken for 1 round; see **Chapter Five: Skills and Feats**.)

AGONIZING STRIKE (EX)

Targets of a 5th-level vile tormentor's sneak attack must make a successful Fortitude saving throw (DC 10 + vile tormentor level + vile tormentor's Charisma modifier) or be subject to such debilitating pain that they are nauseated for 1 round. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent) action per turn.



CHAPTER FIVE: SKILLS AND FEATS

Drow as a race pride themselves on being incredibly skilled and intelligent. They are survivors who strive for every possible advantage in day-to-day living as well as in combat. Throughout their sometimes centuries-long lives, they develop special skills and become capable of incredible feats of bravery and cruelty. When creating a drow character or a character of a drow subrace, consider the many new uses for skills and the new feats presented here.

- SKILLS -

This chapter introduces a number of new uses for old skills. These were developed to better represent aspects of drow culture, but all could be handy in any campaign.

ALCHEMY (INT; TRAINED ONLY)

In addition to its standard uses, dark elves use Alchemy to preserve creatures' carcasses either as taxidermy for ornamentation or for use as power components in spellcasting. (See Option: Power Components in Chapter Seven: Spells and Magic.)

ANIMAL EMPATHY (CHA; TRAINED ONLY)

Most drow have little use for animals, but some dark elf druids have discovered ways to make the natural creatures of the Underdark into valued allies. In their studies they learned how to replicate animal sounds and use their skills to change the attitude of vermin.

Mimic Animal Sounds: You can use Animal Empathy to mimic an animal sound. On a successful check, you recreate the animal sound almost exactly. An animal of that sort can make an opposed Listen check to determine that this is not a natural noise, but all other creatures are completely fooled. The difficulty of the check is based upon how hard it is to make the animal's sound and the volume at which it is made. Making the sound at less or more than the normal volume of conversational speech increases the DC by +2. A list of animal sounds and their DC to imitate are listed in the table below.

This skill can also be used to mimic animal-like noises made by beasts, magical beasts, and vermin; this is more difficult, as shown in the example DCs below. At the GM's discretion, you can use Animal Empathy to mimic the animalistic sounds of plants, outsiders, aberrations, and stranger creatures so long as you have previously encountered the creature and heard the noise. This ability can never be used to mimic the supernatural, spell-like, or extraordinary effects of a creature's sound.

ANIMAL EMPATHY

Creature Sound	DC
Snake or lizard hiss	10
Bat squeak	12
Beetle gurgle	13
Dire bat shriek	14

Spider chitter	15
Darkmantle chirp	16
Displacer beast roar	17
Bulette roar	18
Phase spider whine	19
Purple worm thrum	20

Vermin Empathy: The animal empathy skill can be used to change the attitude of vermin at a -6 circumstance penalty.

Special: If you have 5 or more ranks in Knowledge (nature), you get a +2 synergy bonus on Animal Empathy checks to mimic an animal sound.

BLUFF (CHA)

Lying and deceiving are second nature to most drow. Dark elves must lie to survive in their society: "The only honest drow is a dead drow" is a saying common among all Underdark races. Drow use the Bluff skill in countless situations and find use for it even in spellcasting.

Hide Somatic Components: When casting a spell, you can attempt to hide its somatic components and thus make it harder to recognize. First, make a Spellcraft check (DC 10 + spell level). Failing this check means that the spell fails and is wasted. If you succeed, make a Bluff check. Creatures observing you can make a Sense Motive check (DC equal to your Bluff check result) to determine that you are casting a spell. Should an observer succeed, it still suffers a -2 circumstance penalty on its Spellcraft check to determine the nature of the spell as it is being cast.

If creatures can hear you speaking the verbal component of the spell (Listen check, DC 0 + 1 per 10 feet of distance from you) or if they can see its effect project outward from you, they will know that you cast a spell. (See the Spellcraft skill description, as well as the Dark Spell, Invisible Spell, Traceless Spell, and Whisper Spell feats for more ways to disguise a spell as you cast it.)

Special: If you have 5 or more ranks in Disguise, you get a +2 synergy bonus on Bluff checks to hide somatic components.

CRAFT (INT)

Dark elves skillfully craft all manner of items, but they have developed one Craft skill unknown to other races: the creation of verminous items. Drow also excel at the craft of poisonmaking, and their skilled poisoners are prized even by some of the dark elves' enemies.

Craft (Verminous Item) [Trained Only]: Drow form living vermin into useful tools and magic items through an involved process of surgery, engineering, and sculpting. Creating nonmagical verminous items follows the same rules as crafting any other item, except that the verminous item creator need only provide one-tenth the item's market price in raw materials. The



main exception is that you must keep one or more living vermin helpless throughout the process. The vermin must have enough HD to equal the item's market price in gp divided by 1,000 (minimum 1/4 HD; above 1 HD, rounding up). These vermin are usually tied down or otherwise restrained and hand-fed until the item is completed. Magic verminous items follow a similar process but require only one Craft (verminous item) check; however, they require specialized item creation feats (see **Feats**). The base DC for crafting any verminous item is 20. (For more information on verminous items, see **Chapter Six: Equipment** and **Chapter Eight: Magic Items**.)

Craft (Poisonmaking) [Trained Only]: Using the Craft skill to create poison follows the same rules as crafting any other item. Determine the cost of raw materials for one dose of poison as normal, and make Craft checks (DC equal to the poison's save DC, modified by the poison type as detailed on the table below) to generate a certain amount of the item's price per week. Partial doses are ineffective, but the work can be saved for completion at a later date. There is a flat 5% chance of accidentally poisoning yourself for each week of work needed to create a poison. In addition, you poison yourself whenever you fail a Craft (poisonmaking) skill check by 5 or more or fail a Craft (poisonmaking) check when extracting venom from a creature (see below). The Poison Use feat (see **Feats**) negates any chance of accidental poisoning.

POISON CREATION DC MODIFIERS

Poison Type	DC
Contact	+2
Energy drain	+6
Ingested	-2
Inhaled	+0
Injury	+2
Permanent damage	+4
Two-stage*	+4
Three-stage*	+6

*Two-stage poison requires that the victim come into contact with two components rather than one, and three-stage poisons require that the victim come into contact with three components. The poison DC is equal to the most difficult component of the bunch.

When creating a poison that uses a creature's venom, you can avoid paying the cost of raw materials by extracting them from a helpless living creature or the corpse of a creature dead for less than an hour. This requires a Craft (poisonmaking) skill check (DC equal to the poison's save DC). Failure indicates that you are unable to extract the venom; failing by 5 or more results in accidentally poisoning yourself. Otherwise, failing this check merely requires that you start the process over. This process takes at least 2 minutes of uninterrupted work and cannot be rushed. (You can take 10 or take 20 on the check.) A living creature takes 2d6 points of damage during each extraction process, but it can still use its poison normally if it survives. For examples of natural poisons and their save DCs, see Table 6-9: Poisons in **Chapter Six: Equipment**.

The Craft (poisonmaking) skill can also be used to create a specific antidote for any poison. The antidote negates the secondary effect of the poison it is made for, if taken after the initial effect and before the secondary effect of the poison. If taken before exposure to that poison, the antidote confers a +8 bonus on Fortitude saving throws for up to 1 hour to resist its initial and secondary effects. An antidote costs one-tenth the price of the poison it was designed to affect. If you have access to a full dose of the poison, you can use it to create the antidote, paying no raw materials cost. Making antidotes for magic poisons is slightly more complicated: If you do not have the means to create magic poison or a full dose of the magic poison on hand, you cannot create an antidote. (See **Chapter Eight: Magic Items** for more about magic poisons.)

You may also use this skill to increase the save DC against poisons that you craft. Increasing a poison's save DC increases the Craft (poisonmaking) check DC to create it by the same amount and raises the cost. Calculate the additional cost as follows: **DC increase squared x 100 gp**. For example, if you were to increase the save DC of burnt othur fumes (normally 18) to 20, it would cost an extra 400 gp to create (2 squared x 100 gp) and the DC to craft the poison would be 20.

CHAPTER FIVE: SKILLS AND FEATS

Special: If you have 5 or more ranks in Knowledge (nature), you get a +2 synergy bonus on Craft (verminous item) checks.

If you have 10 or more ranks in Handle Animal, you get a +2 synergy bonus on Craft (verminous item) checks.

If you have 5 or more ranks in Alchemy, you get a +2 synergy bonus on Craft (poisonmaking) checks.

If you have 10 or more ranks in Heal, you get a +2 synergy bonus on Craft (poisonmaking) checks to extract venom from a creature.

Note: Craft (poisonmaking) replaces the Craft (poison) skill that appeared in the Assassin's Handbook.

HANDLE ANIMAL (CRA; TRAINED ONLY)

Drow train and use vermin for many of the tasks surface dwellers use animals; thus, drow have devised ways to train and handle vermin. Nevertheless, these creatures are nearly mindless and are thus more difficult to control than animals or beasts.

Handle Vermin: Drow can use the Handle Animal skill with vermin and have been doing so for so long that they use many domesticated species of common vermin as mounts and beasts of burden. The check DCs and time required for all associated Handle Animal checks are listed in the following table.

HANDLE ANIMAL

Task	Time	DC
Handle domestic vermin	Varies	15
"Push" domestic vermin	Varies	20
Teach a vermin tasks	4 months	20
Teach a vermin unusual tasks	6 months	30
Rear a wild vermin	1 year	25 + HD of vermin
Train a wild vermin	6 months	30 + HD of vermin

Special: If you have 10 or more ranks in Animal Empathy, you get a +2 synergy bonus on Handle Animal checks with vermin.

HEAL (WIS)

In addition its standard uses, dark elves use the Heal skill to extract power components for spellcasting (see Option: Power Components in Chapter Seven: Spells and Magic).

INNUENDO (WIS; TRAINED ONLY OR DROW)

In the tense and volatile atmosphere of drow society, the ability to send and receive information subtly is invaluable. The skill is so integral to daily life that all drow and members of drow subraces can use the Innuendo skill untrained.

Hand Cant: Many drow use a kind of sign language. It is mostly nuance, since its vocabulary is continually changing. Hand cant allows a drow to use the Innuendo skill without actually speaking.

INTIMIDATE (CRA)

Dark elves have made intimidation an art form. Much of their culture is based upon threats and fear. It should not be surprising that they have learned techniques uncommon on the surface world. In addition to the normal rules for Intimidate, drow use the skill in two new ways.

Intimidating in Combat: You can use Intimidate in combat to impress a foe so that he performs less effectively. Doing so is a standard action that does not draw an attack of opportunity. You must be within sight of and focus on one opponent. Your Intimidate check is opposed by the opponent's Sense Motive check, which represents his attempt to discern how dangerous you really are. Adjust your Intimidate check by an amount equal to your HD – your foe's HD. If you fail the check by 5 or more, you cannot intimidate that foe in combat for one full day. If you succeed, the foe is shaken for 1 round, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures immune to fear effects cannot be intimidated in this fashion.

Torture: Torture is a finely honed skill in every drow's repertoire, whether used to elicit information or simply for pleasure. However, torture is an unreliable means of gaining accurate information: The victim will say anything to end the pain or frustrate his captors. You can use Intimidate while torturing a creature, making a skill check with a DC of 10 + the target's HD. On a success, you gain a +1 circumstance bonus on all Sense Motive checks against that creature for each point the Intimidate check exceeded the DC. You can make this check only once per day against a particular target, and its benefits last until the next day. You cannot take 20 on this check. Creatures immune to critical hits or to fear effects cannot be intimidated in this way.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Intimidate checks when intimidating a foe with more HD during combat.

If you have 5 or more ranks in Heal, you gain a +2 synergy bonus on Intimidate checks made while torturing a creature.

INTUIT DIRECTION (WIS)

This skill comes in handy in the mazelike environs of the Underdark. In addition to its normal use, you can use Intuit Direction to keep track of the location of any place you have visited in the past. The difficulty of this task is dependant on your familiarity with the location, modified by your distance from it, as shown on the tables below. As with normal Intuit Direction checks, the GM should roll the check secretly. You do not learn the distance to the location by using this skill.

INTUIT DIRECTION

Familiarity	DC
Very familiar	10
Visited irregularly	15
Visited briefly once	20

Distance	DC Modifier
Less than 100 feet	–10
1,000 to 100 feet	–5
Less than 1 mile	+0
More than 1 mile, less than 5 miles	+5
5 to 10 miles	+10
More than 10 miles	+20

Special: Certain factors might grant a circumstance bonus or penalty on the roll. For example, you might have an accurate map of the area, or you might have been teleported to your current location. A bonus or penalty, generally not to exceed +10 or –10, should be applied at the GM's discretion.

PERFORM (CRA)

Performance arts are strange and twisted things among the drow. In addition to the usual performance types, drow may specialize in attack flourish, battledance, and torture. The first two types have combat applications.

Attack Flourish: You can use Perform (attack flourish) in combat to distract a foe so that he fights less effectively. Doing so is a move-equivalent action that does not draw an attack of opportunity. You must be within sight of and

INTERLUDE: DRE'REZZYN'S JOURNEY

You see that one there? No, not the dwarf—the ogre with one eye. He's an excellent fighter. I've won many a purse by placing bets in his favor, but today I've laid my money on the deep halfling team.

Yes, the ones huddled in the corner! Isn't it marvelous?

You see, the rules for this match have been changed, although none of the gladiators know it. The greatsword they're all climbing the tower to reach has been trapped with poison gas. When the first fighter reaches the top and pulls it from its sheath, he'll drop dead, possibly falling off the tower and dislodging others.

I'm guessing the ogre will be the one to reach the sword first, so I've placed a first-death bet on him.

What? A kuo-toa fell from the tower already? Damn!

Stand up, you stupid creature! It's only a broken leg! Quit your mewling and climb!

Well, that's lost money. The halflings are moving in now. I suspected as much. You see, the halflings don't want to participate, but they're not going to waste the opportunity to kill such a hated enemy.

What? Its leg wasn't broken? It faked the fall! Someone must have tipped the kuo-toa to the poison gas trap. Well, that's one halfling dead, and there go my bets.

Ah well, they were small bets. Come, let's be off.

Had I intended to visit the arena today, I would have done something similarly devious, or at least, I'd have tried to learn others' plots. But this was a spur-of-the-moment thing; you seemed like you needed some entertainment.

What did you think of it? I could tell you found it thrilling. You didn't even open your book to write about it.

Yes, drow also fight in the arenas. Professional gladiators tend to be prisoners from the conquest of another city or a fallen House. They have little chance to survive, but if they're good, they can win their freedom. Of course, some drow fighters enter the arena just to test their skills, and the colleges and academies often require their students to fight.

Yes, even the temples and arcane colleges. Would you like to see drow battle?

Yes, that does excite you . . . Of course—you want to see drow die! We'll need to watch a lit contest, so they'll be fighting creatures without darkvision. Still interested?

Good! I know just the thing. Some of your compatriots also survived their encounter with my patrol, and they'll be fighting some academy students.

It's unfortunate that you won't be able to speak to them. In fact, I don't think they'll even notice you in the stands. At least you'll have the consolation of watching them die.

focus on one opponent within 10 feet. Your Perform check is opposed by the opponent's Sense Motive check, which represents his attempt to discern how dangerous you really are. Adjust your Perform check by an amount equal to your attack bonus with the weapon used in the performance – your foe's best attack bonus. If you fail the check by 5 or more, you cannot dazzle that foe with an attack flourish for one full day. If you succeed, the foe is dazzled for 1 round, suffering a –1 circumstance penalty on attack rolls. Creatures immune to mind-affecting effects cannot be dazzled in this way.

Battledance: You can use Perform (battledance) in combat to daze a foe so that he fights less effectively. Doing so is a full-round action that does not draw an attack of opportunity. You must be within sight of and focus on one opponent within 5 feet. Your Perform check is opposed by the opponent's Sense Motive check, which represents his attempt to discern how dangerous you really are. Adjust your Perform check by an amount equal to your attack bonus with the weapon used in the performance – the foe's best attack bonus.

If you fail the check by 5 or more, you cannot daze that foe in combat with a battledance for one full day. If you succeed, the foe is dazed for 1 round and can take no actions (though it can defend itself normally).

PROFESSION (WIS; TRAINED ONLY)

In addition to the normal means of earning income, dark elves can make a living with new careers: Profession (torturer), Profession (scarcutter), and Profession (escort). For more information on torture, see the Intimidate skill description above and Craft and Artistry in **Chapter One: The Way of Darkness**. For more information on scarcutting and prostitution, see Craft and Artistry in **Chapter One: The Way of Darkness**.

RIDE (DEX)

The normal Ride rules require a rider who takes damage to make a Ride check (DC 5) to stay in the saddle. This DC increases to 10 on a vertical surface and 15 on a horizontal surface in opposition to gravity (that is, upside down). In addition, if you are not fastened into a locking saddle (see **Chapter Six: Equipment**), you must make a Ride check (DC 20) as a standard action each round that your mount travels on a vertical surface or a horizontal surface in opposition to gravity.

GM's Option: Staying in the saddle after taking damage is a simple matter for any character with enough ranks in Ride, especially in a locking saddle. To make this harder, modify the Ride check DCs listed above by adding the amount of damage taken.

SPELLCRAFT (INT; TRAINED ONLY)

Dark elves are masters of magic, in tune with it as a part of their being like their surface cousins but consumed with a desire to master its power. In addition to the normal uses for the Spellcraft skill, dark elves also use it in the following fashion.

Disguise Somatic Components: When casting a spell, you can attempt to disguise its somatic actions as those of another spell you know. When attempting to do so, you must make a Spellcraft check (DC 15 + spell level). Failing this check means that the spell fails and is wasted. If you succeed, the spell takes effect as normal. An observer's Spellcraft check to determine the true nature of the spell you cast suffers a –4 circumstance penalty, and the observer is fooled on a failure.

If creatures can hear you speaking the verbal component of the spell (Listen check, DC 0 + 1 per 10 feet of distance from you) or if they can see its effect project outward from you, they will know that you cast a different spell. (See the Bluff skill description above, as well as the Dark Spell, Invisible Spell, Traceless Spell, and Whisper Spell feats for more ways to disguise a spell as you cast it.)

Special: If you have 5 or more ranks in Bluff, you gain a +2 synergy bonus on Spellcraft checks made to disguise somatic components.

WILDERNESS LORE (WIS)

The wilds of the Underdark are deadly and desolate, making survival difficult. Wilderness Lore checks to get along in the wild in the Underdark have a DC of 18; you can provide food and water for one other person for every 2 points by which the check result exceeds 18. Note also that most areas of the Underdark are be considered "hard ground" for the purposes of tracking.

- FEATS -

Plot & Poison introduces a number of new feats related to combat, skills, spellcasting, and verminous item creation. In addition it presents two new types of feats: drow and meta-item creation.

DROW FEATS

Drow feats are available to drow and the drow subraces. GMs might wish to allow creatures of other races to take these feats, but be careful: Some of them are balanced specifically for drow.

VERMINOUS ITEM CREATION FEATS

Verminous item creation feats are needed to craft verminous magic items (see Craft above and **Chapter Eight: Magic Items**). Crafting a verminous magic item follows the same rules as for other magic items, with one significant difference.

You must keep one or more living vermin helpless throughout the process. The vermin must have enough HD to equal the item's market price in gp divided by 1,000 (minimum 1/4 HD; above 1 HD, round up). These vermin are usually tied down or otherwise restrained and hand-fed until the item is completed. At the end of the creation process, make a single Craft (verminous item) check (DC 20 + the highest-spell level or bonus of the item); you may take 10 on this skill check. Success indicates that the item functions normally. If you fail the check, there was a flaw in the process, and the vermin die. You must procure new vermin, spending half the normal time and none of the resources or XP necessary to create the item, and then make another Craft (verminous item) check. At the GM's discretion, a failed check might result in the creation of a cursed item.

META-ITEM CREATION FEATS

Meta-item creation feats modify magic items as they are created and can be used at the creator's discretion. When combining meta-item creation feats and more than one feat increases the cost of an item, all percentage increases stack (they are added together).

FEAT DESCRIPTIONS

ABSORB FAMILIAR (GENERAL)

You absorb your familiar into your body, giving you greater power.

Prerequisite: Must have a familiar.

Benefit: Your familiar becomes a part of you, totally subsumed into your being. Any numerical special benefit your familiar grants you (such as the +2

bonus on Move Silently checks from a cat familiar) is doubled. These benefits become permanent extraordinary abilities. You lose access to all the familiar's other abilities, and you may never again take a familiar. If your familiar does not grant you a numerical bonus, this feat grants no benefit.

This feat may be chosen as a wizard bonus feat.

ALTERNATE LIGHTS (DROW)

When you cast the *dancing lights* spell, they can take alternate forms.

Prerequisite: Ability to cast *dancing lights*.

Benefit: Your *dancing lights* can take several alternate forms, chosen at the time of casting. All other rules for the spell remain unchanged. This applies both when you use your *dancing lights* spell-like ability and if you cast *dancing lights* as a spell.

Glowing Swords: The lights take the form of four glowing swords.

Darting Wings: The lights take the form of eight diminutive, vaguely bird- or bat-shaped creatures that can be made to dart about quickly.

Shining Shields: The lights take the form of three glowing planes the size and shape of large shields.

Glowing Door: The lights take the form of a single, faintly glowing, normal-sized door. The door appears to be made of light, and it is transparent. Clever use of spells (*invisibility*, *dimension door*, *teleport*, and so on) might cause observers to think that the door can transport creatures.

Web of Light: The lights take a weblike or netlike form with a 5-foot diameter.

Light Worms: The lights take the form of a 5-foot-wide carpet of faintly glowing, wriggling worms. This carpet can be moved along the ground or through the air as normal for the spell.

Fire of Lights: The lights take the form of a small campfire, shedding light as a normal campfire would.

Special: You can employ this feat in conjunction with the Brilliant Dancers feat (see that entry). When you do so, you choose what form the lights take, in groups as though you cast the *dancing light* spell three times, or you may choose to use one of the following forms.

Glowing Dragon: You create one Large faintly glowing and vaguely dragon-shaped form.

Pentagram of Light: The lights form a glowing pentagram 15 feet wide. This is usually placed on the ground or a wall, but it can be moved about as you desire.

Glowing Gateway: The lights take the form of a circular plane 10 feet wide. Creatures can see through the glowing gateway, but clever use of spells (*invisibility*, *dimension door*, *teleport*, and so on) might cause observers to think that the gateway can transport creatures.

Great Face: The lights form a vague, 15-foot-tall face that turns, moves its eyes, and opens and closes its mouth as you will.



CHAPTER FIVE: SKILLS AND FEATS

Glowing Ladder: The lights take the form of a 20-foot-long shining ladder.

Glowing Stairs: The lights take the form of a 15-foot-long flight of stairs.

AMMUNITION THREAT (GENERAL)

You can threaten an area when wielding certain ranged weapons.

Prerequisite: Base attack bonus +2 or higher.

Benefit: When wielding any kind of loaded crossbow or any kind of bow, you threaten nearby adjacent squares as if you wielded a melee weapon. When you have the chance to make an attack of opportunity, you may make a melee attack with the weapon's ammunition (arrow or bolt), incurring a -4 nonproficiency penalty. An arrow or bolt is a Tiny weapon that deals 1d4 points of piercing damage (modified by Strength, enhancement bonuses, and other factors) with a critical hit multiplier of x2.

This feat may be chosen as a fighter bonus feat.

Normal: You can use an arrow or bolt as a melee weapon, but you do not threaten adjacent spaces when wielding a ranged weapon.

ARMOR MASTERY (GENERAL)

You are unusually limber when wearing a type of armor you have been trained to use.

Prerequisite: Armor Proficiency of the necessary type.

Benefit: Choose a kind of armor (chain shirt, scale mail, full plate, and so on). When you wear that armor, its armor check penalty is reduced by 1. Armor check penalties cannot be reduced below 0.

This feat may be chosen as a fighter bonus feat.

ARMORED TUMBLER (GENERAL)

You can tumble when wearing armor that reduces your speed.

Prerequisites: Armor Mastery, Armor Proficiency (heavy), Armor Proficiency (medium), Tumble 5+ ranks.

Benefit: You can use the Tumble skill even when your speed is reduced by armor. If your speed is reduced by the load you carry, you still cannot use the Tumble skill.

BRIKLIANT DANCERS (DROW)

Your *dancing lights* can range over a wider area, and you can make more of them.

Prerequisite: Ability to cast *dancing lights*.

Benefit: When you cast *dancing lights*, you can create three times the normal number of lights and you can have them range over a 30-foot-radius area. When you cast the spell you can choose what form the lights take, in groups as though you cast three *dancing lights* spells. Thus, you could make four lanterns and eight spheres; four torches, four lanterns, and a glowing figure; three glowing figures; or any other combination of the spell's effects. This applies both when you use your *dancing lights* spell-like ability and if you cast *dancing lights* as a spell.

Special: You can employ this feat in conjunction with the Alternate Lights feat (see that entry, above). When you do so, you choose what form the lights take, in groups, or you may use one of the special forms described in the Special section of the Alternate Lights feat.

BULL RUSH STRIKE (GENERAL)

You gain an extra attack against a foe you bull rush.

Prerequisites: Str 13+, Improved Bull Rush, Power Attack.

Benefit: Whenever you successfully bull rush an opponent, you immediately get to attack that opponent. This does not allow you to take a full attack against that foe if you have moved more than 5 feet.

This feat may be chosen as a fighter bonus feat.

CAST ON THE RUN (GENERAL)

You are trained to cast spells as you move.

Prerequisites: Dex 13+, Con 13+, Concentration 5+ ranks, Dodge, Mobility.

Benefit: When casting a spell with a casting time of 1 action or less, you may move both before and after you cast the spell, provided that the total distance moved is no greater than your speed. When you cast the spell, you must succeed at a Concentration check (DC 15 + spell level). On a failure, the spell does not take effect and is wasted.

COLOR DARKVISION (DROW)

You can see color with your darkvision.

Prerequisite: Darkvision.

Benefit: You can distinguish colors with your darkvision as though it were normal vision.

Normal: Darkvision is normally black and white only.

CRAFT BONDING ITEM (META-ITEM CREATION)

Items you create can be subsumed into the body of those who use them.

Benefit: When you craft a magic item, increase its market price by 30%. Any creature that uses the bonding item can, as a standard action that does not provoke an attack of opportunity, absorb the item into its body. The item cannot be used while so absorbed, but it is perfectly hidden from all manual and magical detection, as by the *obscure object* spell. Absorbed bonding items are immune to most magic effects while they are subsumed in the creature's body; such items could not, for instance, be affected by a *heat metal* spell or be the target of *telekinesis*.

Absorbed bonding items still count against the limit on the number of magic items a creature can use. Items can be retrieved as a standard action or as part of a move action. Absorbing or retrieving an item is a supernatural effect. When a creature with absorbed items is killed, they are expelled from the body.

This feat may be chosen as a wizard bonus feat.

CRAFT CASTER'S-LEVEL-USE ITEM (META-ITEM CREATION)

Items you create use your caster level to derive their effects.

Benefit: When you create a magic item that has a spell effect, calculate the price using your caster level and as though the spell were one level higher. You may then derive the effects of the spell (saving throw, damage dealt, duration, and so on) cast from the item as though you were the caster whenever this item is used. The item does not grow in power as you do: It has the same effects as when you created the item.

This feat may be chosen as a wizard bonus feat.

Normal: Magic items generally use the minimum caster level to determine their effects.

CRAFT FLAWLESS ITEM (META-ITEM CREATION)

Items you create are especially resistant to damage and harmful effects.

Benefit: When you craft a magic item, increase its market price by 10%. The item's break DC, hardness, and hit points all increase by +2. In addition all the item's saves and any saving throw a wielder makes for it benefit from a +2 luck bonus.

This feat may be chosen as a wizard bonus feat.



TABLE 5-1: FEATS

General Feats	Prerequisite	General Feats	Prerequisite
Absorb Familiar	Must have a familiar	Use Magic Device	Use Magic Device 5+ ranks, Skill Focus (Use Magic Device)
Ammunition Threat	Base attack bonus +2 or higher	Application Focus	
Armor Mastery	Armor Proficiency of the necessary type	Vermin Companion	Ability to cast <i>animal friendship</i> and <i>vermin servants</i>
Armored Tumbler	Armor Mastery, Armor Proficiency (heavy), Armor Proficiency (medium), Tumble 5+ ranks	Vermin <i>Wild Shape</i>	<i>Wild shape</i> ability
Bull Rush Strike	Str 13+, Improved Bull Rush, Power Attack	Weapon Knack	Wis 13+, base attack bonus +1 or higher
Cast On the Run	Dex 13+, Con 13+, Concentration 5+ ranks, Dodge, Mobility	Weapon of Choice	Weapon Proficiency (selected weapon), Weapon Focus (selected weapon), base attack bonus +4 or higher
Cut Arrows	Dex 13+, Deflect Arrows, Improved Unarmed Strike	Whisper Spell	—
Damaging Hold	Str 13+, Improved Unarmed Strike	Drow Feats	Prerequisites
Desperate Blow	Base attack bonus +6 or higher	Alternate Lights	Ability to cast <i>dancing lights</i>
Dexterous Grappler	Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher	Brilliant Dancers	Ability to cast <i>dancing lights</i>
Grappling Threat	Dexterous Grappler, Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher	Color Darkvision	Darkvision
Double Shielding	Dex 15+, Alertness, Ambidexterity, Shield Proficiency, base attack bonus +3 or higher	Creature Darkness	Ability to cast <i>darkness</i>
Double Weapon Mastery	Dex 15+, Alertness, Two-Weapon Fighting, Weapon Proficiency with selected double weapon, base attack bonus +3 or higher	Darksight	Blind-Fight, darkvision, ability to cast <i>darkness</i> , SR 15+
Exceptional Climber	Base Reflex save +3 or higher, Climb 5+ ranks, Skill Focus (Climb)	Deepest Darkness	Ability to cast <i>darkness</i>
Exceptional Tumbler	Base Reflex save +3 or higher, Tumble 5+ ranks, Skill Focus (Tumble)	Distant Darkness	Ability to cast <i>darkness</i>
Great Grappler	Improved Unarmed Strike, base attack bonus +4 or higher	Fatal Fire	Ability to cast <i>faerie fire</i>
Impressive Battledance	Perform 5+ ranks, Perform (battledance)	Increased Spell Resistance	Spell resistance, base attack bonus +2 or higher
Impressive Demonstration	Intimidate 5+ ranks	Lightsight	Light blindness
Impressive Flourish	Perform 5+ ranks, Perform (attack flourish)	Soundsight	Alertness, Blind-Fight, Skill Focus (Listen)
Improved Combat Reflexes	Dex 13+, Combat Reflexes	Total Darkvision	Alertness, Skill Focus (Spot), darkvision 120 ft.
Improved Deflect Arrows	Dex 13+, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike	Unique Spell Abilities	Cha 13+, Drow spell-like abilities
Lightning Grab	Int 13+, Expertise, Improved Disarm	Wide Fire	Ability to cast <i>faerie fire</i>
Painful Pin	Improved Unarmed Strike, base attack bonus +4 or higher	Item Creation Feats (verminous)	Prerequisites
Perfect Shot	Dex 13+, Weapon Proficiency (selected ranged weapon), Point Blank Shot, Precise Shot, Weapon Focus (selected ranged weapon), base attack bonus +3 or higher	Craft Single-Use Item	Spellcaster level 3rd+
Perfect Strike	Dex 13+, Weapon Proficiency (selected melee weapon), Weapon Finesse (selected melee weapon), Weapon Focus (selected melee weapon), base attack bonus +3 or higher	Craft Unlimited-Duration-Use Item	Craft Single-Use Item, Spellcaster level 5th+
Pierce	Dex 13+, Point Blank Shot, Precise Shot	Craft Multiple-Use Item	Craft Single-Use Item, Spellcaster level 5th+
Great Pierce	Pierce	Craft Uses-Per-Day Item	Craft Single-Use Item, Craft Multiple-Use Item, Spellcaster level 9th+
Poison Use	Dex 13+, Point Blank Shot, Precise Shot	Craft Unlimited-Use Item	Craft Single-Use Item, Craft Multiple-Use Item, Craft Uses-Per Day Item, Spellcaster level 12th+
Reconcentrate	Dex 13+	Meta-Item Creation Feats	Prerequisites
Sacrifice Familiar	Ability to cast 2nd-level spells, Concentration 5+ ranks, Combat Casting	Craft Bonding Item	—
Savant Skill	—	Craft Power-Bonding Item	Craft Bonding Item
Genius Skill	Skill Focus (selected skill)	Craft Caster's-Level-Use Item	—
Shield Mastery	Savant Skill (selected skill) Skill Focus (selected skill)	Craft Flawless Item	—
Shield Specialization	Shield Proficiency	Metamagic Feats	Prerequisites
Spring Charge	Shield Mastery, Shield Proficiency	Dark Spell	—
Strong Off-Hand Attack	Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +6 or higher	Enspelled Summons	—
Strong Spellcasting	Str 15+, Dex 15+, Ambidexterity	Exchange Component	—
Strong Two-Handed Attack	—	Far Hand	Ability to cast <i>spectral band</i>
Uncanny Evasion	Str 15+, Dex 15+, Ambidexterity	Ranged Weapon Channel	Far Hand, Weapon Focus (selected ranged weapon)
Use Magic Device Item Focus	Dex 13+, evasion, improved evasion	Weapon Channel	Far Hand, Weapon Focus (selected melee weapon)
	Use Magic Device 5+ ranks, Skill Focus (Use Magic Device)	Ghost Touch Spell	Ability to cast Necromancy spells
		Lingering Touch	Ability to cast touch-range spells
		Moving Spell	—
		Nullify Enemy Magic	—
		Nullify Magic Type	—
		Nullify School	—
		Traceless Spell	Ability to cast 2nd-level spells
		Invisible Spell	Traceless Spell, Ability to cast 2nd-level spells

BEHIND THE CURTAIN: VERMINOUS ITEM CREATION FEATS

Imagine a wizard with the Craft Wondrous Item feat. This wizard can make any magic item she desires. She could make a rock that works like a scroll, a cloak that has magic armor special abilities, a boot that works like a wand, or a magic pill that behaves like a potion. The standard item creation feats preserve the essential flavor of older game editions and of fantasy in general, but they create a balance issue. Why take Craft Rod or Forge Ring, with their high caster level requirements, when you could take Craft Wondrous Item much sooner and make items that have the same effects?

The rules for verminous magic items are an attempt to address that problem. Verminous item creation feats require spellcasters to follow a feat progression that allows them to create items of increasingly greater power and utility. However, these do eliminate some traditional flavor. A character with the Craft Single-Use Item feat could scribe a scroll, brew a potion, or make a one-shot wand; he could also make potionlike pills or poultices; he could even create scroll-like rings. A campaign filled with such characters, who have very broad options, might look very different from a standard game. At the same time, all spellcasters who wish to create verminous magic items must take the same item creation feats for a given type of item, which eliminates the problem of taking a weak feat.

These rules also change how and when spellcasters can create items. Only very dedicated magic item creators will be able to make unlimited-use items, for instance. Even if you decide not to use verminous items in your game, you might want to consider using the variant magic item creation feats and pricing guidelines presented in this book in place of the standard feats and guidelines.

CRAFT MULTIPLE-USE ITEM (ITEM CREATION (VERMINOUS))

You can create multiple-use magic items, such as wands.

Prerequisites: Craft Single-Use Item, spellcaster level 5th+.

Benefit: You can create any multiple-use verminous magic item. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

This feat may be chosen as a wizard bonus feat.

CRAFT POWER-BONDING ITEM (META-ITEM CREATION)

Bonding magic items you create allow the creature access to their powers even when absorbed.

Prerequisite: Craft Bonding Item.

Benefit: When you create a magic item, increase its market price by 50%. Any creature that uses the power-bonding item can, as a standard action that does not provoke an attack of opportunity, absorb the item into its body. If the item has abilities that do not require it to be outside the body, they can be accessed; otherwise, they cannot. In general, this excludes weapon, armor, and shield abilities, but certain magic armor abilities, such as *silent moves*, will still function. The enhancement bonus of a weapon, armor, or shield is not available, nor is the armor bonus from a weapon or shield. Most other items that need only be worn can function while absorbed. Even wands, potions, and scrolls can be used normally. Power-bonding items can be detected normally by magic, but like bonding items, an absorbed power-bonding item is beyond the reach of most spells and effects.

Absorbed items still count against the limit on the number of magic items a creature can use. Items can be retrieved as a standard action or as part of a move action. Absorbing or retrieving a power-bonding item is a supernatural effect. When a creature with absorbed items is killed, they are expelled from the body. An item cannot be both a bonding item and a power-bonding item.

This feat may be chosen as a wizard bonus feat.

CRAFT SINGLE-USE ITEM (ITEM CREATION (VERMINOUS))

You can create single-use magic items, such as potions and scrolls.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create any single-use verminous magic item. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

This feat may be chosen as a wizard bonus feat.

CRAFT UNLIMITED- DURATION-USE ITEM (ITEM CREATION (VERMINOUS))

You can create unlimited-duration-use magic items, such as armor.

Prerequisites: Craft Single-Use Item, spellcaster level 5th+.

Benefit: You can create any unlimited-duration-use verminous magic item. Spells that have an instantaneous duration cannot be incorporated into unlimited-duration-use items. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

This feat may be chosen as a wizard bonus feat.

CRAFT UNLIMITED-USE ITEM (ITEM CREATION (VERMINOUS))

You can create unlimited-use magic items, such as rings.

Prerequisites: Craft Multiple-Use Item, Craft Single-Use Item, Craft Uses-Per Day Item, spellcaster level 12th+.

Benefit: You can create any unlimited-use verminous magic item. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

This feat may be chosen as a wizard bonus feat.

CRAFT USES-PER-DAY ITEM (ITEM CREATION (VERMINOUS))

You can create magic items with only a certain number of uses per day.

Prerequisites: Craft Multiple-Use Item, Craft Single-Use Item, spellcaster level 9th+.

Benefit: You can create any uses-per-day verminous magic item. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

This feat may be chosen as a wizard bonus feat.

CHAPTER FIVE: SKILLS AND FEATS

CREATURE DARKNESS (DROW)

You can cast *darkness* spells on creatures.

Prerequisite: Ability to cast *darkness*.

Benefit: You may cast the *darkness* spell on creatures as though its Target entry read “creature touched.” The touched creature receives a Will saving throw to resist the effect. This applies both when you use your *darkness* spell-like ability and if you cast *darkness* as a spell.

Special: If you have both the Distant Darkness (see that entry) and Creature Darkness feats, you may cast *darkness* spells as though the Target entry read “Creature touched” and the range were long.

CUT ARROWS (GENERAL)

You can knock arrows and other projectiles from the air.

Prerequisites: Dex 13+, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you need not have a free hand. You can deflect ranged attacks with your feet, a weapon, or an object in your hands. If you successfully deflect the ranged attack with a weapon, you may deal damage to the projectile that would have hit you.

Normal: You may only use the Deflect Arrows feat if you have a free hand.

DAMAGING HOLD (GENERAL)

You deal more damage to foes when you grapple.

Prerequisites: Str 13+, Improved Unarmed Strike.

Benefit: When you deal damage to a foe during a grapple (with a weapon or unarmed strike), add 1 1/2 times your Strength bonus to the damage dealt.

DARK SPELL (METAMAGIC)

Spells you cast can appear as dark as night.

Benefit: You can change the visible manifestation of a spell to an opaque black color as long as the effect would not be changed by doing so. Thus, you could cast a dark *fireball*, the explosion and flames of which would be black. You could not, for example, cast a dark *color spray*, *light*, or *wind wall* spell. If the spell does not have a visual effect, summons a creature, has an instantaneous duration, or has “personal” or “target creature(s)” as its Target entry, you cannot apply this feat to it. A dark spell uses up a spell slot of the spell’s normal level.

This feat may be chosen as a wizard bonus feat.

Special: Spells modified by the Dark Spell feat are more difficult to identify. Spellcraft checks to identify the spell from observing its visible manifestation incur a –1 circumstance penalty.

DARKSIGHT (DROW)

You can see normally into and beyond *darkness* spells.

Prerequisites: Blind-Fight, darkvision, ability to cast *darkness*, SR 15+.

Benefit: You see normally with your darkvision into and beyond magical *darkness* spells and effects (even *deeper darkness*), but once inside the effect’s area you are affected as normal. This does not allow you to see through spells rendered dark by the Dark Spell feat (see above). This is a supernatural ability.

DEEPEST DARKNESS (DROW)

Darkness spells you cast affect a larger area than normal.

Prerequisite: Ability to cast *darkness*.

Benefit: When you cast a *darkness* spell, it can have a radius of up to 60 feet. You decide the radius when you cast the spell, and it remains the same for the spell’s duration. This applies both when you use your *darkness* spell-like ability

and if you cast *darkness* as a spell.

Special: If you have the Distant Darkness feat and/or the Creature Darkness feat, you may apply either or both of these feats to the expanded-radius *darkness* spell.

DESPERATE BLOW (GENERAL)

You can focus all your energy into a single devastating attack.

Prerequisite: Base attack bonus +6 or higher.

Benefit: When you could normally make several melee or ranged attacks using the full attack action, you may sacrifice all your other attacks to give yourself a bonus on one single attack. For each attack sacrificed, your primary attack gains a +2 circumstance bonus to hit and a +1 circumstance bonus on damage. Only iterative attacks gained from your base attack bonus can be sacrificed in this manner; extra attacks from the Two-Weapon Fighting or Rapid Shot feats, the flurry of blows ability, *baste*, and other game effects cannot be so sacrificed, nor can they be used, during the round that you use Desperate Blow. Invoking this feat to make a single attack is a full-round action.

This feat may be chosen as a fighter bonus feat.

DEXTEROUS

GRAPPLER (GENERAL)

You grapple with an unusual deftness.

Prerequisites: Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher.

Benefit: When you make a grapple check, you may apply your Dexterity modifier to the roll rather than your Strength modifier.

Normal: You apply your Strength modifier to all grapple checks.

DISTANT DARKNESS (DROW)

You can cast *darkness* spells at long range.

Prerequisite: Ability to cast *darkness*.

Benefit: You may cast the *darkness* spell as though its Range entry read “Long (400 ft. + 40 ft./level).” This applies both when you use your *darkness* spell-like ability and if you cast *darkness* as a spell.

Special: If you have both the Distant Darkness (see that entry) and Creature Darkness feats, you may cast *darkness* spells as though the Target entry read “Creature touched” and at long range.

DOUBLE SHIELDING (GENERAL)

You can benefit from the protection of more than one shield.

Prerequisites: Dex 15+, Alertness, Ambidexterity, Shield Proficiency, base attack bonus +3 or higher.

Benefit: When you employ a shield with an armor check penalty of –1 or better, you can employ a second shield with an armor check penalty of –1 or better with other hand and gain the armor bonuses (and any enhancement bonuses due to magic) from both shields. You also suffer the combined armor check penalty of both shields.

You can make shield bash attacks with your primary hand, incurring no off-hand penalty; but you lose the armor bonus of that shield until your next action as normal. If you use two bucklers and employ two-handed weapons or ranged weapons that require two hands (such as all bows and light and heavy crossbows) you incur a –2 penalty on all attack rolls.

This feat can be chosen as a fighter bonus feat.

Normal: You can only gain the AC benefit of one shield.

TABLE 5-2: DOUBLE WEAPON TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand*	Off Hand*
Two-Weapon Fighting	-8	-16
Ambidexterity and Two-Weapon Fighting	-8	-8
Two-Weapon Fighting and off-hand double weapon is light	-4	-12
Ambidexterity, Two-Weapon Fighting, and off-hand double weapon is light	-4	-4

*These penalties are applied to all attacks made with the weapon. If the weapon is not a double weapon, you apply only half the listed penalty.

DOUBLE WEAPON MASTERY (GENERAL)

You can use a double weapon in one hand.

Prerequisites: Dex 15+, Alertness, Two-Weapon Fighting, Weapon Proficiency (selected double weapon), base attack bonus +3 or higher.

Benefit: Choose a double weapon with which you are proficient. You may wield this weapon in one hand even if it is a size category larger than you. When you wield it in one hand, you may attack with either end as though it were a normal melee weapon.

In addition, you can use one hand to attack with both ends of the double weapon. You suffer all the normal penalties for attacking with two weapons when you do this. Two-Weapon Fighting and Ambidexterity reduce these penalties as normal, despite the fact that the weapon is used in one hand. You never get iterative attacks with the "off hand" end of the double weapon, but you may decide which end is "off hand" as you attack. Feats such as Improved Two-Weapon Fighting do not grant an extra attack unless the double weapon is used in your off hand and you are also fighting with another weapon in your primary hand (see Special below).

This feat may be chosen as a fighter bonus feat.

Special: When you wield a double weapon in each hand, or a double weapon in one hand and a normal weapon in the other, you suffer penalties for attacking with two weapons in addition to the penalties for using a double weapon in one hand. See Table 5-2: Double Weapon Two-Weapon Fighting Penalties below. If a double weapon would be too small for a creature of a particular size to attack with both ends (such as an ogre wielding an orc double axe), it can still do so if it chooses that weapon for the Double Weapon Mastery feat.

Normal: You cannot attack with both ends of a double weapon when you wield it in one hand.

ENSPelled SUMMONS (METAMAGIC)

When you summon creatures, they appear with a spell you can cast already affecting them.

Benefit: When you cast a spell that summons a creature, choose a spell targeting the creature with a casting time of 1 action that you have prepared or for which you have an available spell slot. That prepared spell or spell slot is also expended when you cast the summoning spell. If the spell is one that the summoned creature can resist, it receives a saving throw and checks for spell resistance as normal. If the

spell affects the summoned creature, it appears with the spell having already been in effect for 1 round.

If the spell to affect the summoned creature requires a touch attack or ranged touch attack, assume you hit. If you are summoning more than one creature and want to use a spell that could affect more than one creature, assume it affects as many as possible of the summoned creatures (you touched as many as the spell allows, the maximum number of creatures were in the area, and so on). If only a certain number of the summoned creatures can be affected, you decide which ones are. An enspelled summons spell uses up a spell slot one level higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

EXCEPTIONAL CLIMBER (GENERAL)

You climb almost as easily as you walk.

Prerequisites: Base Reflex save +3 or higher, Climb 5+ ranks, Skill Focus (Climb).

Benefit: You retain half your Dexterity bonus to Armor Class when climbing. In addition, you gain a +2 competence bonus on all Climb checks to climb at an accelerated rate.

Normal: You lose your Dexterity bonus while climbing.

EXCEPTIONAL TUMBLER (GENERAL)

You tumble almost as easily as you walk.

Prerequisites: Base Reflex save +3 or higher, Tumble 5+ ranks, Skill Focus (Tumble).

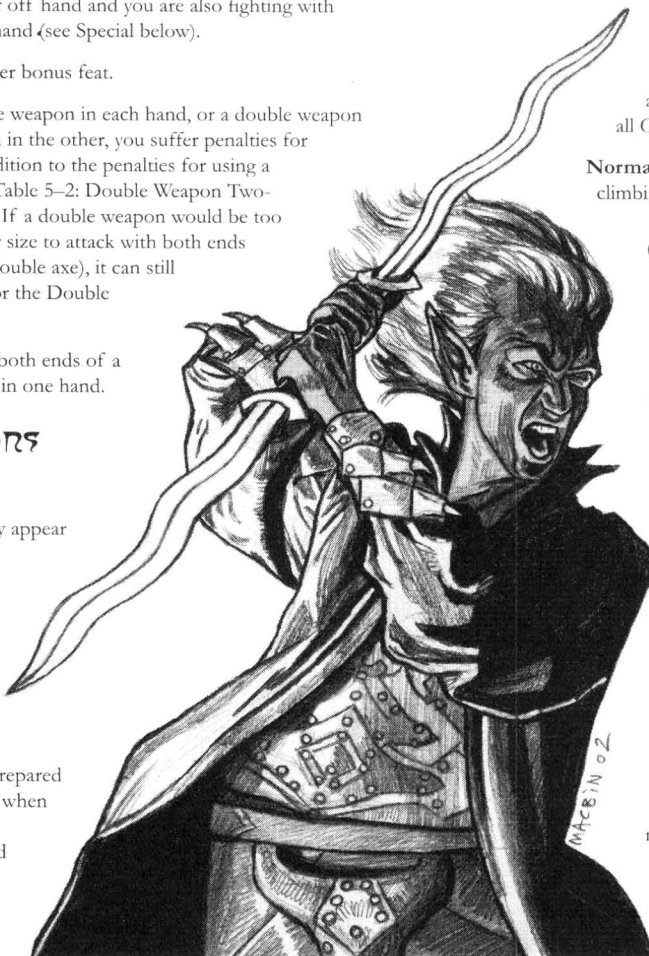
Benefit: You can use the Tumble skill to move any distance up to your speed + 10 feet during a round. You can also tumble when making the charge or run actions; doing so adds +5 to the DC of any Tumble checks you make as part of your movement.

Normal: You can tumble only 20 feet and only as a part of normal movement.

EXCHANGE COMPONENT (METAMAGIC)

You can switch the components of a spell to make it more useful.

Benefit: If a spell normally has a verbal component but not a somatic component, or if it normally has a somatic component but not a verbal



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component, you may switch the required component to the type it does not have—somatic or verbal. Essentially, spells you cast that do not have one of the two aforementioned component types can have either at your discretion. Spellcasters who prepare their spells must choose which type of component the spell has when preparing the spell. A spell with exchanged components uses up a spell slot of the spell's normal level. You cannot exchange the components of spells altered by metamagic feats, such as Silent Spell.

This feat may be chosen as a wizard bonus feat.

FAR HAND (METAMAGIC)

You can use touch spells as though you had reach.

Prerequisite: Ability to cast *spectral hand*.

Benefit: When you cast a touch-range spell, you can use it on foes as though your reach were 5 feet greater than it is. You need not physically touch the target of the spell, but you must still make a melee touch attack. You must have line of effect to the target to affect it with the spell. When holding the charge of an offensive touch spell, you threaten spaces as though you had the extended reach. A far hand spell uses up a spell slot of the spell's normal level.

This feat may be chosen as a wizard bonus feat.

FATALE FIRE (DROW)

Your *faerie fire* spells deal damage.

Prerequisite: Ability to cast *faerie fire*.

Benefit: When you cast the *faerie fire* spell, creatures in its area take 1d4 points of fire damage plus 1 point per level (to a maximum of +5). Affected creatures receive a Reflex saving throw to take half damage, but they are still outlined by the normal effects of the spell. This applies both when you use your *faerie fire* spell-like ability and if you cast *faerie fire* as a spell.

Special: You can use this feat with the Wide Fire feat (see that entry) to deal damage to creatures in up to a 20-foot-radius area.

GENIUS SKILLS (GENERAL)

You have a stunning ability with a certain skill.

Prerequisites: Savant Skill (selected skill), Skill Focus (selected skill).

Benefit: Choose one skill you can assign ranks to. In addition to the normal key ability for that skill, you apply the modifier for another ability, chosen from the list of equivalents below.

Strength: Dexterity or Constitution.

Dexterity: Intelligence or Wisdom.

Constitution: Dexterity or Charisma.

Intelligence: Wisdom.

Wisdom: Intelligence.

Charisma: Intelligence or Wisdom.

Special: You can take this feat more than once. Each time, it must apply to a new skill. Note that the equivalency list above is designed to work with skills listed in the core rulebooks. Check with your GM to make sure the ability you choose is appropriate for the affected skill.

GHOST TOUCH SPELLS (METAMAGIC)

Your spells affect incorporeal creatures.

Prerequisite: Ability to cast Necromancy spells.

Benefit: You can cast a spell so that it affects incorporeal creatures and objects normally. You must still have a line of effect that is not blocked by

material objects, and material objects grant cover to incorporeal creatures against the spell. This spell does not confer the ghost touch weapon ability on objects, nor does it make the spell incorporeal; it simply allows the spell itself to affect an incorporeal creature or object. If the spell requires you to touch the incorporeal creature or object, you must have some other way to touch it. A ghost touch spell uses up a spell slot one level higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

GRAPPLING THREAT (GENERAL)

You threaten adjacent spaces when you are grappling.

Prerequisites: Dexterous Grappler, Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher.

Benefit: When you are grappling, you still threaten adjacent spaces. You can attack foes not involved in the grapple, using any melee weapon you can wield while grappled and unarmed strikes, but you incur a -10 circumstance penalty on those attack rolls. You still do not threaten adjacent spaces when pinned.

Normal: You do not threaten adjacent spaces while grappling.

GREAT GRAPPLER (GENERAL)

You are an exceptionally skilled grappler.

Prerequisites: Improved Unarmed Strike, base attack bonus +4 or higher.

Benefit: Whenever you are involved in a grapple, you are treated as one size larger for the purposes of grapple checks and what you can hold and pin. Thus a Small character incurs no size penalty on grapple checks and can establish a hold on Large creatures, and a Medium-size character gains a +4 size bonus on grapple checks and can get a hold on Huge creatures.

Normal: A creature gains a bonus or suffers a penalty on grapple checks based on its size and can't establish a hold on any creature two or more sizes larger than itself.

GREAT PIERCE (GENERAL)

You wield ranged weapons with such skill that you can endanger multiple foes with one attack.

Prerequisites: Dex 13+, Pierce, Point Blank Shot, Precise Shot.

Benefit: As Pierce (see that entry), except that your ranged attack may continue on to the next creature in line and in range indefinitely, so long as you down each creature in turn.

This feat may be chosen as a fighter bonus feat.

IMPRESSIVE BATTLLEDANCE (GENERAL)

You can easily daze foes with your dizzying battledance.

Prerequisites: Perform 5+ ranks, Perform (battledance).

Benefit: You can use the Perform (battledance) skill in combat (see Perform in Skills, above) as a standard action to cause your foes to become dazed.

Normal: Using Perform (battledance) in combat is a full-round action.

IMPRESSIVE DEMONSTRATION (GENERAL)

You can intimidate foes in combat with disturbing ease.

Prerequisite: Intimidate 5+ ranks.

Benefit: You can use the Intimidate skill in combat (see Intimidate in Skills, above) as a move-equivalent action to cause your foes to become shaken.

Normal: Using Intimidate in combat is a standard action.

IMPRESSIVE FLOURISH (GENERAL)

You can easily dazzle foes with your stunning prowess.

Prerequisites: Perform 5+ ranks, Perform (attack flourish).

Benefit: Once per round, you can use the Perform (attack flourish) skill in combat (see Perform in Skills, above) as a free action to cause your foes to become dazzled.

Normal: Using Perform (attack flourish) in combat is a move-equivalent action.

IMPROVED COMBAT REFLEXES (GENERAL)

You exploit all of your foe's mistakes.

Prerequisites: Dex 13+, Combat Reflexes.

Benefit: You may make several attacks of opportunity against the same foe, each time that opponent provokes one during the round. You still have a maximum number of attacks of opportunity equal to 1 + your Dexterity bonus.

Normal: The Combat Reflexes feat allows you to make several attacks of opportunity, but you cannot make more than one attack of opportunity per foe during that round.

<H3>Improved Deflect Arrows [General]</H3>

You can deflect many ranged attacks.

Prerequisites: Dex 13+, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you may deflect a number of ranged attacks per round equal to 1 + your Dexterity Bonus.

Normal: You may use the Deflect Arrows feat only once per round.

INCREASED SPELL RESISTANCE (DROW)

Your spell resistance is better than average.

Prerequisites: Spell resistance, base attack bonus +2 or higher.

Benefit: You have a spell resistance +1 higher than normal.

INVISIBLE SPELL (METAMAGIC)

Spells you cast can be made invisible.

Prerequisites: Traceless Spell, ability to cast 2nd-level spells.

Benefit: You can make the visible manifestation of a spell invisible as long as the effect would not be changed by doing so. Thus, you could cast an invisible *fireball*, the explosion and flames of which would be invisible (although the light created by the flash would be visible). You could not, for example, cast

an invisible *color spray* or *light* spell. If the spell does not have a visual effect, summons a creature, has an instantaneous duration, or has "personal" or "target creature(s)" as its Target entry, you cannot apply this feat to it. This is an invisibility effect. An invisible spell uses up a spell slot two levels higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

Special: Although it is obvious to anyone observing you that you cast a spell, this feat allows you to cast spells (even from hiding) without automatically being revealed as their source. Spells modified by the Invisible Spell feat can be more difficult to identify. Spellcraft checks to identify the spell from observing its visible manifestation incur a -10 circumstance penalty.



LIGHTNING GRAB (GENERAL)

You are an expert at disarming and disabling foes.

Prerequisites: Int 13+, Expertise, Improved Disarm.

Benefit: After successfully disarming an opponent, you can immediately make a free attempt to grab that opponent to initiate a grapple. Attempting to start a grapple in this way does not provoke an attack of opportunity.

LIGHTSIGHT (DROW)

You are adapted to bright light.

Benefit: When abruptly exposed to bright light (such as a *daylight* spell), you are not blinded, nor do you suffer any penalty while operating in bright light. You are still affected normally by spell or environmental effects based on bright light that would blind or hamper a creature without light blindness. This spell does not eliminate damage due to light effects (such as *searing light*)—only blindness and penalties on attacks, saves, and checks.

Normal: When abruptly exposed to bright light, drow are blinded

for 1 round and suffer a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

LINGERING TOUCH (METAMAGIC)

You can "double up" touch spells or cast other spells while you are holding a charge.

Prerequisite: Ability cast to touch-range spells.

Benefit: When you cast a touch-range spell, you can hold the charge even if you cast other spells before discharging the effect. If you cast another touch-range spell, both spells can be retained until you touch a target or targets according to the normal rules for holding a charge, but casting another spell causes both previous spells to dissipate without effect. Touching any creature or object causes both spells to affect the target touched. The target has the normal opportunities to resist both spells.

This feat may be chosen as a wizard bonus feat.

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Normal: When you cast a touch-range spell, you cannot cast another spell without losing the charge.

MOVING SPELL (METAMAGIC)

You can make stationary spells move to your will.

Benefit: This feat can only be applied to a spell with a stationary area of effect and a duration of more than 1 round. Each round, you can move the affected spell's effect up to 20 feet as a standard action by making a successful Concentration check (DC 20 + spell level). You can move the effect in any desired direction despite prevailing winds and other environmental factors, so long as there is a line of effect from you to all points in the path of the spell and the desired location is not out of the spell's range from you.

If a creature would be released from the effects of a spell by moving out of the area of effect, moving the effect off the creature also releases it. For example, moving a *reverse gravity* spell away from a creature would cause it to fall. Creatures cannot be moved by moving a spell effect unless the spell's normal effect would move them. For example, you cannot carry a creature along in a moving *web* spell. Moving the spell effect cannot cause a creature to be affected by the spell more than once during a round.

Certain spells rely on stationary objects to have an effect or to anchor their effects, such as *entangle* and *web*. These spells can be moved only if the required objects are present along the entire path of the spell effect's movement.

A moving spell uses up a spell slot three levels higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

NULLIFY ENEMY MAGIC (METAMAGIC)

You can have your spells dispel or suppress magic cast only by enemies.

Benefit: When you cast a spell modified by this feat that dispels or suppresses magic (*antimagic field*, *disjunction*, *dispel magic*, *globe of invulnerability*, *greater dispelling*, *minor globe of invulnerability*, and so on), it affects only spells and effects from creatures you perceive as foes. A spell that nullifies enemy magic uses up a spell slot four levels higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

NULLIFY MAGIC TYPE (METAMAGIC)

You can control what sort of magic your spells dispel or suppress.

Benefit: Choose one type of magic: arcane or divine. When you cast a spell modified by this feat that dispels or suppresses magic (*antimagic field*, *disjunction*, *dispel magic*, *globe of invulnerability*, *greater dispelling*, *minor globe of invulnerability*, and so on), it affects only spells and effects of that type. A spell that nullifies a magic type uses up a spell slot two levels higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

NULLIFY SCHOOL (METAMAGIC)

You can have your spells dispel or suppress magic from a specific school.

Benefit: Pick a school of magic. When you cast a spell modified by this feat that dispels or suppresses magic (*antimagic field*, *disjunction*, *dispel magic*, *globe of invulnerability*, *greater dispelling*, *minor globe of invulnerability*, and so on), it affects only spells and effects of that school. A nullify school spell uses up a spell slot of the spell's normal level.

This feat may be chosen as a wizard bonus feat.

PAINFUL PIN (GENERAL)

You force opponents into painful positions when you pin them.

Prerequisites: Improved Unarmed Strike, base attack bonus +4 or higher.

Benefit: When you pin a foe during a grapple, the creature must make a

successful Fortitude saving throw (DC 10 + 1/2 your character level + your Strength modifier) or be dazed for 1d4 rounds. A dazed creature can take no actions (though it can defend itself normally).

PERFECT SHOT (GENERAL)

You are adept at finding the most beneficial place to strike an opponent with a ranged attack.

Prerequisites: Dex 13+, Weapon Proficiency (selected ranged weapon), Point Blank Shot, Precise Shot, Weapon Focus (selected ranged weapon), base attack bonus +3 or higher.

Benefit: When wielding the selected ranged weapon, you may add your Dexterity modifier instead of your Strength modifier to damage rolls, even if the ranged weapon is not mighty. If you cannot normally apply your Strength modifier to damage (such as when using a crossbow), you can still apply your Dexterity modifier.

Your target must be within 30 feet. This feat does not help you when attacking creatures that are immune to critical hits—apply your Strength modifier (if normally allowed) to the damage roll as normal.

You can use this feat with a melee weapon, but you can apply your Dexterity modifier to damage rolls only when you throw that weapon.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

PERFECT STRIKE (GENERAL)

You are adept at finding the most effective place to strike an opponent in melee.

Prerequisites: Dex 13+, Weapon Proficiency (selected melee weapon), Weapon Finesse (selected melee weapon), Weapon Focus (selected melee weapon), base attack bonus +3 or higher.

Benefit: When wielding the selected melee weapon, you may add your Dexterity modifier instead of your Strength modifier to damage rolls. This feat does not help you when attacking creatures that are immune to critical hits—apply your Strength modifier to the damage roll as normal.

When you make off-hand attacks with the selected weapon, add one-half your Dexterity modifier to damage instead of one-half your Strength modifier. However, when you make two-handed attacks with the selected weapon, you add only your Dexterity modifier to damage, not 1 1/2 times your Dexterity modifier. This feat cannot be applied to thrown weapon attacks.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

PIERCE (GENERAL)

You can send ranged weapon attacks through a target you kill, possibly striking a nearby foe.

Prerequisites: Dex 13+, Point Blank Shot, Precise Shot.

Benefit: If you deal enough damage to an opponent with a ranged weapon attack to make it drop (typically by damaging it to below 0 hit points), the attack can pass through that opponent, possibly striking another creature behind it. The second creature must be directly behind the foe you downed along a straight line between you and the original target, within the weapon's range. Make a normal ranged attack roll at the same bonus as the attack that downed the previous creature, taking into account any new range penalty, cover (the downed foe does not count), and concealment. If you hit, you deal damage as normal.

This feat may be chosen as a fighter bonus feat.

POISON USE (GENERAL)

You are trained to use poisons with no risk to yourself.

Prerequisites: Dex 13+.

Benefit: You never risk accidentally poisoning yourself when crafting or applying poisons, or when attacking with a poisoned weapon.

RANGED WEAPON CHANNEL (METAMAGIC)

You can use a particular ranged weapon to channel your touch-range spells.

Prerequisites: Far Hand, Weapon Focus (selected ranged weapon).

Benefit: You can deliver touch-range spells through attacks with the selected ranged weapon. You must have the weapon or ammunition in hand when you cast the spell. This does not imbue the weapon or its ammunition with the spell; if you drop either or give either to another character, the spell is wasted. You must make a normal ranged attack roll instead of a touch attack to deliver the spell, and if you hit, the attack must deal damage at least equal to the spell's level or the spell is wasted. The spell follows the normal rules for touch spells, so it is not dissipated by a missed attack, it can affect multiple targets, and you can hold the charge for the spell's duration. A ranged weapon channel spell uses up a spell slot of the spell's normal level.

This feat may be chosen as a wizard bonus feat.

Special: If you have the Lingering Touch feat (see that entry, above), you can channel two touch spells into the ranged weapon.

RECONCENTRATE (GENERAL)

You can renew spell effects after you've stopped concentrating on them.

Prerequisites: Ability to cast 2nd-level spells, Concentration 5+ ranks, Combat Casting.

Benefit: When you voluntarily end concentrating on a spell effect, you may attempt to renew concentrating on it up to a number of rounds later equal to your caster level. This can cause the spell to take effect again. To renew the spell, make a Concentration check (DC 15 + spell level + number of rounds since you last successfully concentrated on the spell). On a success, the spell effect renews.

A renewed spell takes effect as though you had not stopped concentrating, but creatures affected by the original spell are affected only if they are again in its area of effect, and they can make new saving throws to avoid or lessen the spell's effect as normal. You cannot change the placement or shape of a spell effect, such as a *wall of fire*, nor can you renew the effect if you are out of range to cast the spell in its original location or are otherwise unable to control the effect.

This feat can affect only spells that have "Concentration" listed as part of the Duration entry. You cannot extend a spell effect's duration beyond the normal limit. For example, a spell with a duration of "Concentration, up to 1 round/level" could not be renewed by a 5th-level spellcaster 6 rounds after casting.

This feat may be chosen as a wizard bonus feat.

SACRIFICE FAMILIAR (GENERAL)

You can snuff out the life force of your familiar to increase the power of a spell.

Benefit: If your familiar is within 5 feet of you or within 5 feet of the target or area to be affected by your spell, you may sacrifice your familiar to give your spell extra power. The familiar dies instantly (no save) and cannot be raised or resurrected; you incur the normal penalties for a familiar's loss. As a result, the spell's save DC increases by +4, and your level checks to overcome spell resistance with that spell gain a +4 circumstance bonus. In addition, the spell is more difficult to dispel (dispel check DC = 15 + your caster level), and its duration is three times as long as normal.

SAVANT SKILL (GENERAL)

You have a surprising knack for a certain skill.

Prerequisite: Skill Focus (selected skill).

Benefit: Choose one skill you can assign ranks to. Any ability score penalty you would suffer when using that skill does not apply.

SHIELD MASTERY (GENERAL)

You are trained to use a shield with extraordinary deftess.

Prerequisite: Shield Proficiency.

Benefit: Choose a type of shield (buckler, small, large, or tower). When you use that type of shield, its armor check penalty is reduced by 1. Armor check penalties cannot be reduced below 0.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

SHIELD SPECIALIZATION (GENERAL)

You can use a shield to attack as well as you can use a weapon.

Prerequisites: Shield Proficiency, Shield Mastery.

Benefit: When you make a shield bash attack with a type of shield selected for the Shield Mastery feat, you can regain the shield's armor bonus to your AC as a free action. If you choose the buckler for this feat, you can make shield bash attacks with it that deal 1d3 points of damage (x2 crit) and do not suffer the normal -1 penalty on off-hand weapon attacks, whether with weapons or shield bashes. In addition, you can regain the buckler's AC bonus after making an attack with an off-hand weapon.

This feat may be chosen as a fighter bonus feat.

Normal: When you make a shield bash attack, you lose the shield's AC bonus until your next action.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

If you have the Double Shielding feat (see that entry, above), you can regain both shields' AC bonuses with a single free action (assuming you have Shield Specialization for both types of shields).

SHIELDSIGHT (DROW)

You gain blindsight, similar to that of a bat, within a short range.

Prerequisites: Alertness, Blind-Fight, Skill Focus (Listen).

Benefit: Due to your exceptional hearing and understanding of sound, you gain blindsight to a range of 10 feet. In addition, you do not normally need to make a Spot or Listen check to notice creatures within the range of your blindsight.

A *silence* spell blocks your blindsight, and any abrupt exposure to a very loud sound that originates from within the range of your blindsight (*sound burst*, *shout*, *fireball*, an exploding thunderstone, and so on) deafens you and suppresses your blindsight for 1 round. When the source of a continuous very loud sound (a roaring waterfall, dwarven foundry, tornado, and the like) is within the range of your blindsight, you suffer a -1 circumstance penalty on attack rolls, saves, and checks.

SPRING CHARGE (GENERAL)

You can charge when making a spring attack.

Prerequisites: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +6 or higher.

Benefit: While making a spring attack, if you move in a straight line toward your target and move more than 10 feet before the attack, you may choose to

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treat this as a charge. You gain the normal +2 bonus on your attack roll for charging, and you suffer the normal -2 penalty to your AC for 1 round.

This feat may be chosen as a fighter bonus feat.

STRONG OFF-HAND ATTACK (GENERAL)

Your off-hand attacks are as strong as attacks with your preferred hand.

Prerequisites: Str 15+, Dex 15+, Ambidexterity.

Benefit: You add your full Strength bonus to damage dealt by your off-hand attacks. This feat may be chosen as a fighter bonus feat.

Normal: You add one-half your Strength bonus to damage dealt by your off-hand attacks.

Special: Creatures with multiple secondary attacks that take this feat add their full Strength bonus to damage dealt by all those attacks.

STRONG SPELLCASTING (GENERAL)

Your spells are more difficult to dispel.

Benefit: When someone other than yourself tries to dispel one of your spells, the dispel check has a DC of 13 + your caster level. This feat may be chosen as a wizard bonus feat.

Normal: Dispel checks against a spell have a DC of 11 + the spell's caster level.

STRONG TWO-HANDED ATTACK (GENERAL)

Your attacks with a two-handed weapon are especially devastating.

Prerequisites: Str 15+, Dex 15+, Ambidexterity.

Benefit: When wielding a weapon two-handed, you add double your Strength bonus to damage dealt by that weapon. This feat may be chosen as a fighter bonus feat.

Normal: Your attacks while wielding a weapon two-handed add 1 1/2 times your Strength bonus to damage.

Special: A creature with only one natural attack that takes this feat adds double its Strength bonus to damage dealt by that attack.

TOTAL DARKVISION (DROW)

You can see as far with your darkvision as a human can with normal vision.

Prerequisites: Alertness, Skill Focus (Spot), darkvision 120 ft.

Benefit: The range of your darkvision is not limited to any specific distance; you can see as far as a human in daylight. This is a supernatural ability, so your darkvision is reduced to its natural range in an *antimagic field* or under similar circumstances.

TRACELESS SPELL (METAMAGIC)

You can cast spells so that no one can trace a line back to you.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: You can modify spells that normally are visible as they travel from

you to the target, targets, or the targeted area. The spell still follows the normal line of effect but is not visible as it does so. This feat cannot be applied to spells that project out from you as an area of effect. Thus, you can mask the path of *magic missile*, *fireball*, or *ray of enfeeblement*, but not to hide *lightning bolt* or *cone of cold*. This is an invisibility effect. A traceless spell uses up a spell slot one level higher than the spell's actual level.

This feat may be chosen as a wizard bonus feat.

Special: Although it is obvious to anyone observing you that you cast a spell, this feat allows you to cast spells (even from hiding) without automatically being revealed as their source. Spellcraft checks to identify the spell from observing its effect incur a -1 circumstance penalty.

UNCARRY EVASION (GENERAL)

Your ability to evade certain dangerous attacks is astonishing.

Prerequisites: Dex 13+, evasion, improved evasion.

Benefit: When exposed to any effect that normally allows a Reflex saving throw for half damage, you take only one-quarter damage on a failed save.

Normal: Improved evasion allows you to take half damage on a failed Reflex saving throw.

UNIQUE SPELL ABILITIES (DROW)

You select your own spell-like abilities.

Prerequisite: Cha 13+, Drow spell-like abilities.

Benefit: You do not have the normal drow spell-like abilities. Instead, choose one 0-level spell, one 1st-level spell, and one 2nd-level spell. You may use each of these once per day as the spells cast by a sorcerer of your character level.

Special: You can take Unique Spell Abilities only at 1st level.

USE MAGIC DEVICE ITEM FOCUS (GENERAL)

You are particularly talented at activating certain magic items.

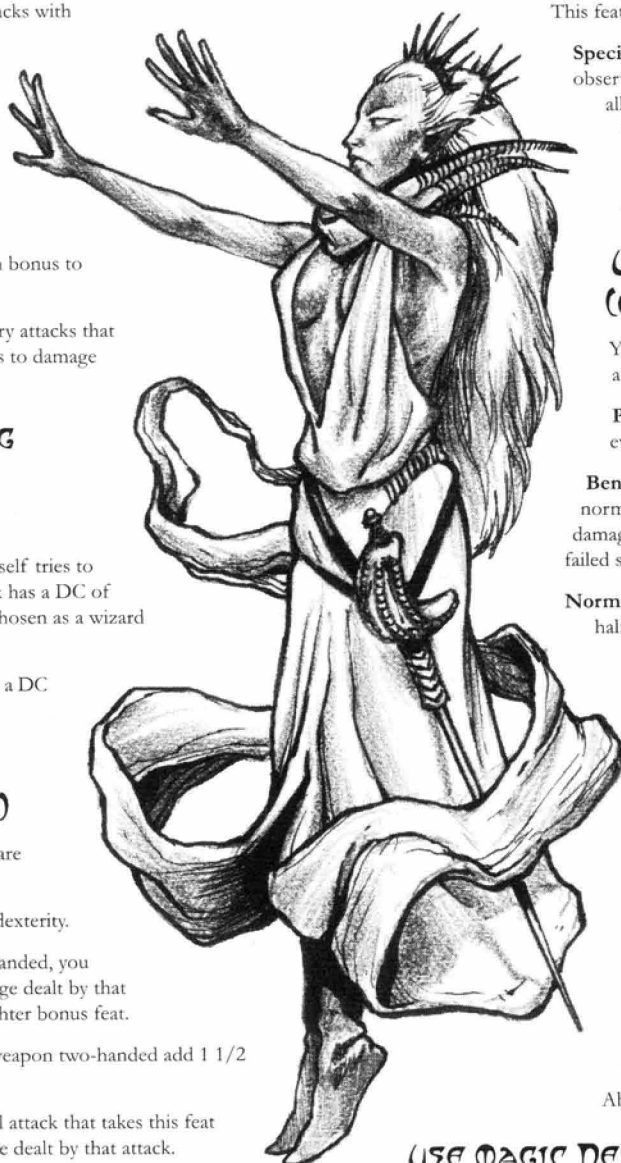
Prerequisites: Use Magic Device 5+ ranks, Skill Focus (Use Magic Device).

Benefit: Choose a particular type of magic item, such as wands or scrolls. You gain a +4 competence bonus on Use Magic Device checks to activate that type of magic item.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new type of magic item.

USE MAGIC DEVICE APPLICATION FOCUS (GENERAL)

You are particularly talented at activating magic items in a certain way.



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Prerequisites: Use Magic Device 5+ ranks, Skill Focus (Use Magic Device).

Benefit: Choose a particular application of the Use Magic Device skill, such as “emulate race” or “activate blindly.” You gain a +4 insight bonus on Use Magic Device checks to perform that task.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new application of the Use Magic Device skill.

VERMIN COMPANION (GENERAL)

Vermin that become your servants via the *vermin servants* spell become naturally (not magically) and permanently loyal.

Prerequisites: Ability to cast *animal friendship* and *vermin servants*.

Benefits: Vermin that become your servants when you cast the *vermin servants* spell (see **Chapter Seven: Spells and Magic**) can become permanently loyal companions at your option. They no longer count against that spell’s limit on the number of vermin servants you can have. Their loyalty to you is natural and cannot be dispelled. Another spellcaster could control them by casting *vermin servants* (even command them to attack you) but cannot gain their permanent loyalty even through the use of this feat. At any one time, you can have a number of vermin companions whose total Hit Dice equal your level.

Special: Drow druids who take this feat at 1st level can begin play with a 1 HD vermin companion, or several vermin companions so long as their total Hit Dice do not exceed 1.

VERMIN WILD SHAPE (GENERAL)

You can take the form of a vermin when you use the *wild shape* ability.

Prerequisite: *Wild shape* ability.

Benefit: When you *wild shape*, you may take the form of a vermin. This vermin can be of any size that you could normally take as an animal.

WEAPON CHANNEL (METAMAGIC)

You can use a particular melee weapon to channel your touch-range spells.

Prerequisite: Far Hand, Weapon Focus (selected melee weapon).

Benefit: You can deliver touch-range spells with the selected melee weapon. You must have the weapon in hand when you cast the spell. This feat does not imbue the weapon with the spell; if you drop the weapon, throw it, or give it to another character, the spell is wasted. You must make a normal melee attack roll instead of a touch attack to deliver the spell, and if you hit, the attack must deal damage equal to the spell’s level or the spell is wasted. The spell follows the normal rules for touch spells, so it is not dissipated by a missed attack, it can affect multiple targets, and you can hold the charge for the spell’s duration.

This feat may be chosen as a wizard bonus feat.

Special: If you have the Lingering Touch feat (see that entry, above), you can channel two touch spells into the weapon.

WEAPON KNACK (GENERAL)

You have a knack for using any kind of weapon.

Prerequisites: Wis 13+, base attack bonus +1 or higher.

Benefit: When using a weapon with which you are not proficient, you suffer only a –2 penalty on attack rolls. This does not allow you to use exotic weapons in ways that depend on Exotic Weapon Proficiency (such as being able to wield a bastard sword one-handed).

This feat may be chosen as a fighter bonus feat.

Normal: When using a weapon with which you are not proficient, you suffer a –4 nonproficiency penalty on attack rolls.

WEAPON OF CHOICE (GENERAL)

Your skill with a weapon makes it seem feather-light in your hands.

Prerequisites: Weapon Proficiency (selected weapon), Weapon Focus (selected weapon), base attack bonus +4 or higher.

Benefit: Choose one weapon of a size category equal to your own, such as a scimitar (Medium-size) for a drow (Medium-size). You treat this weapon as a light weapon for purposes of two-weapon fighting, and you can select it for the Weapon Finesse feat. You can even use it in a grapple or when swallowed by a creature.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

WHISPER SPELL (GENERAL)

You can whisper the verbal components of spells.

Benefit: When casting a spell with a verbal component, you have little chance of being overheard. Creatures can make a Listen check (DC 20 + 1 per 10 feet of distance from you) to hear your verbal components. Failure means the listener did not hear you casting the spell. Making a Spellcraft check to identify the spell as you cast it requires the observer either to hear the verbal component or see the somatic component. (To disguise or hide the somatic component of a spell, see Skills above.)

This feat may be chosen as a wizard bonus feat.

Special: Spells that rely on a creature hearing the verbal component of the spell are not effective unless the creature can hear you.

WIDE FIRE (DROW)

Your *faerie fire* spells affect a larger area.

Prerequisite: Ability to cast *faerie fire*.

Benefit: When you cast the *faerie fire* spell, it affects up to a 20-foot radius. You decide the radius when you cast the spell. This applies both when you use your *faerie fire* spell-like ability and if you cast *faerie fire* as a spell.

Special: You can use this feat with the Fatal Fire feat (see that entry, above) to deal damage to creatures in up to a 20-foot-radius area.



DROW MARTIAL AND MAGICAL ARTS STYLES

Dark elves are infamous for their skill in martial and magical arts. A number of magical and martial arts styles are unique to drow. Taught in monasteries, barracks, temples, and colleges of magic, these represent the deadly prowess drow can attain in their centuries-long lives.

A character pursuing a given style need only take all the required feats to gain the benefits of mastery. Mastery of martial and magical arts styles grants benefits that resemble free special feats. The feats need not be taken in order, but all their prerequisites must be met. An exception is “virtual” feats, such as the monk’s unarmed strike ability, which count as their feat counterpart. Most mastery benefits are extraordinary abilities unless otherwise noted.

MARTIAL ARTS STYLES

Combat specialists among the drow are common, but masters of these styles are rare and terrifying to behold. Few drow attain the heights of experience and training necessary to claim the title of martial arts master.

BLOODY DERVISH

The Bloody Dervish style focuses on using double weapons to their greatest effect. The master of this style becomes a deadly tornado on the battlefield, spinning into combat and whirling a double weapon in each hand. Few can withstand the fury of a master’s full attack.

Prerequisites: Dex 15+, Weapon Proficiency (selected double weapon), Ambidexterity, Double Weapon Mastery, Impressive Flourish, Improved Two-Weapon Fighting, Strong Off-Hand Attack, Two-Weapon Fighting, Weapon Focus (selected double weapon), Perform 5+ ranks, Perform (attack flourish), base attack bonus +9 or higher.

Mastery Benefit: When you attack with two double weapons, one in each hand, and attack with both ends of both weapons, you get a +1 competence bonus on all attack and damage rolls.

MITHRAL CARAPACE I

The Mithral Carapace style is primarily defensive, but masters of the style can become juggernauts on the battlefield. Protected by their superior skills of defense, they can run through a hail of arrows to reach distant foes or withstand the full attack of a dragon before unleashing their own potent attacks.

Prerequisites: Dex 15+, Alertness, Ambidexterity, Deflect Arrows, Double Shielding, Improved Unarmed Strike, Shield Proficiency, Shield Mastery (any).

Mastery Benefit: Your shield bash attacks get a +3 competence bonus on damage.

MITHRAL CARAPACE II

The greatest masters of the Mithral Carapace style eschew the use of weapons altogether, using only their shields to pummel foes into the ground.

Prerequisites: Mithral Carapace I mastery, Combat Reflexes, Cut Arrows, Improved Deflect Arrows, Shield Mastery (large shield), Shield Specialization (large shield), Two-Weapon Fighting.

Mastery Benefit: Any enhancement bonus to AC of a large shield you wield counts as an enhancement bonus on attacks and damage when you make shield bash attacks with it. This is a supernatural ability that renews as a free action each time you make a shield bash attack.

POISON RAIN I

The Poison Rain style is heavily dependent on the use of repeating hand crossbows and virulent poisons. Masters of the style fire their weapons with deadly accuracy and inflict terrible damage with the poisons they craft.

Prerequisites: Dex 13+, Exotic Weapon Proficiency (repeating hand crossbow), Point Blank Shot, Poison Use, Precise Shot, Quick Draw, Craft (poisonmaking) 5+ ranks.

Mastery Benefit: You can reload a case of bolts into a repeating hand crossbow as a free action.

POISON RAIN II

Seasoned masters of the Poison Rain style truly live up to its name, unleashing a storm of poisoned hand crossbow bolts with each full attack.

Prerequisites: Poison Rain I mastery, Dex 15+, Ambidexterity, Improved Critical (repeating hand crossbow), Improved Two-Weapon Fighting, Rapid Shot, Two-Weapon Fighting, base attack bonus +9 or higher.

Mastery Benefit: When using a repeating hand crossbow in each of your hands during a full attack action, you get a +2 competence bonus on attack and damage rolls against all foes within 30 feet, in addition to the benefits granted by the Point Blank Shot feat. In addition, the critical multiplier of all your attacks with a repeating hand crossbow is increased from x2 to x3.

RAZOR’S EDGE

Practitioners of the Razor’s Edge style dance through combat, confusing foes with a flurry of movement and disguising their attacks amid the mesmerizing motions of their weapons.

Prerequisites: Dex 13+, Int 13+, Dodge, Expertise, Impressive Battledance,



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Mobility, Spring Attack, Weapon Finesse (selected slashing weapon), Weapon Proficiency (selected slashing weapon), Whirlwind Attack, Perform 5+ ranks, Perform (battledance), Tumble 15+ ranks.

Mastery Benefit: When you use the Spring Attack feat, you may make a Whirlwind Attack instead of taking a single attack against the target. Choose one of the affected foes as the target of your Spring Attack for purposes of not provoking an attack of opportunity; you provoke attacks of opportunity from all other opponents normally unless you tumble to avoid them.

RESIST AND THRIVE

The Resist and Thrive style is less martial than most, relying on an individual drow's ability to resist supernatural and natural attacks. The philosophy is simple: The strong survive because they can endure the most.

Prerequisites: Great Fortitude, Increased Spell Resistance, Iron Will, Lightning Reflexes, Toughness.

Mastery Benefit: Once per day, you may reroll any failed saving throw, taking the better of the two results.

SLIPPERY SKIN

Students of the Slippery Skin style focus on making their movements unpredictable and their attacks surprising. Many rogues make use of this style, and its most skilled artists are often assassins.

Prerequisites: Dex 15+, Armored Tumbler, Dodge, Exceptional Tumbler, Mobility, Spring Attack, Spring Charge, Escape Artist 5+ ranks, Jump 5+ ranks, Tumble 10+ ranks, base attack bonus +6 or higher.

Mastery Benefit: You can tumble any distance during your move. In addition, you gain a +1 competence bonus on attacks you make when you tumble as part of a charge or make use of the Spring Charge feat.

TAKE AND TAKE DOWN

The Take and Take Down style was developed by professional slavers and torturers as a means of disarming and detaining victims. Many monks and fighters have since adopted the fighting style, and it can be seen in many dark alleys and blood-drenched arenas.

Prerequisites: Int 13+, Wis 13+, Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Lightning Grab, Weapon Knack.

Mastery Benefit: If you disarm an opponent and you have a free hand, you can grab the opponent's weapon as a free action that does not provoke an attack of opportunity. If you do so, you can then attack the opponent with that weapon (assuming you can wield it). If you deal 10 or more points of damage, you may immediately make a trip attempt against the foe.

TORTUROUS GRASP

Most masters of the torturous grasp style are drow monks who specialize in torturing their foes. The style emphasizes the power of intimidation and the deadliness of close-quarters fighting.

Prerequisites: Str 13+, Damaging Hold, Great Grappler, Impressive Demonstration, Improved Unarmed Strike, Weapon of Choice, Intimidate 10+ ranks.

Mastery Benefit: If you establish a hold on a foe who is shaken by your use of Intimidate in combat, you automatically deal critical damage with your unarmed strike or a light weapon. You can also use Intimidate as an attack action during a grapple.

MAGICAL ARTS STYLES

Drow study the magical arts with one clear goal: power over others. Each of the styles presented is a different path to that same goal. Many of the styles note a specialist school or a favored deity as a requirement. In order to qualify for mastery of the style, a drow must be either a wizard specializing in that school of magic or devote his primary worship to the named deity.

Having a favored deity is no simple matter. A character who willingly opposes the deity or the deity's faithful loses all mastery benefits. In addition, if the character is not a cleric of the deity, he must also tithe (pay 10% of his wealth) to the temples of the deity or pledge his service to a temple for some task once per year. Failure to do either of these things results in the loss of the mastery benefit.

BATTLE FOCUS

The Battle Focus style promotes the idea that concentration and determination are the keys to winning any war. The master of this style wades into melee fearlessly, knowing that his spells cannot fail, and that the enemies' will to fight will falter in the face of his assault.

Prerequisites: Combat Casting, Reconcenstrate, Skill Focus (Concentration), Skill Genius (Concentration), Skill Savant (Concentration), Concentration 10+ ranks.

Mastery Benefit: Whenever you succeed at a Concentration check to cast a spell while threatened, you may make a melee attack at your full attack bonus against any foe that threatens you. This is an extra attack that occurs at the end of your turn; if the spell has a casting time longer than 1 action, you may not use this ability. This attack takes the place of an attack of opportunity. If you have already used all your attacks of opportunity for the round, you cannot make use of this ability.

DEATH'S HAND

Students of the Death's Hand style intimately understand the state of undeath, and they



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learn from experience that their own lives are just a sword's blow away from ending. Thus, they attempt to stay out of reach of their enemies, focusing on spells and tactics that allow them to use undead as a shield while attacking from range.

Prerequisites: Favored deity (Black Widow) or specialist school (Necromancy), Far Hand, Ghost Touch Spell, Lingering Touch, Spell Focus (Necromancy), ability to cast *spectral hand*, ability to cast touch-range spells, Knowledge (arcana) 5+ ranks.

Mastery Benefit: You gain a +2 competence bonus on touch attacks with Necromancy spells. Should you attempt to use the Lingering Touch feat to deliver a spell of another school with the same touch attack, you do not gain this bonus. In addition, undead you create have an additional 1d4 temporary hit points as long as they remain under your control.

HEAD YOUR MASTER

Head Your Master is the only magical arts style the drow adopted from another race. Originally invented by mind flayer enchanters, the style has been taken up by many drow enchanters and worshippers of Demzer.

Prerequisites: Favored deity (Demzer) or specialist school (Enchantment), Heighten Spell, Skill Focus (Intimidate), Spell Focus (Enchantment), Spell Penetration, Intimidate 5+ ranks, Knowledge (arcana) 5+ ranks.

Mastery Benefit: When a creature is under the influence of one of your Enchantment spells and you command it to do something against its nature, it has a -2 circumstance penalty on any saving throw or check it may make to resist your order.

HUNGRY FLAMES

Evokers and the faithful of Xarcon often master the Hungry Flames style. Its students learn a great deal about Evocation magic in general, focusing on no particular aspect but gaining a breadth of knowledge and experience.

Prerequisites: Favored deity (Xarcon) or specialist school (Evocation), Maximize Spell, Nullify School (Abjuration), Spell Focus (Evocation), Knowledge (arcana) 10+ ranks.

Mastery Benefit: The area of Evocation spells you cast can extend beyond the ultimate range of the spell. (Normally, the area of effect is cut off at the spell's ultimate range.) In addition, creatures that would gain a cover bonus on Reflex saves against your Evocation spells are limited to a maximum bonus of +2, and creatures with nine-tenths cover take full damage on a failed save and half damage on a successful save.

IRRESISTIBLE CALL

Those who pursue the Irresistible Call style study the qualities that make for great leadership and a strong grasp of tactics as well as the arts of negotiation. These qualities make the Irresistible Call master well suited to command the creatures he summons and make bargains with the most powerful outsiders.

Prerequisites: Favored deity (Reykabre) or specialist school (Conjuration), Enspelled Summons, Leadership, Skill Focus (Diplomacy), Skill Focus (Knowledge [the planes]), Spell Focus (Conjuration), Diplomacy 5+ ranks, Knowledge (arcana) 5+ ranks, Knowledge (the planes) 10+ ranks.

Mastery Benefit: You can cast *summon monster* and *summon nature's ally* spells as a standard action instead of a full-round action.

MUTABLE MAGIC

The Mutable Magic style is part of a philosophy espoused by many sorcerers and bards. This is the idea that magic need not be so strictly confined and codified, that a caster with a keen enough understanding of magic can bend, break, or blow away the rules.

Prerequisites: Enlarge Spell, Exchange Component, Extend Spell, Heighten Spell, Moving Spell, Knowledge (arcana) 5+ ranks, Spellcraft 10+ ranks.

Mastery Benefit: Once per day, you can apply a metamagic feat or several metamagic feats to one spell for free without altering its effective level. You can apply any number of metamagic feats to one spell in this way so long as this would not normally raise its effective level more than three levels.

NO MORE SECRETS

The No More Secrets style has its foundations in the temples of Reshagol. A relatively new style introduced in response to the activities of Skuttle, most of its practitioners are maniacal priests obsessed with rooting out drow who have turned away from the Spider Queen and Her Claws.

Prerequisites: Favored deity (Reshagol) or specialist school (Divination), Alertness, Skill Focus (Scry), Spell Focus (Divination), Spell Penetration, Gather Information 5+ ranks, Knowledge (arcana) 5+ ranks, Scry 10+ ranks, Search 5+ ranks, Spellcraft 5+ ranks.

Mastery Benefit: When you apply a metamagic feat to a Divination spell, it uses a spell slot one level lower than normal. For instance, a quickened *see invisibility* would take up a 5th-level slot rather than a 6th-level slot.

SEE ME NOT

Even though there usually are more practitioners of the See Me Not style in drow settlements than any other magical arts style, its masters are almost impossible to find. They specialize in not being noticed, and many pretend to have no aptitude for magic. Some of the deadliest drow assassins are See Me Not masters.

Prerequisites: Favored deity (Ilshyrra or Skuttle) or specialist school (Illusion), Invisible Spell, Silent Spell, Spell Focus (Illusion), Still Spell, Traceless Spell, Whisper Spell, Hide 5+ ranks, Knowledge (arcana) 5+ ranks, Spellcraft 5+ ranks.

Mastery Benefit: You gain Nullify School (Divination) as a bonus feat. In addition, you can always take 10 on Bluff or Spellcraft checks to conceal or disguise your spellcasting, and when you use the Whisper Spell feat, it is almost impossible to hear you (Listen check DC 35 + 1 per 10 feet of distance).

SPELL PORTER

Perhaps the easiest of the magical arts to master, the Spell Porter style focuses on the simple desire to move more creatures and items using magic. Its masters can be found working as mercenaries for Houses in every drow settlement of any size, hired to safely transport goods to market, important forces to key places in a battle, or spies into the strongholds of foes.

Prerequisites: Str 13+, Favored deity (Syrellyn) or specialist school (Transmutation), Empower Spell, Great Fortitude, Spell Focus (Transmutation), Knowledge (arcana) 10+ ranks.

Mastery Benefit: Any Transmutation spell you cast with a weight limit has that limit increased by 50%.

SPELL SHIELDING

The Spell Shielding style focuses on Abjuration magic and using spells for defense. Its practitioners are consulted regularly about many protection issues, and its masters often hire themselves out as expensive bodyguards.

Prerequisites: Favored deity (Bronzozek) or specialist school (Abjuration), Dodge, Increased Spell Resistance, Nullify School (any), Strong Spellcasting, Toughness, Knowledge (arcana) 5+ ranks.

Mastery Benefit: You do not provoke attacks of opportunity when casting an Abjuration spell in a threatened area.

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Drow markets are strange places, filled with tense silence. A shopper can expect anything to happen and should prepare to fight for his life. The reason for this is simple: At any given time, a drow market has thousands of deadly items, substances, and creatures for sale, and those who shop and sell there are equally well-armed for the circumstances. Both buyer and seller must be wary. A poisoned coin, grab-and-switch schemes, a theft during a *darkness* spell, any such circumstance could cause the marketplace to erupt into combat. For this reason, there are strict laws about marketplace sales, and at the market drow adhere to societal norms of courtesy and deference to social station more strictly than in some throne rooms. Should a conflict break out, most drow keep one eye on the trouble and the other on what they were doing; business continues as normal, albeit more guardedly than before. The following are some of the items unique to these intense bazaars, the rewards of buying at a dark elven marketplace.

- VERMINOUS ITEMS -

Verminous items were first created by the followers of Arrachnovoleth, but they have since become popular items among all drow. These are not magic items; rather, through a combination of alchemy, surgery, and engineering, drow craft these items from living vermin. The process of creating nonmagic verminous items is described under Craft (verminous item) in **Chapter Five: Skills and Feats**. Verminous magic items are treated as standard objects, with the following exceptions.

HARDNESS

Verminous items have a hardness of 6.

HIT POINTS

Verminous items have 20 hp per inch of thickness, but certain items can have more or fewer, depending upon their composition. Verminous items have a hit points entry; if no value is given, use the default of 20 hp.

BREAK DC

Verminous items do not have a break DC. Attempts to break a verminous item deal damage to the object as though the attacker hit with a natural attack. Note that subdual damage does not harm objects, and objects subtract their hardness from any damage dealt. Damaged verminous items continue to function normally until destroyed.

SPELLS

Verminous items, although crafted from living beings, are no more alive than an intelligent sword. They are treated as objects in most respects, but they are still considered vermin by certain spells and effects. Essentially, an effect fails if it relies on the vermin being a living, free-willed creature, but if it simply requires the quality of being a vermin, it does affect the item. A *vermin bane* weapon deals extra damage to a verminous item. *Repel vermin* deals 2d6 points of damage to any verminous item that is carried or pulled across the barrier. Spells like *dominate vermin*, *giant vermin*, *vermin messenger*, and *verminoid* have no effect on verminous items.

STRENGTH

Verminous items have no significant strength. Except when noted otherwise, they do not push objects, carry weight, or oppose attempts to move or manipulate them. In most cases, pressure or weight greater than 1 pound causes a verminous item to stop moving.

GRENADELIKE ITEMS

Some verminous items can or must be thrown at a target to be activated. Treat these items as grenadelike weapons even if there is no splash damage. A character does not need to be proficient with a verminous item to throw it, but throwing one at a creature in melee incurs the usual penalties unless the throwing character has the *Precise Shot* feat. Verminous items have a range increment based on their size (Fine: 30 feet, Diminutive: 20 feet, Tiny: 10 feet). If a verminous item with a speed is thrown, determine the direction of its travel after landing using the deviation chart for grenadelike weapons.

MOVEMENT

Some nonmagical verminous items are capable of independent movement. (The description of the item notes the movement mode and speed, if any.) Generally, the item's movement capability must be activated in some fashion. Verminous items might fly (poor maneuverability), walk, or climb (Climb check +8); whatever the mode, they move at a base speed of 20 feet, in whatever direction they are pointed. At least one of the vermin used to create the item must have had the appropriate movement capability. The item's speed can be increased, but doing so increases the cost of the item by 5% and increases its Craft DC to make by +1 per 5-foot increase. The increased speed affects all modes of movement for the verminous item. Moving verminous items take a double move each round and cannot run. Unattended, they simply move in a straight line for a specified number of rounds. The base number of rounds is up to the number of HD required to make the item, but the crafter can add more rounds of movement, increasing the cost by 10% and increasing its Craft DC to make by +1 per extra round. Total all cost and Craft DC increases together before determining the final price and DC to create the item.

Verminous items have no senses and do not react to their environment except as described here. If a moving verminous item encounters a solid obstacle, it bumps into it weakly and stops. A flying item falls if stopped in such a fashion, unless it also has a climb speed. A verminous item with a climb speed surmounts most solid obstacles by climbing onto them. Verminous items do not make attacks; creatures with the ability to move can avoid them easily. A willing creature can allow a verminous item with a climb speed to climb onto and over it. Creatures two or more sizes larger than the verminous item are not usually considered obstacles; the item simply moves through the creatures' space, provoking attacks of opportunity as a creature would by its movement. Verminous items have no Dexterity score, no armor or natural armor value, and do not try to avoid attacks; thus, their AC is dependent solely upon their size (Fine: AC 3, Diminutive: AC -1, Tiny: AC -3, and so on). A creature that picks up a moving verminous item can drop the item

CHAPTER SIX: EQUIPMENT

to face and travel in any direction it wishes; the item does not resist this or attempt to maintain its previous course. Stopping or grabbing a verminous item when it moves into or through a threatened area uses up an attack of opportunity for the round unless the creature readied an action to pick up the item.

Once activated, a verminous item moves on the item activator's initiative in a specified manner for a certain number of rounds. If thrown after activation, the verminous item moves whatever distance remains for it to move in the round. Thus, if thrown immediately after activation, the verminous item makes a double move as normal, but if a creature turns the item, it would continue on its new course for its remaining movement only. A moving verminous item not pointed in a particular direction travels in a random direction.

CLACKER

Clackers look like beetles with disproportionately large, blunt mandibles. Their legs are covered in transparent sheaths made of a skinlike substance. When the sheath is pulled off (a free action that does not provoke an attack of opportunity), the clacker's legs pump furiously for 1 round. If immediately dropped, thrown, or placed onto a surface, this propels the clacker forward 20 feet. Regardless of whether to clacker is held or released, after the round elapses, its mandibles clack and clatter against one another rapidly for 5 rounds, making a terribly loud noise.

This noise is so loud that creatures whose blindsight relies on hearing (vupdrax, dire bats, and so on) cannot use blindsight while within 30 feet of the clacker. Vupdrax and other creatures with sound sensitivity suffer additional penalties while the noise is within range. Outside that range, such creatures relying on their blindsight treat the 30-foot-area around the clacker as providing one-half concealment to creatures within or behind it. In addition, all creatures suffer a –6 circumstance penalty on Listen checks to hear sounds that originate within or that pass through a 30-foot radius around the clacker. Multiple clackers and overlapping clacker areas do not increase these effects.

Drow use clackers as noise-making distractions against one another, as well as to hamper vupdrax and grimlocks in combat. A clacker can be silenced by destroying it, by picking it up and holding its mandibles together (a move-equivalent action), or by placing an object of sufficient size (approximately 1-inch diameter) between its mandibles (a standard action, provided an object is readily available). However, doing this takes time—time the drow use to their advantage.

FLASHFLY

Originally developed as devices of mental torture, flashflies nonetheless look fairly innocuous. These round, plump items resemble grossly engorged flies with semitranslucent abdomens. When squeezed tightly and released or thrown, a flashfly flies off at a speed of 20 feet. It can also be placed on any surface to walk or climb at a speed of 20 feet. The flashfly moves for 1 round, then stops, often attached to a wall or ceiling it was thrown at. For the next 5 rounds, its abdomen flashes brightly in a rapid staccato pattern. This bright flashing blinds any creature with light blindness (such as kuo-toa, drow, and the drow subraces) within 15 feet if they are not shielded from the light

INTERLUDE: DRE'REZZYM'S JOURNEY

Shall we pick up some refreshments before the show? I know just the thing to raise your spirits.

No, I wasn't lying about your companions. Some of them are alive, but let's talk about that as we walk to the market.

I should warn you. Make no sudden moves, remain silent, and do nothing unless I tell you. Record events in your book as though you are taking notes for me. That means you shouldn't write until I speak to you.

Now, where was I?

Yes, of course, your "friends." A strange word. It has no literal translation for us, does it?

Yes, I suppose "ally" is close. Your...allies are scheduled to battle some fighters from the Seven Swords Academy. Raw recruits really—your companions might last a while.

Who? Who what?

Ah! Who among your party still lives? Well, I believe we sold the halfling to a brothel owner. There isn't much call for them, so I suspect your friend was purchased to fulfill a special order. He might live a while. Then again, if it was a special order, he could be dead right now.

But you want to know who will be at the arena, don't you? Well, I believe there will be two male dwarves, a gnome female, and a human female.

Ah, we approach the market now. Remember to do as I told you and we might escape alive...

(by a wall, for instance). A blinded creature remains blinded on the round it leaves the area but recovers on the following round.

Although flashflies illuminate a 15-foot radius, their rapid flashing causes disjointed perception of the lighted area. Creatures using normal vision to see in an area illuminated solely by flashflies suffer a –5 circumstance penalty on Spot checks and a 20% miss chance when attacking creatures within. Multiple flashflies do not increase the penalties.

FLY BAR

A fly bar is a verminous quarterstaff that appears to be made of many chitinous shells packed into a pole form. If the fly bar is twisted properly (a free action), the shells open and insect wings pop out, fluttering madly. The wings flutter for 3 rounds before stopping. If released or thrown, the fly bar simply flies straight up at a speed of 20 feet, hovering beneath any obstruction it bumps into. Unlike many flying verminous items, it can bear some weight. Creatures and objects weighing less than 30 pounds can be

TABLE 6-1: SPECIALTY VERMINOUS ITEMS

Item	Cost	Weight	Craft DC	Required HD	Hit Points	Size	Movement
Clacker	70 gp	1 lb.	22	1/4	8	Diminutive	20 ft., climb 20 ft.
Flashfly	120 gp	—	25	1/4	2	Fine	20 ft., climb 20 ft., fly 20 ft.
Fly bar	350 gp	4 lb.	25	1/4	8	Small	Fly 20 ft.
Gorecord spider	700 gp	10 lb.	28	3/4	12	Tiny	40 ft., climb 40 ft., fly 40 ft.
Gripper	30 gp	—	20	1/4	10	Diminutive	—
Injector	60 gp	—	20	1/4	2	Diminutive	—
Jump shield	200 gp	10 lb.	21	1/4	15	Small	—
Slug board	1,700 gp	10 lb.	20	2	15	Small	—
Spurt spider	90 gp	1 lb.	25	1/4	4	Diminutive	40 ft., climb 40 ft.

CHAPTER SIX: EQUIPMENT

carried aloft with the fly bar. A creature up to 300 pounds gripping a fly bar can slow its fall to a mere 60 feet per round (slow enough to cause no damage). Heavier creatures simply fall. A creature already gripping a fly bar in two hands can activate it quickly enough to save itself should it unexpectedly fall. A fly bar can be used only once.

GORECORD SPIDER

A gorecord spider looks like a plump, winged spider, its round abdomen so disproportionately fat that it's hard to understand how it can fly. A shoulder strap of tough webbing is attached to the spider's spinneret. So long as the strap remains attached, the item remains inert. Giving the strap a sharp tug causes it to come loose, pulling out with it a sticky cord of the spider's innards. This causes the gorecord spider to become animated. If released, it flies away at a speed of 40 feet. If placed on a surface, it walks or climbs away at a speed of 40 feet. In either case, it moves for 5 rounds, trailing behind it the light, thin cord of gore. This cord has a maximum length of 200 feet.

At the end of 5 rounds, or whenever a creature pulls on the cord, the gorecord spider explodes in a sticky mess. If it is held by a creature or climbing on one at the time, the exploding spider acts as a tanglefoot bag. If it is in the air, the sticky glob of its body falls to the ground and splatters, bringing the cord down with it. If it is crawling along a surface, its innards coat the surface, anchoring that end of the gore cord. A successful Strength check DC (27), 15 points of slashing damage, or more than 700 pounds of weight dislodges the splattered gorecord spider. The gore cord can then be used as a rope. Despite being very thin, the cord is sticky and tough; treat it as a knotted rope when making Climb checks. It can be cut, but doing so is very difficult: The cord has a hardness of 3 and 15 hit points. Regardless of how they are used, the gorecord spider's splattered body and the cord become brittle and crumble away like ash after half an hour.

GRIPPER

A gripper looks like a hard-backed slug or snail with a strangely shaped shell. By peeling a black skin of gel off the "foot" of the device, it can be placed

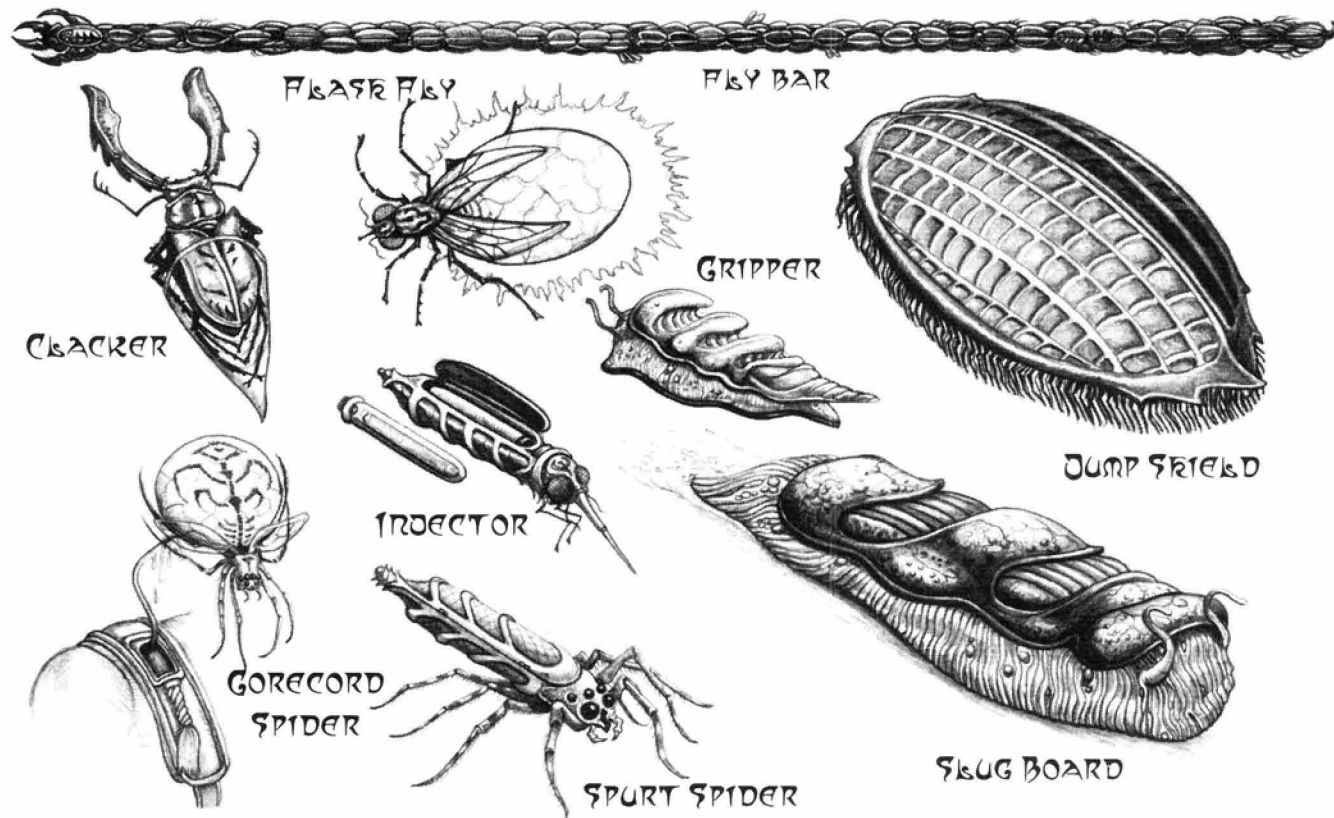
on any object, where it sticks solidly. Regardless of whether or not it is applied to a surface, the stickiness wears off 1 hour after the skin is removed. The fastened gripper can be difficult to remove if this is not done properly. A creature can peel off a gripper by sliding fingernails or a thin blade under an edge; this is a move-equivalent action or can be done as part of a move action if using the gripper to climb. Otherwise, a successful Strength check (DC 28) or 1,000 pounds of weight is required to pop the gripper off. A removed gripper can be reapplied so long as it remains sticky.

Drow use grippers to create handholds on sheer and difficult climbing surfaces, as well as to attach ropes to objects without having to tie complicated knots. Each gripper comes with a hole in its hard shell through which a hook, rope, torch, or any object of less than 2-inch diameter can be threaded or placed. A "ladder" of grippers reduces the Climb DC of any vertical surface, even a perfectly smooth one, to 10. Overhangs and ceilings without adequate handholds can be treated as such (Climb check DC 25) by applying a trail of grippers. Of course, this requires a great many of the items, usually four per 5 feet to be climbed. Thus, many drow use only two grippers and climb surfaces by hanging from one and then another. Progress when climbing in such a fashion is half as fast as normal, and the Climb DC to climb in this fashion is 20.

INJECTOR

An injector resembles a mosquito with a sheath where its abdomen would be. Its use is fairly obvious: Most are sold with a healing potion already installed. Any potion vial can be placed unstoppered in the injector, which acts as a cap until it is used. Loading the sheath is a standard action that provokes attacks of opportunity.

A creature can use an injector in hand on itself as a free action. The injector deals 1 point of damage, then injects the potion it contains into the creature, causing it to take effect. An injector can deliver a potion to a willing or helpless creature as a standard action. Using an injector in this way does not provoke an attack of opportunity.



CHAPTER SIX: EQUIPMENT

It is also possible to use an injector as a weapon, like a dagger. In this case it is usually fitted with a vial of poison, which can be any liquid that is delivered by injury or ingestion. The injector deals 1 point of damage and injects its poison on the first successful strike. Injectors can be used many times, but most drow buy and carry several of them, already fitted with potions.

JUMP SHIELD

This is a standard large shield (+2 armor bonus, -2 armor check penalty, 15% chance of arcane spell failure) that looks like a huge beetle carapace with thousands of insect legs on the inside surface. These legs remain bent and tensed, quivering reflexively whenever the shield is struck.

When the jump shield is dropped or placed face up and flat on the ground, a creature can step on it to gain a boost in any Jump attempt as the insect legs simultaneously extend, propelling the jumper higher or farther. The shield must have most of its leg side touching a flat surface, and at least 20 pounds of pressure must be applied to it. The legs do not push upward until some of the pressure is released from the surface (such as by jumping off the shield). This grants a +8 circumstance bonus on the Jump check. The upward push might startle a creature unfamiliar with the shield's function, but it is too weak to catapult unwilling creatures or objects high into the air—it only aids Jump checks. Creatures weighing more than 350 pounds gain no benefit to Jump checks from a jump shield.

A creature carrying a jump shield can drop it as a free action before making a Jump check, be it a standing jump or a running jump. Of course, this leaves the jump shield behind, lying on the ground.

SLUG BOARD

This object looks like a chitin shell fitted over a giant slug. The chitinous hump is specially formed with places for a humanoid to stand. When at least 20 pounds of pressure is placed on the hump (typically by a humanoid standing on it), the fleshy bottom of the slug board oozes a slippery slime that dries quickly on contact with air. By standing on the slug board with one foot and pushing with the other, a creature can quickly "skate" along relatively flat surfaces.

A creature wishing to move in this fashion must make a Balance check (DC 10) at the beginning of each round of such movement. This is a free action that

does not provoke an attack of opportunity. On a failure, the user falls prone. A user who succeeds can skate on the slug board for the round, moving as she wills and gaining a 50% increase in speed. This movement provokes attacks of opportunity normally if the user moves through threatened areas. A creature cannot jump or tumble while riding a slug board. Some drow also use slug boards to move heavy objects. By balancing the object on one or several slug boards, a creature can drag an object of up to double the normal weight limit. When enough weight is removed from the slug board, it immediately stops. The slug board can skate up to 720 feet before it runs out of slime. Soaking it in water for a full hour renews its slime supply.

The trail of a slug board dries in couple of seconds, so it presents no hazard to other creatures who walk over the trail. The trail is slightly reflective and visible under any light source, but it is invisible to darkvision. Creatures with scent have an easy time tracking a slug board (+5 circumstance bonus on Wilderness Lore or Wisdom checks to track by scent).

SPURT SPIDER

This verminous item is usually made from a spider of some kind. It comes encased in a cocoon of webbing that binds its legs. Where the abdomen would be, a spurt spider has a cylindrical sheath capable of holding a vial of poison or a flask of acid, alchemist's fire, holy water, and similar substances. Loading the sheath is a standard action that provokes attacks of opportunity.

When the webbing is pulled off (a free action that does not provoke an attack of opportunity), the spurt spider's legs pump furiously for 1 round. If immediately dropped, thrown, or placed onto a surface, this propels the spurt spider forward 40 feet. After the round elapses, the spurt spider implodes. This has no effect other than to destroy the spurt spider, unless it has a flask or vial loaded in its sheath. In this case, the implosion crushes the vial or flask, spraying the contents 5 feet above the spurt spider's back (an overturned spurt spider sprays the floor; one climbing on a wall sprays outward). This coats any creature in that space with the contents of the flask or vial. Spurt spiders can also deliver contact and inhaled poisons in this fashion. There is no splash damage; only the 5-foot cube above the spurt spider is affected. If destroyed before it implodes, a spurt spider does not deliver its contents.

- WEAPONS -

Drow value good craftsmanship, and they especially prize well-crafted weapons. Most weapons created by dark elves are masterwork: They leave normal weapons and the mass production of an army's tools to enslaved smiths. Artisans craft many different bejeweled weapons of adamantine, but most are light and slim, such as rapiers, scimitars, and short swords. Heavier weapons are no less well-crafted, but they tend to lack the artistry of weapons more traditional to the drow.

VERMINOUS WEAPONS

Verminous weapons are made using living vermin and the Craft (verminous item) skill (see **Chapter Five: Skills and Feats** and Verminous Items above). A character with at least 5 ranks in Craft (weaponsmithing) can use the Craft (verminous item) skill (DC 20) to make verminous versions of any weapon made mainly of metal. The weapon has all the normal statistics of its metal version except that it is two-thirds the weight of the metal version and has no break DC. This does not make a weapon light or otherwise change its function. The disadvantage is that the weapon has a lower hardness (6) and two-thirds the hit points of the metal version, should someone attempt to destroy the weapon.

WEAPON DESCRIPTIONS

BUCKLER, BLADED

A bladed buckler looks like a streamlined steel buckler with sharp blades on the top and bottom. Nonproficient wielders may use a bladed buckler only as a normal buckler. Proficient wielders may make shield bash attacks with the bladed buckler, dealing 1d6 points of damage with each successful

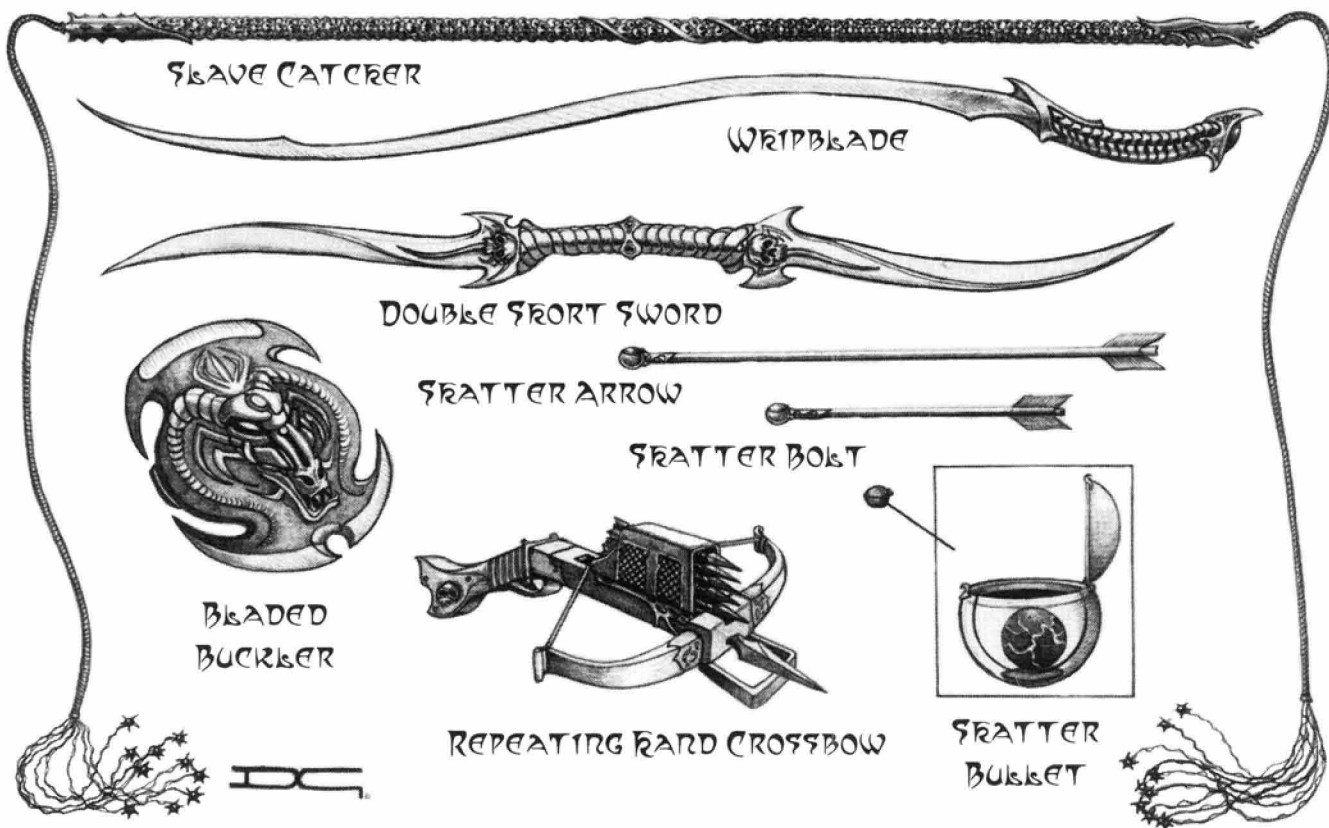
hit. A shield bash attack with a bladed buckler does not suffer the usual -1 penalty for wielding a weapon with the buckler arm. However, if you make a shield bash attack with a bladed buckler, you do not gain its armor bonus to AC for that action. An opponent cannot relieve you of a bladed buckler with a disarm action. It takes a full-round action that provokes attacks of opportunity to properly attach a bladed buckler so it can be used as a weapon. It takes the same kind of action to remove a bladed buckler.

A bladed buckler can have both armor and weapon enhancements and special abilities. Both combine and count as weapon enhancements for the purposes of determining price. When representing the shield's bonuses, the weapon and armor portions are separated, with the weapon portion shown first. Thus a bladed buckler with a +2 enhancement bonus on attacks and damage and a +1 enhancement to Armor Class would be represented as a +2/+1 *bladed buckler* and priced as a +3 weapon. As usual, to imbue a bladed buckler with an armor or weapon special ability requires it to have at least a +1 armor or +1 weapon enhancement, as appropriate.

HAND CROSSBOW, REPEATING

A repeating hand crossbow looks like a miniature version of the repeating crossbow. As long as it holds bolts, you can fire a repeating hand crossbow up to your normal number of attacks without reloading. To reload, you detach the empty bolt clip and replace it with a new one. Bolt clips can contain three, five, or ten bolts. Those larger than the three-bolt clip make the repeating hand crossbow more unwieldy, effectively changing the weapon size as shown in Table 6-2: Weapons above. Loading a repeating hand crossbow with a new bolt clip is a move-equivalent action that does not provoke attacks of opportunity.

CHAPTER SIX: EQUIPMENT



SHATTER AMMUNITION

Shatter ammunition (arrows, bolts, or bullets) is designed to allow drow to deliver their *darkness* spells from great range but works with any touch-range spell. Each shatter bolt or shatter arrow has a small stone encased in a clay head. Shatter bullets have the stone encased in a shell of clay. This stone is accessible through a hinged cap, which can be opened to allow casting a touch-range spell on the stone rather than the whole projectile. After closing the cap, the user can fire the projectile at a distant target. Shatter ammunition is not designed to deal damage but to break upon impact, allowing the stone to fall free. If *darkness* was cast on the stone, it now emanates throughout the spell's area. A stone usually falls at the feet of the creature the projectile hits, but inclined planes might cause it to move (GM's discretion). Shatter ammunition deals subdual damage as indicated in Table 6-2: Weapons above.

SLAVE CATCHER

A slave catcher is a strange-looking weapon composed of a staff with lengths of long, whiplike cord attached to both ends. The ends of these cords split into lashes of many smaller strands tipped with small, spiked balls of iron.

Any wielder may use one of the slave catcher's lashes like a whip. Treat a lash as a ranged weapon with a maximum range of 15 feet and no range penalties. The lash deals 1d4 points of damage on a successful hit. A proficient wielder can lash with both ends of the slave catcher, incurring all the normal attack penalties associated with two-weapon fighting, as if wielding a one-handed weapon and a light weapon. In addition, a proficient wielder may opt to deal subdual damage with each hit at no additional penalty. A nonproficient wielder cannot use the slave catcher as a double weapon. A creature that can wield a double weapon in one hand, such as a Large creature using a slave catcher, can't use it as a double weapon.

Because the slave catcher can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip

attempt, you can drop the slave catcher to avoid being tripped. In addition, a proficient wielder using the slave catcher as a double weapon two-handed may add one-and-a-half times his Strength bonus to trip attempts with it, rather than just his Strength bonus.

When wielding a slave catcher, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail). Since a slave catcher is a Large weapon, it must be wielded two-handed by Medium-size creatures; this grants additional bonuses to disarm attempts as described in the *PHB*.

SWORD, DOUBLE SHORT

A double short sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with two-weapon fighting, as if you were wielding a one-handed weapon and a light weapon. A creature wielding a double weapon in one hand, such as a human using a double short sword, can't use it as a double weapon. However, a Medium-size creature proficient in the double short sword may wield it with two hands when using it as a double weapon. Should a Medium-size creature do this, it may use the Weapon Finesse feat to apply its Dexterity modifier instead of its Strength modifier to attack rolls with both ends of the double short sword.

WHIPBLADE

This long, thin sword is made of a special alloy developed by the duergar. Drow designed the whipblade to take advantage of the alloy's peculiarly flexible quality with flicking or whipping attacks. A whipblade is too large to use in one hand without special training. A Medium-size creature can use a whipblade two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A Medium-size creature proficient in its use can use a whipblade in one hand. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whipblade regardless of whether it is used one- or two-handed.

TABLE 6-2: WEAPONS

Weapon	Cost	Damage	Critical	Range Increment	Weight	Size	Type
Any							
Verminous*	As metal	As metal	As metal	As metal	2/3 metal	As metal	As metal
Ranged Weapons							
Shatter ammunition*							
Arrow (10)	1 gp	1d2s	x2	—	2 lb.	—	Bludgeoning
Bolt (10)	2 gp	1d2s	x2	—	2 lb.	—	Bludgeoning
Bullet (10)	2 sp	1d2s	x2	—	6 lb.	—	Bludgeoning
Exotic Weapons—Melee							
Buckler, bladed*	20 gp	1d6	x2	—	6 lb.	Small	Slashing
Slave catcher*†	25 gp	1d4/1d4	x2	15 ft.*	8 lb.	Large	Bludgeoning
Sword, double short*†	30 gp	1d6/1d6	19–20/x2	—	5 lb.	Medium-size	Piercing
Whipblade*	35 gp	1d8	18–20/x2	—	8 lb.	Large	Slashing
Exotic Weapons—Ranged							
Hand crossbow, repeating*	350 gp	1d4	19–20/x2	30 ft	4 lb.	See below	Piercing
3-bolt clip (3 bolts)	5 sp	—	—	—	1 lb.	Tiny	—
5-bolt clip (5 bolts)	1 gp	—	—	—	1 lb.	Small	—
10-bolt clip (10 bolts)	2 gp	—	—	—	1 lb.	Medium-size	—

*See the description of the weapon for special rules. †Double weapon. sSubdual damage only.

- ARMOR -

Most dark elves detest wearing armor, especially if it's made of heavy metal. Thus, most drow armorsmiths don't waste their time with steel; mithral is the preferred material. Fortunately, mithral is easier to come by for the drow than surface dwellers, and dark elven artisans have the opportunity to make fantastic works, even full plate armor. Drow who can't afford such masterpieces buy masterwork studded leather or one of the new armors described following.

VERMINOUS ARMOR

Verminous armor is made using living vermin and the Craft (verminous item) skill (see **Chapter Five: Skills and Feats** and Verminous Items above). A character with at least 5 ranks in Craft (armorsmithing) can use the Craft (verminous item) skill (DC 20) to make verminous versions of any metal armor or shield. The armor or shield has all the normal statistics of its metal version except that it is two-thirds the weight of the metal version and has no break DC. This does not reduce the weight category of armor or otherwise change its function. The disadvantage is that the armor or shield has a lower hardness (6) and two-thirds the hit points of the metal version, should someone attempt to destroy it. Unlike magic verminous armor (see **Chapter Eight: Magic Items**), nonmagic verminous armor does not shift and move to accommodate other items.

KUO-TOAN LEATHER

Kuo-toan leather armor isn't made by the Underdark fish-people, it's made from them. Aquatic drow take the skins of their enemies to make tough, lightweight armor that they can swim in more easily than conventional armor. Kuo-toan leather lasts almost indefinitely in water, and its light weight and strong protection make it valuable to many creatures. Unfortunately, the armor is somewhat unwieldy and inhibits the process of arcane spellcasting more than other light armors. Still, many drow find it offers the optimal balance between speed and protection.

WEB

Web armor is made from light but resilient silk harvested from domesticated monstrous spiders. The armor provides as much protection as leather, but its lighter weight is less inhibiting. Even some arcane spellcasters are willing to wear web armor because of its low chance to inhibit spellcasting.

STUDDED WEB

Studded web armor is simply web armor that has been reinforced with studs or chitin or bone. Somewhat more restrictive than web armor, it offers superior protection.

TABLE 6-3: ARMOR

Armor	Armor Cost	Maximum Bonus	Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed— (30 ft.)	(20 ft.)	Weight
Verminous	As metal	As metal	As metal	As metal	As metal	As metal	As metal	2/3 metal
Light armor								
Kuo-toan leather	500 gp	+6	+4	–6	35%	30 ft.	20 ft.	15 lb.
Web	100 gp	+2	+8	0	5%	30 ft.	20 ft.	5 lb.
Studded web	200 gp	+3	+7	–1	10%	30 ft.	20 ft.	10 lb.

ADVENTURING GEAR

Drow use excellent equipment and many unique items in their forays into the wilds of the Underdark and their schemes closer to home. Presented here are a few of these fantastic items.

DARKENING GOGGLES

These are specially treated lenses set in a leather-and-metal casing designed to hold the lenses over a humanoid's eyes. Difficult to craft, darkening goggles are expensive items usually carried only by drow who plan to go to the surface or to use spells that cause bright flashes of light. Wearing the goggles eliminates a creature's sensitivity to bright light. A wearer who would be blinded by bright light or suffer penalties while operating in bright light (such as kuo-toa and drow) does not suffer those penalties while under such conditions. However, the design of the lenses limits the wearer's sight and peripheral vision, imposing a -5 circumstance penalty on Spot and Search checks.

ITEM SHEATH

An item sheath is simply a container of some kind specially designed to hold the item in place but allow easy access. A sheath can be made for an item of nearly any size or composition. An item sheath weighs one-tenth as much as the item it is designed to hold, and it can hold only that item or one of a very similar size and shape. Item sheaths are commonly made for injectors (see Verminous Items, above) and wands. Removing an item from or replacing it in its sheath follows the same rules for sheathing and unsheathing weapons. If you have the Quick Draw feat, you

can draw items from an item sheath as a free action.

MANACLES, VERMINOUS

Created with the Craft (verminous item) skill, verminous manacles come in both normal and masterwork versions. Both work just like their metal equivalents as described in the *PHB*, except that you cannot break free with a Strength check, their hardness is 6, and they have only 6 hit points.

PAPER, FUNGUS

Drow slaves craft paper for their masters from certain fungi farmed in the Underdark. Making it is slightly more difficult than making normal parchment.

POISONER'S KIT

This small kit is carried by many drow. Filled with the fundamental ingredients of many poisons and with various small beakers, pestles, and other tools of the

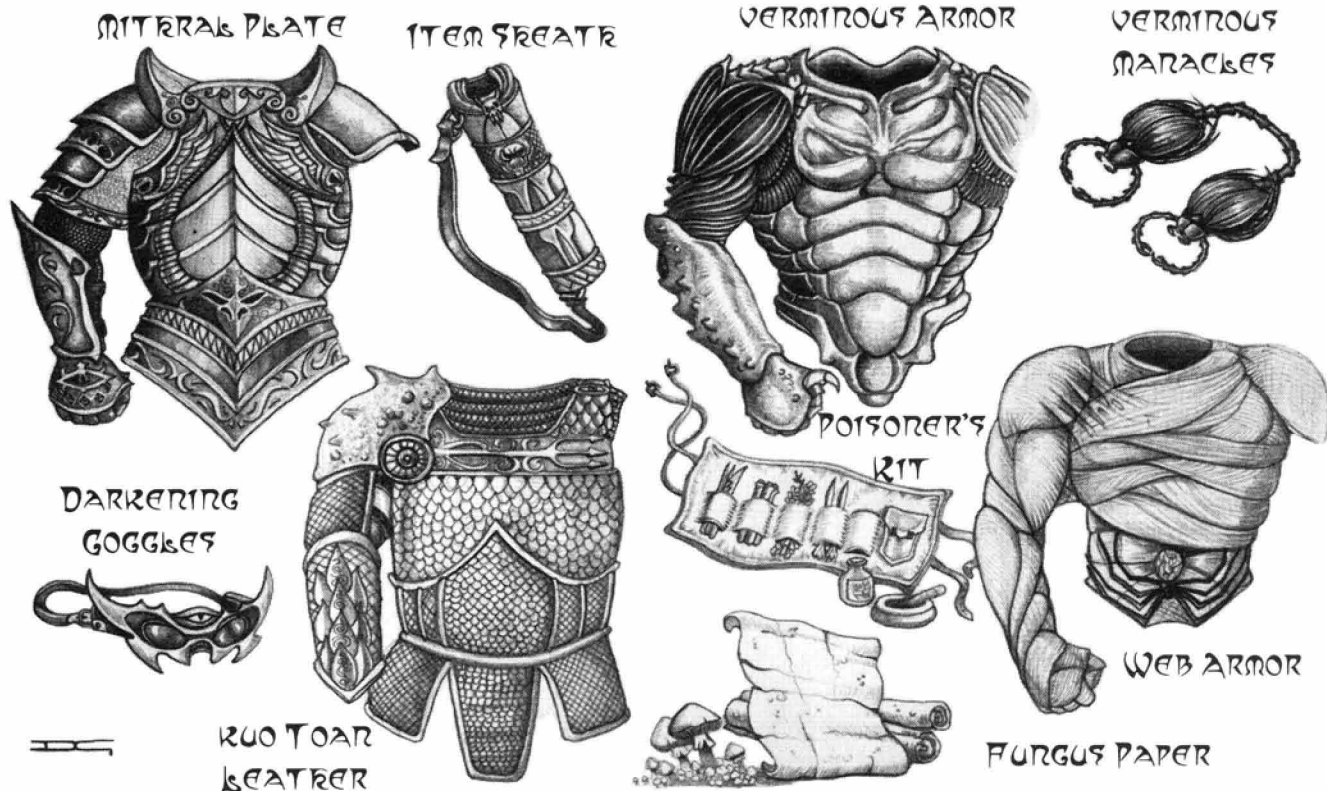
poisoner's trade, a poisoner's kit grants a +2 circumstance bonus on all Craft (poisonmaking) skill checks and on all Alchemy checks to identify poisons.

ROPE, SPIDER SILK

Created with the Craft (verminous item) skill, spider silk rope is extremely light, strong, and supple. It has 6 hit points and can be burst with a successful Strength check (DC 26). In addition, it grants a +4 circumstance bonus on Use Rope checks.

TABLE 6-4: ADVENTURING GEAR

Item	Cost	Weight	Craft DC
Darkening goggles	1,100 gp	—	28
Item sheath	4 gp	Varies	15
Manacles, verminous	15 gp	1 lb.	20
Manacles, masterwork verminous	50 gp	1 lb.	25
Paper, fungus (sheet)	5 sp	—	7
Poisoner's kit	70 gp	5 lb.	—
Rope, spider silk (50 ft.)	50 gp	1 lb.	20



- VERMIN MOUNTS AND GEAR -

Through the ages, dark elves have domesticated and trained certain species of vermin for their use as mounts and pack animals. The mounts described below can be bought in dark elven markets and ridden as per the normal rules for riding a mount. See **Chapter Five: Skills and Feats** for information about using skills such as Animal Empathy and Handle Animal with a vermin mount.

GIANT BEETLE, BOMBARDIER

Weak but aggressive, the giant bombardier beetle is favored for its ability to spray acid on foes. Only lightly armored and equipped riders can ride such a mount; it is slowed to a speed of 20 feet when carrying more than 152 pounds.

GIANT BEETLE, STAG

Monstrously strong, giant stag beetles are used as battle mounts, work vermin, and pack vermin. A giant stag beetle can carry up to 602 pounds without a reduction of speed, and it can still move at a speed of 15 feet while carrying 1,800 pounds.

GIANT PRAYING MANTIS

Testy and dangerous despite domestication, giant praying mantises are nevertheless favored by some drow because of their ability to fly. A giant praying mantis can fly at a speed of 40 feet with poor maneuverability. It can carry up to 350 pounds without a reduction to fly speed; above that, its fly speed is reduced to 25 feet. More than 1,050 pounds of weight makes a giant praying mantis incapable of flying.

Slavery is second nature to the drow mindset; few dark elves can imagine life without slaves. Drow believe they have a manifest destiny as the best and the strongest of all races. It only follows that other races must serve them or become extinct.

Most drow settlements have a slave market set apart from the rest of the market district, and often just outside the settlement's limits, to keep its foul stench away from the city proper. The pits stink of death, decay, fear, blood, and offal. Drow or their servants come to the slave market to bid on the "merchandise," auctioned off by the slavers who captured them.

The auctioning process is a traumatic affair meant to degrade the slave and crush any remaining resistance. Before auction, slaves are stripped naked, with arms chained to and held extended by a heavily weighted, spiked iron bar. They are then blindfolded and made to run in circles. The weight of the bar forces them into bowed posture, and they must also squat as they move. If they stray from the path they cannot see, they receive painful lashes. Further physical and mental torture is applied on top of this treatment. In most cases, when it is time to put the slaves on the auction block, they are grateful for the opportunity to simply stand up straight.

Drow treat slaves with no respect, using and abusing them at will. Slaves are maimed and scarred in every way imaginable, as punishments for even the

MONSTROUS CENTIPEDE, LARGE

Fast but fragile, a monstrous centipede mount has room for two Medium-size creatures to ride it while attacking and otherwise acting normally as mounted creatures. The character closest to the head of the centipede is the "driver," controlling where the creature goes. However, the centipede's low Strength means that it cannot carry more than 152 pounds before its speed slows to 25 feet, and a load greater than 450 pounds slows it to a crawl. Most centipede riders ride without a saddle for this reason.

TABLE G-3:

VERMIN MOUNTS AND GEAR

Item	Cost	Weight	Craft DC
Giant beetle, bombardier	200 gp	—	—
Giant beetle, stag	700 gp	—	—
Giant praying mantis	650 gp	—	—
Monstrous centipede, Large	100 gp	—	—
Monstrous spider, Large	500 gp	—	—
Saddle, locking	80 gp	40 lb.	20

MONSTROUS SPIDER, LARGE

Large monstrous spiders are perhaps the most commonly used mounts. Their ability to crawl along walls is a huge advantage in the twisting and often uneven terrain of the Underdark. Of course, the spider is also regarded by drow as the most prestigious mount to ride. A Large monstrous spider suffers a reduction in speed and a penalty on Climb checks when carrying more than 200 pounds. Weight greater than 401

pounds causes a greater reduction and a greater penalty.

SADDLE, LOCKING

A locking saddle is a must-have for most drow riding a giant praying mantis or a monstrous spider. It provides a +10 circumstance bonus on checks to stay in the saddle, such as a Ride check after taking damage or an opposed Strength roll to stay in the saddle when someone tries to pull you out. Under normal circumstances, the rider cannot simply fall out of the saddle, even while unconscious. This allows the rider to stay in the saddle while the mount moves upside-down or vertically without having to make Ride checks (see the Ride skill description in **Chapter Five: Skills and Feats**). It takes 2 full-round actions that provoke attacks of opportunity to lock or unlock a locking saddle.

- SLAVES -

Smallest infractions tend to be severe. In addition to punishment, scarring of slaves is done for pleasure, torture, and to reduce their sense of self-worth. Slaves often lack fingers, eyes, tongues, toes, feet, limbs, ears, and even genitalia—the gelding of slaves being a common practice. Mocked and bullied, most slaves endure brief and brutal lives.

Slaves can be killed for the smallest slight, for pleasure, or out of spite, but a drow who kills another drow's slave is expected to reimburse the owner. The value of a slave varies greatly upon its health, strength, and skills. Age is not usually a factor—drow generally don't expect a slave to live more than a few years. Drow breed slaves, but they do so infrequently. Experimental breeding and magical hybrids are relatively common, but slave breeding for profit is viewed as a time-consuming and wasteful occupation. Most drow prefer to simply buy or capture a full-grown slave than pay for the upkeep of one as it matures.

The prices listed on the following page are appropriate for typical examples of the slave creature (just as it appears in the *MM*). Drow slavers rigorously test their stock for tractability and aptitude before they put the creatures up for sale. More capable and stronger slaves have a higher starting bid. Troublesome slaves are tortured and abused until they become obedient or die. Drow hate wasting potential sales this way, so they often make an example of one slave in the hopes of cowing all of them.

ATHACH

Athachs are powerful creatures, far stronger than most of the drow they serve as slaves. The dimwitted monsters have little sense of self and become quite docile after sufficient threats and application of pain. Since they speak only Giant, a foreign tongue to most dark elves, they are useful mostly as fodder for gladiatorial combat and as laborers on projects that require a great deal of muscle but little explanation or thought. Most athach slaves are used for mining and quarrying.

BUGBEAR

Bugbears are strong and hardy creatures who generally enjoy working as guardians and enforcers for their drow masters. Drow often put bugbears in a position of authority over other slaves, allowing them to feel superior while keeping them under control. When put to other work, bugbears become surly and difficult. Drow who wish to keep bugbear slaves must learn Goblin or Common.

CHOKER

Chokers are stupid, nasty little predators native to the Underdark. Dark elves use them the way surface dwellers use guard dogs. Slavers often patrol their stockyards with two or three leashed and collared chokers walking ahead of them to help subdue unruly slaves. Capable of speaking and understanding Undercommon, chokers are easy for drow to train.

DREY, FEMALE

Female drey are difficult slaves at best, but once properly trained, they make the best choice for harems and brothels. Dark elves of both sexes take pleasure in personally "taming" female drey, whose physical similarities to drow make them especially desirable for such activities.

DREY, MALE

Male drey make excellent slaves once their wills are broken. Attractive and vibrant, they are almost as desirable for harems and brothels as female drey.

DROW

Dark elves rarely keep other drow as slaves, or at least they don't call them that. Drow foes taken prisoner may be dealt with by the conquering drow in whatever manner they see fit, and sometimes this means enslaving the foe and eventually selling that slave to another drow. Most captured drow are sold to arena masters to serve as gladiators. Their sellers often take a keen interest in their fights.

DWARF, DEEP

Deep dwarves make for troublesome slaves. With a darkvision range nearly as great as drow have, a strong resistance to controlling magic, and a knowledge of the Underdark, they can be a threat to a drow community if too many of them remain together. Most deep dwarves are bought to fight in the arena or as sacrifices for the altars of the drow pantheon. Deep dwarves speak Undercommon.

DWARF, DERRO

Derro are hateful human-dwarf crossbreeds once purposefully bred by dark elves. Unfortunately, a mistake in the breeding program granted derro high resistance to magic and weak darkvision. This makes them less desirable slaves than other dwarves

unless they are to be trained as spellcaster killers. Derro assassin-slaves are very effective, but some are known to have used their skills to escape from and even kill their masters.

DWARF, HILL OR MOUNTAIN

These make surprisingly good slaves. Despite the dwarven reputation for stubbornness and will, most hill and mountain dwarves quickly lose hope and interest in fighting once plunged deep into the deadly web of a drow settlement. Surrounded by enemies on all sides, some choose to die fighting; these dwarves never make it to the auction block. Since they speak Undercommon and have stonemasonry, they are easy to train for many tasks but are especially useful for the difficult and complicated task of stonemasonry.

ELF

Drow do not often take elves as slaves. Surface elves are killed on sight when discovered roaming the Underdark, and elves captured from the surface are usually sacrificial offerings. Sometimes drow will keep elves alive for a time to provide a suitably important sacrifice for a high holy day or as a special exhibition of torture. Such prisoners often wish they were dead soon after being captured.

ETTIN

Nearly as strong as athachs, ettins are nonetheless much less desirable. An ettin's master can use the Orc, Goblin, and Giant languages to communicate with it but must know all three to get the idea across with any efficiency. Most ettins act as guards and are taught the same simple commands one would use to control a dog.

GNOME, FOREST OR ROCK

Most gnome slaves are rock gnomes. (Svirfneblin are generally killed on sight.) Few forest gnomes find their way so far beneath the surface, and few drow raiding parties happen upon the reclusive subrace's settlements. It matters little to the drow, as most can't distinguish any difference. Rock and forest gnomes lack darkvision, so they're easily controlled by denying them the ability to see, but they are often weak laborers. Drow employ gnomes with gemcutting skills as jewelry makers and gem miners, but most others are bought for torture and sacrifice. Fortunately for trainers, most gnomes speak either Common or Goblin in addition to their own language.

GOBLIN

Goblins are weak and less useful even than gnomes. Most goblin slaves are kept only for amusement, and those who live longest survive by debasing themselves, becoming little more than jesters or lapdogs to their drow masters.

GRIMLOCK

Slave keepers themselves, grimlocks know their place when taken captive. So long as they are kept well fed on living flesh, grimlocks make excellent guards of other slaves and shock troops for drow war parties. Their ability to see in drow darkness makes them especially useful in wars between Houses.

TABLE 6-6: SLAVES

Item	Cost
Athach	800 gp
Bugbear	200 gp
Choker	80 gp
Drey, female	300 gp
Drey, male	250 gp
Dwarf, deep	90 gp
Dwarf, derro	80 gp
Dwarf, hill or mountain	100 gp
Drow	600 gp
Elf (any subrace but drow)	300 gp
Ettin	600 gp
Gnome, forest or rock	35 gp
Goblin	10 gp
Grimlock	200 gp
Half-elf	300 gp
Half-orc	55 gp
Halfling (any subrace but deep)	30 gp
Halfling, deep	70 gp
Hobgoblin	150 gp
Human	50 gp
Kobold	5 gp
Ogre	200 gp
Orc	40 gp
Skum	40 gp
Spiderling	80 gp
Vupdrax	135 gp

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HALF-ELF

Half-elves are hated almost more than elves. Drow attribute the frequency with which they encounter the half-breeds to the decadence of surface elves. They often call half-elves *zyeh* or *vana*, meaning "stain" and "proof" respectively in the Drow tongue. Drow usually make examples of half-elves, torturing them and leaving their bodies where they will be discovered by elves. Another favored tactic is to take a half-elf back to the surface transformed by magic into a hideous abomination like a chaos beast or gibbering mouther, then release it near an elven settlement. The elves inevitably kill the creature before it can find a way to ask for help or explain, only to discover what they have done when it reverts to half-elven form. If kept as slaves for any length of time, half-elves serve as menial laborers and are given degrading tasks like latrine and vomitorium cleaning and collection.

HALF-ORCS

Drow view half-orcs as little different from normal orcs, and they are often surprised when the introduction of a half-orc to an orc work crew causes problems. They regard very humanlike half-orcs as ugly humans until it becomes apparent that the creatures have darkvision. Such captives are sometimes sold as novelties, "humans who can see in the dark."

HALFLING

Surface halflings are less useful than gnomes for most tasks, but they are preferred for work where dexterous hands and a small size are an advantage. Halfling slaves often labor as weavers and leatherworkers. Like humans and surface gnomes, they are easily controlled by withholding light. A slave master must know Common to train halflings. Learning the Halfling tongue is considered a ridiculous waste of effort; halflings who do not speak Common are killed or sold to temples for sacrifice.

HALFLING, DEEP

A settlement of deep halflings is a rare find in the Underdark, in part because drow often take them as slaves. Deep halflings are put to work alongside hill and mountain dwarves, mining and building structures. Drow encourage the dwarves to view the deep halflings as their servants and lesser creatures. This foments mutual contempt and helps to keep the two normally friendly races from organizing resistance.

HOBGOBLIN

Hobgoblins are naturally organized and martially minded, making them valuable as guards, gladiators, and regiments in House armies. Unfortunately, hobgoblin captives tend to seek one another out and plan escapes or plot revenge. Thus, drow prefer to gain hobgoblin slaves through intimidation, forcing hobgoblin tribes to pay living tribute. Hobgoblins forced to swear fealty to the drow often become their most loyal servants.

HUMAN

Drow think of humans as little better than beasts. They are simply resources for sacrifices and slaves, easily controlled in the eternal midnight of the Underdark. Human slaves are useful for many tasks and can learn complicated skills quickly, often regardless of

language barriers. Especially quick studies with strong limbs and dexterous hands are highly prized. Human slaves tend to be the easiest to control, as well. Despair crushes their independent spirits, and their natural survival instincts and adaptability lead them to keep their heads down and simply hope for the best. Humans from the surface trying to rescue enslaved friends and family members are often astonished when their rescue attempt is foiled by other human slaves—or even by those they have come to rescue. Lacking darkvision, humans usually work in luminescent fungus fields as agricultural laborers.

KOBOLD

Weak and frail, kobolds are nearly worthless as slaves. Drow buy them only as amusements for torture and abuse. Master torturers often keep a few kobolds as cheap teaching aids.

OGRE

Ogres make good slaves for simple jobs, like hauling mined stone, and for tasks that suit their bloodthirsty natures. Many drow take pleasure in subduing ogres' violent and chaotic tendencies to turn them into submissive and servile toadies. Drow who wish to master ogres should learn to speak Giant.

ORC

Drow view orcs the way humans view wild dogs—they're useful only with proper training. Training orcs, however, can be a difficult process. They learn slowly, lazily take to tasks unless constantly threatened, and are prone to pointless acts of rebellion. Even so, orcs are strong; a drow who can't afford an ogre often makes due with one of these.

SKUM

A slave race created by aboleths, skum would make excellent servants were it not for their devotion to their creators. Skum traded to drow by aboleths are useful and faithful, but their highest loyalty is always to their aboleth lords. Add to this the fact that skum speak only Aquan, and they make for difficult slaves despite their natural tendency to do as a master asks.

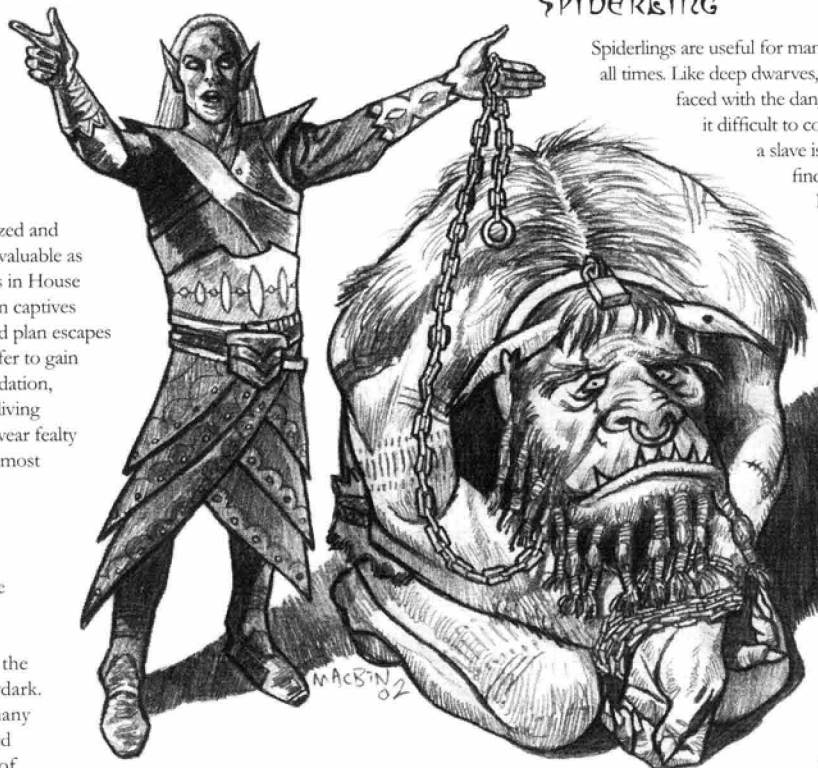
SPIDERLING

Spiderlings are useful for many tasks but must be guarded at all times. Like deep dwarves, they are nearly fearless when faced with the dangers of the Underdark, making it difficult to convince them that a short life as a slave is better than what they would find by escaping into the wilds.

Nonetheless, spiderlings are bought and sold nearly every day at the slave market. Certain construction projects are much easier using slaves with the ability to scale nearly sheer surfaces.

VUPDRAX

Few drow keep vupdrax as slaves. A master must make the creatures feel like valued allies, which includes feeding them well. Masters of vupdrax must also always show superior strength, combat skill, and wit. As soon as vupdrax believe the master is weaker than they are, they strike.



ALCHEMICAL ITEMS

Although not famed for their skill in alchemy, it should be no surprise that dark elves excel at the craft. Most dark elves have at least a passing interest in alchemy as a tool and a means of providing nonmagic weapons to use against enemies. While poison making is certainly more favored, alchemy is taught at most temples and colleges of magic as a fundamental science.

ALL-POISON

ANTIDOTE

All-poison antidote is a near-magical concoction developed to negate any poison. Its name is somewhat misleading, as it is ineffective in eliminating magic poisons. A poisoned creature who drinks an all-poison antidote suffers no additional damage or effects from any nonmagical poison in its system, and any nonmagical temporary effects (those with a specified duration) end.

CHOKESMOKE DUST

When a dose of this gray powder is added to a fire at least the size of a candle flame, it causes noxious, billowing smoke to roll out from the fire in a huge cloud. The smoke instantly spreads 20 feet in all directions and dissipates naturally. All sight, even darkvision, is ineffective in or through the smoke. All within the smoke must make successful Fortitude saving throws (DC 13) each round or suffer a -4 circumstance penalty to both Strength and Dexterity. These penalties do not stack. The penalties last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Creatures can hold their breath (see the *DMG* for rules) while in the cloud to avoid making saving throws.

DWEOMER DRAW

This sticky substance acts as a magnet to magic when applied to a creature or object. The target suffers a -1 penalty on all saving throws against any spell, spell-like ability, or supernatural ability. Additional applications of dweomer draw do not stack—in fact, a second application nullifies the first. Essentially, whenever a creature or object has an odd number of dweomer draw applications applied to it, it suffers a -1 penalty; otherwise the effects cancel one another out.

A sac of dweomer draw can be thrown as a grenadelike weapon with a 10-foot range increment (no splash, see the *PHB* for rules). When thrown against a creature or object (a ranged touch attack), the sac bursts open, and the contents adhere to the target. A creature can scrape off dweomer draw as a full-round action. This does not provoke an attack of opportunity. Once scraped off a target, the substance loses its potency.

FIREFLASH POWDER

When a dose of this red powder is added to a fire at least the size of a candle flame, a flash of blinding light explodes from the fire. This 120-foot-radius burst blinds creatures for 1d4+1 rounds, unless they make successful Reflex saves (DC 13).

GLOWPAPER

Glowpaper is made from various types of luminescent lichen. It sheds less light than a candle (1-foot radius) but it glows nearly indefinitely. Glowpaper can be read in darkness by creatures without darkvision. Drow make

glowpaper mainly as a trade item and a novelty. They have no reason to use it for normal reading, but lacking color discrimination with their darkvision, they illuminate great religious texts with color pictures on glowpaper.

LIQUID CLARITY

This alchemical drink is carried by most drow while reveling. Consuming this draught eliminates the effects of drunkenness for 1 minute. Unfortunately, no more than three doses can be effective in any single hour, so it is necessary to use liquid clarity carefully or abstain from drinking.

TABLE 6-7: ALCHEMICAL ITEMS

Item	Cost	Weight	Craft DC
All-poison antidote	975 gp	—	23
Chokesmoke dust	350 gp	—	17
Dweomer draw	80 gp	1 lb.	20
Fireflash powder	630 gp	—	17
Glowpaper (sheet)	7 sp	—	8
Liquid clarity (vial)	15 gp	—	12
Poison slow	630 gp	—	22
Preservation fluid	525 gp	3 lb.	17
Specific poison antidote	1/10 poison cost	—	Same as poison
Stinkblossom censer	40 gp	1 lb.	15

POISON SLOW

Poison slow delays a poison's effects. It has two distinct functions: It can provide time to cure a poisoned individual; or it can cause an ingested poison to take effect long after delivery. Any poison in the subject's system, or any poison the subject is exposed to, does not begin to take effect until 3 hours have elapsed after ingesting poison slow. At the end of that time, the subject must make all Fortitude saving throws for the initial and secondary effects of the poisons that were delayed, immediately suffering the effects of any failed save. Poison slow does not negate poison effects the subject has already been exposed to. Additional doses applied during the duration of a previous dose do not delay poison effects longer, but the *delay* poison spell can.

Drow use poison slow often and recognize its subtle, bitter tang. Drow, or any creature who has tasted it and knows its effects, can make a Wisdom check (DC 18) to notice the presence of poison slow in food or drink. If you have 5 ranks in Profession (cook), Craft (poisonmaking), or Alchemy, you receive a single +2 competence bonus on this roll.

PRESERVATION FLUID

Commonly used by necromancers and those who collect power components (see *Chapter Seven: Spells and Magic*), this balm delays the decomposition of bodies. One jar of preservation fluid covers a Medium-size creature, two Small creatures, four Tiny creatures, eight Diminutive creatures, or sixteen Fine creatures. It takes two jars to cover a Large creature, four for a Huge creature, eight for a Gargantuan creature, and sixteen or more for a Colossal creature (depending on size). Covering a creature takes about 1 minute per jar applied. Once covered, the body remains fresh and free of decay for two days. The body should be kept secure: Water and other liquids can wash off the fluid, and it does not ward off insects and other scavengers.



CHAPTER SIX: EQUIPMENT

BEHIND THE CURTAIN: ALCHEMICAL ITEMS WITH SPELL EFFECTS

Some of the alchemical items presented here have effects very similar to those of spells. Usually, alchemical items should not mimic spell effects. Game balance issues crop up because their effects cannot be dispelled or suppressed. In addition, the ready availability of such items can decrease the utility and the wonder of magic. Even so, there's room for a limited number of items along these lines. Below are some guidelines for creating them.

CREATING ALCHEMICAL ITEMS WITH SPELL EFFECTS

Pick a Spell: Choose a spell appropriate to the "science" of alchemy. Generally, the spell should be something that modern chemistry could accomplish with just a little help from science fiction. Alchemy should not produce lightning guns or turn characters to stone; the former treads too heavily on the futuristic and the latter steals too much thunder from magic. Most alchemical items should be single-use or limited-duration-use items. This keeps them distinct from wands and other magic items. The pricing guidelines below allow you to make a multiple-use item, but this should be done sparingly if at all.

Set the Craft DC: Use the guidelines presented in the *PHB* and your own sense of how difficult the task should be. Because they duplicate spell effects, most alchemical items should be considered complex or superior items (minimum Craft DC 20), but if something could clearly be simulated by chemistry, it should probably be considered a high-quality item (DC 15). A good rule of thumb is to add the spell level to the base DC. You'll find examples of this in Table 6-8: Other Spell-Effect Alchemical Items.

Set the Cost: Deriving the cost of an alchemical item that has a spell effect is simple. Use the formula below and adjust for additional difficulty when using the item, fewer targets than the spell, and so on. First, derive the magic item market price using one of these two formulas: **Spell, 3rd-Level or Lower, Single-Use:** Spell level x minimum caster level x 50 **Spell, 4th-Level or Higher, Single-Use:** Spell level x minimum caster level x 100. Or, if you decide to use the pricing guidelines provided for verminous magic items (see **Chapter Eight: Magic Items**), use this formula: **Spell, Single-Use:** Spell level x minimum caster level x 20

Derive the Price Modifier: Next, derive the alchemical item's price: **Alchemical Item Price:** Magic item market price x 2.1. A magic item costs its creator half the item's market price in gp and 1/25 the item's market price in XP. A nonmagical item crafter must pay one-third the market price of the item for materials to create it. Thus, if a nonmagical item crafter were to make a *potion of bull's strength* using alchemical materials, he should have to pay the same costs as a magic item creator, and the item's market price should be three times that amount. Seems simple enough . . . so long as you know the value of an experience point: 5 gp. What does this 5 gp value mean? Can PCs "buy" levels? Can they pay extra money instead of XP to create magic items? No—not unless you want that in your campaign. The 5 gp value is based upon the treasure allotments per level as described in the *DMG* and merely serves as a guide for calculating the cost of alchemical items that have spell effects. Here's how it works.

Value Y = Magic item market price. The magic item's cost to create in gp is: $(Y/2) + [(Y/25) \times 5]$ Equals $(Y/2) + (Y/5)$ Equals $[(Y \times 5)/(2 \times 5)] + [(Y \times 2)/(5 \times 2)]$ Equals $[(Y \times 5)/10] + [(Y \times 2)/10]$ Equals $(Y \times 7)/10$ Thus $Y \times .7 =$ Magic item cost to create in gp

The creation cost should be the same for crafting an alchemical item, and as with any item created with the Craft skill, a character must pay one-third the item's total cost to create the item. So: $Y \times 2.1 = Y \times .7 \times 3 =$ Spell-like alchemical item market price in gp

WHAT DOES THIS MEAN?

The price of an alchemical item that has a spell effect is always greater than that of a magic item that does the same thing. The reason why this is fair should be obvious. Alchemical items are not magical and their effects can't be dispelled or suppressed. They should be more expensive and more difficult to create, or there'd be no reason to make magic items. Further, an alchemist must ask a higher price because of the expense and effort necessary to create the item. While a potion might be finished in a day or so, it could take weeks to create the alchemical version of the same potion, and any significant error in the process requires more materials and a greater investment. In a magic-rich environment where PCs can walk into a store and buy wands, alchemical items that mimic spell effects are unlikely to be used by anyone but alchemists unwilling or unable to learn magic. In a low-magic campaign, such items might be much more common.

TABLE 6-8: OTHER SPELL-LIKE ALCHEMICAL ITEMS

Item	Mimicked Spell	Cost	Weight	Craft DC
Black powder bomb	<i>Fireball</i>	1,575 gp	10 lb.	18
Darksight eye oil	<i>Darksvision</i>	630 gp	—	22
Glitterfog powder	<i>Glitterdust</i>	630 gp	4 lb.	22
Oil slick	<i>Grease</i>	105 gp	5 lb.	16
Plant growth serum	<i>Plant growth</i>	1,575 gp	2 lb.	23
Woodsoft oil	<i>Wood shape</i>	630 gp	1 lb.	22

SPECIFIC POISON ANTIDOTE

As described in **Chapter Five: Skills and Feats**, the Craft (poison) skill can be used to create an antidote for any specific poison. The antidote negates the secondary effect of the poison it is made for, if it is taken after checking for the initial effect of the poison and before checking for the secondary effect. If taken before exposure to the poison, the antidote confers a +8 bonus for up to one hour on Fortitude saving throws to resist that poison's initial and secondary effects. An antidote costs one-tenth the price of the poison it was designed to affect.

STINKBLOSSOM CENSER

Made from the essence of a pungent Underdark plant (see Hazards in the Underdark section of **Chapter One: The Way of Darkness**), stinkblossom censers are tightly shuttered and attached to short chains. When uncorked and whirled about or allowed to swing while a creature walks, a stinkblossom censer effectively blocks a creature's ability to smell anything else. Creatures with the scent special quality or who "see" in part through sense of smell are unable to use scent to detect or track creatures while within 15 feet of an unshuttered stinkblossom censer swung or carried by a creature. A

CHAPTER SIX: EQUIPMENT

stinkblossom censer can be thrown as a grenadelike weapon with a range of increment of 10 feet, but stationary censers block scent only in a 5-foot-radius area. This scent-blocking ability remains potent almost indefinitely when the stinkblossom censer is left shuttered, but unshuttered, it lasts for just 10 rounds. These rounds need not be consecutive so long as the censer is closed after each use.

Tracking a creature carrying an open stinkblossom censer is far easier than normal, however, as the distinctive odor is detectable for hours even by creatures without scent (+20 circumstance bonus on Wilderness Lore or Wisdom checks to track by scent, -1 per each hour after exposure until the scent has completely worn away). Vigorous washing can more quickly eliminate the stench, reducing the time it would cling to the creature by 1 hour for each minute of washing.

- POISONS -

Dark elves use countless types of poisons. They have invented thousands, and they have also learned to harvest the raw materials from creatures to manufacture those creatures' poisons. In addition to mundane poisons, drow sell and barter many magical poisons (see **Chapter Eight: Magic Items**). Someone in the market for a poison is confronted with a bewildering array of choices, nearly all of which can be had for a price from a dark elf vendor or poisoner for hire.

Listed on Table 6-9: Poisons are both alchemical and natural poisons. Alchemical poisons are created from rare plants, natural chemicals, minerals, and other vile ingredients. Natural poisons use the extracted essences of certain creatures. The poisonmaker can ignore the cost of the raw materials to create natural poisons if she has access to the creature (for more information, see the Craft (poisonmaking) skill description in **Chapter Five: Skills and Feats**). Both types of poison can be magical; for more information on magic poisons, see **Chapter Eight: Magic Items**.

ALCHEMICAL POISONS

BLINDWATER

Blindwater is a naturally occurring hazard of the Underdark (see Hazards in the Underdark section of **Chapter One: The Way of Darkness** for details). A fungus that grows on stagnant pools, its toxins leach into the water of the pool. Most of the time, creatures exposed to the stinging waters of a pool of blindwater suffer mild irritation of the eyes and skin with a slim chance of catching the blinding sickness disease, but blindwater poison is a concentrated form.

BLISSROOT

This white liquid is extracted and refined from a fungus that grows on the bodies of purple worms. Although it is dangerous to find and obtain, many drow consider the risk worth the reward. When consumed, the poison creates a sense of extreme euphoria, so much that some poisoned creatures become catatonic. Most lose their grip on reality, finding anything and everything incredibly funny. Drow enjoy giving this poison to captives to psychologically terrorize them, and they find it an effective weapon against enemy clerics and druids.

DARKBLIND

This poison was designed by derro as a weapon to use against the dark elves, but it turned out to be equally useful against the derro themselves, as the drow proved once they derived the proper formula. The poison preys on a weak Constitution by making it weaker, then it permanently destroys the creature's darkvision. Normal sight and other types of vision are not affected. This darkvision blindness can be cured by the *remove blindness* spell.

FLEETING STRENGTH

Fleeting strength is one of several poisons dark elves take themselves, or more commonly, give to slaves. Its initial effect is beneficial, causing the subject to grow abnormally strong, but a minute later this surge of strength vanishes and the creature becomes weaker than before. A creature can voluntarily fail the first saving throw, gaining the +2d4 enhancement bonus to Strength automatically.

FOOL'S COURAGE

Fool's courage is aptly named: The initial effect grants the subject a +8 morale bonus on all saves against fear effects. Unfortunately, the poison's secondary effect negates some of this bonus by reducing Wisdom. A creature can voluntarily fail the first saving throw, gaining the +8 morale bonus on saves against fear effects automatically.

KNOCKOUT POISON

This poison is employed by dark elves of every stripe. Slavers use it to catch creatures worth the expenditure; wizards, to capture subjects for their experiments. Blackmailers find it helpful to create compromising situations. It's simply the best poison to incapacitate a foe with little harm and great results.

MADNESS BLOOM

This poison is derived from an Underdark plant that induces a mania in nearby creatures (see Hazards in the Underdark section of **Chapter One: The Way of Darkness** for details). Failing the first save induces a brief mania (like the spell *random action*, but not magic or mind-affecting). Failing the second save causes more prolonged madness (like the spell *confusion*, but not magic or mind-affecting).

RIGOROUS DANCE

This poison's initial effect can lead to the mistaken conclusion that it was named for the enhanced balance and grace it grants those who take it. In fact, it is named for its secondary effect: a shuddering paralysis that causes the victim do nothing but twitch madly for days. A creature can voluntarily fail the first saving throw, gaining the +3d6 enhancement bonus to Dexterity automatically.

STUMBLER

Stumbler is a concoction that makes a subject slow and less graceful. It was originally created for capturing escaping slaves, but its low cost makes it more desirable than knockout poison—slightly.

TERRIBLE RISK

A creature who has consumed thrill kill is hard to miss: The throbbing veins, unnaturally bulging muscles, and profuse sweating are obvious signs. Dark elves give this expensive poison to slaves, rarely risking taking it themselves unless they have the antidote on hand. A creature can voluntarily fail the first saving throw, gaining the +3d4 enhancement bonuses to Strength and Constitution automatically. These bonuses last 1 hour (assuming the subject lives).

TIRING TREACLE

Poisons that induce sleep are ineffective on dark elves, but tiring treacle does the next best thing by sapping a creature's energy and Strength. The poison was first developed by a famed gladiator-slave to cheat in combats; the dark elves discovered his ploy and tortured him until he revealed the formula. The ingredients are common in the foods drow eat and the waste produced by rust monsters and other creatures common at arenas. A subject who fails the first saving throw against the poison becomes fatigued. If the subject does anything else that would normally cause fatigue, such as failing the first save of a second exposure to the poison, he becomes exhausted (see the *DMG* for discussions of these conditions). Otherwise, the subject becomes exhausted on failing the second saving throw against tiring treacle's effects.

TABLE 6-9: ALCHEMICAL AND NATURAL POISONS

Alchemical Poisons	Type	Initial Damage	Secondary Damage	Price
Blindwater	Contact DC 16	Blindness (1 round)	Blinding sickness*	100 gp
Blissroot	Ingested 15	2d4 Wisdom	As <i>Tasha's hideous laughter</i> (nonmagic)	200 gp
Darkblind	Injury DC 16	1d4 Con	Blinds darkvision	375 gp
Fleeting strength	Ingested DC 15	Gain 2d4 Str (1 minute)	4d4 Str	220 gp
Fool's courage	Ingested DC 18	Gain +8 vs. fear (1 hour)	1d6 Wis	45 gp
Knockout poison	Injury DC 17	Unconsciousness (1 minute)	Unconsciousness (2d4 hours)	350 gp
Madness bloom	Injury DC 17	As <i>random action</i> (nonmagic)	As <i>confusion</i> (nonmagic)	1,000 gp
Rigorous dance	Ingested DC 17	Gain 3d6 Dex (1 minute)	Paralysis (1d3 days)	400 gp
Stumbler	Injury DC 14	-10 feet of speed	4d6 Dex	250 gp
Thrill kill	Ingested DC 13	Gain 3d4 Con, 3d4 Str (1 hour)	Death	600 gp
Tiring treacle	Injury DC 15	Fatigued/exhausted	Exhausted	900 gp
Natural Poisons	Type	Initial Damage	Secondary Damage	Price
Aboleth gel	Contact DC 19	1d12 hp	3d6 Cha	800 gp
Aranea bite	Injury DC 13	1d6 Str	2d6 Str	575 gp
Athach bite	Injury DC 22	1d6 Str	2d6 Str	820 gp
Bee sting, giant	Injury DC 13	1d6 Con	1d6 Con	1,140 gp
Carion crawler brain juice	Contact DC 13	Paralysis 2d6 minutes	—	600 gp
Centepede bite, monstrous (Tiny)	Injury DC 11	1 Dex	1 Dex	50 gp
Centepede bite, monstrous (Small)	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Centepede bite, monstrous (Medium-size)	Injury DC 13	1d3 Dex	1d3 Dex	150 gp
Centepede bite, monstrous (Large)	Injury DC 16	1d4 Dex	1d4 Dex	175 gp
Centepede bite, monstrous (Huge)	Injury DC 18	1d6 Dex	1d6 Dex	200 gp
Centepede bite, monstrous (Gargantuan)	Injury DC 26	1d8 Dex	1d8 Dex	450 gp
Centepede bite, monstrous (Colossal)	Injury DC 36	2d6 Dex	2d6 Dex	2,000 gp
Chuul tentacle juice	Contact DC 19	Paralysis 6 rounds	—	150 gp
Couatl bite	Injury DC 16	2d4 Str	4d4 Str	1,200 gp
Demon, behilith bite	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Demon, quasit bite	Injury DC 13	1d4 Dex	2d4 Dex	400 gp
Devil, imp sting	Injury DC 13	1d4 Dex	2d4 Dex	400 gp
Devil, osyluth sting	Injury DC 14	1d6 Str	2d6 Str	600 gp
Dragon bile	Contact DC 26	3d6 Str	—	1,500 gp
Drider bite	Injury DC 16	1d6 Str	1d6 Str	155 gp
Ettercap bite	Injury DC 13	1d6 Dex	2d6 Dex	575 gp
Formian, myrmarch sting	Injury DC 20	2d6 Dex	2d6 Dex	1,500 gp
Formian, taskmaster sting	Injury DC 15	1d6 Str	1d6 Str	140 gp
Formian, warrior sting	Injury DC 14	1d6 Str	1d6 Str	130 gp
<i>Gargon's breath</i> *	Inhaled DC 17	Petrification	Petrification	2,520 gp
Leech bite, monstrous (Tiny or Small)	Injury DC 12	Paralysis 1 minute	Paralysis 1 minute	140 gp
Leech bite, monstrous (Medium-size)	Injury DC 15	Paralysis 1 minute	Paralysis 1 minute	240 gp
Leech bite, monstrous (Large)	Injury DC 18	Paralysis 1 minute	Paralysis 1 minute	300 gp
Leech bite, monstrous (Huge)	Injury DC 26	Paralysis 1 minute	Paralysis 1 minute	650 gp
Leech bite, monstrous (Gargantuan)	Injury DC 36	Paralysis 1 minute	Paralysis 1 minute	4,000 gp
Leech bite, monstrous (Colossal)	Injury DC 54	Paralysis 1 minute	Paralysis 1 minute	8,000 gp
Medusa snake bite	Injury DC 14	1d6 Str	2d6 Str	600 gp
Naga sting, dark	Injury DC 16	Sleep 2d4 minutes	—	140 gp
Naga bite, guardian	Injury DC 19	2d8 Con	2d8 Con	3,750 gp
Naga bite, spirit	Injury DC 18	1d8 Con	1d8 Con	1,600 gp
Naga bite, water	Injury DC 17	1d8 Con	1d8 Con	1,500 gp
Nymph musk	Inhaled DC 17	Permanent blindness	Death	2,500 gp
Phase spider bite	Injury DC 15	2d6 Con	2d6 Con	2,900 gp
Pseudodragon sting	Injury DC 12	Sleep 1 minute	Sleep 1d3 days	120 gp
Purple worm sting	Injury DC 24	1d6 Str	2d6 Str	900 gp
Scorpion sting, monstrous (Tiny)	Injury DC 11	1d2 Str	1d2 Str	90 gp
Scorpion sting, monstrous (Small)	Injury DC 11	1d3 Str	1d3 Str	120 gp
Scorpion sting, monstrous (Medium-size)	Injury DC 15	1d4 Str	1d4 Str	145 gp
Scorpion sting, monstrous (Large)	Injury DC 18	1d6 Str	1d6 Str	200 gp
Scorpion sting, monstrous (Huge)	Injury DC 26	1d8 Str	1d8 Str	450 gp
Scorpion sting, monstrous (Gargantuan)	Injury DC 36	2d6 Str	2d6 Str	3,000 gp
Scorpion sting, monstrous (Colossal)	Injury DC 54	2d8 Str	2d8 Str	6,000 gp
Snake bite, viper (Tiny to Large)	Injury DC 11	1d6 Con	1d6 Con	1,000 gp
Snake bite, viper (Huge)	Injury DC 13	1d6 Con	1d6 Con	1,140 gp
Spider eater sting	Injury DC 17	—	Paralysis 1d8+5 weeks	650 gp
Spider bite, monstrous (Tiny)	Injury DC 11	1d2 Str	1d2 Str	90 gp
Spider bite, monstrous (Small)	Injury DC 11	1d3 Str	1d3 Str	120 gp
Spider bite, monstrous (Medium-size)	Injury DC 14	1d4 Str	1d4 Str	130 gp
Spider bite, monstrous (Large)	Injury DC 16	1d6 Str	1d6 Str	155 gp
Spider bite, monstrous (Huge)	Injury DC 22	1d8 Str	1d8 Str	350 gp
Spider bite, monstrous (Gargantuan)	Injury DC 31	2d6 Str	2d6 Str	1,750 gp
Spider bite, monstrous (Colossal)	Injury DC 35	2d8 Str	2d8 Str	2,800 gp
Troglodyte musk	Inhaled DC 13	Nauseated 1 minute	1d6 Str	400 gp
Wasp sting, giant	Injury DC 18	1d6 Dex	1d6 Dex	200 gp
Wyvern sting	Injury DC 17	2d6 Con	2d6 Con	3,000 gp

*This poison causes a character to contract the listed disease on a failed save. Diseases are described in the *DMG*.

CHAPTER SEVEN: SPELLS AND MAGIC

Magic burns through the veins of dark elves, making them the perfect vessels for arcane and divine power. While their surface cousins might have a more mystical link to magic, drow view their skills with their typical practicality. Drow wield magic as warriors do weapons: It is a tool to defend oneself, defeat enemies, and garner greater influence.

- SPELLCASTING TECHNIQUES -

Drow have introduced a number of innovations in spellcasting.

VERMIN-AFFECTING MAGIC

Through their long association with spiders and because of the relatively new influence of the cult of Arrachnovoleth, dark elves have devised a means of controlling vermin with magic. This branch of the Enchantment school is a growing area of magical study. Although only a few Enchantment spells successfully affect vermin now, future innovations will surely yield as great a control over vermin as other spellcasters have over animals.

Some spells listed in this chapter have the type "Enchantment (Charm) [Vermin-Affecting]" or "Enchantment (Compulsion) [Vermin-Affecting]." This simply indicates that the spell affects vermin despite their normal immunity and lack of Intelligence.

SERVANT SACRIFICES

Dark elves are notorious for their cruelty and chilling practicality, and rarely is this more apparent than in the practice of servant sacrifice spellcasting. Drow have devised a means to use the loyalty and life energies of their underlings to fuel casting and magic item creation.

Any drow spellcaster with the Leadership feat can require a cohort or follower to give up the XP required to cast any spell with an XP cost or to create a magic item. The cohort or follower must be within 5 feet of the caster. Generally, only characters with a Leadership score of 10 or above will have a cohort willing to give up life energy in this way. Followers are usually unwilling.

A willing cohort can give any amount of XP to the effort so long as it does not drop the underling to a lower level; the caster must make up the remaining XP. An unwilling or unaware cohort or follower must first be touched. In the case of spellcasting, this requires a

touch attack (as a free action that is part of casting the spell) if the underling knows what is about to transpire. For magic item creation, the cohort or follower must be held helpless during the final day of the process. In either case, the underling must then make a Will saving throw (DC 10 + spellcaster's Leadership score); on a failure, the cohort loses the required XP. An unwilling cohort or follower can lose levels in this fashion and even die. If the XP drain kills the underling before satisfying the requirement, or if the spellcaster wishes to drain the underling of a limited amount, the spellcaster must make up the remainder.

Doing this to a cohort or underling incurs the normal Leadership penalties for cruelty and aloofness. In addition, the spellcaster takes a -1 Leadership penalty per level lost by the cohort or follower. Of course, if the process kills the underling, the appropriate Leadership penalty also applies. If these penalties drop the character's Leadership to a level where the cohort and some followers would abandon the character, they do so, but there's the additional danger that they try to revenge themselves on such a cruel master.

BLOOD SACRIFICES

In addition to sacrificing loyal minions, dark elves have devised a way to sacrifice slaves and enemies to power their foul magic. Drow can ritually kill a sentient creature to extract some of its life force for spellcasting and magic item creation.

To cast a spell with an XP cost in this way, the spellcaster must have successfully killed a living, sentient creature with a coup de grace attack on the previous round. The killed creature yields XP equal to its CR x 250. If the attack failed, or if the spellcaster cannot cast the spell on the following round (or begin casting, in the case of spells with a casting time greater than 1 round), the spellcaster must pay the XP cost normally.

For magic item creation, more than one creature can contribute, and there is considerably more time to complete the process. The victims must be sacrificed on the final day of creation. They must be held helpless



CHAPTER SEVEN: SPELLS AND MAGIC

BEHIND THE CURTAIN: SERVANT AND BLOOD SACRIFICE SPELLCASTING

These two types of sacrifice spellcasting may not be appropriate for some campaigns. They represent the vile elements of drow culture and give a purpose to the blood sacrifices so common in fantasy and horror literature, but they can also provide players and GMs with a way to skirt around XP costs. An XP cost is a balancing factor meant to stop players from abusing certain powerful spells or the magic item creation rules. Unfortunately, this often means that PCs are simply unwilling to cast those spells or create magic items: XP is too precious. Sacrifice spellcasting offers a balanced alternative.

SERVANT SACRIFICE SPELLCASTING

Servant sacrifice spellcasting requires that a character expend the same XP resources—they simply come from a different pool. A willing cohort usually adventures with the party and receives a portion of the group's rewards. Thus, XP the cohort sacrifices still come from the party's pool, slowing the cohort's advancement and decreasing the party's effectiveness just as if a player character were to expend the XP. If the cohort is not an adventurer, then the party loses the benefits of one PC's Leadership feat, and the cohort might only be able to provide a limited amount of XP.

Draining XP from unwilling cohorts and followers decreases the character's Leadership score. This also costs the party resources: Cohorts and followers abandon their leader, who must then take time to attract weaker followers.

BLOOD SACRIFICE SPELLCASTING

This technique should not be available to good-aligned PCs. Although the spellcaster or magic item creator does not have an obvious expenditure in this system, it nevertheless takes time, effort, and money to obtain and keep sentient creatures for the sacrifice. As well, blood sacrifice spellcasting in combat is difficult and easily interrupted.

The real advantage of this system is the story possibilities it presents. Blood sacrifice spellcasting gives drow a good reason to take PCs captive and keep them alive, which provides good adventure opportunities for both the players and the GM.

GM TIPS: SERVANT AND BLOOD SACRIFICE SPELLCASTING

You can introduce these new systems into your campaign in many ways. The simplest is to have the players discover them in an adventure, when a valued NPC or party member is sacrificed as they watch during a climactic battle. You might also allow PCs to discover these processes in some black tome of evil knowledge.

However you reveal them to PCs, consider requiring a new feat for characters who want to use these systems (Sacrifice Spellcasting, perhaps) or a new feat for each type (Servant Sacrifice Spellcasting and Blood Sacrifice Spellcasting). Acquiring this feat represents the character gaining new knowledge.

and killed by the magic item's creator with coup de grace attacks. Sacrificed creatures yield XP equal to the total of their CR x 250. Interrupting this process does not prevent the item's completion, so long as the contributing victims are all sacrificed on the same day. Failure to do so requires the creator to make up the remaining XP. Otherwise, those creatures' contributions are lost, and the creator must put off completing the process until enough sacrifices can be made in one day. Creating a magic item in this way still requires the normal amount of relative quiet and concentration by the creator.

OPTION: POWER COMPONENTS

Power components are rare ingredients, usually a part of a monster, that can be used in spellcasting or magic item creation in various ways. All power components can modify some spell, and that is their most common use. Bought and sold on the markets by spellcasters, these can be a valuable resource to an adventuring party.

POWER COMPONENTS AS TREASURE

Each power component is associated with a particular spell or spells and has a market price based on the value of its use. (For more information, see Using Power Components.) Such items can be bought at magical colleges and markets that cater to spellcasters. If you decide to use power components in your game, be sure to take into account the value of any power components

when assigning treasure to encounters. Creatures that commonly carry no treasure can simply have the power component be the treasure for the encounter. In the case of creatures who do have treasure, subtract half the cost of the power component from the total treasure the creature would grant when defeated.

Just as they can magic items, PCs should be able to purchase power components based on availability and the size of the city. Those who have no use for the power component should be able to sell it to a vendor for at least half its market price.

OBTAINING POWER COMPONENTS

A skilled person can harvest parts of a defeated creature's body as power components. The body part must not have been destroyed, such as being consumed by fire or acid, disintegrated, or otherwise reduced to bits. The degree of destruction is up to you as the GM, but a good rule of thumb is that a body part is salvageable so long as the creature did not take more than half its hit points in damage from acid, fire, disintegration, or similar effects.

Harvesting most power components requires use of the Heal skill to dissect the creature. A power component can be harvested from any creature dead for less than a day; the *gentle repose* spell or preservation fluid (see **Chapter Six: Equipment**) can extend this time. The harvester must work for at least 2 minutes uninterrupted by strenuous activity, then make a Heal check (DC 10 + 1/2 creature's HD + creature's natural armor bonus). Rushing the procedure reduces this time to just two full-round actions, but this increases the DC by +10. The harvester may take 20 on this check, but doing so

CHAPTER SEVEN: SPELLS AND MAGIC

BEHIND THE CURTAIN: CREATING POWER COMPONENTS

Creating power components is easy and fun, but you need to keep a few factors in mind if you want to introduce a new power component to your campaign.

Does another power component already modify the spell? Generally, only one or two power components should modify any one spell. If ten creatures provide power components that modify *fireball*, for instance, this will swiftly unbalance your game. Keep track of what power components you want to use from the tables above and cross-reference them to make sure you're not putting too much power in the hands of PCs.

Control power components' value as treasure. The total value of power components from any creature should not exceed the amount of treasure that creature would normally have; in most cases, it should not exceed half (see below).

Keep an eye on the creature's CR. Generally, the spell modifications from a power component should not push a spell's level outside the reach of a spellcaster whose level equals the creature's CR + 4. Thus the wing of a pegasus (CR 3) should not quicken *fly*, as this would make it a 7th-level spell; a 7th-level spellcaster (CR 3 + 4) can't cast a spell of such high level. You can usually avoid this by keeping the power component's cost to no more than half what the creature should have in treasure. Some of the power components presented above bend this rule; if you create a power component that does so but is still appropriate to your campaign, use it.

Price power components properly for your game. The power components presented in this book were priced using two formulas.

If the spell modifications do not put the modified spell above 9th level, use this formula:

$$\text{Spell level} \times (1 + \text{total of the metamagic feats' level adjustments})^2 \times 10 \text{ gp}$$

If the spell modifications raise the modified spell above 9th level, use this formula:

$$\text{Spell level} \times (1 + \text{total of the metamagic feats' level adjustments})^3 \times 10 \text{ gp}$$

When a power component modifies more than one spell, calculate the costs for all the spells separately and add them together. Treat a 0-level spell as 1/2 for purposes of the above calculations. If more than one class can cast the spell, use the lower of the cleric and sorcerer/wizard spell level. If neither class is listed, choose the level in the following order of preference: druid, bard, paladin, ranger.

This system is balanced for most campaigns, but you might find it requires some modification if your campaign differs from the norm.

GM TIPS: INCLUDING POWER COMPONENTS IN YOUR GAME

There are plenty of ways to introduce your players to the idea of power components should you wish to use them. Here are a few suggestions.

Guarded Knowledge: Have an NPC villain own many power components and use them against the PCs. This creates a mystery for the PCs to solve and allows you to introduce the concept later more fluidly.

Perhaps only a certain race (like the drow) or culture in your campaign has the knowledge of using power components. The players and their PCs didn't know about this before encountering the knowledgeable folk. These people might freely explain the process or guard its lore, but the PCs should be able to pick up the fundamentals by watching spellcasters use power components.

In either case, the PCs might learn about each new power component by seeing it in use as part of spellcasting. Each time they witness such use, allow a Spellcraft check (DC 15) to understand the power component's function. If the party has obtained a power component, a PC can examine it, making the appropriate Knowledge check (DC 20), as listed in Table 7-1: Extraction Knowledge Synergy, and a Heal check (DC 10) to determine what monster it is from and what part it is. In this way, knowledge of power components becomes a treasure in itself.

Forgotten Lore: Perhaps the PCs find a book in a library or monster's hoard that explains how to harvest and prepare power components, complete with a list of monster parts and their uses. This is especially effective when used in conjunction with the NPC villain scenario described above.

New Feat: Introduce a new feat available to spellcasters: Use Power Component. Taking this feat gives the character the knowledge and skill necessary to use power components. The PCs have not encountered power component use before simply because those with this knowledge are few and far between.

No In-Game Explanation: Describe the concept to your players and simply begin using power components. This may be jarring for some players, but most will be excited about using their skills in new ways and intrigued by the monster-hunting possibilities.

requires 1 hour of uninterrupted work. On a failure, the body part is ruined and cannot be extracted as a power component.

A harvested component must be treated alchemically to preserve it or it becomes useless after a day (again, *gentle repose* or preservation fluid extends this time). Treating an extracted power component requires 1 minute of uninterrupted work followed by an Alchemy skill check (DC 10). Alchemical preservation is not necessary but allows the component to be saved longer for use.

Special: Knowledge of certain matters gives a character more skill in extracting power components from dead creatures. A character with 5 ranks in the appropriate Knowledge skill associated with the creature, as shown in Table 7-1, receives a +2 synergy bonus on the Heal check.

TABLE 7-1: EXTRACTION KNOWLEDGE SYNERGY

Knowledge Skill	Associated Monster Types
Arcana	Dragon, fey, magical beast, shapechanger
Architecture/engineering	Construct
Nature	Animal, beast, giant, humanoid, monstrous humanoid, plant, vermin
The planes	Elemental, outsider
Religion	Undead

USING POWER COMPONENTS

Power components can be used in one of six ways, modifying spells or magic item creation, as described below. A spell modified by a power component uses the spell's normal level; the power component's effect is not counted when determining what level the spell must be cast at. Such spells can be further modified by any metamagic feat except the metamagic feat the power component mimics. Power components are not magic items and do not occupy magic item slots.

Alter a spell, consuming the power component. Each power component alters a spell in some way when used as a material component of that spell. Its entry lists what spell or spells it can modify and how. Often this effect is the same as a metamagic feat but does not increase the spell's effective level. When used in this fashion, the power component is an additional material component for casting the spell and is consumed in the casting, disappearing in a swirl of multicolored smoke. Multiple power components can be used to modify the same spell.

Alter a spell, using the power component as a spell focus. Using the power component as a spell focus allows the caster to modify the spell in the listed way without using up the power component in the process. The spellcaster must sacrifice half the cost of the power component in XP each time it is so used but cannot use it in this fashion if it would result in level loss.

Alter the spell cast from a magic item. Power components can alter spells stored in a magic item such as a potion, scroll, or wand. In this case, the creator must have a number of the appropriate power components equal to the total number of times the spell would be cast. If the spell can be used continuously, a number of times per day, or without limit, the caster must have 1,000 portions of the appropriate power component on hand. The power components are consumed in creating the magic item. Such modified magic items usually command a higher price, at least as high as the cost of the power components used and sometimes as much as double that cost. This does not increase the amount of XP required to create the item.

Reduce the XP cost of creating a magic item. If the creation of a magic item requires the spell the power component modifies, the required amount of XP to create the item is reduced. This consumes the power component, reducing the XP cost to create the item by one-fifth of the power component's cost.

Reduce the gold piece cost of creating a magic item. If the creation of a magic item requires the spell the power component modifies, the required cost in gp to create the item is reduced. This consumes the power component, reducing the cost to create the item by the power component's cost.

Replace the spell requirement of a magic item. If the creation of a magic item requires the spell the power component modifies, the power component can be used in place of the required spell. This consumes the power component.

POWER COMPONENTS THAT MODIFY MULTIPLE SPELLS

A power component that modifies more than one spell affects any of those spells, but it is consumed if used as a material component. For example, a titan's foot enhances both *bless* and *pass without trace*, but it vanishes after the first time it is used as a component for either of those spells.

POWER COMPONENTS WITH MULTIPLE EFFECTS

Some power components, such as those harvested from dragons, have multiple effects on spells. All of these effects take place when the power component is used in spellcasting.



CHAPTER SEVEN: SPELLS AND MAGIC

TABLE 7-2: EXAMPLE POWER COMPONENTS

Power Component	Modified Spell	Component Modification	Market Price	Weight
Aboleth mucus gland	<i>Water breathing</i>	Extend Spell	120 gp	5 lb.
Achaierai lungs	<i>Insanity</i>	Heighten Spell (8th level)	280 gp	3 lb.
Ankheg acid gland	<i>Acid arrow</i>	Maximize Spell	320 gp	2 lb.
Aranea spinneret	<i>Web</i>	Enlarge Spell	80 gp	—
Assassin vine root base	<i>Entangle</i>	Quicken Spell	250 gp	5 lb.
Behir tongue	<i>Lightning bolt</i>	Empower Spell	270 gp	—
Beholder eye				
Antimagic	<i>Antimagic field</i>	Silent Spell	280 gp	3 lb.
Charm person	<i>Charm person</i>	Silent Spell	40 gp	—
Charm monster	<i>Charm monster</i>	Silent Spell	160 gp	—
Sleep	<i>Sleep</i>	Silent Spell	40 gp	—
Flesh to stone	<i>Flesh to stone</i>	Silent Spell	240 gp	—
Disintegrate	<i>Disintegrate</i>	Silent Spell	240 gp	—
Fear	<i>Fear</i>	Silent Spell	160 gp	—
Slow	<i>Slow</i>	Silent Spell	120 gp	—
Inflict moderate	<i>Inflict moderate wounds</i>	Silent Spell	80 gp	—
Finger of death	<i>Finger of death</i>	Silent Spell	280 gp	—
Telekinesis	<i>Telekinesis</i>	Silent Spell	200 gp	—
Blink dog heart	<i>Blink</i>	Extend Spell	120 gp	1 lb.
Carrion crawler tentacle	<i>Hold person</i>	Silent Spell	100 gp	—
Celestial				
Hound archon nose	<i>Detect evil</i>	Still Spell	40 gp	—
Avalar brain	<i>Speak with animals</i>	Extend Spell	80 gp	2 lb.
Ghaele heart	<i>Searing light</i>	Enlarge Spell	120 gp	1 lb.
Planetar tongue	<i>Speak with dead</i>	Heighten Spell (6th level)	480 gp	—
Planetar eye	<i>True seeing</i>	Quicken spell	1,250 gp	—
Choker hand	<i>Inflict light wounds</i>	Far Hand*	40 gp	1 lb.
Chuul claw	<i>Bull's strength</i>	Empower Spell	180 gp	25 lb.
Cloaker throat	<i>Cause fear</i>	Heighten Spell (3rd level)	90 gp	1 lb.
Darkmantle skin	<i>Darkness</i>	Silent Spell	80 gp	3 lb.
Delver slime gland	<i>Stone shape</i>	Silent Spell	120 gp	6 lb.
Demon				
Succubus lips	<i>Enervation</i>	Heighten Spell (5th level)	160 gp	—
Retriever eyes				
Fire	<i>Flame arrow</i>	Maximize Spell	480 gp	—
Cold	<i>Ray of frost</i>	Enlarge Spell	20 gp	—
Electricity	<i>Shocking grasp</i>	Empower Spell	180 gp	—
Petrification	<i>Flesh to stone</i>	Enlarge Spell	240 gp	—
Vrock spore sac	<i>Plant growth</i>	Enlarge Spell	120 gp	2 lb.
Hezrou sphincter	<i>Stinking cloud</i>	Heighten Spell (6th level)	480 gp	—
Glabrezu eye	<i>Detect magic</i>	Quicken Spell	125 gp	—
Nalfeshnee eye	<i>See invisibility</i>	Extend Spell	80 gp	—
Balor skin	<i>Fire shield</i>	Extend Spell	160 gp	16 lb.
Destrachan snout	<i>Snout</i>	Enlarge Spell	160 gp	5 lb.
Devil				
Osluth stinger	<i>Dimensional anchor</i>	Quicken Spell	1,000 gp	5 lb.
Kyton hand	<i>Repel metal or stone</i>	Enlarge Spell	320 gp	2 lb.
Erinyes face	<i>Charm person</i>	Heighten Spell (8th level)	640 gp	1 lb.
Pit fiend thumb	<i>Unholy blight</i>	Heighten Spell (9th level)	1,440 gp	—
Displacer beast pelt	<i>Displacement</i>	Extend Spell	120 gp	7 lb.
Doppelganger heart	<i>Alter self</i>	Extend Spell	80 gp	3 lb.
Drider head	<i>Levitate</i>	Extend Spell	80 gp	12 lb.
Dryad skin	<i>Barkskin</i>	Extend Spell	80 gp	7 lb.
Dwarf heart	<i>Resistance</i>	Extend Spell	20 gp	3 lb.
Elf heart	<i>Virtue</i>	Extend Spell	20 gp	3 lb.
Ethereal marauder foot	<i>Ethereal jaunt</i>	Extend Spell	200 gp	4 lb.
Frost worm tongue	<i>Cone of cold</i>	Empower Spell	450 gp	60 lb.
Shrieker cap	<i>Alarm</i>	Extend Spell	40 gp	10 lb.
Gargoyle tail	<i>Statue</i>	Extend Spell	280 gp	20 lb.
Ghoul hand	<i>Ghoul touch</i>	Heighten Spell (3rd level)	80 gp	2 lb.
Iron golem head	<i>Cloudkill</i>	Empower Spell	450 gp	40 lb.
Hag				
Annis scalp	<i>Stoneskin</i>	Still Spell	160 gp	1 lb.
Sea hag eye	<i>Power word, kill</i>	Silent Spell	720 gp	—
Kuo-toa skin	<i>Freedom of movement</i>	Still Spell	160 gp	9 lb.
Living web essence*	<i>Web walk*</i>	Extend Spell	80 gp	—
Medusa head	<i>Flesh to stone</i>	Enlarge Spell	240 gp	12 lb.
Mimic stomach	<i>Polymorph any object</i>	Extend Spell	320 gp	4 lb.
Mind flayer tentacle	<i>Feeblemind</i>	Heighten Spell (7th level)	450 gp	2 lb.
Minotaur horn	<i>Maze</i>	Enlarge Spell	320 gp	8 lb.
Naga brain, dark	<i>Mind blank</i>	Extend Spell	320 gp	4 lb.

CHAPTER SEVEN: SPELLS AND MAGIC

TABLE 7-2: EXAMPLE POWER COMPONENTS (CONTINUED)

PowerComponent	Modified Spell	Component Modification	Market Price	Weight
Oryugh stomach	<i>Contagion</i>	Heighten Spell (5th level)	270 gp	16 lb.
Phase spider foot	<i>Ethereal jaunt</i>	Still Spell	200 gp	2 lb.
Pseudodragon brain	<i>Detect thoughts</i>	Silent Spell, Still Spell	180 gp	—
Purple worm gizzard	<i>Earthquake</i>	Quicken Spell	10,000 gp	200 lb.
Rakshasa hand	<i>Major image</i>	Silent Spell; Still Spell	270 gp	2 lb.
Roper strand	<i>Ray of enfeeblement</i>	Quicken Spell	250 gp	30 lb.
Rust monster antenna	<i>Rusting grasp</i>	Far Hand*	40 gp	1 lb.
Slaad tongue, death	<i>Chaos hammer</i>	Empower Spell	360 gp	1 lb.
Sprite wing, pixie	<i>Irresistible dance</i>	Far Hand*	80 gp	—
Titan foot	<i>Bless; pass without trace</i>	Extend Spell	80 gp	20 lb.
Treant heartwood	<i>Ironwood</i>	Extend Spell	240 gp	15 lb.
Troglydte stink gland	<i>Stinking cloud</i>	Extend Spell	120 gp	—
Troll nose	<i>Cure light wounds</i>	Quicken Spell	250 gp	—
Umber hulk eye	<i>Confusion</i>	Heighten Spell (5th level);	160 gp	—
Unicorn horn	<i>Cure moderate wounds; neutralize poison</i>	Quicken Spell	1,500 gp	2 lb.
Wight hand	<i>Chill touch</i>	Heighten Spell (4th level); Empower spell	360 gp	2 lb.
Wyvern stinger	<i>Poison</i>	Heighten Spell (7th level)	640 gp	25 lb.
Xorn heart	<i>Meld into stone</i>	Extend spell	120 gp	5 lb.

Feats, spells, and monsters marked with an asterisk () are described in this book.

TABLE 7-3: DRAGON POWER COMPONENTS

Power Component	Modified Spell	Component Modification	Market Price	Weight
Brain	See Table 7-4: Modified Spells by Type and Age			
		Wyrmling—young	Heighten Spell (+1 level)	40 gp
		Juvenile—adult	Heighten Spell (+2 levels)	270 gp
		Mature adult—very old	Heighten Spell (+3 levels)	960 gp
		Ancient—great wyrm	Heighten Spell (+4 levels)	2,500 gp
Eye	See Table 7-4: Modified Spells by Type and Age			
		Wyrmling—young	Still Spell	40 gp
		Juvenile—adult	Still Spell	120 gp
		Mature adult—very old	Still Spell	240 gp
		Ancient—great wyrm	Still Spell	400 gp
Head (intact)	See Table 7-4: Modified Spells by Type and Age			
		Wyrmling—young	Heighten Spell (+1 level); Silent Spell; Still Spell	160 gp
		Juvenile—adult	Heighten Spell (+2 levels); Silent Spell; Still Spell	750 gp
		Mature adult—very old	Heighten Spell (+3 levels); Silent Spell; Still Spell	2,160 gp
		Ancient—great wyrm	Heighten Spell (+4 levels); Silent Spell; Still Spell	16,660 gp
Heart	See Table 7-4: Modified Spells by Type and Age			
		Wyrmling—young	Quicken Spell	250 gp
		Juvenile—adult	Quicken Spell	750 gp
		Mature adult—very old	Quicken Spell	1,500 gp
		Ancient—great wyrm	Quicken Spell	2,500 gp
Tongue	See Table 7-4: Modified Spells by Type and Age			
		Wyrmling—young	Silent Spell	40 gp
		Juvenile—adult	Silent Spell	120 gp
		Mature adult—very old	Silent Spell	240 gp
		Ancient—great wyrm	Silent Spell	400 gp

TABLE 7-4: MODIFIED SPELLS BY TYPE AND AGE

— Modified Spells by Age* —

Dragons by Type	Wyrmling—Young	Juvenile—Adult	Mature Adult—Very Old	Ancient—Great Wyrm
Black	<i>Curse water</i>	<i>Darkness</i>	<i>Plant growth</i>	<i>Control water</i>
Blue	<i>Ventriloquism</i>	<i>Blur</i>	<i>Lightning bolt</i>	<i>Hallucinatory terrain</i>
Green	<i>Detect animals or plants</i>	<i>Warp wood</i>	<i>Stinking cloud</i>	<i>Control plants</i>
Red	<i>Burning hands</i>	<i>Locate object</i>	<i>Fireball</i>	<i>Fire trap</i>
White	<i>Feather fall</i>	<i>Resist elements</i>	<i>Sleet storm</i>	<i>Solid fog</i>
Brass	<i>Endure elements</i>	<i>Speak with animals</i>	<i>Suggestion</i>	<i>Flame strike</i>
Bronze	<i>Animal friendship</i>	<i>Fog cloud</i>	<i>Greater magic fang</i>	<i>Polymorph self</i>
Copper	<i>Spider climb</i>	<i>Soften earth and stone</i>	<i>Stone shape</i>	<i>Spike stones</i>
Gold	<i>Bless</i>	<i>Consecrate</i>	<i>Water breathing</i>	<i>Lesser geas</i>
Silver	<i>Obscuring mist</i>	<i>See invisibility</i>	<i>Hold person</i>	<i>Ice storm</i>

*Spells listed are cumulative with age. Thus, a mature black dragon heart can quicken *curse water*, *darkness*, and *plant growth*.

- SPELLS LISTS -

Plot & Poison adds many new spells to your game. These spells add to the spell lists of the various classes as shown below.

BARD SPELLS

1ST-LEVEL

Lightsight. Creatures touched do not suffer the penalties of light blindness or light sensitivity.

2ND-LEVEL

Fit of Pique. Causes a foe to attack its ally.

Undetectable Poison. Hides a poison from detection.

4TH-LEVEL

Fit of Passion. As *fit of pique*, but for a longer duration.

CLERIC SPELLS

0-LEVEL

Lightsight. Creatures touched do not suffer the penalties of light blindness or light sensitivity.

1ST-LEVEL

Summon Underdark Slave I. Summons a creature of the Underdark to serve you.

2ND-LEVEL

Air Breathing. Touched water breathers can breathe air.

Gloomlight. Creates a light source that is invisible to creatures without darkvision.

Summon Underdark Slave II. As *summon Underdark slave I*, but more powerful creatures.

3RD-LEVEL

Summon Underdark Slave III. As *summon Underdark slave I*, but more powerful creatures.

4TH-LEVEL

Soften. Decreases the hardness of objects.

Summon Underdark Slave IV. As *summon Underdark slave I*, but more powerful creatures.

5TH-LEVEL

Summon Underdark Slave V. As *summon Underdark slave I*, but more powerful creatures.

6TH-LEVEL

Summon Underdark Slave VI. As *summon Underdark slave I*, but more powerful creatures.

7TH-LEVEL

Summon Underdark Slave VII. As *summon Underdark slave I*, but more powerful creatures.

8TH-LEVEL

Summon Underdark Slave VIII. As *summon Underdark slave I*, but more powerful creatures.

Tide of War. Causes creatures to attack nearby creatures, whether friend or foe.

9TH-LEVEL

Infernal Whip. Creates a deadly whip that has many effects.

Summon Underdark Slave IX. As *summon Underdark slave I*, but more powerful creatures.

Vials of Wrath. Creates seven vials that can be used to deadly effect.

DRUID SPELLS

0-LEVEL

Lightsight. Creatures touched do not suffer the penalties of light blindness or light sensitivity.

1ST-LEVEL

Vermin Servants. A number of vermin loyally serve you.

2ND-LEVEL

Air Breathing. Touched water breathers can breathe air.

Piercer. Causes a stalactite to form on the ceiling and fall from it.

Undetectable Poison. Hides a poison from detection.

Vermin Messenger. A vermin carries your message to a distant location.

Web Walk. Pass through webs as though they were not there.

6TH-LEVEL

Awaken Evil. As *awaken*, but the animal or plant becomes evil.

Dominate Vermin. Completely control a vermin's actions.

True Hearing. Hear things as they truly are.

8TH-LEVEL

Vermin Army. Summons vermin allies to fight for you.

RANGER SPELLS

1ST-LEVEL

Lightsight. Creatures touched don't suffer the penalties of light blindness sensitivity.

Vermin Servants. A number of vermin loyally serve you.

2ND-LEVEL

Piercer. Causes a stalactite to form on the ceiling and fall from it.

Undetectable Poison. Hides a poison from detection.

Vermin Messenger. A vermin carries your message to a distant location.

Web Walk. Pass through webs as though they were not there.

CHAPTER SEVEN: SPELLS AND MAGIC

SORCERER AND WIZARD SPELLS

0-LEVEL

Trans **Lightsight**. Creatures touched do not suffer the penalties of light blindness or light sensitivity.

1ST-LEVEL

Conj **Summon Underdark Slave I**. Summons a creature of the Underdark to serve you.

Illus **Shadow Weapon**. Creates a quasi-real melee weapon.

Trans **Magic Attack**. Nonliving creature's attack gains a +1 bonus.

2ND-LEVEL

Conj **Summon Underdark Slave II**. As *summon Underdark slave I*, but more powerful creatures.

Ench **Fit of Pique**. Causes a foe to attack its ally.

Illus **Deaden Sound**. Listen checks to hear sounds coming from the area suffer a -20 circumstance penalty.

Gloomlight. Creates a light invisible to creatures without darkvision.

Undetectable Poison. Hides a poison from detection.

Necro **Angry Wound**. Deals 2d6 points of damage and causes bleeding.

Trans **Air Breathing**. Touched water breathers can breathe air.

3RD-LEVEL

Conj **Summon Underdark Slave III**. As *summon Underdark slave I*, but more powerful creatures.

Trans **Greater Magic Attack**. Nonliving creature's attack gains a +1 bonus/3 levels (+5 max).

Halt Construct. Renders a construct immobile.

Shadow Path. Teleports you to a place of shadow or darkness.

4TH-LEVEL

Conj **Summon Underdark Slave IV**. As *summon Underdark slave I*, but more powerful creatures.

Ench **Fit of Passion**. As *fit of pique*, but for a longer duration.

Necro **Torturous Grasp**. Touched creature suffers Dexterity and subdual damage.

5TH-LEVEL

Conj **Summon Underdark Slave V**. As *summon Underdark slave I*, but more powerful creatures.

Trans **Soften**. Decreases the hardness of objects.

6TH-LEVEL

Conj **Iron Web**. Creates a stronger and more versatile *web*.

Summon Underdark Slave VI. As *summon Underdark slave I*, but more powerful creatures.

Web Wall. Creates a structure of strong webs that you and your allies can move freely through.

7TH-LEVEL

Conj **Summon Underdark Slave VII**. As *summon Underdark slave I*, but more powerful creatures.

Div **Hive Mind**. Share thoughts and perceptions with other creatures, providing various benefits.

Necro **Wall of Torment**. Creates an invisible wall of pain that causes Dexterity and Strength damage.

Trans **Control Construct**. Wrest control of constructs from their creators.

Mass Fly. As *fly*, but many creatures.

Verminoid. Grants a vermin humanoid form and intelligence.

8TH-LEVEL

Conj **Power Word, Pain**. Causes a creature to collapse and writhe with pain.

Summon Underdark Slave VIII. As *summon Underdark slave I*, but more powerful creatures.

Illus **Tide of War**. Causes creatures to attack nearby creatures, whether friend or foe.

Trans **Envenom Object**. Object delivers a virulent poison for the spell's duration.

9TH-LEVEL

Abjur **Scry Ward**. Any attempt to *scry* the warded creature fails and attracts the attention of scry wardens.

Web of Fate. Links several creatures so that damage is divided up among them.

Conj **Infernal Whip**. Creates a deadly whip that has many effects.

Shadow Well. Creates a portal to the Plane of Shadow that summons shadows.

Summon Underdark Slave IX. As *summon Underdark slave I*, but more powerful creatures.

Illus **Illusory World**. As *mirage arcana*, plus creatures.

Mass Improved Invisibility. As *mass invisibility*, but creatures do not become visible when they attack.

Necro **Toxic Breath**. Breathe forth toxic fumes of various types.

Wave of Agony. Creatures caught in a cone are stunned and take 5d4 points of Dexterity damage.

INTERLUDE: DRE'REZZYM'S JOURNEY

What's wrong, Dre'Rezzym? You haven't written anything in a long while. Did the fight at the arena upset you? Perhaps you're not feeling so well now that the blissroot is wearing off?

You'd be killed by any other drow for the look you just gave me, but I'll spare you if you write your answer.

No? You refuse? Wretched creature! You are my slave and shall do as you're told!

Still unconvinced? Fine. We'll visit Denzger's temple. Soon you'll be begging to write your book.

You really want to die, don't you? That almost hurt me. You should have known I'd take precautions against your rebellion; I am a wizard. Strain all you want, my spell will not wane for some time.

Poor Dre'Rezzym, what shall I do with you now? By all rights, I should kill you.

Perhaps I've been too harsh. You have an artistic and scholarly spirit, you're fragile, and we went too fast. I understand. You actually had some hope that your companions might win and find a way to escape and free you.

I must say, it was wonderful to see a little bit of that hope die each time one of your friends was killed. I especially liked the expression on your face when the human female was gutted and left holding her entrails until she bled to death. The way you cackled and laughed incomprehensibly—it was exquisite!

Was she so important to you? Hadn't you bedded her yet? Or perhaps you're just upset you lost our bet?

Well... I think we'll go to the temple after all. You'll do no more writing, I'll nager, but you'll make a great companion to the book when it's finished. What a conversation piece you'll be! Well, I think I should be able to fetch a fine price for you and your writings. It shall be a work that will be envied by all.

- NEW CLERIC DOMAINS -

Drow worship different gods from those of surface dwellers and have access to different domains. In addition to the domains presented in the *PHB*, dark elven clerics can choose from the following domains. Each domain is associated with a different deity of the drow pantheon. For more information on dark elven deities and their clerics, see **Chapter Two: Religion and Gods**.

Note that different versions of some of these domains (poison, for example) exist in other sources. These domains are the drow variants, and to avoid confusion you might want to annotate them as follows: Poison Domain (drow), Pain Domain (drow), etc.

ABJURATION

Deity: Bronzozek.

Granted Power: You cast Abjuration spells at +1 caster level.

ABJURATION DOMAIN SPELLS

- 1 *Alarm*
- 2 *Shield*
- 3 *Glyph of warding*
- 4 *Minor globe of invulnerability*
- 5 *Dispel chaos/evil/good/law* (pick one)
- 6 *Guards and wards*
- 7 *Banishment*
- 8 *Protection from spells*
- 9 *Imprisonment*

ADAPTATION

Deity: Sylrellyn.

Granted Power: Environmental heat and cold do not affect you. Fire and cold damage can still harm you, but when you would normally be required to make a saving throw to avoid subdual damage and fatigue due to particularly hot or cold weather, you automatically succeed.

ADAPTATION DOMAIN SPELLS

- 1 *Reduce*
- 2 *Alter self*
- 3 *Air breathing/water breathing* (pick one)
- 4 *Polymorph self*
- 5 *Transformation*
- 6 *Wind walk*
- 7 *Limited wish*
- 8 *Iron body*
- 9 *Shapechange*

AGILITY DOMAIN

Deity: Skuttle.

Granted Power: Once per day, for a number of rounds equal to your Dexterity bonus, Dexterity and Dexterity-based skill checks you make gain a +5 competence bonus.

AGILITY DOMAIN SPELLS

- 1 *Expeditions retreat*
- 2 *Cat's grace*
- 3 *Blink*
- 4 *Haste*
- 5 *Air walk*
- 6 *Etherealness*
- 7 *Mass haste*
- 8 *Teleport without error*
- 9 *Time stop*

AUGURY

Deity: Reshagol.

Granted Power: Once per day as a full-round action that does not provoke an attack of opportunity, you can ask your deity to grant you some knowledge of the future. Thereafter you gain a +1 insight bonus on all saving throws and initiative rolls for 1 minute per cleric level.

AUGURY DOMAIN SPELLS

- 1 *Augury*
- 2 *Locate object*
- 3 *Arcane eye*
- 4 *Contact other plane*
- 5 *Prying eyes*
- 6 *Analyze dweomer*
- 7 *Greater scrying*
- 8 *Vision*
- 9 *Miracle*

BAT

Deity: Arrachnovoleth.

Granted Power: You gain a bat familiar. This familiar functions in all ways as a bat familiar for a sorcerer or wizard, except the level-dependent benefits are based on your cleric level.

BAT DOMAIN SPELLS

- 1 *Animal messenger* (bats only)
- 2 *Summon swarm* (bats only)
- 3 *Vampiric touch*
- 4 *Fly*
- 5 **True Hearing.** Hear things as they truly are.
- 6 *Animal shapes* (bats only)
- 7 **Mass Fly.** As *fly*, but many creatures.
- 8 *Reverse gravity*
- 9 *Power word, blind*

CALLING

Deity: Reykabre.

Granted Power: When you draw a summoning diagram (see the Conjunction description in the *PHB* for details), it is always flawless.

CALLING DOMAIN SPELLS

- 1 *Protection from chaos/evil/good/law* (pick one)
- 2 *Magic circle against chaos/evil/good/law* (pick one)
- 3 *Dimensional anchor*
- 4 *Lesser planar binding*
- 5 *Planar binding*
- 6 *Planar ally*
- 7 *Greater planar binding*
- 8 *Greater planar ally*
- 9 *Gate*

COMMUNICATION

Deity: Reshagol.

Granted Power: Choose three languages from among those available to you. You can speak and read these languages.

COMMUNICATION DOMAIN SPELLS

- 1 *Message*
- 2 *Whispering wind*
- 3 *Helping hand*
- 4 *Sending*
- 5 *Tongues*
- 6 *Telepathic bond*
- 7 *Refuge*
- 8 *Discern location*
- 9 **Hive Mind.** Share thoughts and perceptions with other creatures, providing various benefits.

CONJURATION

Deity: Reykabre.

Granted Power: Your Conjuraton (Creation) spells cannot be counter-spelled.

CONJURATION DOMAIN SPELLS

- 1 *Unseen servant*
- 2 *Glitterdust*
- 3 *Phantom steed*
- 4 *Black tentacles*
- 5 *Wall of iron*
- 6 *Phase door*
- 7 *Power word, stun*
- 8 *Maze*
- 9 *Power word, kill*

CONTROL

Deity: Demzer.

Granted Power: You get a +2 bonus on caster level checks to beat a creature's spell resistance when casting Enchantment (Compulsion) spells.

CONTROL DOMAIN SPELLS

- 1 *Command*
- 2 *Hideous laughter*
- 3 *Lesser geas*
- 4 *Greater command*
- 5 *Dominate person*
- 6 *Geas/quest*
- 7 *Demand*
- 8 *Binding*
- 9 *Dominate monster*

DESTINY

Deity: The Spider Queen.

Granted Power: Once per day, you may control the destiny of another creature. Using this supernatural ability is a standard action. The creature you designate must be within sight. There is no save, and spell resistance does not apply. The next time that creature makes an attack roll, saving throw, skill check, or ability check, it must roll twice, taking the lower of the two results.

DESTINY DOMAIN SPELLS

- 1 *True strike*
- 2 *Death knell*
- 3 *Bestow curse*
- 4 *Status*
- 5 *Dream*
- 6 *Contingency*
- 7 *Resurrection*
- 8 *Foresight*
- 9 **Web of Fate.** Links several creatures so that damage is divided up among them.

ENCHANTMENT

Deity: Demzer.

Granted Power: Your Enchantment spells are harder to dispel. When someone other than yourself tries to dispel one of your Enchantment spells, the DC of the dispel check is 2 higher than usual. This stacks with the benefits of the Strong Spellcasting feat (see **Chapter Five: Skills and Feats**).

ENCHANTMENT DOMAIN SPELLS

- 1 *Sleep*
- 2 *Charm person*
- 3 *Suggestion*
- 4 *Emotion*
- 5 *Charm monster*
- 6 *Hold monster*
- 7 *Mass suggestion*
- 8 *Sympathy*
- 9 *Mass charm*

EVOCATION

Deity: Narcon.

Granted Power: You receive a +1 bonus on saving throws to avoid or resist the effects of Evocation spells.

EVOCATION DOMAIN SPELLS

- 1 *Floating disk*
- 2 *Continual flame*
- 3 *Flaming sphere*
- 4 *Lightning bolt*
- 5 *Shout*
- 6 *Wall of force*
- 7 *Freezing sphere*
- 8 *Prismatic spray*
- 9 *Clenched fist*

GLAMER

Deity: Ilshyrra.

Granted Power: Should you wish it, a caster must make a level check (d20 + caster level) to detect your Illusion spells using *detect magic* (DC 11 + Illusion spell level).

GLAMER DOMAIN SPELLS

- 1 *Magic aura*
- 2 *Trap*
- 3 *Blur*
- 4 *Hallucinatory terrain*
- 5 *Seeming*

- 6 *Mirage arcana*
- 7 *Veil*
- 8 *Mass invisibility*
- 9 **Illusory World.** As *mirage arcana*, plus creatures.

NECROMANCY

Deity: Black Widow.

Granted Power: Undead under your control are harder to rebuke and turn. All undead under your control have +2 turn resistance. This stacks with any turn resistance the undead might already have as a racial ability.

NECROMANCY DOMAIN SPELLS

- 1 *Cause fear*
- 2 *Spectral hand*
- 3 *Fear*
- 4 *Enervation*
- 5 *Circle of death*
- 6 *Magic jar*
- 7 *Finger of death*
- 8 *Horrid wilting*
- 9 *Clone*

PAIN

Deity: Demzer.

Granted Power: Intimidate is a class skill (see **Chapter Five: Skills and Feats** for new uses of the Intimidate skill). You also gain a +4 morale bonus on all Intimidate skill checks.

PAIN DOMAIN SPELLS

- 1 *InFLICT light wounds*
- 2 *InFLICT moderate wounds*
- 3 *InFLICT serious wounds*
- 4 **Torturous Grasp.** Touched creature suffers Dexterity and subdual damage.
- 5 *Eyebite* (sicken only)
- 6 *Symbol* (pain only)
- 7 **Wall of Torment.** Creates an invisible wall of pain that causes Dexterity and Strength damage.
- 8 **Power Word, Pain.** Causes a creature to collapse and writhe with pain.
- 9 **Wave of Agony.** Creatures caught in a cone are stunned and take 5d4 points of Dexterity damage.

POISON

Deity: Arrachnovoleth.

Granted Power: You gain a +2 bonus on Fortitude saves to resist poisons. In addition, when you make a poison using the Craft (poisonmaking) skill, you may increase its save DC by +1 at no extra cost (although the DC to craft it is still increased; see **Chapter Five: Skills and Feats**). If you wish to increase the save DC further, you must pay the normal costs.

POISON DOMAIN SPELLS

- 1 **Undetectable Poison.** Hides a poison from detection.
- 2 *Delay poison*
- 3 *Neutralize poison*
- 4 *Poison*
- 5 *Cloudkill*
- 6 *Heroes' feast*
- 7 **Envenom Object.** Causes an object to deliver a virulent poison for the spell's duration.
- 8 **Prismatic Spray** (green beams only)
- 9 **Toxic Breath.** Breathe forth toxic fumes of various types.

SECRECY

Deity: Skuttle.

Granted Power: Innuendo is a class skill. In addition, you gain a +4 competence bonus on all Innuendo skill checks. You also gain a +4 competence bonus on Sery or Intelligence checks to notice *srying* attempts against you.

SECRECY DOMAIN SPELLS

- 1 *Undetectable aura*
- 2 *Secret page*
- 3 *Misdirection*
- 4 *Detect srying*
- 5 *Secret chest*
- 6 *Sequester*
- 7 *Screen*
- 8 *Magnificent mansion*
- 9 **Scry Ward.** Any attempt to *sry* the warded creature fails and attracts the attention of scry wardens.

SHADOW

Deity: Ilshyrra.

Granted Power: Add +2 to the save DC against Illusion (Shadow) spells you cast.

SHADOW DOMAIN SPELLS

- 1 **Shadow Weapon.** Creates a quasi-real melee weapon.
- 2 *Darkness*
- 3 *Deeper darkness*
- 4 **Shadow Path.** Teleports you to a place of shadow or darkness.
- 5 *Project image*
- 6 *Greater shadow conjuration*
- 7 *Greater shadow evocation*
- 8 *Shadow walk*
- 9 **Shadow Well.** Creates a portal to the Plane of Shadow that summons shadows.

STEALTH

Deity: Skuttle.

Granted Power: Balance, Move Silently, and Hide are class skills.

STEALTH DOMAIN SPELLS

- 1 **Deaden Sound.** Listen checks to hear sounds coming from the area suffer a -20 circumstance penalty.
- 2 *Silence*
- 3 *Invisibility sphere*
- 4 *Improved invisibility*
- 5 *Ethereal jaunt*
- 6 *Mislead*
- 7 *Etherealness*
- 8 *Antipathy*
- 9 **Mass Improved Invisibility.** As *mass invisibility*, but creatures do not become visible when they attack.

TROUGHT

Deity: The Spider Queen.

Granted Power: Add +1 to the save DC against all your mind-affecting spells.

CHAPTER SEVEN: SPELLS AND MAGIC

THOUGHT DOMAIN SPELLS

- 1 *Detect thoughts*
- 2 *Calm emotions*
- 3 *Modify memory*
- 4 *Mind fog*
- 5 *Mnemonic enhancer*
- 6 *Feeblemind*
- 7 *Telepathic bond*
- 8 *Mind blank*
- 9 **Hive Mind.** Share thoughts/perceptions with other creatures.

TRANSMUTATION

Deity: Syrellyn.

Granted Power: You receive a +1 bonus on saving throws to avoid or resist the effects of Transmutation spells.

TRANSMUTATION DOMAIN SPELLS

- 1 *Enlarge*
- 2 *Pyrotechnics*
- 3 *Gaseous form*
- 4 *Polymorph other*
- 5 *Fabricate*
- 6 *Animate objects*
- 7 *Refuge*
- 8 *Vanish*
- 9 *Teleportation circle*

UNDERDARK

Deity: Arrachnovoleth.

Granted Power: You always know your depth within inches beneath the surface. In addition, Intuit Direction is a class skill (see **Chapter Five: Skills and Feats** for new uses of the Intuit Direction skill).

UNDERDARK DOMAIN SPELLS

- 1 **Gloomlight.** Creates a light invisible to creatures without darkvision.
- 2 **Piercer.** Causes a stalactite to form on the ceiling and fall from it.
- 3 *Meld into stone*
- 4 *Transmute rock to mud*
- 5 *Commune with nature*
- 6 *Stone tell*
- 7 **Summon Underdark Slave VII.** As *summon Underdark slave I*, but more powerful creatures.
- 8 **Summon Underdark Slave VIII.** As *summon Underdark slave I*, but more powerful creatures.
- 9 **Summon Underdark Slave IX.** As *summon Underdark slave I*, but more powerful creatures.

VENGEANCE

Deity: Black Widow.

Granted Power: When wounded for 10 or more points of damage, you gain a +5 morale bonus on attacks to hit the foe who wounded you if your next action is to make an attack against that foe.

VENGEANCE DOMAIN SPELLS

- 1 *Doom*
- 2 *Fire trap*
- 3 *Bestow curse*
- 4 *Fire shield*
- 5 *Mark of justice*

- 6 *Greater glyph of warding*
- 7 *Spell turning*
- 8 *Symbol*
- 9 *Trap the soul*

VERMIN

Deity: Arrachnovoleth.

Granted Power: Turn (but not destroy) vermin as a cleric turns undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

VERMIN DOMAIN SPELLS

- 1 **Vermin Servants.** A number of vermin loyally serve you.
- 2 **Vermin Messenger.** A vermin carries your message to a distant location.
- 3 *Giant vermin*
- 4 *Insect plague*
- 5 **Dominant Vermin.** Completely control a vermin's actions.
- 6 **Verminoid.** Grants a vermin humanoid form and intelligence.
- 7 *Creeping doom*
- 8 **Hive Mind.** Share thoughts and perceptions with other creatures, providing various benefits.
- 9 **Vermin Army.** Summons vermin allies to fight for you.

WEB

Deity: The Spider Queen

Granted Power: Rebuke or command spiders and spiderlike creatures (including monstrous spiders and spiderlike creatures such as araneas, bebiliths, retrievers, driders, ettercaps, and phase spiders) as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

WEB DOMAIN SPELLS

- 1 **Web Walk.** Pass through webs as though they were not there.
- 2 *Spider climb*
- 3 *Web*
- 4 *Greater magic fang*
- 5 **Web Wall.** Creates a structure of strong webs that you and your allies can move freely through.
- 6 **Iron Web.** Creates a stronger and more versatile web.
- 7 *Creeping doom* (spiders only; this does not otherwise change the spell's effects)
- 8 **Vermin Army** (monstrous spiders only). Summons vermin allies to fight for you.
- 9 *Shapechange* (only monstrous spiders and spiderlike creatures such as araneas, bebiliths, retrievers, driders, ettercaps, and phase spiders)

WRATH

Deities: Nyarlath.

Granted Power: If you have the barbarian rage ability, you may rage one additional time per day. If you do not have the barbarian rage ability, you gain the ability to use it once per day, but for half the usual duration.

WRATH DOMAIN SPELLS

- 1 **Fit of Pique.** Causes a foe to attack its ally.
- 2 **Angry Wound.** Deals 2d6 points of damage and causes bleeding.
- 3 *Calm emotions*
- 4 *Emotion* (rage only)
- 5 **Fit of Passion.** As *fit of pique*, but for a longer duration.
- 6 *Harm*
- 7 *Symbol* (discord only)
- 8 **Tide of War.** Causes target to attack nearby creatures, whether friend or foe.
- 9 **Vials of Wrath.** Creates seven vials that can be used to deadly effect.

- NEW SPELLS DESCRIPTIONS -

The following spells are presented in alphabetical order.

AIR BREATHING

Transmutation

Level: Clr 2, Drd 2, Sor/Wiz 2
Components: S, M
Casting Time: 1 action
Range: Touch
Targets: Living water-breathing creatures touched
Duration: 2 hours/level (see text)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe air freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe water.

Material Component: A handful of dry algae.

ANGRY WOUND

Necromancy

Level: Sor/Wiz 2, Wrath 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous (see text)
Saving Throw: Fortitude half
Spell Resistance: Yes

You touch opens an ugly wound on the target creature, dealing 2d6 points of damage. This wound continues to bleed, dealing an additional 1 point of damage each round thereafter until the creature receives magical healing of some kind, is bandaged with a successful Heal check (DC 15), or a number of rounds have passed equal to your level. A successful Fortitude save halves the initial damage and prevents further damage from the spell.

Material Component: A piece of broken glass.

AWAKEN EVIL

Transmutation [Evil]

Level: Drd 6

As *awaken*, but the awakened animal or plant gains the neutral evil alignment.

CONTROL CONSTRUCT

Transmutation

Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD of constructs/level, no two of which can be more than 30 ft. apart
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell allows you to wrest control of constructs from their creators or commanders. If the constructs' masters are within range to control their

constructs, they must make Will saves to resist your attempt. If not, or their saves fail, your spell affects the constructs, who attempt saves and benefit from spell resistance (if any) normally.

A failed save by the construct grants you total control over it for the duration of the spell or until control is taken from you. At the end of the spell's duration, command of the construct reverts to its previous controller, and it follows its controller's last order just as though you never had control. An intelligent construct remembers that you controlled it, but it must still follow its controller's last command unless it is free-willed. Free-willed constructs can be controlled by this spell, but they will likely desire revenge after it ends. This spell has no effect on most golems because of their magic immunity.

DEADEN SOUND

Illusion (Glamer)

Level: Sor/Wiz 2, Stealth 1
Components: S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 15-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 minute/level
Saving Throw: Will negates or none (object or point in space)
Spell Resistance: Yes or no (object or point in space)

This spell imposes a -20 circumstance penalty on Listen checks to hear sounds that originate from within the affected area or that pass through it. Creatures in the area get a +2 circumstance bonus on saving throws against sonic and other sound-based effects (such as a harpy's song and spells like *sound burst* and *shout*, but not merely language-based spells like *command*; of course, the creature must be able to hear a command to follow it). Conversation within the area is possible but difficult: Only shouting has a chance to be heard.

When centered on a creature or object, the spell's emanation moves as it moves. If this spell is cast on a point in space, it is immobile.

DOMINATE VERMIN

Enchantment (Charm) [Vermin-Affecting]

Level: Drd 6, Vermin 5
Targets: One vermin

As *dominate monster*, except that the spell affects only vermin.

ENVENOM OBJECT

Transmutation

Level: Poison 7, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 1 minute/level
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

When you cast this spell, you magically bind a contact or injury poison to the object touched. You might, for instance, coat a doorknob with contact poison or a dagger with an injury poison. A creature holding an object you wish to envenom receives a Will saving throw to resist this spell.

The object remains envenomed for the duration of the spell, effectively gaining an unlimited number of doses to deliver. The poison can't be wiped

or washed off, nor is it used up after it affects a creature. *Neutralize poison* suppresses the poison for 1 round per level of the caster so long as the caster succeeds at a level check (1d20 + caster level). If the result is equal to or higher than your caster level, the poison is suppressed and cannot harm creatures touched or injured by the object.

There is no chance of accidentally poisoning yourself when you envenom an object by casting this spell. However, you can be poisoned by the envenomed object as normal.

Material Component: Enough doses of poison to cover the object. The poison deals the normal damage for its type. You cannot apply multiple poisons with this spell.

FIT OF PASSION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5, Wrath 5

Duration: 1 round/3 levels

As *fit of pique*, but for a longer duration and with a few differences. The ally nearest the target creature at the time of casting is the focus of its attacks for the duration of the spell. Should its ally flee, the target creature pursues. If pursuit is impossible, the target creature takes no actions for the remainder of the spell's duration but defends itself normally. If the target creature kills or incapacitates its ally, the effect ends.

FIT OF PIQUE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2, Wrath 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target creature to become inordinately annoyed by one of its allies. If the creature fails its save, it must attack its nearest ally. This attack can be of any sort, but it must be an attack that, to the creature's knowledge, will deal damage. If the creature has no ally, or if all its allies are out of attack range, it takes no actions but defends itself normally.

GLOOMLIGHT

Illusion (Shadow) [Light]

Level: Clr 2, Sor/Wiz 2, Underdark 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The touched object sheds bright light in a 60-foot radius, but the light is

visible only to creatures with darkvision. Creatures who suffer penalties in bright light do not suffer them in the area of a *gloomlight* spell, and creatures with darkvision in the area can freely use it. Magical darkness and light supersede *gloomlight*, temporarily suppressing the spell.

GREATER

MAGIC ATTACK

Transmutation

Level: Sor/Wiz 3

Components: V, S

Targets: Nonliving creature touched

As *greater magic fang*, except that the spell affects nonliving creatures such as undead and constructs. This spell has no effect on most golems because of their magic immunity.

HALE

CONSTRUCT

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell renders up to three constructs immobile. If the spell is successful, it renders the constructs immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage. This spell has no effect on most golems because of their magic immunity.

HIVE MIND

Divination

Level: Communication 9, Sor/Wiz 7, Vermin 8

Components: V, S

Casting Time: 10 minutes

Range: Creatures touched

Targets: One creature/3 levels

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell establishes a mental link between several creatures. The creatures are in constant mental communication. If one is aware of a particular danger, they all are. If one of the creatures is not caught flat-footed, none of them are. None of the creatures are considered flanked unless all of them are.

Creatures linked by *hive mind* can aid one another with certain skill and ability checks. Any linked creature can, as a standard action that does not provoke an attack of opportunity, make any Intelligence, Wisdom, Appraise, Decipher Script, Knowledge, Read Lips, Sense Motive, or Spellcraft check and grant



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its result to another linked creature. In addition, any linked creature can, as a standard action, aid another on a Charisma-, Wisdom-, or Intelligence-based skill check with any other linked creature, by succeeding at a DC 10 check with the particular skill to grant a +2 circumstance bonus to its result.

The distance between linked creatures does not matter, but the mental link does not pass the boundaries between planes. A creature that is part of the *bive mind* can sever its link with the other creatures at will.

ILLUSORY WORLD

Illusion (Glamour)

Level: Glamour 9, Sor/Wiz 9

Area: One 30-ft. cube/level (S)

As *mirage arcana*, except that it enables you to disguise, conceal, or add creatures to the effect. Creatures remain disguised or invisible, as you desire, so long as they remain within the spell's area. A creature who interacts with the effect (such as being attacked by a creature disguised by the spell) and succeeds at a Will save sees through all elements of the illusion.

INFERNAL WHIP

Conjuration (Creation) [Force]

Level:Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Whip of force

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

When you cast this spell, a shimmering multihued whip of force comes into being in your hand. This can be used as a normal whip, but it has several unique properties. You are treated as proficient when wielding this whip, and you do not suffer any penalty for attacking a foe in melee with another creature.

The whip deals 3d6 points of force damage with each strike; thus, it can hit ethereal and incorporeal targets, and damage reduction does not apply. The whip is also effective against foes with natural or worn armor. There is no save against this aspect of the spell. If an attacked creature has SR, the resistance is checked the first time the *infernal whip* strikes it. If the whip is successfully resisted, it has no further effect on that creature. If not, the whip can strike that creature, which cannot apply SR to the whip's additional abilities (although it gets saves against these abilities as normal).

If you loose your grasp on the whip, it vanishes, but you can recall it to your hand as a move-equivalent action so long as the duration of the spell has not expired and it has not been dispelled. This does not provoke an attack of opportunity. The whip cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

In addition, each time you damage a foe with the whip, it produces one of several spell-like effects listed in the table that

follows. All effects target only the creature damaged by the whip; use your ability scores to set the save DC.

INFERNAL WHIP

d8 Roll	Effect
1	None: The attack has no extra effect.
2	Disease: As <i>contagion</i> (Fortitude negates)
3	Indecision: As <i>bestow curse</i> —each round, the creature has a 50% chance to act normally; otherwise, it takes no action (Will negates)
4	Madness: As <i>confusion</i> (Will negates)
5	Poison: As <i>poison</i> (Fortitude negates)
6	Sorrow: As <i>emotion</i> (despair) (Will negates)
7	Sloth: As <i>slow</i> (Will negates)
8	Terror: As <i>fear</i> (Will negates)

IRON WEB

Conjuration (Creation)

Level: Sor/Wiz 6, Web 6

As *web*, with a few exceptions. The *iron web* need only be anchored on one side. A stuck creature must succeed at a Strength check (DC 30) or an Escape Artist check (DC 35) to break loose. Once loose, a creature may progress through the web by making a new Strength check or Escape Artist check each round devoted to moving. The creature moves 5 feet for each full 5 points by which the check result exceeds 20.

In addition, the strands of an *iron web* spell are not flammable.

A creature cannot freely move through a square unless the webs in that square have been destroyed. A creature may attempt to cut a path by damaging the strands through other means, but this is difficult.

Each square of an *iron web* spell has 50 hit points and a hardness of 8. A *rusting grasp* spell destroys a 5-foot cube of the strands, while *disintegrate* destroys a 10-foot cube.

LIGHTSIGHT

Transmutation

Level: Brd 1, Clr 0, Drd 0, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Creatures touched

Targets: One creature/3 levels

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell eliminates a creature's sensitivity to bright light. Subjects of this spell who would be blinded by bright light or suffer penalties while operating in bright light (such as kuo-toa and drow) do not suffer those penalties while under such conditions. They are still affected normally by spell or environmental effects based on bright light that would blind or hamper a creature without the light sensitivity or light blindness special qualities. This spell does not eliminate damage due to light effects (such as *searing light*)—only blindness and penalties on attacks, saves, and checks.



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MAGIC ATTACK

Transmutation

Level: Sor/Wiz 1

Components: V, S

Targets: Nonliving creature touched

As *magic fang*, except that the spell affects nonliving creatures such as undead and constructs. This spell has no effect on most golems because of their magic immunity.

MASS FLY

Transmutation

Level: Bat 7, Sor/Wiz 7

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *fly*, except that it affects multiple creatures.

MASS IMPROVED INVISIBILITY

Illusion (Glamour)

Level: Sor/Wiz 9, Stealth 9

As *mass invisibility*, but creatures do not become visible when they attack.

PIERCER

Transmutation

Level: Drd 2, Rgr 2, Underdark 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft. square of stone ceiling (see text)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

With the casting of this spell, you cause a 200-pound stalactite to rapidly form somewhere on a stone ceiling or cavern roof within range. This stalactite then snaps off and plunges to the ground. A creature in its path takes 1d6 points of piercing and bludgeoning damage for each full 10 feet the stalactite fell before hitting it (maximum 20d6). When it strikes the ground, the stalactite shatters into gravel.

Material Component: A bit of limestone.

POWER WORD, PAIN

Conjuration (Creation)

Level: Pain 8, Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

When a *power word, pain* spell is uttered, one creature of your choice is racked with agony and rendered helpless, whether the creature can hear the word or not. A creature with 100 or fewer hit points is helpless for 2d4 rounds, one with 101 to 150 hit points is helpless for 1d4 rounds, one with 151 to 200 hit

points is helpless for 1 round, and a creature with 201 hit points or more is not affected.

SCRY WARD

Abjuration

Level: Sor/Wiz 9, Stealth 9

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Targets: One creature/3 levels

Duration: 1 day

Saving Throw: Will negates

Spell Resistance: Yes

All attempts to *scry* the warded creatures automatically fail, revealing nothing. In addition, anyone who attempts to *scry* the warded creatures attracts the attention of 2d4+1 scry wardens (see **Chapter Three: Creatures of the Underdark**), which arrive at the location of the scrying attempt in 1d6 rounds via the Ethereal Plane. They hunt down and attack the creature responsible for the scrying until they lose the trail or the quarry is killed.

Material Component: A broken mirror.

SHADOW PATH

Transmutation [Teleportation]

Level: Shadow 4, Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You instantly transfer yourself from your current location to any other spot within range, so long the other location contains shadow or an area of darkness. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction. After casting *shadow path*, you can't take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body or if the location is well-lit and lacking areas of shadow, you become trapped on the Plane of Shadow. Each round that you are trapped on the Plane of Shadow in this way, you may make a Will save (DC 25) to return to the Material Plane at a random open space on a suitable surface within 50 feet of the intended location. If there is no free space within 50 feet, make a Will save each minute to appear in a free space within 200 feet. If there is no free space within 200 feet, you are stuck on the Plane of Shadow until rescued.

SHADOW WEAPON

Illusion (Shadow)

Level: Shadow 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 free action

Range: Personal

Effect: One melee weapon

Duration: 1 minute/level

Saving Throw: Will half

Spell Resistance: Yes

In an instant, a weapon appears in your hand. This quasi-real weapon can be any nonmagic, nonmasterwork weapon of a size that you can wield (not too large or too small). You may attack with this weapon as though

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proficient. If the weapon leaves your hand, it vanishes and the spell effect ends.

Each time you hit a foe with this weapon, the struck creature must make a Will saving throw. On a success, the foe takes half damage from the weapon in that round (minimum 1 hit point). On successive hits, it must make new saving throws with a cumulative +1 bonus for each successful save previously made against your *shadow weapon*. If an attacked creature has SR, the resistance is checked the first time the *shadow weapon* strikes it. If the weapon is successfully resisted, it cannot deal damage to that creature.

SHADOW WELL

Conjuration (Creation, Calling) [Evil]

Level: Shadow 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: One gateway to the Plane of Shadow

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Casting *shadow well* creates a portal to the Plane of Shadow. The gateway itself is a round aperture 5 to 20 feet in diameter (your choice), oriented in the direction and angle you desire when it comes into existence, typically between you and an enemy or on the ground beneath a foe. It is a two-dimensional window into the Plane of Shadow, and anyone or anything that moves through is shunted instantly to the other side. The gate has a front and a back. The front side is pitch black, providing total concealment to creatures beyond it; anything moving through this side of the gate is transported to the Plane of Shadow. The back side is transparent but shadowy, providing creatures on the front side one-quarter concealment from those behind it; anything moving through it from the back is not transported.

As a means of planar travel, gate functions much like the *plane shift* spell, except that the gate opens precisely at the point you desire on the Plane of Shadow (a creation effect). Note that a deity on the Plane of Shadow can prevent the gateway from opening.

So long as you remain within range of the portal, you may, as a free action, cause the *shadow well* to belch forth 3d4 shadows. These summoned creatures appear and act immediately, acting on your initiative in the following rounds. You control these shadows (as *dominate monster*), and they act as you direct for the duration of the spell. Should the portal close or be dispelled, they vanish.

SOFTEN

Transmutation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. cube

Duration: 2 rounds/level (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You cause all the objects in the area to become softer, making them more susceptible to damage. Unattended nonmagical objects and materials receive no save. Magic items make saving throws as usual, and creatures may make saving throws for their items. Failure indicates that the item or material has its hardness reduced by 5 for the duration of the spell. This only makes damaging the objects easier; it does not reduce a creature's armor or natural armor bonus to AC. Creatures with a hardness, such as animated objects, must also make a successful saving throw or have their hardness reduced.

Material: A pinch of wet clay.

SUMMON UNDERDARK SLAVE I

Conjuration (Summoning) [Evil]

Level: Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a creature of the Underdark. It appears where you designate and acts immediately, on your turn. It attacks your foes to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Choose a 1st-level creature from the Summon Underdark Slave table on the next page. You can change that choice each time you cast the spell.

Material: A chip of stone from the Underdark.

SUMMON UNDERDARK SLAVE II

Conjuration (Summoning) [Evil]

Level: Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same type from the 1st-level list.

SUMMON UNDERDARK SLAVE III

Conjuration (Summoning) [Evil]

Level: Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list.

SUMMON UNDERDARK SLAVE IV

Conjuration (Summoning) [Evil]

Level: Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON UNDERDARK SLAVE V

Conjuration (Summoning) [Evil]

Level: Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower-level list.

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SUMMON UNDERDARK SLAVE VI

Conjuration (Summoning) [Evil]

Level: Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON UNDERDARK SLAVE VII

Conjuration (Summoning) [Evil]

Level: Clr 7, Sor/Wiz 7, Underdark 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON UNDERDARK SLAVE VIII

Conjuration (Summoning) [Evil]

Level: Clr 8, Sor/Wiz 8, Underdark 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower-level list.

SUMMON UNDERDARK SLAVE IX

Conjuration (Summoning) [Evil]

Level: Clr 9, Sor/Wiz 9, Underdark 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower-level list.

TIDE OF WAR

Illusion (Pattern) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8, Wrath 8

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An intangible, translucent wave of crimson energy rolls outward from you to the target area, making it appear awash with blood. Creatures in the target area who fail their saving throws are caught up in the throes of the magic, believing themselves to be in the last desperate battle of a war against their most hated foes. On their next action, all affected creatures attack the nearest creature with their most damaging attack. This attack can be of any sort, so long as it is the most effective means of killing the nearest creature. Thereafter, the creatures act normally unless subjected to the *tide of war* again on the following rounds (in which case, they must make

SUMMON UNDERDARK SLAVE CREATURES BY CASTER LEVEL

1ST LEVEL

Giant beetle (fire), Monstrous centipede (Medium-size), Monstrous scorpion (Small), Monstrous spider (Small), Sturge

2ND LEVEL

Darkmantle, Fungus (shrieker), Grimlock, Monstrous centipede (Large), Monstrous leech (Small), Monstrous scorpion (Medium-size), Monstrous slug (Large), Monstrous spider (Medium-size), Troglydote

3RD LEVEL

Bugbear, Choker, Dire bat, Giant beetle (bombardier), Giant praying mantis, Kuo-toa, Skum Monstrous centipede (Huge), Monstrous leech (Medium-size), Monstrous scorpion (Large), Monstrous spider (Large)

4TH LEVEL

Ankheg, Fungus (violet), Grick, Monstrous leech (Large), Phantom fungus, Rust monster

5TH LEVEL

Aranea, Carrion crawler, Displacer beast, Giant beetle (stag), Minotaur, Monstrous slug (Huge), Monstrous spider (Huge), Ooze (gray)

6TH LEVEL

Basilisk, Cloaker, Gibbering moulder, Ooze (ochre jelly), Phase spider, Spider eater

7TH LEVEL

Digester Hydra (7 heads), Monstrous centipede (Gargantuan), Monstrous scorpion (Huge), Troll

8TH LEVEL

Athach, Bulette, Chuul, Drider, Monstrous leech (Huge), Monstrous slug (Gargantuan), Monstrous spider (Gargantuan), Ooze (black pudding), Umber hulk

9TH LEVEL

Delver, Destrachan, Gorgon, Gray render, Mind flayer, Monstrous centipede (Colossal)

saves against the spell again). A creature that makes its save may act as it wills, unless it fails a save on a later round when within the area of the spell again.

On the rounds following the casting, you can direct the *tide of war* to move in a straight line, sweeping up new creatures in its effect. This is a free action you may take once per round by making a simple gesture. The *tide of war* may be moved up to 30 feet per round in this fashion. Creatures in the areas the spell moves over, or that do not leave the area, must make saves to resist its effects.

Focus: Any weapon that has been used to shed blood.

TORTUROUS GRASP

Necromancy

Level: Pain 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

The touched creature suffers terrible pain, taking 2d6 points of temporary Dexterity damage. A successful Fortitude save halves this amount. For each point of Dexterity damage dealt, the creature also takes 3 points of subdual damage.

TOXIC BREATHE

Necromancy

Level: Poison 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 5 rounds
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

After casting this spell, you may, as a free action usable once per round, breathe forth a 30-foot-long cone of poisonous spittle. All creatures caught in the cone must make a successful Fortitude saving throw or suffer the initial damage of that poison. One minute later, they must make a second saving throw to avoid the secondary damage of the poison. You breathe a different poison each round as shown in the table below. In addition, you are immune to all poisons for the duration of this spell.

TOXIC BREATHE

Round	Initial Damage	Secondary Damage
1	1d10 Dexterity	1d10 Constitution
2	1d10 Wisdom	1d10 Strength
3	1d10 Intelligence	1d10 Dexterity
4	1d10 Strength	Paralysis (2d6 minutes)
5	1d10 Constitution	Death

TRUE HEARING

Divination

Level: Bat 5, Drd 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You confer on the subject the ability to hear all sounds within 120 feet and to supernaturally discern what they all are. Within this area, the subject knows Illusion-created sounds to be false, hears the true voice of *shapechanged* or *polymorphed* creatures, and gains blindsight with a range of 120 feet. Additionally, the subject does not need to make a Spot or Listen check to notice a creature within 120 feet and gains a +10 circumstance bonus on Listen checks to hear sounds outside the area.

True hearing penetrates solid objects if the subject puts an ear against the surface of the object. It does not help the subject determine if a creature is disguising its voice through mundane means. In addition, the spell effects cannot be used with other magic, so one cannot use *true hearing* through a scrying pool or in conjunction with *clairaudience/clairvoyance*. A *silence* spell blocks *true hearing*.

Material Component: An ear of a bat.

UNDETECTABLE POISON

Illusion (Glamer)

Level: Brd 2, Drd 2, Poison 1, Rgr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One dose of poison/level, no two of which can be more than 30 ft. apart
Duration: 1 day/level
Saving Throw: Will negates (harmless) (see text)
Spell Resistance: Yes

This spell allows you to mask the presence of poisons. *Detect poison* and similar effects utterly fail to detect the poison. *Detect magic* will reveal the aura of an Illusion spell, however. Creatures carrying poisons and unattended magic poisons may make saving throws to prevent the poison from being made undetectable.

This spell can penetrate objects as *detect poison* and works on any dose of poison in the area so long as the caster knows of its whereabouts. This spell does not give the caster the ability to learn the locations of poison.

VERMIN ARMY

Conjuration (Summoning)

Level: Drd 8, Vermin 9, Web 8
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Summoned vermin, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

When the spell is complete, a number of monstrous vermin appear. The number of vermin that appear and the kind (giant ant, monstrous centipede, and the like) of each summoned vermin is up to you, but together they cannot make up an encounter of greater difficulty than EL 15. Thus, you could summon twelve CR 8 vermin, five CR 10 vermin, four CR 11 vermin, or any other mixture so long as the EL of the group is equal to or less than 15.

The vermin follow your mental commands as though controlled by *dominate vermin* for the duration of the spell and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control. You can dismiss the vermin singly or in groups as you see fit.

VERMIN MESSENGER

Enchantment (Compulsion) [Vermin-Affecting]

Level: Drd 2, Rgr 2, Vermin 2
Targets: One Tiny or Fine vermin
Saving Throw: Will negates

As *animal messenger*, except that the spell affects a Tiny or Fine vermin.

CHAPTER SEVEN: SPELLS AND MAGIC

VERMIN SERVANTS

Enchantment (Charm) [Vermin-Affecting]

Level: Drd 1, Rgr 1, Vermin 1

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more vermin whose combined Hit Dice do not exceed your limit (see text), no two of which can be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

A number of vermin become totally loyal to you, provided that you hold no malice toward them. You need not intend to be the vermin's friend—the spell only requires that you not intend to needlessly waste their lives. Using a vermin servant to set off traps when you need to go through an area, eating it for food when you are starving, and sending it into combat to delay an enemy while you flee are fine intentions, but if you intend to make one fight for sport or to kill it before the duration of the spell ends, the spell fails. If the vermin servant is threatened by your allies or attacked by you, the spell immediately ends.

Your vermin servants are as unintelligent as most vermin and must be commanded to do specific tasks. When given no commands, a vermin servant follows you, fights only to defend itself, and attacks other nearby creatures for food as instinct and hunger demand. Commanding a vermin servant is a free action. A vermin servant can only be commanded to perform very simple tasks. These tasks include attacking a visible foe, being commanded to stop attacking, coming when called, moving to a particular location it can see, fetching an object visible to it, and guarding a place, creature, or object (guarding consists of attacking any creature that comes within reach, regardless of the threat it represents). When prevented from doing a task, the vermin must be given a new command, or it acts as though uncommanded.

You can have a number of vermin servants whose combined Hit Dice total equals your caster level. Vermin servants gained by previous castings of this spell count against this limit.

VERMINOID

Transmutation

Level: Sor/Wiz 7, Vermin 6

Components: V, S, XP

Casting Time: 1 day

Range: Touch

Target: Nonintelligent vermin touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You grant a nonintelligent vermin humanoid form and intelligence. To succeed you must make a Will saving throw (DC 10 + the target's HD). The vermin becomes a verminoid, gaining the verminoid template described in **Chapter Three: Creatures of the Underdark**. It initially views you as an ally, but you have no special empathy with the creature. A verminoid speaks one language that you know, plus one additional language that you know per point of its Intelligence bonus (if any).

XP Cost: 250 XP.

VIALS OF WRATH

Conjuration (Creation, Summoning)

Level: Clr 9, Wrath 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Up to seven vials with varying effects

Duration: Concentration (maximum 7 rounds, see text)

Saving Throw: See text

Spell Resistance: Yes

This spell creates up to seven vials, one per round of the spell's duration. When a vial is created, you may cause its effect to take place immediately at any point within the spell's range, or you can keep it for later use. Should you not use the vial immediately, it remains potent for 10 minutes per level. To use a saved vial, you must shatter it in the area to be affected (you need not be the one to shatter the vial). Vials weigh 1 ounce apiece and can be thrown as grenadeliike weapons with a 10-foot range increment. The effects of the vials can be dispelled as normal depending on the nature of the effect's duration (permanent, instantaneous, or a duration).

The vials appear, one per round of concentration, in the following order.

VIALS OF WRATH

Round	Vial Effect
1	Creatures within a 50-foot-radius spread take 4d6 points of damage (no save) and are scarred by a mark of your choosing. This mark can be no more than 4 inches in diameter. It can be removed only with a <i>wish</i> or <i>miracle</i> . This is an instantaneous effect.
2	Water within a 50-foot-radius spread is transformed into blood (no save). Any water-breathing creature within the area of effect must hold its breath until it escapes the area or drown. In a large body of water or running water, the blood dissipates naturally. This is a permanent effect.
3	All nonwater liquids within a 50-foot-radius spread, even potions, turn to blood. Magical liquids or creatures carrying them can make a Will save against this effect, one for each liquid. This is an instantaneous effect.
4	Creatures within a 50-foot-radius spread explode into flames, taking 5d6 points of fire damage (no save). This is an instantaneous effect.
5	Creatures within a 50-foot-radius spread are blinded for 1d4+1 rounds, taking 1 point of temporary Dexterity damage each round.
6	1d3 hezrous (see the <i>MMI</i>) appear within 50 feet of the point you designate or the point of the vial's breakage. They are not under your control, but they are inclined to fight any and all nearby creatures. The hezrous are considered summoned creatures and return whence they came after a number of rounds equal to half your level.
7	As <i>earthquake</i> in a 50-foot-radius area.

WALL OF TORMENT

Necromancy

Level: Pain 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Invisible plane up to 20 ft. long/caster level or a ring with a radius of up to 5 ft./2 caster levels; either form 40 ft. high

Duration: Concentration + 1 round/level

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

An immobile, invisible, intangible plane of pure pain springs into existence. The *wall of pain* deals 2d6 points of temporary Dexterity damage and 2d6 points of temporary Strength damage to any creature passing through it, and

such creatures additionally suffer a -4 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for the duration of the spell (or until the effect is dispelled). If you create the wall in a creature's space, the creature takes damage as if it passed through the wall. A creature passing through the *wall of pain* or in the space where it appeared may make a Fortitude save for half damage. A successful save also reduces the morale penalties to -2.

See *invisibility* and similar effects reveal the wall to be composed of turbulent green energy.

WAVE OF AGONY

Necromancy

Level: Pain 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

A wave of putrid green energy flows from your outstretched hands, causing terrible pain to creatures in the spell's area. Affected creatures take 5d4 points of temporary Dexterity damage and are stunned for 1 round. A successful Fortitude save reduces the damage by half, but the affected creature is still stunned.

WEB OF FATE

Abjuration

Level: Sor/Wiz 9, Web 9
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Targets: One creature/2 levels, all of whom must be within 30 ft. of each other
Duration: 1 hour/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell creates a mystic connection between the subjects so that all of them share the same fate. Each time one of the subjects takes damage, that damage is divided evenly among all the subjects of the spell (any remaining damage is dealt to the target of the attack). Forms of harm that do not directly involve hit point loss, such as *charm* effects, ability damage, energy draining, and *disintegration* are not affected. (For example, if a subject suffers a reduction of hit points from a lowered Constitution score, this reduction is not split among the others because it is not hit point damage.)

Should any subject take enough damage before splitting that would normally require a save against death from massive damage, the damage is split normally, but all the subjects must make the save. If a creature is killed by shared damage or by another effect, it is simply removed from the link, and damage is thereafter divided among the remaining creatures. The link forged by *web of fate* is effective regardless of distance, but it cannot cross the boundaries between planes. When the spell ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

Unwilling creatures who make their saves are not linked by this spell. The caster knows which creatures are subject to the spell and which are not at the time of casting. A caster who is one of the spell's subjects knows the location and status of all the others as though using a *status* spell. No subject, not even the caster, can voluntarily leave the link. Individual creatures can be removed from the *web of fate* through *dispel magic* and similar effects, but this removes only creatures targeted by the *dispel magic* effect. Any creature targeted by more than one *web of fate* spell is involuntarily freed from all such spells.

Material Component: A web dipped in blood.

WEB WALK

Transmutation

Level: Drd 2, Rgr 2, Web 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

This spell enables you to pass harmlessly through magical and natural webs as though they were not there. This includes effects such as *web*, *iron web*, or *web wall*, or webs created by a monstrous spider or spiderlike creature.

Material Component: A spider's egg sac.

WEB WALL

Conjuration (Creation)

Level: Sor/Wiz 6, Web 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Two 5-ft. cubes of webbing/level (see text)
Duration: 10 minutes/level
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

This spell creates a solid mass of sticky web strands similar to those created by a *web* spell. It is typically employed to close passages, entrap foes, or bridge gaps.

You can place the *web wall* cubes as you desire, but each cube must have at least one side in contact with the whole side of another cube, and at least one cube must have one whole side in contact with the ground or another very solid surface (a cavern ceiling or castle wall would suffice, but the wall of a grass hut or a pile of sand would not). Thus, a 10th-level caster could make a tower of webbing 100 feet tall and 5 feet on a side or a 20-foot-tall, 5-foot-thick wall of webbing 25 feet long; alternatively, she could surround a Huge creature with eighteen 5-foot cubes.

Creatures caught within the area of the *web wall* cubes when the spell is cast are automatically entangled. Creatures that merely touch the *web wall* must succeed at a Reflex saving throw or become entangled. Entangled creatures suffer a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. Casting a spell with somatic components while entangled is difficult: The caster must succeed at a Concentration check (DC 15) or lose the spell.

A creature remains entangled for as long as it remains in contact with the web strands. Creatures that succeed at the Reflex saving throw are not entangled, but moving into or through the webs results in entanglement, requiring Strength or Escape Artist checks to move as described below.

Moving through the web cubes or escaping entanglement is possible but difficult. A creature can escape entanglement by making a successful Escape Artist or Strength check (DC 20). A creature attempting to move through the webs must make a Strength check or Escape Artist check each round. The creature can move 5 feet for each full 5 points by which the check result exceeds 20, but it remains entangled until it exits the *web wall* and succeeds at disentangling itself.

The *web wall* provides one-half cover for each 5-foot cube between you and an opponent. Thus, two 5-foot cubes between you and an opponent provide you with total cover. Unlike a *web* spell, a *web wall* can't be so easily destroyed by fire. Each 5-foot cube can sustain up to 50 points of fire damage before being destroyed; all other forms of damage have no effect (although *disintegrate* affects the *web wall* normally).

You and up to six allies designated at the time of casting can move through the web wall as though it weren't there; these creatures are never entangled. They can also climb through the web, along its side, or within it as though using *spider climb*.

Material Component: A spider's spinneret.

CHAPTER EIGHT: MAGIC ITEMS

Crafting magic items is an art many dark elves pursue as a route to power. Many such items resemble those created by other races, but drow also produce many unique items. Magic items created by dark elves tend to be beautiful and dangerous-looking in design, as suits the drow aesthetic. Unless otherwise noted, the magic items presented in this chapter follow all the rules for magic items as presented in the core rules.

- VERMINOUS ITEMS -

Nonmagical verminous items are described in **Chapter Six: Equipment**. Creating verminous magic items also uses the Craft (verminous item) skill, but they are imbued with the power of magic.

A verminous magic item functions much like any magic item created by a spellcaster, but instead of using inert materials to create a lifeless object, the creator uses skill and magic to change ordinary vermin into a living, magical tool. Because of this process, verminous magic items have a few significant differences from magic items created by the usual means.

APPEARANCE

Verminous magic items have incredibly different and varied appearances, depending on their function and the type of vermin used to create them. No two look exactly alike, but all have the alien look of insects sculpted and molded for new purposes. A verminous magic cloak might look like a fabric made up of ants, all interlocked and clutching one another to form the cloak's shape. A verminous magic buckler might look like a huge and flattened beetle with legs that grab the wielder's arm.

IDENTIFYING VERMINOUS MAGIC ITEMS

Those unfamiliar with verminous magic items might not realize they are magic at all unless they cast a *detect magic* spell. Spells and other means of determining a magic item's qualities work on verminous items as normal, but it is obvious to anyone handling one that it is made of some kind of living creature.

USING VERMINOUS MAGIC ITEMS

Verminous magic items work just like normal magic items: spell completion, spell trigger, command word, and use-activated. Unlike standard magic items, the type of activation and rules of use are not necessarily associated with the item's function or shape. For instance, a spellcaster might create a verminous helmet that casts *fireball*, has sixty charges, and is activated by spell completion. Alternatively, he might create an unlimited-use, spell-trigger-activated, verminous "wand" that casts *earthquake*.

Activating a verminous magic item is a standard action unless otherwise noted, use-activated items being the main exception (many are simply worn). If an item is not automatically use-activated, the creator decides the activation type at the time of creation. This does not affect the item's cost.

USE-ACTIVATED ITEMS

Only specific kinds of items can be considered use-activated items. They must have a continuous effect. In other words, if all you need to do is activate the item once, wear it, or keep it stowed on your person to gain its benefits, it is use-activated. All such items are considered unlimited-use items.

SPELL-COMPLETION ITEMS

Spell-completion items can have more than one charge and need not be in scroll form. All spell-completion verminous magic items follow the same activation rules as scrolls. Thus, mishaps are possible, and activating one provokes attacks of opportunity.

Wizards can learn and scribe a spell from any verminous item with a spell-completion ability, be it a staff, a rock, a sword, or a statue of a spider. When the wizard scribes the spell, the item does not lose or use its spell-completion ability.

BEHIND THE CURTAIN: USING VERMINOUS MAGIC ITEMS

You might find it odd that the activation type does not change a verminous item's cost, but there's actually very little difference between activating items by spell completion, spell trigger, and command word. All require that you be able to make some noise, so *silence* spells stop the activation. All require that you have some special knowledge and exclude others from using the item's powers, but they have different advantages and disadvantages.

A spell-trigger item can only be used by someone who has that spell on her spell list or who has the Use Magic Device skill. Other party members can't use the item, but a foe who takes the item must be able to cast that spell to use it.

A command-word item is usable by any character who knows the command word or a character with the Use Magic Device skill. Anyone in the party can use the item, but a foe who takes the item can also use it after hearing it activated.

A spell-completion item can be used only by the character who can cast that spell or a character with the Use Magic Device skill. Enemies can't activate the item without knowledge of the spell, but other party members also might not be able to use it. Mishaps are possible. This can be both an advantage and a disadvantage, depending on who has the item.

SIZE AND VERMINOUS MAGIC ITEMS

Most verminous magic items resize to fit the wearer or user when possible, making the user's size or shape unimportant. Some creators put limits on

the item's use, such as "usable only by drow," "usable only by worshipers of Arrachnovoleth," or even "usable only by me." This makes the item function for and fit only the type of creature specified by the creator (or someone with Use Magic Device). This does not change the price of the item, although knowledge of its use limitations might scare off potential buyers. A character who fulfills the requirements to create the item can remove or change any use limitation by expending one-tenth of the normal time, money, and XP it takes to create the item, following the normal rules for verminous magic item creation.

LIMIT ON VERMINOUS MAGIC ITEMS WORN

One of the advantages to verminous magic items is that they do not occupy the same spaces as standard magic items or have different space limitations. For instance, normally a character could wear only one helmet. Verminous magic items are living things that not only alter their size and shape to accommodate different users, but also mold themselves to fit around or under standard magic items, as well as having a limited ability to share space with one another. The list below describes as new item spaces for verminous magic items only. A wearer can "double up" standard magic items and verminous magic items, such as by wearing magic goggles and verminous magic goggles at the same time.

2 head items, 1 eye item per eye, 4 clothing items, 2 jewelry items, 1 suit of armor, 2 arm items per arm, 1 finger item per finger, 1 hand item per hand, 2 leg items per leg

HEAD ITEMS

These include hats, masks, hoods, helmets, skullcaps, earrings, nose rings, mouthpieces, tongue rings, headbands, and similar items that occupy the "head" space. **Eye Items:** These items typically take the shape of goggles rather than lenses. A set of goggles, which occupy two eye spaces, follows the pricing rules for occupying multiple item spaces (see Creating Verminous Magic Items). Sometimes a creator will make an item that fits over a single eye; in this case the creature can wear as many eye items as it has eyes.

CLOTHING ITEMS

These could be any kind of belt, girdle, corset, cloak, cape, mantle, robe, vest, wrap, shirt, skirt, shroud, or other article of clothing worn on the body.

JEWELRY ITEMS

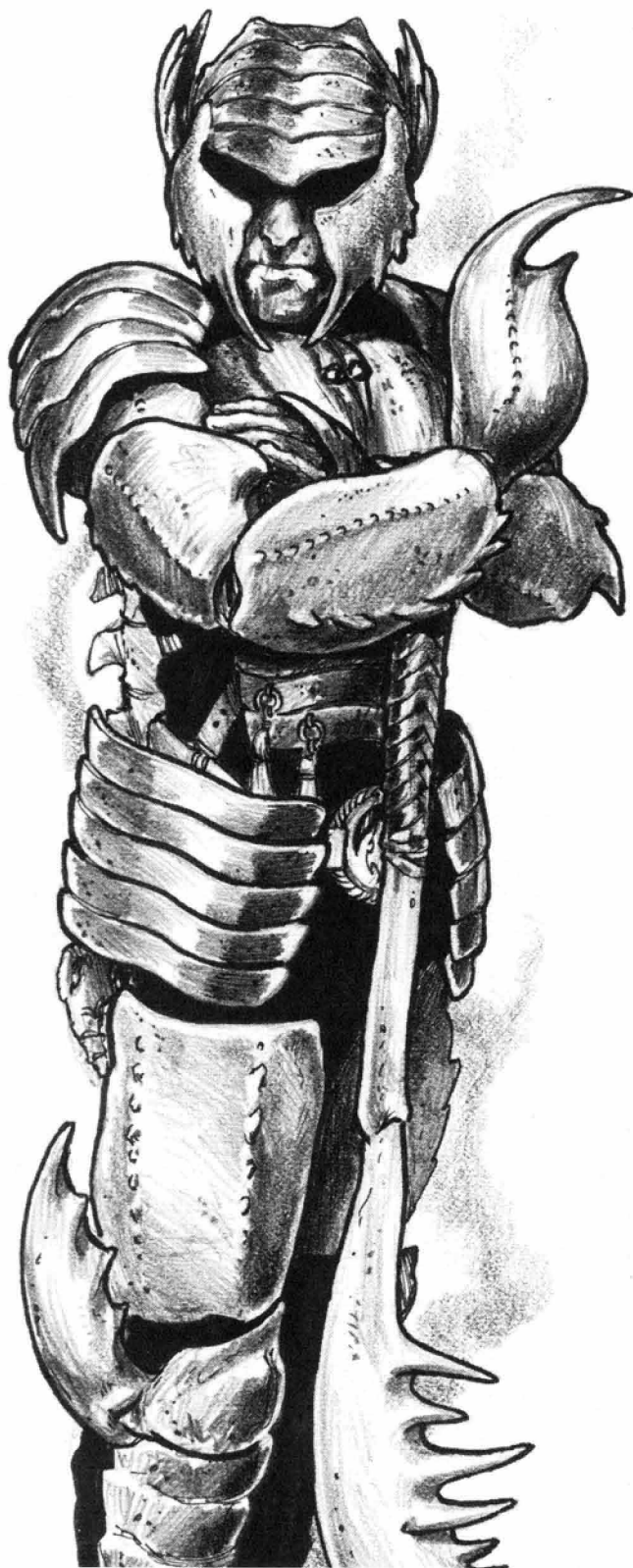
This space could be occupied by a brooch, medallion, scarab, periapt, necklace, or amulet.

ARMOR

Although a character could wear both a suit of normal armor (magic or not) and a suit of verminous magic armor, he would suffer the combined armor check penalties of both, he would gain only the better armor bonus and only the better enhancement bonus of the two, but he would benefit from the special abilities of both. A character wearing verminous magic armor and another suit of armor is always treated as wearing heavy armor (and thus has reduced speed) and must have proficiency with both sets of armor as well as with heavy armor or suffer the standard nonproficiency penalties. Multiple sets of verminous armor could be worn, if the character is willing to take the penalties mentioned above.

ARM ITEMS

These could be bracers, armbands, bracelets, gloves, or gauntlets. A pair of bracers or gloves that must be worn together to function, and thus occupy two arm spaces, follow the pricing rules for occupying multiple item spaces (see Creating Verminous Magic Items on the next page).



FINGER ITEMS

These could be rings, finger caps, claws, or false nails.

HAND ITEMS

This category includes any item you must hold in your hand, such as a weapon, wand, staff, magic stone, or shield. These items do not occupy the same space as a standard item or standard magic item, but you still hold and use only one hand item per hand, regardless of whether or not it is verminous. Thus you can hold just one wand or wear one shield.

LEG ITEMS

These could be boots, stockings, garters, greaves, shoes, anklets, or horseshoes. A pair of boots or other leg items that must be worn together to function, and thus occupy two leg spaces, follow the pricing rules for occupying multiple item spaces (see **Creating Verminous Magic Items**).

SAVING THEROWS

The save DCs for the abilities of verminous magic items are calculated just like those for standard magic items. The exception is items created using the Craft Caster's-Level-Use Item feat: These use the creator's ability score bonus rather than the minimum to set the DC (see the Craft Caster's-Level-Use Item feat in **Chapter Five: Skills and Feats** for more details).

DAMAGING VERMINOUS MAGIC ITEMS

Although created with living vermin, verminous magic items are treated as objects and follow the same general rules as standard magic items. The Verminous Items section in **Chapter Six: Equipment** sets out hardness, hit points, break DC, and other details specific to verminous magic items.

MAGIC BONUSES

Verminous magic items follow the normal rules for magic bonuses and bonus types. The bonuses they provide are no different and do not stack unless such bonuses would stack if granted by standard magic items.

VERMINOUS ITEMS

AND SPELLS LEVEL LIMITS

There are no limits on the level of a spell that can be imbued in a verminous magic item, so long as the item's creator can cast that spell. For instance, a character with the Craft Single-Use Item feat could make a potionlike verminous item that had the effect of a 9th-level spell.

INTELLIGENT

VERMINOUS MAGIC ITEMS

Intelligent verminous magic items are possible but rare. Such items follow all the rules for standard intelligent items, applying the market price modifiers to the verminous item price. In addition, all vermin used to create the item must be made intelligent through the *awaken vermin* spell (see **Chapter Seven: Spells and Magic**).

CURSED VERMINOUS MAGIC ITEMS

Cursed verminous magic items are incredibly rare, as the cost and difficulty of making such an item are rarely worth the rewards. Most cursed items are the result of botched or sabotaged attempts to create a normal verminous magic item.

CREATING

VERMINOUS MAGIC ITEMS

Crafting a verminous magic item requires the appropriate item creation feats described in **Chapter Five: Skills and Feats**.

GM'S OPTION:

OTHER MAGIC ITEM TYPES

The rules for verminous items, both mundane and magic, can be applied in many different ways. You might want to use some variation of the ideas that follow to make new kinds of magic items.

BEHIND THE CURTAIN: MAGIC ITEM SPACE LIMITATIONS

Compared to the space limitations for standard magic items, and considering that they can occupy the same spaces, the space limitations for verminous magic items might seem excessively generous. Yet an examination of the reasoning behind standard magic item space limitations shows that it doesn't really matter.

Essentially, the limit on items worn for most humanoids is thirteen standard magic items and two items that occupy the "hands" slots, such as wands or weapons. You can carry as many items that occupy those spaces as you like; you just need time to swap items and you must decide what to wear. Creatures with extra hands, such as a marilith, effectively have more space for magic items, while creatures without standard anatomy, like a beholder, have less. Even once all these spaces are filled, it's still possible to take items that don't occupy any space, such as an *ioun stone* or a *luckstone*. Such items cost twice as much as items that occupy a space.

A player allowed to choose or create his character's magic items can readily maximize the power of the items in the spaces available and then purchase or create other items that occupy no slot. Making sure that the least expensive items have no space limitation maximizes the return on cash expenditure. Thus, verminous magic items essentially give a character more spaces to fill before doubling the price of items. This might seem to be a problem, but here's the balancing factor: The character still has the same amount of wealth to expend on magic items under either system. With verminous items, "min-maxing" isn't a concern. The difference is that when five player characters get a sixth magic amulet, one of them can actually use it rather than exchanging it for something else they have room for. In addition, most verminous items cost more than their core rules counterparts with the same effects (see **Verminous Item Prices**).

All the same, you might decide that the standard magic item space limitations work well for you. If so, keep using them. They don't significantly affect the pricing system and game balance of verminous magic items. If neither system suits you, try setting your own number of item slots and coming up with a logic for it. You might even decide to have no item slot limits in your game. If that's the case, perhaps magic items do not reside to fit the wearer. If you pursue this idea, you should halve the cost of all the "no slot" items or double the cost of those that take up a space.

CHAPTER EIGHT: MAGIC ITEMS

STANDARD ITEMS

Use the verminous item price guidelines and item creation feats presented to make standard magic items. If you use this option, wizards start with the Craft Single-Use Item feat instead of Scribe Scroll.

CONSTRUCT ITEMS

These items use the same feats and price guidelines as verminous items, but they have slightly different qualities and requirements. *Animate objects* is a prerequisite for crafting any construct item, and each item has the hardness and hit points of the material used to create it. In addition to the normal

BEHIND THE CURTAIN: VERMINOUS MAGIC ITEM CREATION PRICES

The pricing guidelines presented here are an attempt to simplify and streamline the pricing of magic items. Under the standard guidelines, a *wand of cure light wounds* is far less expensive than fifty *potions of cure light wounds*, but the net effect on a party is the same. Potions can be divided up among adventurers, but they tend to be more cumbersome and are more likely to be broken. A wand can be used only by certain party members and could be unavailable if they are out of action. The verminous magic item pricing system and item creation feats remove such disparities.

Under most circumstances, anyone can use a verminous item: The creator can set whatever limits she sees fit on using the item. Under the standard system, such limits reduce the price, but at some point a use limitation becomes an advantage. Thus, it makes sense to base the price on the most widely usable items—those that are use-activated—then adjust the prices for other sorts of items accordingly. The result is that most single-use items are cheaper than standard magic items, many other magic items have the same price, and many more items are slightly more expensive.

Of course, if the current system works well for you and your players, there's no reason to switch everything over. Use the guidelines above only for verminous items or not at all. Verminous items can follow all the standard rules for magic items and still retain their flavor, as long as they use the rules presented here for item damage and how magic affects them, and as long as creators still need to have vermin on hand. You'll probably want to use the normal item creation feats and have Craft Wondrous Item as a prerequisite for any verminous magic item.

All the magic items described in this chapter list a price and description for both the standard version and the verminous version (if one can be made), so you can use either rules set or both as you please.

**TABLE 8-1:
CALCULATING VERMINOUS MAGIC ITEM VALUE**

Effect	Base Price
Basic Bonus*	Bonus squared x 1,500 gp
Limited Bonus**	Bonus cost divided by 3
Bonus Spell	Spell level squared x 1,000 gp (must have Craft Unlimited-Use Item feat)
Skill Bonus	Bonus squared x 20 gp
Luck Bonus	Bonus squared x 2,500 gp
Spell Effect	Base Price
0-level spell, single-use item	.5 x minimum caster level x 20 gp
Any other spell, single-use item	Spell level x minimum caster level x 20 gp
Caster's-level-use item (single use)	Spell level x desired caster level (up to the creator's level) x 20 gp
Special	Base Price Adjustment
Multiple-use item (up to 50)	Single-use price x number of uses
Unlimited-use item	Single-use price x 100 gp
Uses-per-day item	Single-use price x 10 x uses per day
Unlimited-duration-use item	Price as unlimited-use item and multiply the cost by 1.5
More than one spell-like ability or bonus	Double the cost of everything but the most expensive ability or bonus (the enhancements on a weapon or armor combine to create one ability cost)
Uses shared charge pool	Halve the price of all but the most expensive ability
Uses more than one charge	Divide the single-use price by the number of charges used
No space limitation	Double the whole price
Item takes up multiple spaces	Reduce the price by 10% per extra space to a maximum of 50% (apply this discount after all other price increases or reductions)
Component	Extra Cost
Spell has material component cost	Add the cost of the component per single use
Spell has XP cost	Add 5 gp x the XP cost per single use

***Basic Bonus:** These include circumstance, competence, enhancement, armor enhancement, deflection, natural armor, resistance, and weapon enhancement bonuses. If the bonus has no type, price it as a luck bonus.

****Limited Bonus:** Use this price when a bonus applies only one-third of the time or less. For example, an item that grants a resistance bonus only on Will saves would be priced as a limited bonus, as would an item that only granted a natural armor bonus to a creature's AC when it is attacked by dwarves.

CHAPTER EIGHT: MAGIC ITEMS

STANDARD ITEMS

Use the verminous item price guidelines and item creation feats presented to make standard magic items. If you use this option, wizards start with the Craft Single-Use Item feat instead of Scribe Scroll.

CONSTRUCT ITEMS

These items use the same feats and price guidelines as verminous items, but they have slightly different qualities and requirements. *Animate objects* is a prerequisite for crafting any construct item, and each item has the hardness and hit points of the material used to create it. In addition to the normal qualities of the item, a construct item can move about and attack foes at the behest of its creator as an animated object of its size and composition. Such items are subject to spells such as *control construct* (see **Chapter Seven: Spells and Magic**) as normal constructs would be.

PLANT ITEMS

Plant items are created like verminous magic items, except that the creator must use a living plant with the necessary Hit Dice. If the plant is intelligent and unwilling, using it to create a plant item is an evil act. Plant items have a hardness of 5 and 10 hit points per inch of thickness. They are affected by spells that affect plants, and they regenerate any damage they sustain at a rate of 1 hit point per hour. Plant items reduced to 0 hit points are destroyed.

LIVING FLESH ITEMS

Creating one of these items is a terribly evil act. The crafter must capture and keep helpless sentient creatures, using their bodies to create magic items of living flesh and bone. Living flesh items have a hardness of 5 and 8 hit points

per inch of thickness. Such an item is tortured by its current condition, and only the touch of its creator soothes it. If anyone else attempts to use the item, it shrieks in agony and deals the user 1d6 points of piercing damage per round with sharp horns and teeth that burst from the item's surface.

UNDEAD ITEMS

These follow the verminous item creation rules but use undead. They have a hardness of 8 and 20 hit points per inch of thickness. They are vulnerable to turning and other effects that harm undead in the same way verminous items are vulnerable to vermin-specific magic. If anyone but the creator touches an undead item, it bestows one negative level for as long as the item is touched. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the item is touched.

GM'S OPTION: VERMINOUS AND CORE RULES ITEMS

The verminous magic item system was devised to give verminous items a unique flavor of their own and to allow GMs and players to create surprising and strange magic items for their games. There are many ways you can use these rules in conjunction with those presented in the core rules:

Use both systems as presented. Verminous magic items are an option for those who want to take the appropriate feats. Only those who have the verminous item feats can create them.

Use one system. Pick the system you like better and use it for both verminous and standard magic items.

Use elements of both systems as they suit you. For instance, you might decide to use the verminous magic item creation feats but not the pricing guidelines.

- ARMOR -

Although they prefer to wear light armor, dark elves pay just as much attention to protection in battle as any other race.

ALERTNESS

Alertness armor and shields are imbued with a strange awareness that they lend their users. A character with an alertness armor or shield gains a +5 circumstance bonus on Spot and Listen checks.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, Alertness, 5 ranks in Listen, 5 ranks in Spot; **Market Price:** +1 bonus.

Verminous Version—Caster Level: 6th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Alertness, 5 ranks in Listen, 5 ranks in Spot; **Hit Points:** —; **Market Price:** +1 bonus.

DWEOMER

Dweomer armor and shields are specially made to allow for greater arcane spellcasting facility. A suit of armor or shield with the dweomer quality has its arcane spell failure chance reduced by 10%.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, Armor Proficiency (armor type); **Market Price:** +4 bonus.

Verminous Version—Caster Level: 5th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Armor Proficiency (armor type); **Hit Points:** —; **Market Price:** +4 bonus.

GREAT BASKING

Only shields may have this special ability. When used in a shield bash attack, the shield's enhancement bonus to armor counts as an enhancement bonus

on attack and damage rolls. Thus, a +4 *large steel shield* counts as a +4 weapon for the purposes of shield bash attacks.

Caster Level: 3x enhancement bonus; **Prerequisites:** Craft Magic Arms and Armor, Shield Proficiency; **Market Price:** Bonus equal to the shield's enhancement bonus +1.

Verminous Version—Caster Level: 3x enhancement bonus; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Shield Proficiency; **Hit Points:** —; **Market Price:** Bonus equal to the shield's enhancement bonus +1.

GREATER TUMBLING

Greater tumbling armor allows use of the Tumble skill even when wearing medium or heavy armor, and improves tumbling ability. (It does not give a character without ranks in Tumble the ability to use the Tumble skill.) Greater tumbling armor grants a +10 circumstance bonus on all Tumble checks the wearer makes and allows the wearer to make Tumble checks even when the armor reduces her speed. If other factors would reduce the wearer's speed, such as carrying a heavy load, the wearer is prevented from using the Tumble skill as normal.

Caster Level: 5th; **Prerequisites:** Armored Tumbler, Craft Magic Arms and Armor, 5 ranks in Tumble, *cat's grace*, *feather fall*; **Market Price:** +2 bonus.

Verminous Version—Caster Level: 5th; **Prerequisites:** Armored Tumbler, Craft Single-Use Item, Craft Unlimited-Duration-Use Item, 5 ranks in Tumble, *cat's grace*, *feather fall*; **Hit Points:** —; **Market Price:** +2 bonus.

LIGHTENED

Only armor may have this special ability. Despite its name, the weight of lightened armor does not change. Instead, a suit of lightened armor functions

as though one category lighter than normal. Thus a lightened suit of heavy armor is treated as medium armor, and a lightened suit of medium armor is treated as light. Light armor cannot have the lightened special ability. Lightened armor retains its normal armor check penalty, AC bonus, maximum Dexterity bonus, and arcane spell failure chance; it merely changes who can wear the armor and what they can do while wearing it. A character in lightened full plate could make spring attacks, and a character with the Armor Proficiency (light) feat could wear a lightened suit of hide armor at no extra movement penalty.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *levitate*; *Market Price:* +1 bonus.

Verminous Version—*Caster Level:* 5th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *levitate*; *Hit Points:* —; *Market Price:* +1 bonus.

TUMBLING

Tumbling armor is built to withstand falls and rolls, and features extra protection at the joints, head, and back. The wearer gains a +10 circumstance bonus on Tumble checks made to reduce falling damage and a +5 circumstance bonus on all other Tumble checks. (The armor's armor check penalty still applies normally.) Only light armor may have the tumbling special ability.

This item first appeared in *Freeport: The City of Adventure*.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*, *feather fall*; *Market Price:* +1 bonus.

Verminous Version: *Caster Level:* 4th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *cat's grace*, *feather fall*; *Hit Points:* —; *Market Price:* +1 bonus.

SPECIFIC ARMORS

The following preconstructed magic armors were created using elements of the rules in this book and in the core rulebooks.

LIMBER PLATE

This suit of +2 *lightened greater tumbling mithral full plate* also grants its wearer a +5 competence bonus on Tumble checks and allows its wearer to make Tumble checks untrained. (Thus, the armor provides a +15 total bonus on Tumble checks.) A character wearing *limber plate* moves at normal base speed. The armor has a maximum Dexterity bonus of +3 and an armor check penalty of -3.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, 5 ranks in Tumble, *cat's grace*, *feather fall*, *levitate*; *Market Price:* 36,150 gp; *Cost to Create:* 18,900 gp + 1,380 XP; *Weight:* 25 lb.

ROGUE'S FRIEND

This suit of +1 *alertness light fortification shadow tumbling studded leather of silent moves* also grants its wearer the ability to use the Climb skill to climb at normal speed. Thus, the wearer can climb twice his normal speed (with a -5 penalty and two checks per round) as a miscellaneous full-round action.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, Alertness, 5 ranks in Climb, 5 ranks in Listen, 5 ranks in Spot, 5 ranks in Tumble, *cat's grace*, *feather fall*, *invisibility*, *limited wish* or *miracle*, *silence*, *spider climb*; *Market Price:* 40,175 gp; *Cost to Create:* 20,175 gp + 1,600 XP; *Weight:* 20 lb.

Verminous Version—*Caster Level:* 13th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Alertness, 5 ranks in Climb, 5 ranks in Listen, 5 ranks in Spot, 5 ranks in Tumble, *cat's grace*, *feather fall*, *invisibility*, *limited wish* or *miracle*, *silence*, *spider climb*; *Hit Points:* 6; *Market Price:* 54,175 gp; *Cost to Create:* 27,087 gp + 2,167 XP; *Weight:* 14 lb.

SPELL EASE SHIRT

The preferred armor of drow wizards and sorcerers, the *spell ease shirt* provides excellent protection while allowing for great flexibility and flawless spellcasting. This is a +1 *dweomer mithral chain shirt* and has no spell failure chance, a maximum Dexterity bonus of +6, and no armor check penalty.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, Armor Proficiency (light); *Market Price:* 26,250; *Cost to Create:* 13,250 gp + 1,000 XP; *Weight:* 10 lb.

- WEAPONS -

Although not as famous for their crafts as dwarves or surface elves, drow make splendid magic weapons that are no less deadly.

DISPELLING

A dispelling weapon nullifies magic. Each time a dispelling weapon strikes and damages a creature, the wielder makes a dispel check as a 12th-level spellcaster against the highest-level spell with the highest caster level affecting that creature. If this check fails, the wielder cannot make another check against a different spell. Only one spell may be dispelled per damaging strike. A dispelling weapon cannot negate spells in an area, dispel spells cast on objects, or suppress the qualities of a magic item.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *dispel magic*; *Market Price:* +4 bonus.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *dispel magic*; *Hit Points:* —; *Market Price:* +4 bonus.

FAST RETURNING

Only a weapon that can be thrown can have this special ability. A fast returning weapon returns through the air back to the thrower like a returning weapon. Unlike a returning weapon, a fast returning weapon returns immediately after it hits or misses. It is therefore ready to use again during the

same round, enabling its wielder to make a full attack with the weapon.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *baste*, *telekinesis*; *Market Price:* +2 bonus.

Verminous Version—*Caster Level:* 6th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *baste*, *telekinesis*; *Hit Points:* —; *Market Price:* +2 bonus.

HOMING

Any ranged or thrown weapon can have this special ability. A homing weapon unerringly strikes its target. It ignores cover and size bonuses to AC and suffers no miss chance from anything less than total concealment.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *magic missile* or *true strike*; *Market Price:* +3 bonus.

Verminous Version—*Caster Level:* 9th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *magic missile* or *true strike*; *Hit Points:* —; *Market Price:* +3 bonus.

IOUN

On first acquiring an ioun weapon, the wielder must hold and then release it, whereupon it orbits the character at a distance of 1d3 feet. Larger weapons cannot orbit their owner in close confines (for example, an *ioun long spear*

CHAPTER EIGHT: MAGIC ITEMS

cannot orbit a character climbing through a small window), so few weapons larger than Small size have this special ability.

When an ioun weapon orbits its owner, he can grasp it as a free action, effectively enabling a quick draw. Whenever the owner drops or is disarmed of the weapon, it floats up to orbit him again. The owner may voluntarily seize and stow an ioun weapon to keep it safe, but he cannot then gain the benefits of its properties until it is drawn and released.

An ioun weapon must be grasped to separate it from its owner. This requires a melee touch attack against the weapon and provokes an attack of opportunity from the weapon's owner. At his option, the ioun weapon's owner can grasp the weapon as a free action and use it to make the attack of opportunity. An orbiting ioun weapon's base AC is 5, modified by size. (Note that most weapons are Small or smaller objects despite their size categories; use the weapon's actual dimensions.) For more rules about attacking an object, see the PHB.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *levitate*; **Market Price:** +1 bonus.

Verminous Version—Caster Level: 5th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *levitate*; **Hit Points:** —; **Market Price:** +1 bonus.

SCHOOL NULLIFYING

Much like a dispelling weapon, a school nullifying weapon negates spells, but only those of a particular school. Each time the weapon strikes and damages a creature, the wielder makes a dispel check as a 12th-level spellcaster against all spells of the specified school affecting that creature. A school nullifying cannot negate spells in an area, dispel spells cast on objects, or suppress the qualities of a magic item. Abjuration, Illusion, Necromancy, and Transmutation are the most common schools selected for nullifying weapons.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, Nullify School (selected school), *dispel magic*; **Market Price:** +4 bonus.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Nullify School (selected school), *dispel magic*; **Hit Points:** —; **Market Price:** +4 bonus.

SUMMONER'S FOE

A summoner's foe weapon is designed to fend off summoned and called creatures. Each time the weapon strikes and damages a summoned or called creature, the creature must succeed at a Will saving throw (DC 17) or be dismissed to whence it came.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, Nullify School (Conjuration) or *dismissal*; **Market Price:** +3 bonus.

Verminous Version—Caster Level: 9th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Nullify School (Conjuration) or *dismissal*; **Hit Points:** —; **Market Price:** +3 bonus.

SPECIFIC WEAPONS

The following preconstructed weapons were created using elements of the rules in this book and in the core rulebooks.

ABJURER'S BANE

This potent weapon is the bane of all spellcasters. This +1 *scimitar* acts as a +3 *Abjuration nullifying scimitar* and deals an extra 2d6 points of damage when used to attack any creature with an Abjuration spell cast on it.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, Nullify School (Abjuration), *dispel magic*; **Market Price:** 98,315 gp; **Cost to Create:** 49,315 gp + 3,920 XP; **Weight:** 4 lb.

Verminous Version—Caster Level: 6th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Nullify School (Abjuration), *dispel magic*; **Hit Points:** 6; **Market Price:** 73,815 gp; **Cost to Create:** 36,907 gp + 2,952 XP; **Weight:** 3 lb.

BRIGHT DEATH

This +1 *homing repeating hand crossbow* confers the brilliant energy ability on its bolts. In addition, any target damaged by one of the hand crossbow's bolts is affected by a *poison* spell as cast by a 7th-level cleric (Fortitude DC 16; initial and secondary damage 1d10 Constitution).

Caster Level: 16th; **Prerequisites:** Craft Magic Arms and Armor, *continual flame*, *gaseous form*, *magic missile* or *true strike*; **Market Price:** 240,650 gp; **Cost to Create:** 120,650 gp + 9,600 XP; **Weight:** 3 lb.

Verminous Version—Caster Level: 16th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *continual flame*, *gaseous form*, *magic missile* or *true strike*; **Hit Points:** 2; **Market Price:** 208,000 gp; **Cost to Create:** 104,000 gp + 8,320 XP; **Weight:** 3 lb.

THE QUEEN AND HER CLAWS

The haft of this +2 *dispelling heavy mace* is designed to resemble a thick mass of webs spun by the spider that forms the weapon's head. It deals an extra 2d6 points of unholy damage to creatures that do not worship the Spider Queen or one of Her Claws. Such creatures that cast spells or have spell-like abilities must also make a successful Fortitude saving throw (DC 14) or be permanently blinded.

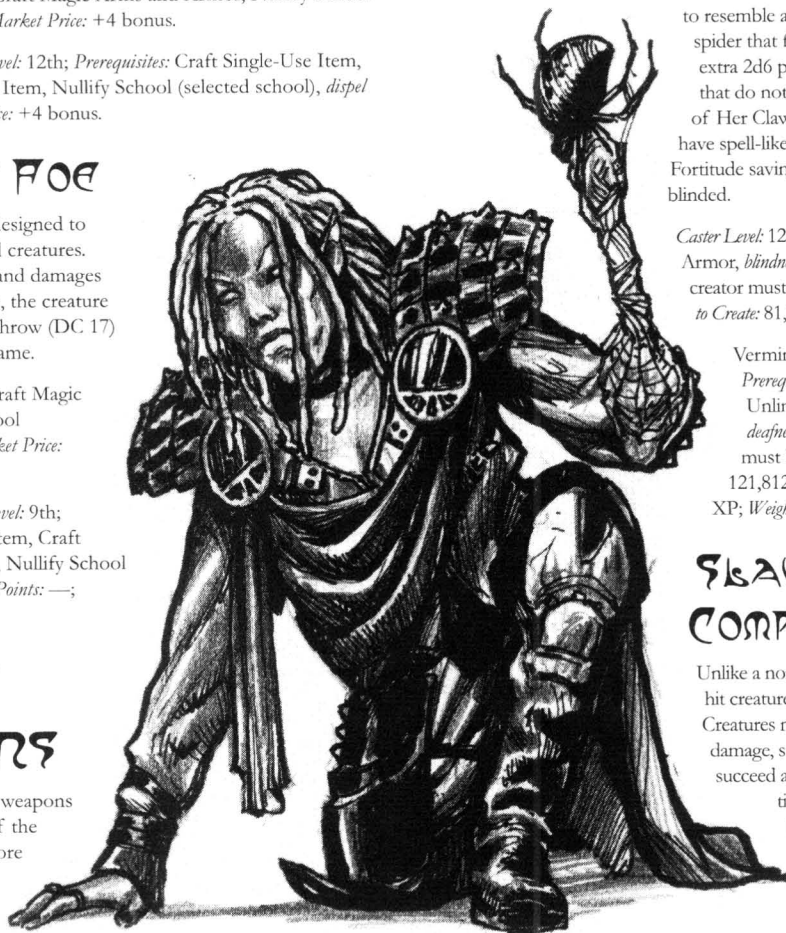
Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *blindness/deafness*, *dispel magic*, *unholy blight*, creator must be evil; **Market Price:** 162,312 gp; **Cost to Create:** 81,312 gp + 6,480 XP; **Weight:** 12 lb.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *blindness/deafness*, *dispel magic*, *unholy blight*, creator must be evil; **Hit Points:** 16; **Market Price:** 121,812 gp; **Cost to Create:** 60,906 gp + 4,872 XP; **Weight:** 8 lb.

SLAVER'S COMPANION

Unlike a normal whip, this +1 *whip* is able to hit creatures with armor or natural armor. Creatures not normally subject to subdual damage, such as constructs and undead, must succeed at a Will saving throw (DC 14) each time they are struck by the whip or be rendered immobile for 1 round.

In addition, each time the *slaver's companion* deals damage to a foe, it deals an extra 2d6 points of subdual damage.



Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *half construct**, *half undead*; *Market Price:* 8,301 gp; *Cost to Create:* 4,301 gp + 320 XP; *Weight:* 2 lb.

Verminous Version—Caster Level: 5th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *half construct**, *half undead*; *Hit Points:* 1; *Market Price:* 6,301 gp; *Cost to Create:* 3,150 gp + 252 XP; *Weight:* 1 lb.

STANCH GUARDIAN

This +2/+1 *animated dancing defending bladed buckler* can be let loose to guard its possessor and attack foes. Even while making dancing attacks, it still provides its +1 armor bonus to the possessor's AC. In addition, the possessor can

grant herself an extra +2 bonus to her AC at any time, granting up to a +4 bonus to AC. It takes a full-round action that provokes attacks of opportunity to properly attach a *staunch guardian* so it can be used as a weapon. It takes the same kind of action to remove a *staunch guardian*.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects*, *shield or shield of faith*; *Market Price:* 200,320; *Cost to Create:* 100,320 gp + 8,000 XP; *Weight:* 6 lb.

Verminous Version—Caster Level: 15th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *animate objects*, *shield or shield of faith*; *Hit Points:* 6; *Market Price:* 150,320 gp; *Cost to Create:* 75,160 gp + 6,012 XP; *Weight:* 4 lb.

- POISONS AND POTIONS -

POISONS

Drow create and use many magic poisons. These poisons are crafted using the normal item creation rules, with some exceptions. There is a flat 5% chance for each day of work needed to create a magic poison that the creator accidentally poisons himself. At the end of the process, the creator must make an additional Craft (poisonmaking) check (DC equal to the save DC to resist the poison). The creator may take 10 on this skill check. Failure indicates that the process was completed incorrectly, and the creator must make a new attempt, spending half the normal time and no additional resources. In addition, a character who fails this check by 5 or more accidentally poisons himself. The Poison Use feat (see **Chapter Five: Skills and Feats**) negates any chance of accidental poisoning.

In addition to the normal methods of neutralizing poisons, *dispel magic* can remove magic poisons from a creature's body, and they are suppressed in an *antimagic field*. These spells remove or suppress the effects of a poison affecting a creature only if the spell or effect produced by the poison would normally be so affected.

Verminous versions require the creator to have the Craft Single-Use Item feat.

ANTIMAGIC POISON

Antimagic poison is not a poison. Rather, it is a process by which a poison can be made immune to magic attempts to negate or delay it. *Antimagic poison* bypasses any supernatural or magical immunity to poison. Spells or magic items that would delay or neutralize the poison are ineffective. When a creature makes a save to resist an *antimagic poison*, bonuses to the saving throw due to spells, magic items, or supernatural abilities do not apply. Alchemical items, extraordinary resistances, or natural immunities still apply. The antimagic effects of an *antimagic poison* cannot be dispelled.

Any nonmagical poison can be made into an *antimagic poison*. This quadruples the market price of the poison and the cost to create. If the creator already has a nonmagical version of the poison, he must pay costs as though making a magic item of triple the poison's value.

Caster Level: 11th; *Prerequisites:* Brew Potion, 5 ranks in Craft (poisonmaking), *antimagic aura*; *Market Price:* x4; *Cost to Create:* x4; *Weight:* —.

Verminous Version—Caster Level: 11th; *Prerequisites:* Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *antimagic aura*; *Hit Points:* —; *Market Price:* x4; *Cost to Create:* x4; *Weight:* —.

ACHAIERAI DUST

This inhaled poison mimics the achaierei's ability to exhale a noxious cloud of maddening vapors. Any creature who inhales a dose of *achaierei dust* must succeed at a Fortitude save (DC 15) or take 2d6 points of damage. One minute later, a success at a second Fortitude save is required, or the subject goes mad as per the *insanity* spell for 3 hours.

Caster Level: 13th; *Prerequisites:* Brew Potion, 5 ranks in Craft (poisonmaking), *insanity*; *Market Price:* 950 gp; *Cost to Create:* 475 gp + 38 XP; *Weight:* —.

Verminous Version—Caster Level: 13th; *Prerequisites:* Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *insanity*; *Hit Points:* —; *Market Price:* 1,900 gp; *Cost to Create:* 900 gp + 76 XP; *Weight:* —.

CHAOS BEAST ESSENCE

This syrupy purple liquid is derived from the chaos beast's ability to render creatures' forms unstable. Anyone who comes into contact with a dose of *chaos beast essence* must succeed at a Fortitude save (DC 15) or suffer 2d4 points of temporary Dexterity damage. One minute later, a success at a second Fortitude save is required, or the subject becomes amorphous and spongy as though affected by the chaos beast's corporeal instability (see the MM).

Caster Level: 13th; *Prerequisites:* Brew Potion, 5 ranks in Craft (poisonmaking), *shapechange*; *Market Price:* 1,400 gp; *Cost to Create:* 700 gp + 56 XP; *Weight:* —.

Verminous Version—Caster Level: 13th; *Prerequisites:* Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *shapechange*; *Hit Points:* —; *Market Price:* 2,800 gp; *Cost to Create:* 1,400 gp + 112 XP; *Weight:* —.

CRYSTALMIST

Crystallmist looks like tiny sparkling shards of crystal. When thrown or projected into the air, the crystals dissolve and form a fine mist. Any creature who inhales a dose of *crystallmist* must succeed at a Fortitude save (DC 19) or take 1d6 points of temporary Dexterity damage. One minute later, a second successful Fortitude save is required to avoid becoming frozen in place, as per the *hold monster* spell.

Caster Level: 9th; *Prerequisites:* Brew Potion, 5 ranks in Craft (poisonmaking), *hold monster*; *Market Price:* 1,320 gp; *Cost to Create:* 660 gp + 52 XP; *Weight:* —.

Verminous Version—Caster Level: 9th; *Prerequisites:* Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *hold monster*; *Hit Points:* —; *Market Price:* 2,640 gp; *Cost to Create:* 1,320 gp + 114 XP; *Weight:* —.

GORGON'S BREATH

This sparkling green dust reproduces a gorgon's power to petrify foes. Any creature who inhales a dose of *gorgon's breath* must succeed at a Fortitude save (DC 17) or be turned to stone permanently. One minute later, success at a second Fortitude save is required to again avoid petrification.

Caster Level: 11th; *Prerequisites:* Brew Potion, 5 ranks in Craft (poisonmaking), *flesh to stone*; *Market Price:* 2,520 gp; *Cost to Create:* 1,260 gp + 50 XP; *Weight:* —.

Verminous Version—Caster Level: 11th; *Prerequisites:* Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *flesh to stone*; *Hit Points:* —; *Market Price:* 5,040 gp; *Cost to Create:* 2,520 gp + 101 XP; *Weight:* —.

TABLE 8-2: MAGIC POISONS

Alchemical Poisons	Type	Initial Damage	Secondary Damage	Price
Antimagic poison	Same as base	Same as base	Same as base	x4
Crystalmist	Inhaled DC 19	1d6 Dex	<i>Hold monster</i>	1,320 gp
Natural Poisons	Type	Initial Damage	Secondary Damage	Price
Achaierai dust	Inhaled DC 15	2d6 hp	<i>Insanity</i>	950 gp
Chaos beast essence	Contact DC 15	2d4 Dex	Corporeal instability	1,400 gp
Vargouille bite	Injury DC 12	Special	—	400 gp

VARGOUILLE BITE

This injury poison mimics the vargouille's ability to cause wounds that cannot be healed. A creature that fails its Fortitude save (DC 12) against *vargouille bite* cannot magically or naturally heal the damage from the attack that delivered the poison. A *neutralize poison* or *heal* spell removes this effect. *Delay poison* allows magical healing of this damage during the spell's duration, but such regained hit points are temporary and go away when the duration of *delay poison* runs out.

Caster Level: 5th; **Prerequisites:** Brew Potion, 5 ranks in Craft (poisonmaking), *bestow curse*; **Market Price:** 400 gp; **Cost to Create:** 200 gp + 16 XP; **Weight:** —.

Verminous Version—Caster Level: 5th; **Prerequisites:** Craft Single-Use Item, 5 ranks in Craft (poisonmaking), *bestow curse*, **Hit Points:** —; **Market Price:** 800 gp; **Cost to Create:** 400 gp + 32 XP; **Weight:** —.

POTIONS

The potions listed below are spells in liquid form. Their effects are identical to those of the spells described in **Chapter Seven: Spells and Magic** as cast by a caster of the minimum level needed.

Verminous versions require the creator to have the Craft Single-Use Item feat. A verminous "potion" need not be in liquid form. It could be a dust that must be sprinkled over the target, a magic phrase engraved on a beetle carapace that must be read, or any number of things.

TABLE 8-3: POTIONS

Potion	Market Price	Verminous Item Market Price
<i>Lightsight</i>	25 gp	10 gp
<i>Air breathing</i>	300 gp	120 gp
<i>Web walk</i>	300 gp	120 gp

- RINGS -

Drow favor rings and jewelry of dark beauty, and their magic rings also reflect this desire. Each is a unique work of art, even if its powers are similar to another's.

DEATH ATTACK

This vile-looking ring adds +3 to the DC of any death attack the wearer makes. If the wearer does not have the ability to make death attacks as an assassin, this ring grants no benefit.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, creator must have the death attack class ability; **Market Price:** 7,500 gp; **Cost to Create:** 3,750 gp + 300 XP; **Weight:** —.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, creator must have the death attack class ability; **Hit Points:** 1; **Market Price:** 7,500 gp; **Cost to Create:** 3,750 gp + 300 XP; **Weight:** —.

ABJURATION

This ring grants its wearer a +2 luck bonus on saving throws against all spells. In addition, the wearer can cast an extra Abjuration spell of 1st, 2nd, 3rd, 4th, or 5th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, Spell Focus (Abjuration); **Market Price:** 45,000 gp; **Cost to Create:** 22,500 gp + 1,800 XP; **Weight:** —.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Abjuration); **Hit Points:** 1; **Market Price:** 45,000 gp; **Cost to Create:** 22,500 gp + 1,800 XP; **Weight:** —.

CONJURATION

When the wearer of this ring casts a *summon monster*, *summon nature's ally*, or *summon Underdark slave* spell, the spell always summons the maximum number of creatures.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, Spell Focus (Conjuration); **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP; **Weight:** —.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Conjuration); **Hit Points:** 1; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP; **Weight:** —.

DIVINATION

This ring grants its wearer an extra Divination spell of any level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, Spell Focus (Divination); **Market Price:** 81,000 gp; **Cost to Create:** 40,500 gp + 3,240 XP; **Weight:** —.

Verminous Version—Caster Level: 17th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Divination); **Hit Points:** 1; **Market Price:** 81,000 gp; **Cost to Create:** 40,500 gp + 3,240 XP; **Weight:** —.

ENCHANTMENT

This ring grants its wearer a +2 luck bonus on saving throws against spells of the Enchantment school. In addition, the wearer can cast an extra Enchantment spell of 1st, 2nd, 3rd, 4th, or 5th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Enchantment); *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Enchantment); *Hit Points:* 1; *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

EVOCATION

This ring grants its wearer a +2 luck bonus on saving throws against spells of the Evocation school. In addition, the wearer can cast an extra Evocation spell of 3rd, 4th, or 5th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Evocation); *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Evocation); *Hit Points:* 1; *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

INTERLUDE: DRE'REZZYM'S JOURNEY

Remember what I told you, Dre'Rezzym? Remember the tortures beyond life that I promised? They're soon to be yours.

No, not yet. First you must experience all the pains of the flesh.

Let's give you back your tongue so we can understand your pleas. No, you won't be healed. I'll just polymorph you.

There, that's better. Tell me, Dre'Rezzym: How do you feel?

Finished yet?

No, of course not. Well, by all means continue. This is very amusing!

Did you get all that, scribe?

Good. Record the exact manner of his torture as I inflict it. I want everything in that book written down, word for word.

Oh yes, Dre'Rezzym, you did think I was making this book for dissemination. I lied, of course. I never had any intention of showing your book to anyone but my employer. I'm doing this as House Nyptob's tribute to the church of Demzer. It shall be a masterpiece of psychological and physical torture that will last for eternity. How's that for a legacy? Eternally tortured!

Oh, and just to spice things up a little, I bought back your halfling friend from the brothel. He's a little worse for wear—but he'll live long enough to be remitted with you and another friend of yours.

Bring in Dre'Rezzym's friends, please.

Scribe! Gag his screaming for a bit so he can bear me!

That's better. As you no doubt realize, your female human friend is quite dead. She is what you would call a ghoul, an undead that feasts on flesh. Alas, she seems to be missing her stomach and is always hungry! Her meal this evening will be your still-living and soon to be screaming halfling friend, and seeing as he hasn't been gelded yet, we'll let her start off with dessert.

I have my tools ready now, scribe. Remove his gag, and we'll begin.

Demzer, bear my prayer! I dedicate this act and these creatures to your loving embrace . . .

ILLUSION

This ring grants its wearer a +2 luck bonus on saving throws against spells of the Illusion school. In addition, the wearer can cast an extra Illusion spell of 1st, 2nd, 3rd, 4th, or 5th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Illusion); *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Illusion); *Hit Points:* 1; *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

ITEM USE

The *item use* ring grants its wearer the ability to use the Use Magic Device skill untrained, as well as a +5 competence bonus on Use Magic Device checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, 5 ranks in Use Magic Device; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP; *Weight:* —.

Verminous Version—*Caster Level:* 5th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, 5 ranks in Use Magic Device; *Hit Points:* 1; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP; *Weight:* —.

NECROMANCY

This ring adds 2 to the DC of any Necromancy spell the wearer casts. In addition, the wearer can cast an extra Necromancy spell of 3rd, 4th, 5th, 6th, or 7th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Necromancy); *Market Price:* 55,666 gp; *Cost to Create:* 27,833 gp + 2,226 XP; *Weight:* —.

Verminous Version—*Caster Level:* 13th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Necromancy); *Hit Points:* 1; *Market Price:* 55,666 gp; *Cost to Create:* 27,833 gp + 2,226 XP; *Weight:* —.

TRANSMUTATION

This ring grants its wearer a +2 luck bonus on saving throws against spells of the Transmutation school. In addition, the wearer can cast an extra Transmutation spell of 3rd, 4th, or 5th level each day. This is a bonus spell; wearers who are not spellcasters gain no benefit.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Transmutation); *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per Day Item, Spell Focus (Transmutation); *Hit Points:* 1; *Market Price:* 31,666 gp; *Cost to Create:* 15,833 gp + 1,266 XP; *Weight:* —.

TUMBLING

This ring grants its wearer the ability to use the Tumble skill untrained and a +5 competence bonus on Tumble skill checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, 5 ranks in Tumble; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP; *Weight:* —.

Verminous Version—*Caster Level:* 5th; *Prerequisites:* Craft Single-Use Item, Craft Unlimited-Duration-Use Item, 5 ranks in Tumble; *Hit Points:* 1; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP; *Weight:* —.

- RODS, STAFFS AND WARDS -

RODS

Rods are strange magic items that drow rarely craft. Nonetheless, dark elves have crafted some very powerful magic rods. Spells indicated with an asterisk (*) are new spells described in **Chapter Seven: Spells and Magic**.

ROD OF VERMIN CONTROL

The user of this rod can control vermin as per the *dominate vermin* spell cast by a 11th-level caster (Will save negates, DC 19). The rod can be used an unlimited number of times, but the user can control only up to 22 Hit Dice of vermin at one time.

Caster Level: 11th; *Prerequisites:* Craft Rod, *dominate vermin**; *Market Price:* 66,000 gp; *Cost to Create:* 33,000 gp + 2,640 XP; *Weight:* 5 lb.

Verminous Version—*Caster Level:* 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per-Day Item, *dominate vermin**; *Hit Points:* 2; *Market Price:* 66,000 gp; *Cost to Create:* 33,000 gp + 2,640 XP; *Weight:* 3 lb.

ROD OF WRATH AND RAGE

Carved with hundreds of angry faces, the *rod of wrath and rage* can be used as a +1 *light mace*. In addition, three times per day it can grant a touched creature the ability to rage as a barbarian. The touched creature must choose to rage within 3 rounds of being touched, or the ability is wasted. The benefits of multiple rages do not stack.

Caster Level: 9th; *Prerequisites:* Craft Rod, *bull's strength*, *emotion (rage)*, *endurance*; *Market Price:* 23,600 gp; *Cost to Create:* 11,800 gp + 944 XP; *Weight:* 5 lb.

Verminous Version—*Caster Level:* 9th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Uses-Per-Day Item, *bull's strength*, *emotion (rage)*, *endurance*; *Hit Points:* 7; *Market Price:* 12,800 gp; *Cost to Create:* 6,400 gp + 512 XP; *Weight:* 3 lb.

XARCON'S BATON OF EVOCATION

This +1 *heavy mace* has six buttons. Five of them are carved into stylized icons representing acid, cold, electricity, fire, and sonic energy. The sixth looks like a combination of all five. Once per day one button can be depressed with varying effects. Any previously pressed button pops up.

- **Acid Button:** The rod grants acid immunity for as long as it remains in the user's possession and the button remains depressed.
- **Cold Button:** The rod grants cold immunity for as long as it remains in the user's possession and the button remains depressed.
- **Electricity Button:** The rod grants electricity immunity for as long as it remains in the user's possession and the button remains depressed.
- **Fire Button:** The rod grants fire immunity for as long as it remains in the user's possession and the button remains depressed.
- **Sonic Button:** The rod grants sonic immunity for as long as it remains in the user's possession and the button remains depressed.
- **Combination Button:** Pressing this button summons 1d3 Evocation spirits (see **Chapter Three: Creatures of the Underdark**) who serve the possessor of the rod as though summoned by a *summon monster* spell. The spirits remain as long as the button remains depressed or until they are killed.

Caster Level: 11th; *Prerequisites:* Craft Rod, *planar ally* or *planar binding*, *protection from elements*; *Market Price:* 127,200 gp; *Cost to Create:* 63,600 gp + 5,088 XP; *Weight:* 5 lb.

Verminous Version—*Caster Level:* 11th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per-Day Item, *planar ally* or *planar binding*, *protection from elements*; *Hit Points:* 15; *Market Price:* 65,600 gp; *Cost to Create:* 32,800 gp + 2,624 XP; *Weight:* 3 lb.

STAFFS

The staffs below follow the guidelines in the *DMG*. Each has 50 charges. Note that the verminous versions need not be spell-trigger items. Spells indicated with an asterisk (*) are new spells described in **Chapter Seven: Spells and Magic**.

CAVERNSTAFF

Made to fend off and take advantage of the many dangers of the Underdark, the *cavernstaff* can be used to cast the following spells:

- *Piercer** (1 charge, DC 13)
- *Stone shape* (1 charge)
- *Stone tell* (2 charges)
- *Earthquake* (2 charges, DC 19)

Caster Level: 15th; *Prerequisites:* Craft Staff, *earthquake*, *piercer**, *stone shape*, *stone tell*; *Market Price:* 65,250 gp; *Cost to Create:* 32,625 gp + 2,610 XP; *Weight:* 5 lb.

Verminous Version—*Caster Level:* 15th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, *earthquake*, *piercer**, *stone shape*, *stone tell*; *Hit Points:* 1; *Market Price:* 87,000 gp; *Cost to Create:* 43,500 gp + 3,480 XP; *Weight:* 3 lb.

STAFF OF POISON

Carved with designs of skulls and droplets of running poison, this rune-covered staff allows the user to cast the following spells:

- *Detect poison* (1 charge)
- *Delay poison* (1 charge)
- *Undetectable poison** (1 charge)
- *Neutralize poison* (2 charges)
- *Poison* (2 charges, DC 16)
- *Envenom object** (2 charges)

Caster Level: 15th; *Prerequisites:* Craft Staff, *delay poison*, *detect poison*, *envenom object**, *neutralize poison*, *poison*, *undetectable poison**; *Market Price:* 60,187 gp; *Cost to Create:* 30,093 gp + 2,407 XP; *Weight:* 5 lb.

Verminous Version—*Caster Level:* 15th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, *delay poison*, *detect poison*, *envenom object**, *neutralize poison*, *poison*, *undetectable poison**; *Hit Points:* 1; *Market Price:* 94,250 gp; *Cost to Create:* 47,125 gp + 3,770 XP; *Weight:* 3 lb.

WEBSTAFF

Crafted with a weblike fan at either end, the *webstaff* can be used to cast the following spells:

- *Web walk** (1 charge)
- *Web* (1 charge, DC 14)
- *Iron web** (2 charges, DC 19)
- *Web wall** (2 charges, DC 19)

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Caster Level: 17th; *Prerequisites:* Craft Staff, *iron web**, *web*, *web walk**, *web wall**; *Market Price:* 41,625 gp; *Cost to Create:* 20,812 gp + 1,665 XP; *Weight:* 5 lb.

Verminous Version—Caster Level: 17th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, *iron web**, *web*, *web walk**, *web wall**; *Hit Points:* 1; *Market Price:* 55,500 gp; *Cost to Create:* 27,750 gp + 2,220 XP; *Weight:* 3 lb.

WARDS

The effects of the wands listed below are identical to the spells' effects as described in **Chapter Seven: Spells and Magic** at the minimum caster level.

- WONDROUS ITEMS -

Drow craft many wondrous magic items, some of which are described in the following pages. Spells indicated with an asterisk (*) are new spells described in **Chapter Seven: Spells and Magic**.

BOOTS OF SPIDERKIND

These soft, black leather boots are often made from the skin of drow sacrificed in the Spider Queen's temples. They enable their wearer to move on vertical surfaces or even upside down along ceilings at normal speed. In addition, the wearer can pass through magical and natural webs at will as per the *web walk* spell.

TABLE 8-4: WARDS

Wand	Market Price	Verminous Item Market Price
0-Level Spells		
<i>Lightsight</i>	375 gp	500 gp
1st-Level Spells		
<i>Magic attack</i>	750 gp	2,000 gp
<i>Summon Underdark slave I</i>	750 gp	2,000 gp
<i>Shadow weapon</i>	750 gp	2,000 gp
<i>Vermis servants</i>	750 gp	2,000 gp
2nd-Level Spells		
<i>Air breathing</i>	4,500 gp	6,000 gp
<i>Angry wound</i>	4,500 gp	6,000 gp
<i>Deaden sound</i>	4,500 gp	6,000 gp
<i>Fit of pique</i>	4,500 gp	6,000 gp
<i>Gloomlight</i>	4,500 gp	6,000 gp
<i>Piercer</i>	4,500 gp	6,000 gp
<i>Summon Underdark slave II</i>	4,500 gp	6,000 gp
<i>Undetectable poison</i>	4,500 gp	6,000 gp
<i>Vermis messenger</i>	4,500 gp	6,000 gp
<i>Web walk</i>	4,500 gp	6,000 gp
3rd-Level Spells		
<i>Greater magic attack</i>	11,250 gp	15,000 gp
<i>Shadow path</i>	11,250 gp	15,000 gp
<i>Summon Underdark slave III</i>	11,250 gp	15,000 gp
4th-Level Spells		
<i>Fit of passion</i>	21,000 gp	28,000 gp
<i>Soften</i>	21,000 gp	28,000 gp
<i>Summon Underdark slave IV</i>	21,000 gp	28,000 gp
<i>Torturous grasp</i>	21,000 gp	28,000 gp

Wand crafters can increase the level that the spell is cast at (up to their own level), and this increases the market price of the item as described in the *DMG*.

VERMINOUS WANDS

Verminous versions require the creator to have the Craft Multiple-Use Item feat. A creator who wants to increase spellcasting level beyond the minimum must have the Craft Caster's-Level-Use Item feat. The prices listed in the table below are for 50-charge verminous items. Verminous "wands" need not be in wand form and can occupy a slot other than the hand slot. They can also be created with different limitations on who can use them.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *spider climb*, *web walk**; *Market Price:* 16,000 gp; *Cost to Create:* 8,000 gp + 640 XP; *Weight:* 1 lb.

Verminous Version—Caster Level: 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per-Day Item, *spider climb*, *web walk**; *Hit Points:* 1; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP; *Weight:* 1 lb.

CLOAK OF SHADOWS

This black cloak appears to be filled with shadows even in the brightest light. So long as the wearer is within 20 feet of some sort of shadow (not his own or the cloak's) or darkness, he can nearly vanish into his surroundings, leaving only the barest traces of faded portions of his body. The *cloak of shadows* grants one-half concealment (20% miss chance) and allows the wearer to hide in plain sight at will.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *blur*, *invisibility*; *Market Price:* 36,000 gp; *Cost to Create:* 18,000 gp + 1,440 XP; *Weight:* 1 lb.

Verminous Version—Caster Level: 12th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, Craft Uses-Per-Day Item, *blur*, *invisibility*; *Hit Points:* 1; *Market Price:* 42,000 gp; *Cost to Create:* 21,000 gp + 1,680 XP; *Weight:* 1 lb.

CLOAK OF UNDERDARK SURVIVAL

This gray cloak is embroidered with patterns that mimic rock formations. It provides a +10 circumstance bonus on Hide and Move Silently checks in stony or rocky environments, a +10 competence bonus on Intuit Direction checks when underground, a +10 competence bonus on Wilderness Lore checks in the wilds of the Underdark, and the dwarven stonecunning ability (see the *PHB*).

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, 5 ranks in Hide, 5 ranks in Intuit Direction, 5 ranks in Move Silently, 5 ranks in Wilderness Lore, *stone tell* or the stonecunning ability; *Market Price:* 16,800 gp; *Cost to Create:* 8,400 gp + 672 XP; *Weight:* 1 lb.

Verminous Version—Caster Level: 5th; *Prerequisites:* Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Use Item, 5 ranks in Hide, 5 ranks in Intuit Direction, 5 ranks in Move Silently, 5 ranks in Wilderness Lore, *stone tell* or the stonecunning ability; *Hit Points:* 1; *Market Price:* 16,800 gp; *Cost to Create:* 8,400 gp + 672 XP; *Weight:* 1 lb.

GLOVES OF DEFTNESS

These thin black leather gloves grant their wearer a +10 competence bonus on Pick Pocket and Open Lock skill checks and a +4 competence bonus on attempts to disarm a foe or resist being disarmed. Any creature that wears the gloves can absorb them into its body, as a standard action that does not provoke an attack of opportunity. The wearer gains no benefits of the gloves while they are so absorbed, but they are perfectly hidden from all manual and magical

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detection. The gloves can be retrieved as a standard action or as part of a move action. Absorbing or retrieving the *gloves of deftness* is a supernatural ability. The absorbed gloves still count against the creature's limit of the number of magic items it can use. While absorbed, the gloves are immune to most magic effects, as they are subsumed in the creature's body. When a creature with absorbed *gloves of deftness* is killed, the gloves are expelled from the body.

Caster Level: 3rd; **Prerequisites:** Craft Bonding Item, Craft Wondrous Item, 5 ranks in Open Lock or *knock*, 5 ranks in Pick Pocket; **Market Price:** 15,600 gp; **Cost to Create:** 7,800 gp + 624 XP; **Weight:** —.

Verminous Version—**Caster Level:** 5th; **Prerequisites:** Craft Bonding Item, Craft Single-Use Item, Craft Unlimited-Duration-Use Item, 5 ranks in Open Lock or *knock*, 5 ranks in Pick Pocket; **Hit Points:** 1; **Market Price:** 18,720 gp; **Cost to Create:** 9,360 gp + 748 XP; **Weight:** —.

GOGGLES OF INVULNERABLE VISION

A creature wearing these goggles is rendered immune to all gaze attacks and blinding effects. The wearer gains no special ability to see in darkness or excessively bright light.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *remove blindness/deafness*, *spell immunity*; **Market Price:** 86,000 gp; **Cost to Create:** 43,000 gp + 3,440 XP; **Weight:** —.

Verminous Version—**Caster Level:** 7th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, *remove blindness/deafness*, *spell immunity*; **Hit Points:** 1; **Market Price:** 86,000 gp; **Cost to Create:** 43,000 gp + 3,440 XP; **Weight:** —.

HELM OF SPIDER EYES

This alien object looks like the scooped-out, dried head of a giant spider made of metal. When worn as a helmet, it allows the wearer to see in all directions at once. This grants the wearer a +4 circumstance bonus on Search and Spot checks, and the wearer cannot be flanked.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, uncanny dodge ability (cannot be flanked); **Market Price:** 2,280 gp; **Cost to Create:** 1,140 gp + 91 XP; **Weight:** 2 lb.

Verminous Version—**Caster Level:** 5th; **Prerequisites:** Craft Single-Use Item, Craft Unlimited-Duration-Use Item, uncanny dodge ability (cannot be flanked); **Hit Points:** 2; **Market Price:** 2,280 gp; **Cost to Create:** 1,140 gp + 91 XP; **Weight:** 2 lb.

MASK OF AIR BREATHING

This metal half-mask covers the mouth and nose, enabling a water-breathing wearer to breathe air indefinitely.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *air breathing*; **Market Price:** 12,000; **Cost to Create:** 6,000 gp + 480 XP; **Weight:** 1 lb.

Verminous Version—**Caster Level:** 5th; **Prerequisites:** Craft Single-Use

Item, Craft Unlimited-Duration-Use Item, *air breathing*; **Hit Points:** 1; **Market Price:** 18,000 gp; **Cost to Create:** 9,000 gp + 720 XP; **Weight:** 1 lb.

QUIVER OF SHARPNESS

This magic quiver has 50 charges to enhance any arrow or bolt placed inside. Such a projectile has its threat range doubled as by the *keen edge* spell cast by a 5th-level sorcerer. Each arrow or bolt removed from the quiver drains it of one charge. Most *quivers of sharpness* are filled with arrows shortly after being created.

Caster Level: 5th; **Prerequisites:** Craft Bonding Item, Craft Wondrous Item, *keen edge*; **Market Price:** 1,350 gp; **Cost to Create:** 675 gp + 54 XP; **Weight:** —.

Verminous Version—**Caster Level:** 5th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, *keen edge*; **Hit Points:** 1; **Market Price:** 780 gp; **Cost to Create:** 390 gp + 31 XP; **Weight:** —.

SPELL SPURT SPIDER

A *spell spurt spider* is a spurt spider (see **Chapter Six: Equipment**) that is imbued with a spell instead of carrying a toxin or acid in its sheath. This spell can be any burst or emanation spell that affects an area or all creatures in an area. The creator casts the spell into the spurt spider, going through all the normal steps of the spellcasting process but using the spurt spider as an additional material component. A *spell spurt spider* holds a spell indefinitely until activated. It is then used exactly like a normal spurt spider, but with an extended duration of its movement. On activation it moves for 3 rounds, then the spell takes effect. The burst or emanation is centered on the *spell spurt spider*, which is consumed.

Caster Level: 5th; **Prerequisites:** Craft Caster's-Level-Use Item, Craft Wondrous Item, *animate objects*; **Market Price:** 15,408 gp; **Cost to Create:** 7,704 gp + 616 XP; **Weight:** 1 lb.

Verminous Version—**Caster Level:** 3rd; **Prerequisites:** Craft Caster's-Level-Use Item, Craft Single-Use Item, spurt spider; **Hit Points:** 8; **Market Price:** 3,168 gp; **Cost to Create:** 1,584 gp + 126 XP; **Weight:** 1 lb.

VEST OF DARK ELVENKIND

This black silk vest is embroidered in silver with subtle spiderweb patterns.

When it is donned by a drow, the range of the wearer's darkvision increases by 20 feet; the wearer can cast *darkness*, *faerie fire*, and *dancing lights* one extra time per day each; her racial bonus on Listen, Search, and Spot checks increases by +1; and the range at which she is entitled to a free Search check to find a secret door increases to 10 feet. Drow subraces and half-drow gain all these benefits as though they were drow; they do not gain the drow's base abilities, however. Thus, a half-drow wearing a *vest of dark elvenkind* would be able to cast *darkvision*, *faerie fire*, and *dancing lights* twice per day.

A nondrow who dons this vest can speak, read, and understand Drow and Undercommon and



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use the vest to cast *darkvision* twice per day as a 3rd-level sorcerer, but she suffers a –2 penalty on saving throws against the spells and spell-like abilities of drow.

Caster Level: 5th; **Prerequisites:** Creator must be a drow, Craft Wondrous Item, *darkvision*; **Market Price:** 4,500 gp; **Cost to Create:** 2,250 gp + 180 XP; **Weight:** —.

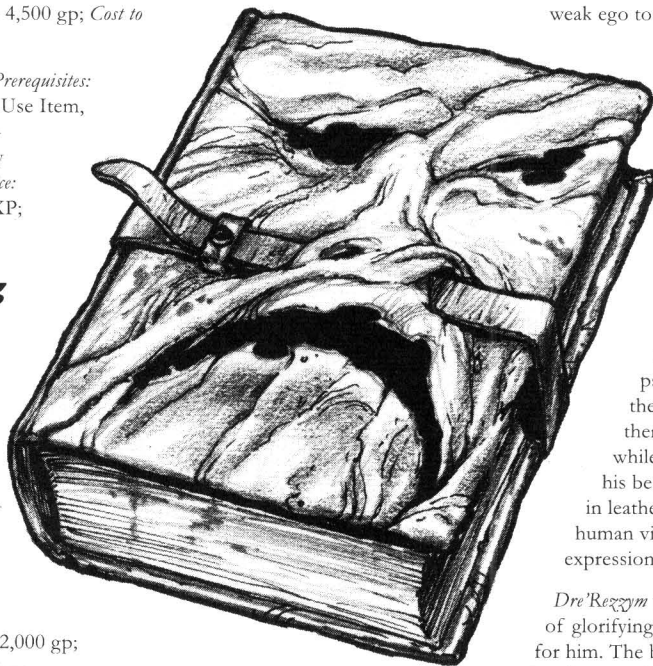
Verminous Version—Caster Level: 9th; **Prerequisites:** Creator must be a drow, Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Craft Uses-Per-Day Item, *darkvision*; **Hit Points:** 1; **Market Price:** 2,300 gp; **Cost to Create:** 1,150 gp + 92 XP; **Weight:** —.

WIDOW'S HANDS

Widow's hands are terrible items created by worshipers of Black Widow from the stitched-together skin of undead. Whenever the wearer of these gloves touches a creature or hits a creature with an unarmed attack, that creature is affected by *chill touch* as cast by a 1st-level sorcerer. Both gloves must be worn to have any effect.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *chill touch*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** —.

Verminous Version—Caster Level: 12th; **Prerequisites:** Craft Multiple-Use Item, Craft Single-Use Item, Craft Unlimited-Duration-Use Item, Craft Unlimited-Use Item, Craft Uses-Per-Day Item, *chill touch*; **Hit Points:** 1; **Market Price:** 1,800 gp; **Cost to Create:** 900 gp + 72 XP; **Weight:** —.



INTERLUDE: DRE'REZZYM'S JOURNEY

Well, Dre'Rezzym, you did it. You survived intact—more or less. I'm surprised, actually. I'd hoped you were strong enough, but I really had my doubts. Luckily your natural curiosity and desire for knowledge kept you with me.

Admit it—you were curious about what was going to happen. You secretly wanted to see the vile things we drow do. You wanted to see the tortures, even to feel them. You'll get to see them forever now. You'll experience them every day.

You're one of Demzer's favorites now. That makes you very happy, doesn't it?

It pleases Demzer too.

I'm taking you to your new owner now. We present an imposing figure, of course. We must make sure he doesn't double-cross me and try to steal you, and the only way to do that is to make him think it will cost more than paying for you.

I'm asking a high price. I've grown fond of you, Dre'Rezzym. You're my greatest work. A bloody little book, eternally tortured, eternally enslaved. For your aesthetic value alone you're worth twice the price I was promised.

Yes, my pet, we'll make him pay, every copper. First, let me look through your pages once more. Read your story to me, and don't forget to scream at the appropriate times...

INTELLIGENT ITEMS

Drow craft intelligent items more often than most races. They enjoy having a soul bonded to their service, and most such items have a weak ego to prevent them from commanding their wielder. Spells indicated with an asterisk (*) are new spells described in **Chapter Seven: Spells and Magic**.

DRE'REZZYM

This magic book is imbued with the spirit of a human scholar who was captured by a drow named Rezzym and forced to record his experiences in captivity, sometimes using his own blood as ink. Rezzym psychologically and physically tortured the human to the brink of insanity and then pushed him beyond by torturing him while he watched his undead wife devour his best friend. The book has been covered in leather made from the flesh of Rezzym's human victim, recording his last anguished expression on its front.

Dre'Rezzym was created with the special purpose of glorifying Demzer and garnering more worship for him. The book is incurably insane, having an Intelligence of 16 but Wisdom and Charisma scores of 6. It has an Ego of 13. When it speaks, it babbles and wails in a mixture of Common, Undercommon,

Drow, and Elven, but unless spoken to it transmits its desires telepathically. Whatever the human's original alignment might have been, *Dre'Rezzym* is wholly chaotic and evil.

The wielder of *Dre'Rezzym* gains free use of the Impressive Demonstration feat (see **Chapter Five: Skills and Feats**), can cast *angry wound* once per day, and can cast *charm person* by touch (DC 11) three times per day. In addition, *Dre'Rezzym* grants its wielder a +5 profane bonus on Intimidate checks. When used to show the power of Demzer, *Dre'Rezzym* allows its wielder access to its special purpose power, which is to *dominate person* (DC 15) with a touch.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, Impressive Threat, 5 ranks in Intimidate, *angry wound**, *charm person*, *dominate person*; **Market Price:** 55,000 gp; **Cost to Create:** 27,500 gp + 2,200 XP; **Weight:** 2 lb.

HER FURY

Her Fury is a +2 *keen unholy vorpal kukri* and a relic of great importance to the worshipers of Black Widow. Rusted, pitted, and sticky with old blood, its appearance belies its deadly nature, but the faithful of Black Widow immediately recognize the weapon's similarity to their goddess's famous weapon.

The wielder of *Her Fury* can use it to cast *finger of death* (100-foot range, DC 17) once per day, and when used to hinder the plans of the Spider Queen's clerics, *Her Fury* allows the wielder to cast *create undead* (wraiths only) on any creature it kills. The wraith is not commanded by the weapon nor its wielder (unless a successful turning check is made), but it cannot attack *Her Fury*'s wielder so long as the weapon is held in hand.

Her Fury has an Intelligence of 11, a Wisdom of 14, and a Charisma of 12. It has an Ego of 19 and communicates through semiempathy.

Caster Level: 20th; **Prerequisites:** Craft Magic Arms and Armor, *create undead*, *finger of death*; **Market Price:** 210,000 gp; **Cost to Create:** 105,000 gp + 8,400 XP; **Weight:** 3 lb.

APPENDIX ONE: REFERENCE TABLES

TABLE 1-1: RANDOM HEIGHT AND WEIGHT BY RACE

Race	Base Height	Height Modifier	Base Weight	Weight Modifier*
Drow	4'	+4d4	70 lb.	x (1d6) lb.
Half-drow		All as base creature		
Aquatic drow	4'	+4d4	85 lb.	x (2d4) lb.
Drey (female)	4' 10"	+2d8	130 lb.	x (2d4) lb.
Drey (male)	4' 5"	+2d8	100 lb.	x (2d4) lb.
Spiderling	2' 5"	+2d4	35 lb.	x 1 lb.
Vupdrax	4' 10"	+2d10	130 lb.	x (2d4) lb.

*See the *PfHB*, Height and Weight in the Description chapter for how the weight modifier works.

TABLE 1-2: AGES BY RACE

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Drow	40 years	150 years	250 years	350 years	+2d% years
Half-drow		All as base creature			
Aquatic drow	40 years	150 years	250 years	350 years	+2d% years
Drey (female)	20 years	80 years	130 years	250 years	+3d20 years
Drey (male)	20 years	70 years	125 years	200 years	+3d20 years
Spiderling	15 years	60 years	90 years	130 years	+3d20 years
Vupdrax	30 years	150 years	200 years	250 years	+2d20 years

TABLE 4-1: THE BLESSED OF XARCON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Evocation specialization	+1 level of existing class
2nd	+1	+0	+3	+3	Evasion	—
3rd	+1	+1	+3	+3	Evocation specialization	+1 level of existing class
4th	+2	+1	+4	+4	Evocation spell knowledge	+1 level of existing class
5th	+2	+1	+4	+4	Empowered Evocation, Evocation specialization	+1 level of existing class
6th	+3	+2	+5	+5	Improved evasion	—
7th	+3	+2	+5	+5	Energy proficiency, Evocation specialization	+1 level of existing class
8th	+4	+2	+6	+6	Maximized Evocation	+1 level of existing class
9th	+4	+3	+6	+6	Energy proficiency, Evocation specialization	+1 level of existing class
10th	+5	+3	+7	+7	Quickened Evocation, Xarcon's gift	+1 level of existing class

TABLE 4-2: THE CREATURE CULTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Totem creature
2nd	+2	+3	+0	+0	Monster aspect I
3rd	+3	+3	+1	+1	Monster aspect II
4th	+4	+4	+1	+1	Rage 1/day
5th	+5	+4	+1	+1	Monster aspect III

TABLE 4-3: THE DARK DANCER

Class Level	Base Attack Bonus**	Fort Save	Ref Save	Will Save†	Special
1st	+0	+0	+2	+0	Patron deity, patron's favor, bonus feat
2nd	+1	+0	+3	+0	Spring Attack
3rd	+2	+1	+3	+1	Dance of ruin
4th	+3	+1	+4	+1	Whirlwind Attack
5th	+3	+1	+4	+1	Dance of death

TABLE 4-4: THE DARKSIGHT SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Uncanny dodge, improved Blind-Fight
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	Hide from darkvision
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Evasion
6th	+4	+2	+5	+2	Sneak attack +3d6, improved darksight
7th	+5	+2	+5	+2	Infiltration (+3)
8th	+6	+2	+6	+2	Sneak attack +4d6, hide in darkness
9th	+6	+3	+6	+3	Infiltration (take 10)
10th	+7	+3	+7	+3	Quick kill, sneak attack +5d6

TABLE 4-5: THE DEEPSINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Bardic music	+1 level of existing class
2nd	+1	+0	+3	+3	—	+1 level of existing class
3rd	+2	+1	+3	+3	Blinding song	+1 level of existing class
4th	+3	+1	+4	+4	Keen hearing (+5)	+1 level of existing class
5th	+3	+1	+4	+4	Deafening note	+1 level of existing class
6th	+4	+2	+5	+5	Keen hearing (+10)	+1 level of existing class
7th	+5	+2	+5	+5	Destructive harmonics	+1 level of existing class
8th	+5	+2	+6	+6	Blindsight (20 feet)	+1 level of existing class
9th	+6	+3	+6	+6	Soul song	+1 level of existing class
10th	+7	+3	+7	+7	Echo, sonic resistance 15	+1 level of existing class

TABLE 4-6: THE DOMINANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Deadly whip	+1 level of existing class
2nd	+1	+0	+0	+3	Agonizing touch	+1 level of existing class
3rd	+2	+1	+1	+3	Binding whip	+1 level of existing class
4th	+3	+1	+1	+4	Enchantment specialization	+1 level of existing class
5th	+3	+1	+1	+4	Penetrating whip	+1 level of existing class
6th	+4	+2	+2	+5	Kiss of pain	+1 level of existing class
7th	+5	+2	+2	+5	Wicked whip	+1 level of existing class
8th	+6	+2	+2	+6	Punishment	+1 level of existing class
9th	+6	+3	+3	+6	Demaneing whip	+1 level of existing class
10th	+7	+3	+3	+7	Enslave	+1 level of existing class

APPENDIX

TABLE 4-7: THE DWEOMER DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	—	+1 level of existing class
2nd	+1	+3	+3	+3	—	+1 level of existing class
3rd	+1	+3	+3	+3	Strong Abjuration	+1 level of existing class
4th	+2	+4	+4	+4	—	+1 level of existing class
5th	+2	+4	+4	+4	Spell sustenance	+1 level of existing class
6th	+3	+5	+5	+5	—	+1 level of existing class
7th	+3	+5	+5	+5	Tireless defense	+1 level of existing class
8th	+4	+6	+6	+6	—	+1 level of existing class
9th	+4	+6	+6	+6	Increased spell resistance	+1 level of existing class
10th	+5	+7	+7	+7	Quickened Abjuration	+1 level of existing class

TABLE 4-8: THE FATE WEAVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Spell specialization, spells of fate (<i>doom, true strike</i>)	+1 level of existing class
2nd	+1	+0	+0	+3	Spell specialization, spells of fate (<i>death knell, detect thoughts</i>)	+1 level of existing class
3rd	+1	+1	+1	+3	Spell specialization, spells of fate (<i>baste, prayer</i>)	+1 level of existing class
4th	+2	+1	+1	+4	Spell specialization, spells of fate (<i>lesser geas, status</i>)	+1 level of existing class
5th	+2	+1	+1	+4	Spell specialization, spells of fate (<i>commune, mind fog</i>)	+1 level of existing class
6th	+3	+2	+2	+5	Spell specialization, spells of fate (<i>globe of invulnerability, slay living</i>)	+1 level of existing class
7th	+3	+2	+2	+5	Spell specialization, spells of fate (<i>find the path, legend lore</i>)	+1 level of existing class
8th	+4	+2	+2	+6	Spell specialization, spells of fate (<i>blasphemy, spell turning</i>)	+1 level of existing class
9th	+4	+3	+3	+6	Spell specialization, spells of fate (<i>protection from spells, resurrection</i>)	+1 level of existing class
10th	+5	+3	+3	+7	Spell specialization, spells of fate (<i>miracle, web of fate</i>)	+1 level of existing class

TABLE 4-9: THE MASTER SUMMONER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Easy enspelling	+1 level of existing class
2nd	+1	+0	+0	+3	Empowered Conjunction	+1 level of existing class
3rd	+1	+1	+1	+3	Strong Conjunction	+1 level of existing class
4th	+2	+1	+1	+4	Maximized Conjunction	+1 level of existing class
5th	+2	+1	+1	+4	Summoning alacrity	+1 level of existing class

TABLE 4-10: THE SPELLS ADDICT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Wild casting	+2 levels of existing class
2nd	+1	+0	+0	+0	Crippling casting	+1 level of existing class
3rd	+1	+1	+1	+1	Engorged spell	+2 levels of existing class
4th	+2	+1	+1	+1	Wizard bonus feat	+1 level of existing class
5th	+2	+1	+1	+1	Power casting	+2 levels of existing class

TABLE 4-11: THE SUBMISSIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Master, pain is pleasure
2nd	+2	+3	+3	+3	Shield the master (attacks), tirelessness
3rd	+3	+3	+3	+3	The beauty of blood, evasion
4th	+4	+4	+4	+4	Master said so
5th	+5	+4	+4	+4	Mock obedience, shield the master (saves)

TABLE 4-12: THE TALION APOSTLE

Level	Class Attack Bonus	Base Save	Fort Save	Ref Save	Will Special	Spellcasting
1st	+0	+2	+2	+2	Talion code, face of death 1/day	—
2nd	+1	+3	+3	+3	Spell fear	+1 level of existing class
3rd	+2	+3	+3	+3	Monk abilities	—
4th	+3	+4	+4	+4	Face of death 2/day	+1 level of existing class
5th	+3	+4	+4	+4	Rebuke undead	—
6th	+4	+5	+5	+5	Sneak attack +1d6	+1 level of existing class
7th	+5	+5	+5	+5	Face of death 3/day	—
8th	+6	+6	+6	+6	Cut the cord	+1 level of existing class
9th	+6	+6	+6	+6	Death's friend	—
10th	+7	+7	+7	+7	Death attack	+1 level of existing class

TABLE 4-13: THE TRANSFORMER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Transmutation specialization	+1 level of existing class
2nd	+1	+3	+0	+3	Transmutation spell knowledge	+1 level of existing class
3rd	+1	+3	+1	+3	Transmutation specialization	+1 level of existing class
4th	+2	+4	+1	+4	Transmutation symbiosis	+1 level of existing class
5th	+2	+4	+1	+4	Transmutation specialization	+1 level of existing class
6th	+3	+5	+2	+5	Tireless Transmutation	+1 level of existing class
7th	+3	+5	+2	+5	Transmutation specialization	+1 level of existing class
8th	+4	+6	+2	+6	Strong Transmutation	+1 level of existing class
9th	+4	+6	+3	+6	Transmutation specialization	+1 level of existing class
10th	+5	+7	+3	+7	Quickened Transmutation	+1 level of existing class

TABLE 4-14: THE UNSEEN SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ranged death attack, sneak attack +1d6
2nd	+1	+0	+3	+0	Distance sneak attack (40 feet)
3rd	+2	+1	+3	+1	Hidden death, sneak attack +2d6
4th	+3	+1	+4	+1	Distance sneak attack (60 feet)
5th	+3	+1	+4	+1	Deft Hide, sneak attack +3d6

TABLE 4-15: THE VERMIN OUTRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Riding reflexes
2nd	+2	+3	+3	+0	Nimble rider, ride well
3rd	+3	+3	+3	+1	Stealthy rider, vermin empathy (+5)
4th	+4	+4	+4	+1	Improved nimble rider, running charge
5th	+5	+4	+4	+1	Exceptional charge, vermin empathy (+10, take 10)

TABLE 4-16: THE VIBE TORMENTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Painful cut, sneak attack +1d6
2nd	+1	+0	+3	+0	Fear the pain, rule through intimidation
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Debilitating blow, rule through fear
5th	+3	+1	+4	+1	Agonizing strike, sneak attack +3d6

TABLE S-1: FEATS

General Feats	Prerequisite	General Feats	Prerequisite
Absorb Familiar	Must have a familiar	Use Magic Device	Use Magic Device 5+ ranks, Skill Focus (Use Magic Device)
Ammunition Threat	Base attack bonus +2 or higher	Application Focus	Ability to cast <i>animal friendship</i> and <i>vermin servants</i>
Armor Mastery	Armor Proficiency of the necessary type	Vermin Companion	<i>Wild shape</i> ability
Armored Tumbler	Armor Mastery, Armor Proficiency (heavy), Armor Proficiency (medium), Tumble 5+ ranks	Vermin <i>Wild Shape</i>	Wis 13+, base attack bonus +1 or higher
Bull Rush Strike	Str 13+, Improved Bull Rush, Power Attack	Weapon Knack	Weapon Proficiency (selected weapon), Weapon Focus (selected weapon), base attack bonus +4 or higher
Cast On the Run	Dex 13+, Con 13+, Concentration 5+ ranks, Dodge, Mobility	Weapon of Choice	—
Cut Arrows	Dex 13+, Deflect Arrows, Improved Unarmed Strike	Whisper Spell	—
Damaging Hold	Str 13+, Improved Unarmed Strike	Drow Feats	Prerequisites
Desperate Blow	Base attack bonus +6 or higher	Alternate Lights	Ability to cast <i>dancing lights</i>
Dexterous Grappler	Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher	Brilliant Dancers	Ability to cast <i>dancing lights</i>
Grappling Threat	Dexterous Grappler, Improved Unarmed Strike, Escape Artist 5+ ranks, base attack bonus +4 or higher	Color Darkvision	Darkvision
Double Shielding	Dex 15+, Alertness, Ambidexterity, Shield Proficiency, base attack bonus +3 or higher	Creature Darkness	Ability to cast <i>darkness</i>
Double Weapon Mastery	Dex 15+, Alertness, Two-Weapon Fighting, Weapon Proficiency with selected double weapon, base attack bonus +3 or higher	Darksight	Blind-Fight, darkvision, ability to cast <i>darkness</i> , SR 15+
Exceptional Climber	Base Reflex save +3 or higher, Climb 5+ ranks, Skill Focus (Climb)	Deepest Darkness	Ability to cast <i>darkness</i>
Exceptional Tumbler	Base Reflex save +3 or higher, Tumble 5+ ranks, Skill Focus (Tumble)	Distant Darkness	Ability to cast <i>darkness</i>
Great Grappler	Improved Unarmed Strike, base attack bonus +4 or higher	Fatal Fire	Ability to cast <i>faerie fire</i>
Impressive Battledance	Perform 5+ ranks, Perform (battledance)	Increased Spell Resistance	Spell resistance, base attack bonus +2 or higher
Impressive Demonstration	Intimidate 5+ ranks	Lightsight	Light blindness
Impressive Flourish	Perform 5+ ranks, Perform (attack flourish)	Soundsight	Alertness, Blind-Fight, Skill Focus (Listen)
Improved Combat Reflexes	Dex 13+, Combat Reflexes	Total Darkvision	Alertness, Skill Focus (Spot), darkvision 120 ft.
Improved Deflect Arrows	Dex 13+, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike	Unique Spell Abilities	Cha 13+, Drow spell-like abilities
Lightning Grab	Int 13+, Expertise, Improved Disarm	Wide Fire	Ability to cast <i>faerie fire</i>
Painful Pin	Improved Unarmed Strike, base attack bonus +4 or higher	Item Creation Feats (verminous)	Prerequisites
Perfect Shot	Dex 13+, Weapon Proficiency (selected ranged weapon), Point Blank Shot, Precise Shot, Weapon Focus (selected ranged weapon), base attack bonus +3 or higher	Craft Single-Use Item	Spellcaster level 3rd+
Perfect Strike	Dex 13+, Weapon Proficiency (selected melee weapon), Weapon Finesse (selected melee weapon), Weapon Focus (selected melee weapon), base attack bonus +3 or higher	Craft Unlimited-Duration-Use Item	Craft Single-Use Item, Spellcaster level 5th+
Pierce	Dex 13+, Point Blank Shot, Precise Shot	Craft Multiple-Use Item	Craft Single-Use Item, Spellcaster level 5th+
Great Pierce	Pierce	Craft Uses-Per-Day Item	Craft Single-Use Item, Craft Multiple-Use Item, Spellcaster level 9th+
Poison Use	Dex 13+, Point Blank Shot, Precise Shot	Craft Unlimited-Use Item	Craft Single-Use Item, Craft Multiple-Use Item, Craft Uses-Per Day Item, Spellcaster level 12th+
Reconcentrate	Dex 13+	Meta-Item Creation Feats	Prerequisites
Sacrifice Familiar	Ability to cast 2nd-level spells, Concentration 5+ ranks, Combat Casting	Craft Bonding Item	—
Savant Skill	—	Craft Power-Bonding Item	Craft Bonding Item
Genius Skill	Skill Focus (selected skill)	Craft Caster's-Level-Use Item	—
Shield Mastery	Savant Skill (selected skill) Skill Focus (selected skill)	Craft Flawless Item	—
Shield Specialization	Shield Proficiency	Metamagic Feats	Prerequisites
Spring Charge	Shield Mastery, Shield Proficiency	Dark Spell	—
Strong Off-Hand Attack	Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +6 or higher	Enspelled Summons	—
Strong Spellcasting	Str 15+, Dex 15+, Ambidexterity	Exchange Component	—
Strong Two-Handed Attack	—	Far Hand	Ability to cast <i>spectral hand</i>
Uncanny Evasion	Str 15+, Dex 15+, Ambidexterity	Ranged Weapon Channel	Far Hand, Weapon Focus (selected ranged weapon)
Use Magic Device Item Focus	Dex 13+, evasion, improved evasion	Weapon Channel	Far Hand, Weapon Focus (selected melee weapon)
	Use Magic Device 5+ ranks, Skill Focus (Use Magic Device)	Ghost Touch Spell	Ability to cast Necromancy spells
		Lingering Touch	Ability to cast touch-range spells
		Moving Spell	—
		Nullify Enemy Magic	—
		Nullify Magic Type	—
		Nullify School	—
		Traceless Spell	Ability to cast 2nd-level spells
		Invisible Spell	Traceless Spell, Ability to cast 2nd-level spells

APPENDIX TWO: NPCs

This appendix presents tables containing statistics for two archetypal drow NPCs at 20 levels. They add to the versatile NPC tables in the *DMG*, giving GMs ready-made villains for any level. Making small adjustments to the statistics below can ease the time-consuming task of creating individualized NPCs. Players can also use these tables for ideas on how to design their own drow characters.

DROW WEAPON MASTER

(ROG7/FTR7/RGR6)

Dark elves are famous for their martial skill, and the drow weapon master can be used to represent many kinds of combatants. A weapon master might be a gladiator, slaver, patrol leader, military leader, guard, scout, or assassin. By changing the weapons, switching some skill points, and exchanging feats and items, this versatile character can be used over and over and seem like a new NPC each time. Adding prestige class levels at various points creates even more variety.

Starting Ability Scores: Str 15, Dex 16, Con 11, Int 12, Wis 12, Cha 8.

Increased Ability Scores: 4th, Con 12; 8th, Str 16; 9th, Dex 16 (18); 11th, Con 12 (14); 12th, Dex 17 (19); 13th, Dex 17 (21); 16th, Str 16 (20), Dex 18 (22); 17th, Dex 18 (24); 19th, Con 12 (18); 20th, Dex 19 (25).

Feats: 1st, Exotic Weapon Proficiency (bastard sword); 2nd, Weapon Focus (bastard sword); 3rd, Strong Off-Hand Attack, Track; 5th, Weapon of Choice (bastard sword); 6th, Weapon Finesse (bastard sword), Skill Focus (Tumble); 9th, Exceptional Tumbler; 10th, Weapon Specialization (bastard sword); 12th, Improved Two-Weapon Fighting; 15th, Improved Critical (bastard sword); 16th, Power Attack; 18th, Cleave.

Class Features: 1st, sneak attack +1d6; 3rd, ambidexterity, two-weapon fighting, favored enemy (aberration +1); 4th, evasion; 8th, uncanny dodge (Dex to AC), sneak attack +2d6; 12th, ranger spells; 14th, sneak attack +3d6; 15th, favored enemy (aberration +2), favored enemy (dwarves +1); 17th, uncanny dodge (can't be flanked); 19th, sneak attack +4d6.

Armor: Masterwork studded leather (1st), *mithral shirt* (2nd–3rd), masterwork steel buckler (3rd–4th), +1 *mithral shirt* (4th–20th).

Bastard Sword (Melee): Masterwork (1st–6th); second masterwork (5th–6th); 2 +1 (7th–9th); +1, +1 *keen* (10th–11th), 2 +1 *keen* (12th–14th), 2 +2 *keen* (15th–17th), 2 +3 *keen* (18th–20th).

Shortbow (Ranged): Normal (1st), masterwork (2nd–20th).

Arrows: 30 normal (1st–20th), 10 shatter (1st–20th), 50 +1 (18th).

Potions: *Cure light wounds* (1st–20th), *lightsight* (1st–20th), *hiding* (2nd–6th), *jump* (3rd–6th), *haste* (17th–18th).

Other Magic Gear: *Cloak of resistance* +1 (5th, 11th–16th), *amulet of natural armor* +1 (6th, 8th–14th), *gloves of Dexterity* +2 (9th–12th), *bracers of health* +2 (11th–18th), *quiver of sharpness* (12th, 14th), *gloves of Dexterity* +4 (13th–16th), *ring of protection* +2 (14th–19th), *belt of giant strength* +4 (16th–20th), *gloves of Dexterity* +6 (17th–20th), *cloak of resistance* +3 (17th–20th), *ring of feather falling* (17th–18th), *ring of jumping* (17th–18th), *bracers of health* +6 (19th–20th), *figurine of wondrous power (golden lions)* (19th); *ring of protection* +5 (20th); *ring of mind shielding* (20th).

Other Normal Gear: Climber's kit (1st–20th).

DROW WEAPON MASTER

Level	Class Level	hp	AC	Touch AC	Flat-Foot AC	Spd	Bastard Sword	Shortbow	F/R/W	Climb	Hide	Jump	List M	Sil	Srch	Spot	Tmbl	Wild	Spells
1	Rogue 1	6	16	13	13	30 ft.	+3 (+3)	+3	+0/+5/+1	6	7	6	7	7	7	7	7	3	
2	Fighter 1	11	17	13	14	30 ft.	+5 (+3)	+5	+2/+5/+1	7	7	7	7	7	7	7	7.5	3	
3	Ranger 1	17	18	13	15	30 ft.	+6 (+2)	+6	+4/+5/+1	7	7	7	7	9	7	7	8	3	
4	Rogue 2	24	19	13	16	30 ft.	+7 (+2)	+7	+5/+6/+1	9	10	9	8	10	8	8	10	3	
5	Fighter 2	31	18	13	15	30 ft.	+6 (+2)*	+8	+7/+7/+2	10	10	10	8	10	8	8	10	3.5	
6	Ranger 2	37	19	13	16	30 ft.	+8 (+2)*	+9	+7/+6/+1	10	11	10	9	11	8	9	10	4.5	
7	Fighter 3	44	18	13	15	30 ft.	+9/+4 (+3)*	+10/+5	+7/+7/+2	11	11	11	9	11	8	9	12	5	
8	Rogue 3	48	19	13	19	30 ft.	+10/+5 (+4)*	+11/+6	+8/+7/+3	11	14	11	10	14	8	10	13	5	
9	Ranger 3	55	20	14	20	30 ft.	+12/+7 (+4)*	+13/+8	+8/+9/+4	11	16	11	11	16	8	11	14	6	
10	Fighter 4	61	20	14	20	30 ft.	+13/+8 (+6)*	+14/+9	+9/+9/+4	11	16	12	11	16	8	11	15	6	
11	Rogue 4	75	20	14	20	30 ft.	+14/+9 (+6)*	+15/+10	+11/+11/+5	12	17	12	12	17	10	12	15	7	
12	Ranger 4	82	20	14	20	30 ft.	+15/+10/+5 (+6)*	+16/+11/+6	+12/+11/+5	12	18	12	13	18	10	13	15	8	1
13	Fighter 5	90	21	15	21	30 ft.	+17/+12/+7 (+6)*	+18/+13/+8	+12/+11/+5	13	19	14	13	19	10	13	16	8	1
14	Rogue 5	96	23	17	23	30 ft.	+17/+12/+7 (+6)*	+18/+13/+8	+12/+11/+5	14	20	14	14	20	10	14	20	8	1
15	Ranger 5	104	22	17	22	30 ft.	+19/+14/+9 (+6)*	+19/+14/+9	+12/+11/+5	14	21	14	14	21	10	14	21	9	1
16	Fighter 6	111	23	17	23	30 ft.	+21/+16/+11 (+9)*	+21/+16/+11	+13/+13/+6	17	22	16	16	22	10	14	22	9	1
17	Rogue 6	117	23	17	23	30 ft.	+23/+18/+13 (+9)*	+23/+18/+13	+16/+18/+9	18	24	17	17	24	12	15	25	9	1
18	Ranger 6	124	23	17	23	30 ft.	+25/20/15/10 (+10)*	+24/19/14/9	+17/+19/+10	19	25	19	17	25	12	15	25	9	2
19	Rogue 7	165	23	17	23	30 ft.	+26/21/16/11 (+10)*	+25/20/15/10	+19/+19/+10	20	26	20	17	26	13	17	25	10	2
20	Fighter 7	175	26	17	26	30 ft.	+27/22/17/12 (+10)*	+26/21/16/11	+19/+19/+10	21	26	22	17	26	13	17	25	10	2

*This represents the weapon master's attack and damage bonus when attacking with two bastard swords. Thus, the weapon master gains an extra attack (two extra with Improved Two-Weapon Fighting) at the highest attack bonus noted and deals the extra damage noted in the parenthesis with all attacks. Should the weapon master attack with one bastard sword wielded in two hands, add +2 to his attack roll and half again his Strength bonus.

DROW Mage-PRIEST

(CLERIC/WIZARD)

The dark elves' favored class is wizard, and the worshipers of the Spider Queen and Her Claws hold arcane magic in high regard. Thus, many drow wizards and sorcerers are also clerics, and many clerics dabble in arcane magic. You can use the mage-priest to represent all these characters. By making the wizard a specialist and changing the cleric's domains, you can create the faithful of any of the drow gods. Switching feats and skill points makes for greater variety, and adding prestige class levels instantly makes the mage-priest unique.

Starting Ability Scores: Str 8, Dex 14, Con 14, Int 15, Wis, 15, Cha 10.

Increased Ability Scores: 4th, Int 16; 8th, Wis 16; 10th, Int 16 (18), Wis 16 (18); 11th, Dex 14 (16); 12th, Int 17 (19); 14th, Int 17 (21); 16th, Int 18 (22); 20th, Wis 17 (21).

Feats: 1st, Combat Casting, Scribe Scroll; 3rd, Quick Draw; 6th, Spell Penetration; 9th, Lightsight, Craft Wondrous Item; 12th, Craft Wand; 15th, Lingering Touch; 17th, Far Hand; 18th, Lightning Reflexes.

Class Features: 1st, rebuke undead, Underdark domain, Vermin domain; 2nd, toad familiar.

Scimitar (Melee): Masterwork (1st–20th).

Light Crossbow (Ranged): Masterwork (1st–11th), +2 (12th–20th).

Bolts: 30 normal (1st–20th), 10 shatter (1st–20th).

Scrolls: *Bull's strength* (1st–2nd), *beat metal* (1st–2nd).

Wands: *Burning hands* (2nd, 13th), *lightsight* (2nd–8th), *cure light wounds* (3rd–20th), *magic missile* (4th, 13th), *web* (9th, 13th), *lightning bolt* (14th), *hold person* (15th), *dispel magic* (17th), *fireball* (6th-level caster) (17th), *slow* (17th), *magic missile* (9th-level caster) (18th), *fireball* (20th), *searing light* (20th).

Other Magic Gear: *Cloak of resistance* +1 (3rd–15th), *ring of protection* +1 (5th–14th), *bracers of armor* +1 (6th–7th), *necklace of fireballs (type I)* (7th), *bracers of armor* +2 (8th–20th), *dust of illusion* (8th), *Quaal's feather token (whip)* (9th), *headband of intellect* +2 (10th–13th), *periapt of Wisdom* +2 (10th–19th), *amulet of natural armor* +1 (10th), *bead of force* (10th), *gloves of Dexterity* +2 (11th–20th), *amulet of natural armor* +2 (11th–20th), *necklace of fireballs (type II)* (13th), *headband of intellect* +4 (14th–20th), *ring of protection* +3 (15th–20th), *cloak of resistance* +5 (16th–20th), *crystal ball with telepathy* (18th–20th), *staff of fire* (19th), *winged boots* (19th), *periapt of Wisdom* +4 (20th), *cloak of displacement* (20th).

Other Normal Gear: Two wand item sheaths (3rd–20th), five more wand item sheaths (4th–20th).

DROW Mage-PRIEST

Level	Class Level	hp	AC	Touch AC	Flat-Foot AC	Spd	Scimitar	Light Crossbow	F/R/W	Conc	Kn(a)	Kn(r)	Kn(p)	Lst	Srch	Scry	Spkr	Spot
1	Cleric 1	10	12	12	10	30 ft.	+0 (-1)	+3	+4/+2/+4	6	—	6	—	4	4	6	6	4
2	Wizard 1	14	12	12	10	30 ft.	+0 (-1)	+3	+4/+2/+6	7	3	6	3	4	4	6	7	4
3	Wizard 2	19	12	12	10	30 ft.	+1 (-1)	+4	+5/+3/+8	8	3	6	3	4	4	8	8	4
4	Cleric 2	25	12	12	10	30 ft.	+2 (-1)	+4	+6/+3/+9	9	4	8	4	4	5	9	10	5
5	Cleric 3	32	13	13	11	30 ft.	+3 (-1)	+5	+6/+4/+9	10	4	9	4	5	5	9	11	5
6	Wizard 3	36	14	13	12	30 ft.	+3 (-1)	+5	+7/+5/+9	11	5	9	5	5	5	10	12	5
7	Wizard 4	41	14	13	12	30 ft.	+4 (-1)	+7	+7/+5/+10	12	6	9	6	5	5	11	13	5
8	Cleric 4	47	15	13	13	30 ft.	+5 (-1)	+8	+8/+5/+12	13	6	9	6	5	5	12	14	6
9	Wizard 5	52	15	13	13	30 ft.	+5 (-1)	+8	+8/+5/+12	14	7	9	7	5	5	13	15	6
10	Wizard 6	56	16	13	14	30 ft.	+6/+1 (-1)	+9/4	+9/+6/+14	15	9	10	9	5	6	16	17	6
11	Cleric 5	63	18	14	15	30 ft.	+6/+1 (-1)	+10/5	+9/+7/+14	16	9	10	9	6	6	16	18	7
12	Wizard 7	67	18	14	15	30 ft.	+6/+1 (-1)	+11/6	+9/+7/+14	17	10	10	10	6	7	16	19	7
13	Wizard 8	72	18	14	15	30 ft.	+7/+7 (-1)	+12/6	+9/+7/+15	18	11	11	11	6	7	17	20	7
14	Cleric 6	78	18	14	15	30 ft.	+8/+3 (-1)	+13/7	+10/+8/+16	19	13	11	13	7	8	18	22	8
15	Wizard 9	83	20	16	17	30 ft.	+8/+3 (-1)	+13/7	+11/+9/+16	20	13	13	13	8	8	19	23	8
16	Cleric 7	90	20	16	17	30 ft.	+9/+4 (-1)	+14/7	+15/+13/+20	21	13	13	13	9	8	20	25	9
17	Wizard 10	94	20	16	17	30 ft.	+10/+5 (-1)	+15/7	+15/+13/+21	22	14	14	14	9	8	21	26	11
18	Cleric 8	100	20	16	17	30 ft.	+11/+6/+1 (-1)	+16/8/3	+16/+15/+22	23	15	15	15	10	8	22	27	11
19	Wizard 11	105	20	16	17	30 ft.	+11/+6/+1 (-1)	+16/8/3	+16/+15/+22	24	15	15	15	11	8	26	28	11
20	Cleric 9	111	20	16	17	30 ft.	+11/+6/+1 (-1)	+16/8/3	+16/+16/+23	25	15	15	15	12	9	26	29	12

CLERIC SPELL PROGRESSION

Level	0	1	2	3	4	5
1	3	2+1	—	—	—	—
2	3	2+1	—	—	—	—
3	3	2+1	—	—	—	—
4	4	3+1	—	—	—	—
5	4	3+1	2+1	—	—	—
6	4	3+1	2+1	—	—	—
7	4	3+1	2+1	—	—	—
8	5	4+1	3+1	—	—	—
9	5	4+1	3+1	—	—	—
10	5	4+1	3+1	—	—	—
11	5	4+1	3+1	2+1	—	—
12	5	4+1	3+1	2+1	—	—
13	5	4+1	3+1	2+1	—	—
14	5	4+1	4+1	3+1	—	—
15	5	4+1	4+1	3+1	—	—
16	6	5+1	4+1	3+1	2+1	—
17	6	5+1	4+1	3+1	2+1	—
18	6	5+1	4+1	4+1	3+1	—
19	6	5+1	4+1	4+1	3+1	—
20	6	6+1	5+1	4+1	3+1	2+1

WIZARD SPELL PROGRESSION

Level	0	1	2	3	4	5	6
1	—	—	—	—	—	—	—
2	3	2	—	—	—	—	—
3	4	3	—	—	—	—	—
4	4	3	—	—	—	—	—
5	4	3	—	—	—	—	—
6	4	3	2	—	—	—	—
7	4	4	3	—	—	—	—
8	4	4	3	—	—	—	—
9	4	4	3	2	—	—	—
10	4	4	4	3	—	—	—
11	4	4	4	3	—	—	—
12	4	5	4	3	2	—	—
13	4	5	4	4	3	—	—
14	4	6	4	4	3	—	—
15	4	6	4	4	3	2	—
16	4	6	5	4	3	2	—
17	4	6	6	4	4	3	—
18	4	6	6	4	4	3	—
19	4	6	6	5	4	3	2
20	4	6	6	5	4	3	2

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