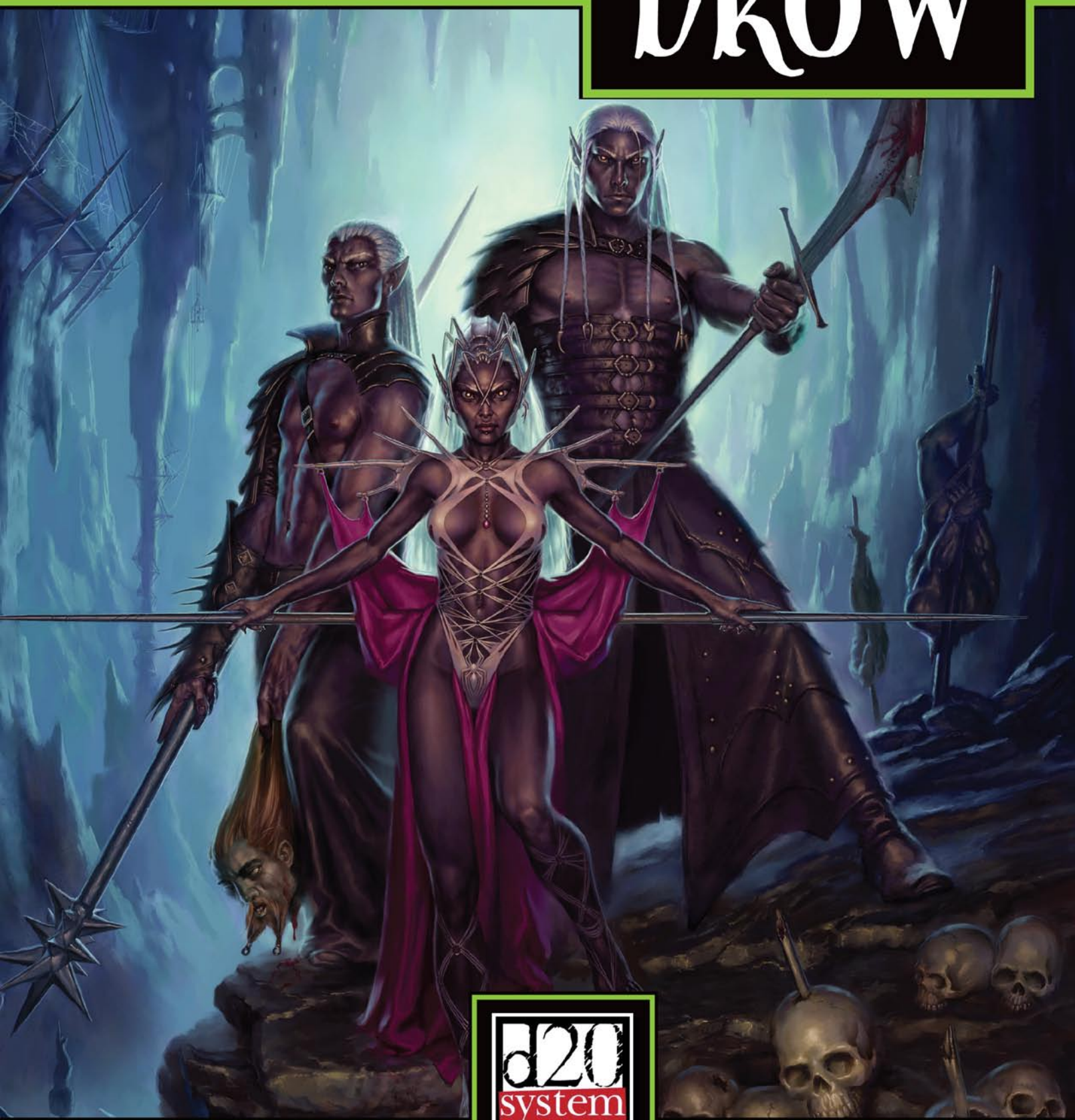


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ADVANCED RACE CODEX

DROW



20
system

THE ADVANCED RACE CODEx

Drow



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INTRODUCTION

In 2002, Green Ronin Publishing released *Plot & Poison: A Guidebook to Drow*. This sourcebook provided an exhaustive look at one of fantasy gaming's most reviled foes, exploring their depraved society, their perversities, magic, religion, and much more. But *Plot & Poison* was more than a simple racial "splat" book. It contained a variety of innovative design choices that pushed against the limits of the rules and in some ways set the bar higher for those rulebooks that would follow. With the advent of the 3.5 rules revision, *Plot & Poison's* usefulness waned as changes to the game, albeit in some cases minor, affected the design of the sourcebook in subtle ways. Certain feats, spell combinations and skill uses simply were not practical or were based on rules that no longer existed. Now, nearly six years later, Green Ronin Publishing is proud to release the *Advanced Race Codex: Drow*. This sourcebook updates the original entirely, bringing the rules in line with the current ones, removing some, while adding a few others. As with the original, this sourcebook should not define the limits of what drow can be, but rather it should act as the foundation for fantastic vision of what the dark elves could be in 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

Advanced Race Codex: Drow 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 MATERIAL

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

Chapter Three: Creatures of the Underdark 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. *Advanced Race Codex: Drow* 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, or even stranger races such as 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 completely 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?

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

CHAPTER ONE: THE WAY OF DARKNESS

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. *ARC: Drow* 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

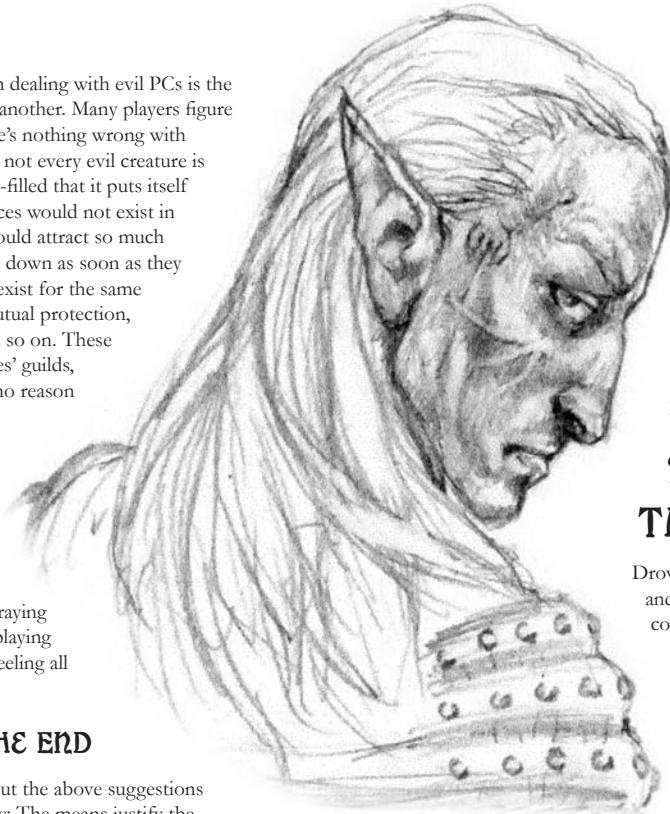
Drow are commonly associated with spiders and poison, but your drow could have connections with other things. Perhaps they actually have a kinship with ants and live in relative harmony with formians. Such drow could also be associated with the element of earth like dwarves. Or they might be demon worshipers, 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 back-story 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 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.



CHAPTER ONE: THE WAY OF DARKNESS

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 surprise your players.

GOOD DROW

Perhaps, despite all the stories to the contrary, drow are no more universally evil than are 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 these wicked 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 Drow, worm? No, don't say another word. Let me look at you.

Yes, it is as I suspected—soft hands, weak limbs, books, 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 svirfneblin. Speak a little more; tell me your name . . .

Is that all? No windy listing of long-dead forbears? 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, Brekathra, 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 Brekathra. 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 to sell on the slavers' block or to have them fight in arenas. As gladiators, the PCs might even be allowed to keep their equipment.

CHAPTER ONE: THE WAY OF DARKNESS

DROW

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 are 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.

Drow characters generate their height, weight, and starting age as normal elves as described in the *PH*.

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. Aboleths and other aberrations 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.

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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.”

Che: “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, Graxkek, 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.

CITY NAMES

Brekathra, Kathkatluth, Illitorrazuz, Nellethorud, Reayzakatra, Suskurazz, Tezzuran, Uthtillorien, Tyrrynthol, and Zedratazuz.

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’ULDREN DRE’UR’UZRA ZRU’DU’UR’EXARZ

Graxkek’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, Graxkek might state his name as “Graxkek D’Uldren Zru’Exarz” or simply “Graxkek D’Uldren.”

LEVILRESH SIL’DEMZER ZAN’UR’TEZAN D’CHE’BREKATHRA

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’SUS’BRAXA ZE’D’A’UZRA D’UR’UZRA DU’UR’EXARZ DU’UR’TEZAN D’CHE’BREKATHRA

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.”

CHAPTER ONE: THE WAY OF DARKNESS

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, +2 Charisma.

Medium: As Medium creatures, drow have no special bonuses or penalties due to size.

A drow's base land speed is 30 feet.

Immune to sleep spells and effects.

+2 racial bonus on Will saves against spells and spell-like abilities.

Spell resistance equal to 11 + class level.

Darkvision (Ex): Drow can see in nonmagical darkness up to a range of 120 feet. This vision is in black and white only.

Weapon Proficiency: Drow receive the Martial Weapon Proficiency feats for the short sword and rapier, and the Exotic Weapon Proficiency feat for the hand crossbow.

+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.

Light Blindness (Ex): Abrupt exposure to bright light (such as a *daylight spell*), blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the area.

Automatic Languages: Common, Elven and Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, and Goblin. Other languages may be available with your GM's discretion. Drow often know the languages of their enemies and slaves.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*. Caster level equals the drow's class levels.

Favored Class: Wizard (male) or cleric (female). A multiclassed drow's favored class (depending on gender) does not count when determining whether he suffers an XP penalty for multiclassing. The drow intellect excels at magical research and study.

Level Adjustment: +2.

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 the drow admit it or not, all of them have 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.

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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 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 FRACTIOUS 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 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 psionic aberrations, and they fought against the combined might of the derro, duergar, deep dwarves, aboleths, and other enemies. This was a difficult time for the drow, but eventually they proved the strongest.

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.



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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.

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 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 speak with dead. Particularly important or powerful drow arrange 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 he should be the most important and powerful—in effect, every drow desires godhood. But each fears 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 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

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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 anger itself is a tool: Red-hot rage gives you strength to persevere over your foes. Black Widow, goddess of death 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 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. 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

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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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

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 the entire 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.

DESTROY OR DOMINATE WEAKNESS

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 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.

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ALCHEMY

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. Dungeonlike mazes with open ceilings 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 constant, and wind or other airflow 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.

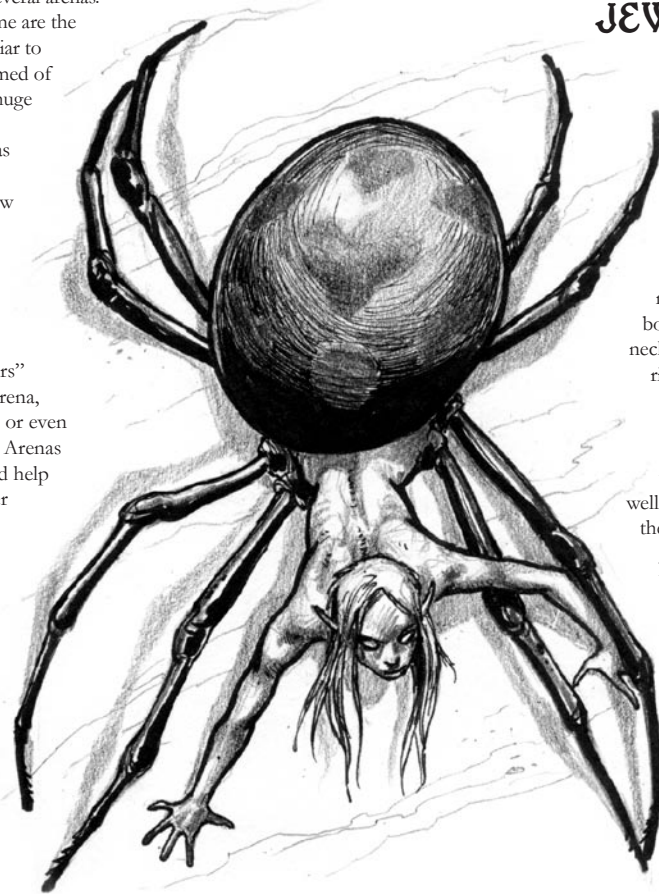
MUSIC

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 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.



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Drow create music for other reasons, but they do so infrequently. Music that mocks a foe is 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 have 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.

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 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 worshipers 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.

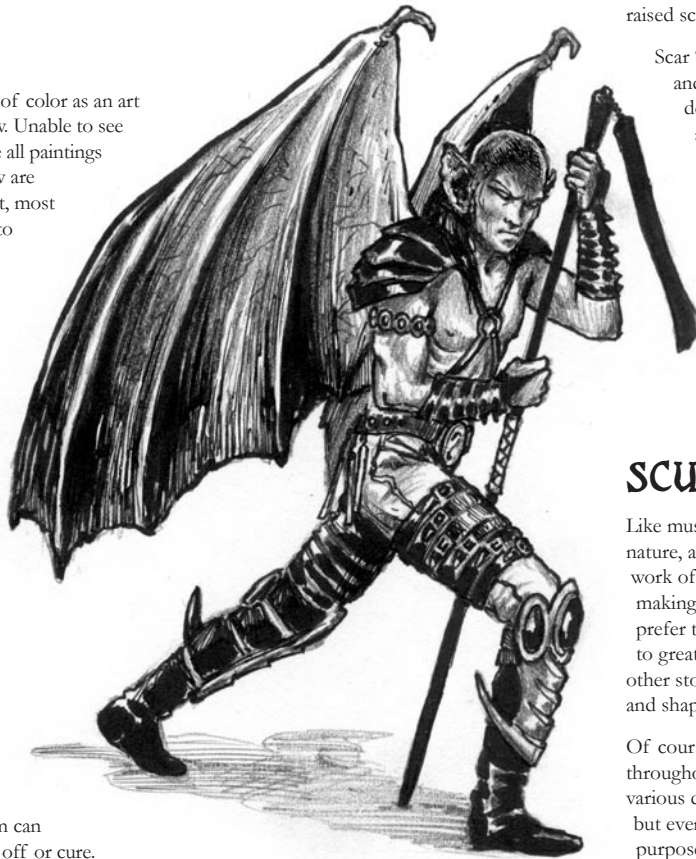
TEXTILES

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 worshipers 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



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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 adamantine 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 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 often 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.

DROW AND THE CORE CLASSES

Although their favored class is wizard or cleric, 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.

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 . . .

Ab, 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? Ab, 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. 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?

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

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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 worshippers 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.

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.

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.

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 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.

EXPERT

Most 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.

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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.

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.

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 these 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 AND WILDER

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 and soulknives, who are seen as more practical than are those devoted wholly to the pursuit of psionic power.

Wilders among the drow subraces are rare exceptions, being individuals naturally talented in the psionic arts just 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 AND SOULKNIFE

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

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.

TABLE 1-3: NEW FAMILIARS

Familiar	Special
Tiny monstrous centipede	Master gains +3 bonus on Hide checks
Tiny monstrous leech	Master gains +1 bonus on grapple checks
Tiny monstrous scorpion	Master gains a +2 bonus to saves against poison
Tiny monstrous slug	Master gains a +3 bonus to Escape Artist checks
Tiny monstrous spider	Master gains a +3 bonus to Climb checks

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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.

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, enchanters are the most common, and transmuters are the least common.

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 usually devoted to Syrellyn, the deity of transmutation and their patron. Most aquatic drow specialist wizards are therefore transmuters.

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 manna 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 where they feel safe. 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 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 war zone 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.

CHAPTER ONE: THE WAY OF DARKNESS

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 spider web 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.

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 does anyone, it is even more frightful.

GEOGRAPHY

The Underdark is a three-dimensional world; it is 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*. Purple worms and other burrowers 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. Most denizens of the Underdark know to avoid the smooth tunnels, knowing they were created by the spheres with many eyes.

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.

CHAPTER ONE: THE WAY OF DARKNESS

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, fish people, 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 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 DC 6 Fortitude save 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.

BRITTLEROCK (CR 2)

Brittlerock is a natural hazard recognizable by creatures with stonecunning or on making a successful DC 25 Knowledge (dungeoneering) check. 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 DC 15 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 DC 17 Fortitude save or take 1d3 points of Wisdom damage and be affected as though by lesser confusion (as the spell, but not magic or mind-affecting). Madness bloom becomes dormant when exposed to cold or 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 cinders 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 DC 12 Fortitude save each round they breathe the gas or fall unconscious for 1d4 minutes. Breathing in the gas for 1 minute or more requires a new DC 15 Fortitude save; on a failure, the creature takes 2d6 points of Constitution damage. One minute after that, the creature must succeed at a second DC 15 Fortitude save or take an additional 1d6 points of Constitution damage.

CHAPTER ONE: THE WAY OF DARKNESS

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 that move through the patches are easily tracked by the scent from contact with the plant (+20 circumstance bonus on Survival 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

The following lists are by no means exhaustive, but rather they serve as a starting point for populating your encounter sites with suitable creatures. Any creature that includes Underground under its Environment entry is a suitable candidate.

Underground: Animal (badger, bat, brown bear, rat, viper), Ankheg, Aranea, Athach, Basilisk, Behir, Bugbear, Bulette, Chimera, Choker, Chuul, Cloaker, Cockatrice, Crys Spider†, Darkmantle, Delver, Destrachan, Digester, Dire animal (any except boar and shark), 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 Mouther, Girallon, Gnoll, Gnome (rock, svirfneblin), Goblin, Gorgon, Gray Render, Grick, Grimlock, Hag (annis), Halfling (deep), Harpy, Hobgoblin, Hound Spider†, Howler, Hydra (any), Kobold, Krenshar, Lamia, Lammasu, Living Web*, Manticore, Medusa, Mimic, Minotaur, Mithral Guardian Spider†, 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, Thoqqua, Titan, Troglodyte, Troll, Vermin (any), Vupdrax*, Winter Wolf.

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 Mouther, Hag (Sea), Kraken, Monstrous Leech*, Naga (water), Purple worm, Skum, Sprite (nixie), Troll (scrag)

*New monster; see **Chapter Three: Creatures of the Underdark**. †See *Dezaxavold: Fortress of the Drow*.

**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.

CHAPTER TWO: RELIGION AND GODS

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 are 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 by which the deity is known.

Divine Rank: This entry describes the deity's divine rank and title.

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.

Portfolio: 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**.

Unholy Warrior Domains: This entry describes the domains available to unholy warriors in service to these dark gods. For more information on this class, be sure to see *The Book of Fiends* or *The Unholy Warrior's Handbook*.

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 when he or she wishes to terrify his or her 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

She of Spiders, Mistress of all Magic, Mistress of the Web of Fate, Queen of all Drow

Divine Rank: 18 (Greater Goddess)

Symbol: Silver web on a black diamond

Alignment: Neutral Evil

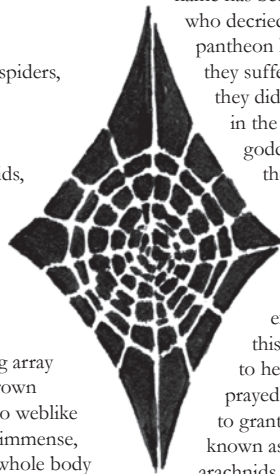
Portfolio: Entrapment, magic, sorcery, psionics, destiny, fate, spiders, drow

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

Unholy Warrior Domains: Horror and Magic

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

Favored Weapon: Net (spiritual weapon is a scimitar)



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 worshiped her, the more power she gained. The more power she gained, the more she gave away, and the more the drow prospered and propagated. This in turn meant more worshippers and thus more power. Eventually, this cycle of ever-greater sacrifice took its toll on the inexperienced goddess: She went insane.

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. On 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 were 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

CHAPTER TWO: RELIGION AND GODS

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 to 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 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 all of 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

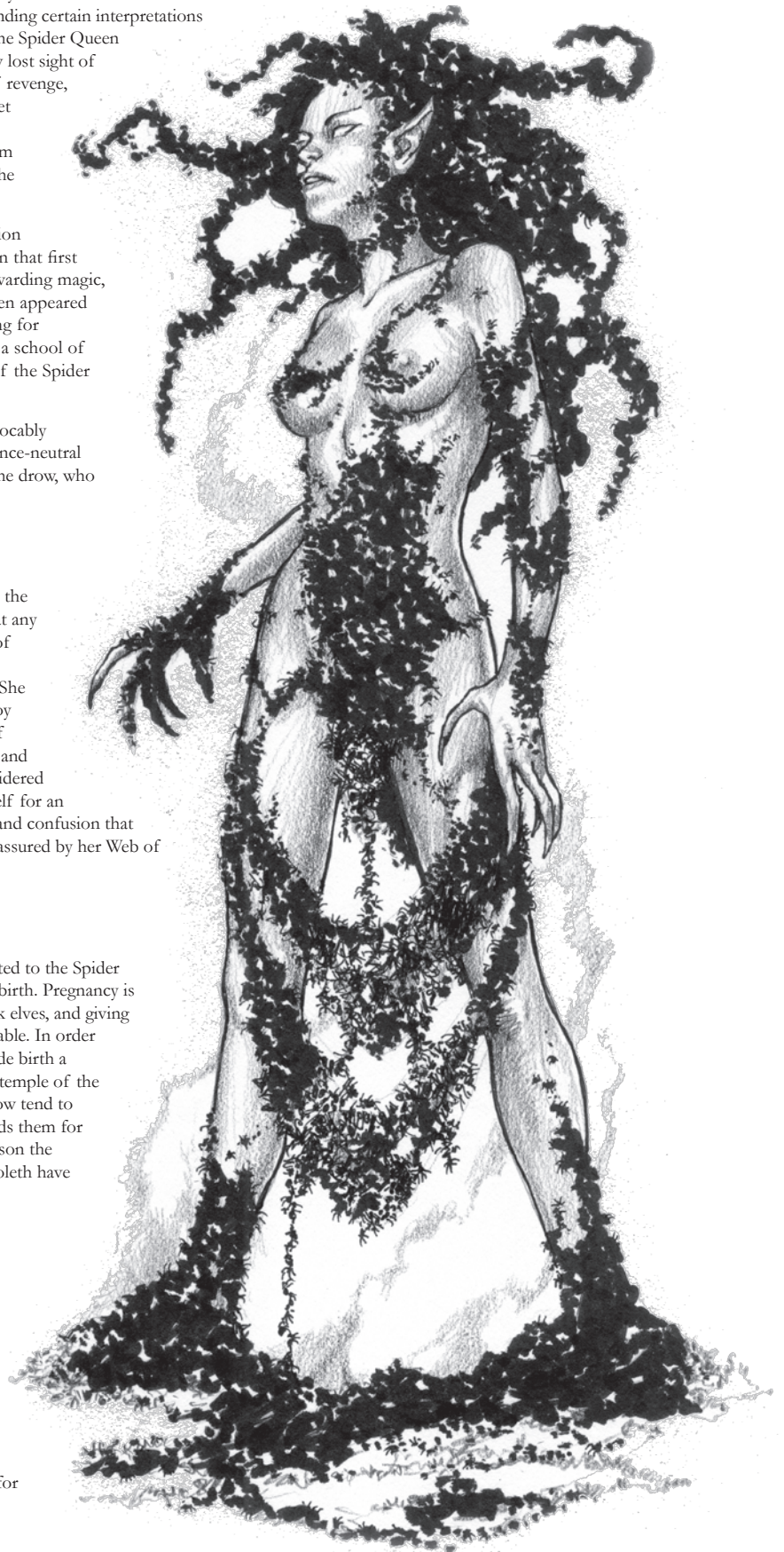
There are hundreds of thousands of ceremonies dedicated to the Spider Queen. One of the most important is the ceremony of birth. Pregnancy is a terrible disadvantage in the cutthroat world of the dark elves, and giving birth is a traumatic experience that leaves a drow vulnerable. In order to protect 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.



CHAPTER TWO: RELIGION AND GODS

THE CLAWS OF THE SPIDER QUEEN

The Claws of the Spider Queen were once mortal drow and other creatures the Spider Queen 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

Daughter of the Dominant One, the Fifth Claw

Divine Rank: 2 (Demigod)

Symbol: Red hourglass on a black skull

Alignment: Lawful evil

Portfolio: Necromancy, law, revenge, hatred, grudges, patience, time, sorrow, famine, murder, death, undeath

Domains: Death, Evil, Law, Undeath*, Vengeance*

Unholy Warrior Domains: Tyranny and Undeath

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 a bone devil. 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, 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 is 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



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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.

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.

BRONZOZEK

The Ready One, Lord of Shielding, the Sixth Claw

Divine Rank: 3 (Demigod)

Symbol: Red eyes staring out of a spiked black shield

Alignment: Neutral evil

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

Domains: Evil, Healing, Protection, Wards*

Unholy Warrior Domains: Corruption and Treachery

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

Favored Weapon: Spiked large steel shield



APPEARANCE

Bronzozek does not appear to his worshipers, for to do so would be to take an unnecessary risk. In sacred art, he appears 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, Bronzozek'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 Bronzozek is an ancient-looking drow, stooped with age but utterly calm and confident in his defenses.

HISTORY

Bronzozek 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

Bronzozek 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, Bronzozek is just being cautious. They say he is the wisest of the gods, taking no unnecessary risks. Bronzozek 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 Reshagol, the god of divination, has no idea he is the target of Bronzozek's machinations. Bronzozek 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 most distracted. The rise to prominence of Arrachnovoleth's cult has provided Bronzozek 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, Bronzozek 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 from revoking 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.

Where 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 Xarcon's temple in Brekathbra. They always shave a fire going somewhere, and it will be a simple matter to beat 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.

godhood, as well as the means to anticipate and defend against all his enemies' attacks. The truth remains to be seen.

CEREMONIES

Bronzozek's clergy perform many ceremonies in his name. Most are dedications of wards and protective magic items they have created. His holiest ceremonies involve using abjuration magic to imprison specific enemies, which are indicated by omens.

PRIESTLY GARB

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

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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

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

Divine Rank: 5 (Demigod)

Symbol: A blood-red lash

Alignment: Neutral evil

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

Domains: Beguiling*, Control*, Evil, Pain*

Unholy Warrior Domains: Lust and Pain

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

Favored Weapon: Whip



APPEARANCE

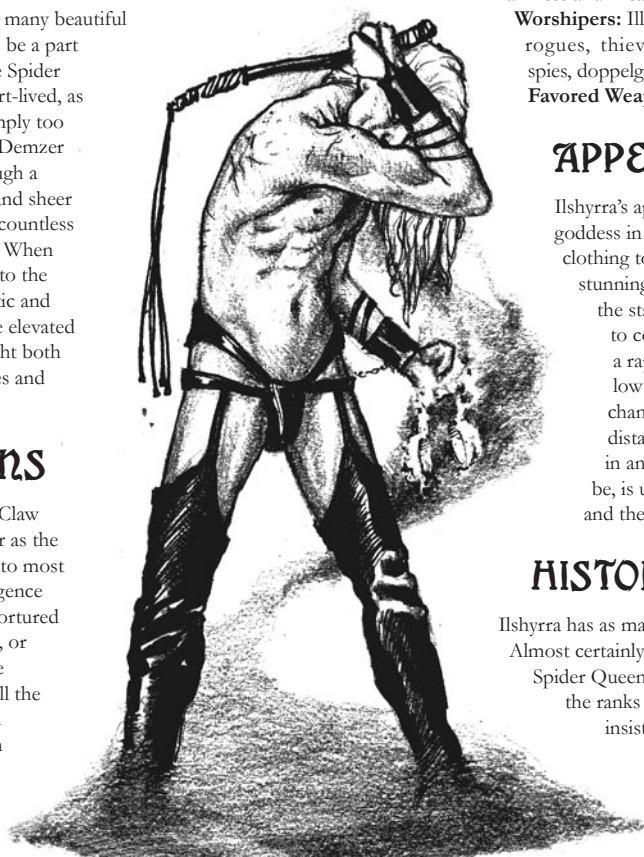
Demzer's worshippers say he appears to them in the form of a stunningly beautiful male drow of perfect proportions. He wears very little, often nothing more than studded leather straps or mithral chains, preferring to impress, intimidate, and seduce by showing off his athletic body and flawless night-black 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 she and he might both enjoy the divine torture of creatures and souls brought to them.

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 carnal 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, all the other deities of the drow pantheon of course hate him, but he basks in that hatred, knowing it to be jealousy of his success and perfect 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 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 often carry a foot-long, red-dyed whip that serves as their 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

Mistress of Falsehood, the Dark Lady, the Seventh Claw

Divine Rank: 2

Symbol: A curling wisp of smoke and its shadow

Alignment: Chaotic evil

Portfolio: Illusion, deception, lies, disguises, mischief, vanity, beauty, darkness, shadow

Domains: Chaos, Evil, Glamour*, Shadow*,

Trickery

Unholy Warrior Domains:

Darkness and Treachery

Worshippers: Illusionists, bards,

rogues, thieves, artists, courtesans, seducers, spies, doppelgangers, anyone concerned with physical beauty

Favored Weapon: Rapier



APPEARANCE

Ilshyrra's appearance is more beautiful than is any other goddess in the drow pantheon. When she deigns to allow clothing to cover that beauty, it is attire of exquisite and stunning design. Any sighting of Ilshyrra 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

Ilshyrra has as many versions of her history as she has forms. Almost certainly none of them are true, but it is known 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

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to assume you know anything about Ilshyrra 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

Ilshyrra hates Skuttle and Demzer, and she desires their worshipers. 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. Ilshyrra knows the Spider Queen would not favor her as 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 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 worthless slaves and spoiled food, all 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

Master of Words, Lord of the Unknown, the Third Claw

Divine Rank: 4 (Demigod)

Symbol: An open book in a magic circle

Alignment: Lawful evil

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

Domains: Communication*, Evil, Knowledge, Law, Omens*

Unholy Warrior Domains: Treachery and Tyranny

Worshippers: Diviners, fortunetellers, 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 from natural beauty as it does 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 all are 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.

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 constantly seeks information to discredit and dethrone him. As yet, he has found nothing. Reshagol suspects 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.

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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 from 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 own 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

The Slave Lord, the Summoner, the Second Claw

Divine Rank: 4 (Demigod)

Symbol: A spider at the center of a summoning pentagram

Alignment: Neutral evil

Portfolio: Conjuraction, summoning, slavery, air

Domains: Air, Creation*, Evil, Thaumaturgy*

Unholy Warrior Domains: Air and Magic

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

Favored Weapon: Ranscur



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 conjuration 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 conjuration 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, or so the legend goes.

RANK/RELATIONS

Reykabre and Demzer are constantly at odds. Normally, the enchantment and conjuration 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 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. No god has yet realized this, nor has 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.

SYRELLYN

She of the Deep, the Wave of Change, the Eighth Claw

Divine Rank: 2 (Demigod)

Symbol: A skull trickling black liquid from its eye sockets

Alignment: Neutral evil

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

Domains: Adaptation*, Alteration*, Evil, Water

Unholy Warrior Domains: Darkness and 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 female aquatic drow. In this form, her ears look like fluted fins and her skin is formed of tiny and delicate ebon scales.

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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, she was not expected to last long. The school had grown too powerful under its previous ruler, and the Spider Queen hoped 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 fish people 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 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 she 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 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 new 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 waveform themes. Water is viewed as the most fluid and mutable of things, and it is sacred to both aquatic and air-breathing worshipers.

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 onward.

XARCON

The Fire Below, the Black Flame, the Unraveler, the Fourth Claw

Divine Rank: 5 (Demigod)

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

Alignment: Chaotic evil

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

Domains: Chaos, Destruction, Evil, Fire, Manifestation*

Unholy Warrior Domains: Fire and Wrath

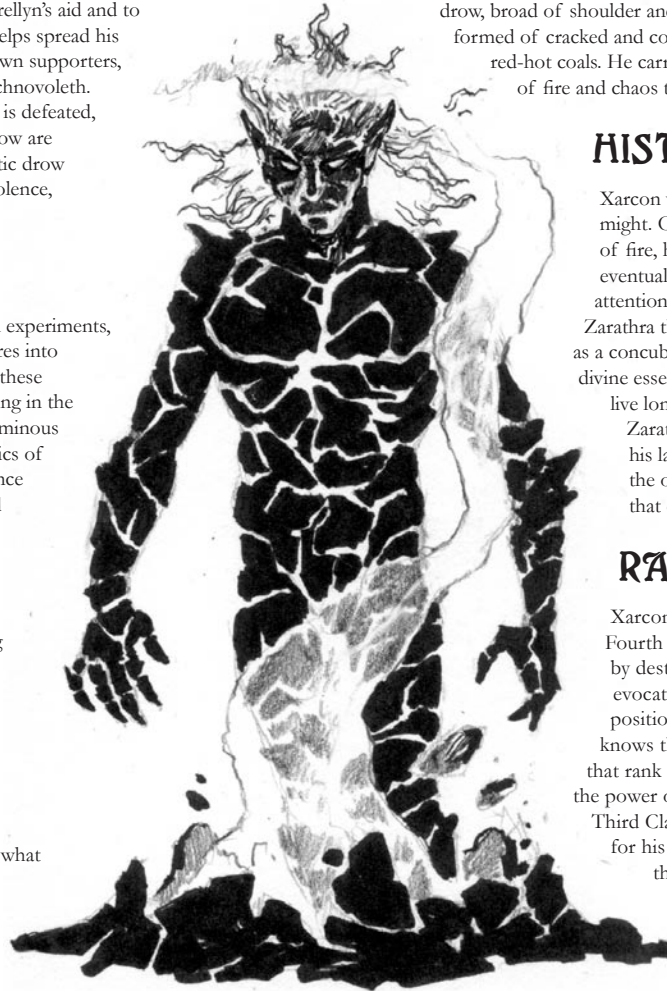
Worshippers: Evokers, druids, sorcerers, miners, metalworkers, those who wish to avoid calamity

Favored Weapon: Light hammer



APPEARANCE

A trembling of the earth and a great cracking of the ground often hail Xarcon's arrival. Black flames and molten rock explode from this chasm and from the explosion steps forth 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 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.

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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 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 received her power from 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

The Crawler in Darkness, Haunter of the Depths, the Worm King, the Vermin Lord, the Cave Lord

Divine Rank: 16 (Greater God)

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

Alignment: Neutral evil

Portfolio: Poison, vermin, the Underdark, caves, earth, bats, delvers, xorns, purple worms, burrowing creatures

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

Unholy Warrior Domains: Darkness and Earth

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

Favored Weapon: Heavy pick



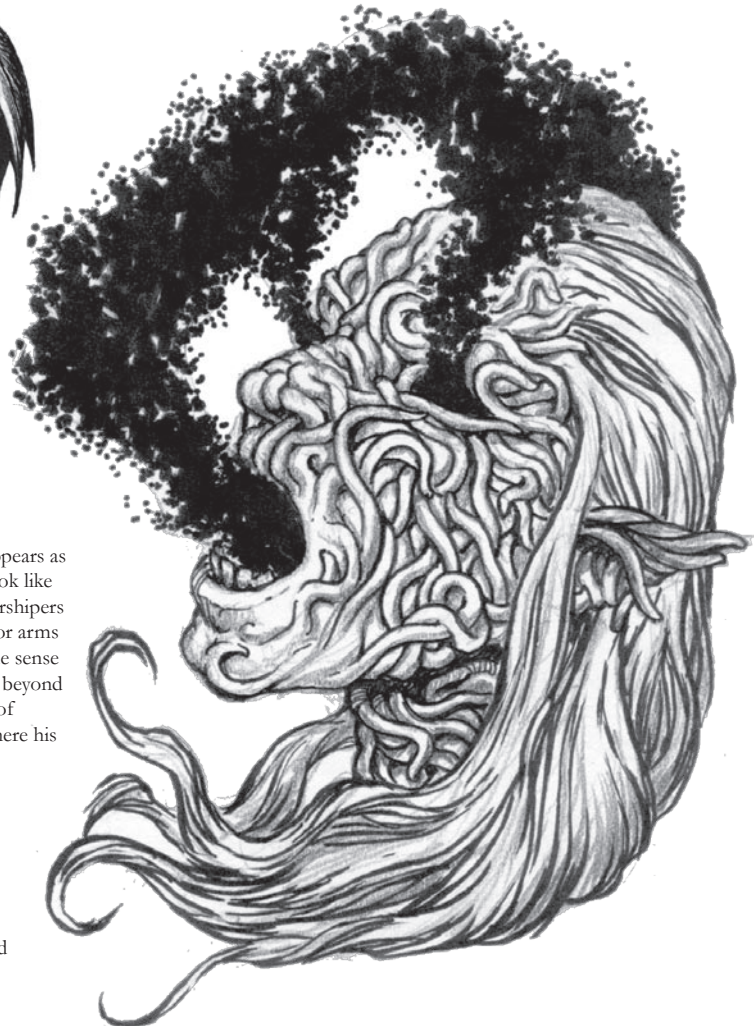
APPEARANCE

Arrachnovoleth shows his worshipers many forms. Sometimes he appears as a man-shaped mass of wriggling worms and insects. Or, he might look like an enormous bat with great venomous fangs. When he wants his worshipers to be more at ease, he takes the shape of a drow with giant worms for arms and legs. Sometimes, his worshipers 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 growing 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 was he 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 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



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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 he is not checked by the Spider Queen's will, and 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 come to feed. 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 Haunter of the Deep, 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.

NYARLETH

Princess of Rage, Mistress of War, The Conqueror

Divine Rank: 4 (Demigod)

Symbol: Eight black daggers piercing a black heart

Alignment: Chaotic evil

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

Domains: Chaos, Evil, Strength, War, Wrath*

Unholy Warrior Domains: Horror and Wrath

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

Favored Weapon: Flail



APPEARANCE

Nyarleth appears to her worshippers 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 Nyarlath'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, Nyarlath 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, Nyarlath 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. Nyarlath'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, Nyarlath 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 her ascension was a diversionary tactic that allowed her followers to be driven from the lands they had taken. She understands under the Spider Queen's rule, she will never attain the power over others she desires. Nyarlath 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 any such attempt must have the support of all eight Claws—support 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 Nyarlath. She grants the most favor to drow who do battle with other drow, forever hopeful this will weaken the Spider Queen's iron grip on the hearts of all dark elves. Drow know some wars are provoked by Nyarlath's followers simply to gain her attention and garner her favor.

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TABLE 2-1: GODS OF THE DROW

Deity	Rank	Alignment	Domains
Arrachnovoleth	Greater	NE	Bat, Earth, Evil, Poison, Vermin, Underdark
Black Widow	Demigod	LE	Death, Law, Evil, Undeath, Vengeance
Bronzozek	Demigod	NE	Evil, Healing, Protection, Wards
Demzer	Demigod	NE	Beguiling, Control, Evil, Pain
Ilshyrra	Demigod	CE	Chaos, Evil, Glamer, Shadow, Trickery
Nyarleth	Demigod	CE	Chaos, Evil, Strength, War, Wrath
Reshagol	Demigod	LE	Communication, Evil, Knowledge, Law, Omens
Reykabre	Demigod	NE	Air, Creation, Evil, Thaumaturgy
Skuttle	Lesser	NE	Agility, Evil, Secrecy, Stealth
The Spider Queen	Greater	NE	Destiny, Evil, Magic, Thought, Web
Syrellyn	Demigod	NE	Adaptation, Alteration, Evil, Water
Xarcon	Demigod	CE	Chaos, Destruction, Evil, Fire, Manifestation

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.

DOGMAT

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

The Hidden One, Keeper of Secrets, the Eyes and Ears in the Dark

Divine Rank: 9 (Lesser God)

Symbol: A blank black scroll

Alignment: Neutral evil

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

Domains: Agility*, Evil, Secrecy*, Stealth*

Unholy Warrior Domains: Darkness and Treachery

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

Favored Weapon: Sap

APPEARANCE

Skuttle has never physically appeared before his worshippers. His clerics know he is present when he speaks to them from an empty room or from within an object too small to contain even 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 religious scholars can say with certainty is "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

Auraxzanth, 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 worshipping it. It is known the god first appeared to individual drow, usually rogues and dark elves dissatisfied with their current position in society. Skuttle promised power and wealth in exchange for worship, and he delivered. His cult grew and now no one is certain how many dark elves pay him secret homage.

RANK/RELATIONS

As a renegade god, Skuttle holds no place in the hierarchy of the Claws. All hate him, but only Reshagol can honestly say Skuttle has not at some time been a useful ally. Except for Reshagol and the Spider Queen, Skuttle helps 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 worshippers 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 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 casual inspection will not reveal the cleric's allegiance.

DOGMAT

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

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The Underdark holds many horrors, of which drow and their subraces constitute only a small portion. This chapter describes encounters with the dark elves, the various subraces, and other foul creatures of the endless night.

FIGHTING THE DARK ELVES

Every encounter with drow is unique, but it is helpful to be familiar with their abilities when combat begins, whether the drow is a PC or an 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 that 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 you think drow might frequent, expect to be surprised and so taking a few precautions can usually avert disaster. Spells such as *invisibility* and *silence* go a long way toward thwarting a drow ambush, but realize that such spells 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 have a number of racial advantages when it comes to ranged attacks. All drow have proficiency with hand crossbows and most can wield light or heavy crossbows as well. Their natural Dexterity gives them an extra edge when firing from more than one range increment away. Even though drow use the often inferior crossbows in their arsenal, they augment their bolts by using poison, wreaking havoc in their enemy's ranks.

Another key factor in a dark elf's attacks is magical support. Dark elves produce deadly spellcasters, masters of arcane power. Every strike team includes at least one arcane spellcaster, who is certain to augment his allies with ability enhancements such as *cat's grace*, item enhancements like *magic weapon*, and raw offensive power including *lightning bolt*, *sound burst*, and *ice storm*.

Facing a well-prepared group of drow archers is tough work, but it's not impossible. The best defense against these attacks is magic. Arcane spellcasters who know they're facing drow should always have protection from arrows or entropic shield at the ready. To handle mundane archers, a casting of solid fog

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.

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nearly eliminate this threat altogether. Once the ranged attacks are in hand, be quick to close with the enemy since dark elves are usually weaker in melee than they are at range. Be wary of illusions or a trap, though: Dark elves are unlikely to risk hand-to-hand combat 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.

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 of your choosing, preferably one that offers you advantages such as a cavern with close quarters. Then, lie in wait. They're bound to come after you... eventually.

SPELL 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 are 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 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 light 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 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 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 that 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 are 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 also 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, 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, hide that ability so as not to make yourself a target too quickly. Alternatively, cast *haste* 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.

EQUIPMENT

The drow's knack for magic allows them to utilize a broad range of magic items that can give them a decided edge in battle. However, they also realize the risks of allowing their treasures to fall into enemy hands, so before sending out a strike team, many will use *magic aura* to minimize more powerful items, while generally equipping lesser warriors with disposable magic.

CHAPTER THREE: CREATURES OF THE UNDERDARK

Dark elves are effectively non-player characters and therefore are almost guaranteed to be carrying valuable equipment. This is a fact not lost on the drow and so they are quick to retreat not only to save their hides but also to prevent their gear from falling into enemy hands. Never underestimate any piece of recovered equipment for sometimes what seems to be a worthless trinket is in fact something far more powerful.

DROW ENCOUNTERS

While the dark elf entry in the *MM* (and other sources) are handy, generating large groups of humanoid opponents, especially those with varying levels and class features, can be a challenge. The following encounters represent some of the more common types of drow groups PCs might meet while exploring the depths of the Underdark.

SQUAD (EL 2–4)

A squad generally consists of 1d3+1 drow soldiers. These groups are sentries and walk major routes leading to their subterranean cities. A squad has a 50% chance of being accompanied by a sergeant.

PATROL (EL 7–9)

Patrols are dispatched whenever a drow community suspects the presence of enemies near their hunting grounds or to capture a runaway slave or some other fugitive. Patrols include 1d4+4 soldiers, 1 sergeant, 1 warcaster, and a leader of 3rd to 6th level depending on the severity of the threat.

WAR PARTY (EL 11–14)

A drow war party is a formidable force, assembled with ample firepower to destroy their objective. A war party consists of 2d12 bugbear slaves, 2d6+4 elite soldiers, 4 sergeants, 1d3 warcasters, 1 4th level cleric, and 1 9th-leveler.

SAMPLE STATISTICS

Use the following statistics for quick generation of drow encounters.

RAGING BUGBEAR SLAVES	CR 3
Male or female bugbear barbarian 1 CE Medium humanoid (goblinoid) Init +1; Senses darkvision 60 ft., scent; Listen +3, Spot +3 Languages Common, Goblin	
AC 14, touch 9, flat-footed 13 (+1 Dex, +2 armor, +3 natural, –2 rage) hp 36 (4 HD) Fort +7, Ref +4, Will +5	
Spd 40 ft. (8 squares) Melee greatclub +8 (1d10+7) Base Atk +3; Grp +6 Atk Options Power Attack, rage 1/day	
Abilities Str 21, Dex 13, Con 18, Int 9, Wis 10, Cha 6 Feats Alertness, Power Attack Skills Climb +6, Hide +3, Jump +9, Listen +3, Move Silently +6, Spot +3 Possessions leather armor, greatclub	
Rage (Ex) When not raging, a bugbear slave uses the following statistics. AC 16, touch 11, flat-footed 15 hp reduce by 8 Fort +5, Ref +4, Will +3 Melee greatclub +6 (1d10+4) Abilities Str 17, Con 14 Skills Climb +4, Jump +7	

DROW SOLDIER	CR 1
Male or female drow warrior 1 NE Medium humanoid (elf) Init +1; Senses darkvision 120 ft.; Listen +2, Spot +3 Languages Common, Drow Sign Language, Elven, Undercommon	
AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 shield) hp 4 (1 HD) Immune sleep SR 12 Fort +2, Ref +1, Will –1 (+1 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee rapier +3 (1d6+1/18–20) Ranged hand crossbow +2 (1d4/19–20 plus poison) Base Atk +1; Grp +2 Atk Options poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours) Combat Gear 1d4–1 doses of drow poison Spell-like Abilities (CL 1st): 1/day— <i>dancing lights, darkness, faerie fire</i>	
Abilities Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10 SQ notice secret or concealed doors Feats Weapon Focus (rapier) Skills Hide +0, Listen +2, Search +4, Spot +3 Possessions combat gear plus chain shirt, light steel shield, rapier, hand crossbow with 10 bolts	

ELITE DROW SOLDIER	CR 2
Male or female drow ranger 1 NE Medium humanoid (elf) Init +7; Senses darkvision 120 ft.; Listen +5, Spot +5 Languages Common, Drow Sign Language, Elven, Undercommon	
AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield) hp 5 (1 HD) Immune sleep SR 12 Fort +3, Ref +5, Will +1 (+2 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee longsword +2 (1d8+1/19–20) Ranged mwk hand crossbow +5 (1d4/19–20 plus poison) Base Atk +1; Grp +2 Atk Options favored enemy (elves) +2, poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours) Combat Gear 3 doses of drow poison Spell-like Abilities (CL 1st): 1/day— <i>dancing lights, darkness, faerie fire</i>	
Abilities Str 12, Dex 17, Con 12, Int 12, Wis 13, Cha 10 SQ notice secret and concealed doors, wild empathy +2 (–2 magical beasts) Feats Improved Initiative, Track ^B Skills Hide +4, Knowledge (dungeoneering) +5, Listen +5, Move Silently +4, Search +7, Spot +5, Survival +5 Possessions combat gear plus chain shirt, light steel shield, longsword, masterwork hand crossbow with 20 bolts	

DROW SERGEANT	CR 3
Male or female drow fighter 2 NE Medium humanoid (elf) Init +7; Senses darkvision 120 ft.; Listen +3, Spot +3 Languages Common, Drow Sign Language, Elven, Undercommon	

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AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield) hp 13 (2 HD) Immune sleep SR 13 Fort +4, Ref +3, Will +1 (+3 against spells and spell-like effects) Weakness light blindness
Spd 30 ft. (6 squares) Melee mwk rapier +6 (1d6+1/18–20) Ranged hand crossbow +6 (1d4/19–20 plus poison) Base Atk +2; Grp +3 Atk Options poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours) Combat Gear 3 doses of drow poison, 2 <i>potions of cure light wounds</i> Spell-like Abilities (CL 2nd): 1/day— <i>dancing lights, darkness, faerie fire</i>
Abilities Str 13, Dex 17, Con 12, Int 12, Wis 12, Cha 10 SQ notice secret or concealed doors Feats Improved Initiative, Rapid Reload (hand crossbow) ^B , Weapon Finesse ^B Skills Climb +5, Intimidate +5, Jump +5, Listen +3, Search +3, Spot +3 Possessions combat gear plus masterwork chain shirt, masterwork buckler, masterwork rapier, masterwork hand crossbow with 10 bolts

DROW WARCASTER

CR 3

Male drow sorcerer 2
NE Medium humanoid (elf)
Init +2; **Senses** darkvision 120 ft.; Listen +3 (+5 with familiar), Spot +3 (+5 with familiar)
Languages Common, Drow Sign Language, Elven, Undercommon, empathic link with familiar

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 7 (2 HD)
Immune sleep
SR 13
Fort +3, **Ref** +2, **Will** +4 (+6 against spells and spell-like effects)
Weakness light blindness

Spd 30 ft. (6 squares)
Melee mwk heavy mace +1 (1d8–1)
Ranged mwk light crossbow +4 (1d8/19–20 plus poison)
Base Atk +1; **Grp** +0
Atk Options poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours)
Combat Gear 3 doses of drow poison, *elixir of hiding*, *potion of invisibility*, *wand of mage armor* (10 charges), *wand of magic missile* (10 charge)
Sorcerer Spells Known (CL 2nd):
1st (5/day)—*ray of enfeeblement* (ranged touch +4), *sleep* (DC 14)
0 (6/day)—*detect magic*, *ghost sound* (DC 13), *prestidigitatation*, *ray of frost* (ranged touch +4, DC 13), *read magic*
Spell-like Abilities (CL 2nd):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 8, Dex 15, Con 12, Int 12, Wis 12, Cha 17
SQ familiar (rat), notice secret or concealed doors
Feats Weapon Focus (ray)
Skills Concentration +6, Knowledge (arcana) +6, Listen +3 (+5 with familiar), Search +3, Spellcraft +8, Spot +3 (+5 with familiar)
Possessions combat gear plus masterwork heavy mace, masterwork light crossbow with 20 bolts, spell component pouch

DROW LEADER

CR 5

Male or female drow ranger 3/rogue 1
NE Medium humanoid (elf)
Init +4; **Senses** darkvision 120 ft.; Listen +9, Spot +9
Languages Common, Drow Sign Language, Elven, Undercommon

AC 19, touch 14, flat-footed 15 (+4 Dex, +4 armor, +1 shield) hp 21 (4 HD) Immune sleep SR 15 Fort +4, Ref +9, Will +2 (+4 against spells and spell-like effects) Weakness light blindness
Spd 30 ft. (6 squares) Melee mwk longsword +5 (1d8+1/19–20) Ranged mwk composite (Str +1) longbow +9 (1d8+1/×3) or Ranged mwk composite (Str +1) longbow +7/+7 (1d8+1/×3) with Rapid Shot Base Atk +3; Grp +4 Atk Options Point Blank Shot, favored enemy (elves) +2, poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours), sneak attack +1d6 Combat Gear <i>potion of cure light wounds</i> , <i>potion of haste</i> Spell-like Abilities (CL 4th): 1/day— <i>dancing lights, darkness, faerie fire</i>

Abilities Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 10
SQ notice secret or concealed doors, trapfinding, wild empathy +3 (–1 magical beasts)
Feats Endurance^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (composite longbow)
Skills Balance +8, Hide +10, Jump +6, Knowledge (dungeoneering) +6, Listen +9, Move Silently +9, Search +8, Spot +9, Survival +6 (+8 following tracks, +8 underground), Tumble +10
Possessions combat gear plus mithral shirt, light steel shield, masterwork longsword, masterwork composite (Str +1) longbow with 20 arrows

DROW PRIESTESS

CR 5

Female drow cleric 4
NE Medium humanoid (elf)
Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5
Languages Common, Elven, Undercommon

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
hp 18 (4 HD)
Immune sleep
SR 15
Fort +5, **Ref** +3, **Will** +8 (+10 against spells and spell-like effects)
Weakness light blindness

Spd 30 ft. (6 squares)
Melee mwk dagger +5 (1d4+1/19–20)
Ranged hand crossbow +4 (1d4/19–20 plus poison)
Base Atk +3; **Grp** +4
Atk Options poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours), smite 1/day (+4 attack, +4 damage)
Special Actions rebuke undead 6/day (+3, 2d6+7, 4th)
Combat Gear 3 doses of drow poison, *potion of displacement*
Cleric Spells Prepared (CL 4th):
2nd—*aid*, *cure moderate wounds*, *hold person* (DC 15), *shatter* (DC 15)D
1st—*bane* (DC 14), *cure light wounds*, *doom* (DC 14), *protection from good* (CL 5th)D, *sanctuary* (DC 14)
0—*cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*
D: Domain spell. Deity: Spider Queen. Domains: Destruction, Evil
Spell-like Abilities (CL 4th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 16, Cha 16
SQ moderate aura of evil, notice secret or concealed doors
Feats Lightning Reflexes, Reach Spell
Skills Concentration +4, Diplomacy +5, Knowledge (religion) +5, Listen +5, Search +2, Spellcraft +3, Spot +5
Possessions combat gear plus masterwork chain shirt, heavy steel shield, masterwork dagger, hand crossbow with 10 bolts, *cloak of resistance* +1

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DROW LIEUTENANT	CR 7
Male or female drow fighter 2/wizard 3/rogue 1 NE Medium humanoid (elf) Init +7; Senses darkvision 120 ft.; Listen +5 (+7 with familiar), Spot +5 (+7 with familiar) Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Goblin, Undercommon	
AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor) hp 31 (6 HD) Immune sleep SR 17 Fort +6, Ref +7, Will +4 (+6 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee mwk rapier +7 (1d6+1/18–20) Ranged mwk hand crossbow +7 (1d4/19–20 plus poison) Base Atk +3; Grp +4 Atk Options Combat Expertise, poison (Fort DC 13, initial damage unconsciousness/secondary damage unconsciousness for 2d4 hours), sneak attack +1d6 Combat Gear 3 doses of drow poison, <i>scroll of sending</i> , <i>wand of invisibility</i> (10 charges) Wizard Spells Prepared (CL 3rd; spell failure 10%) : 2nd— <i>levitate</i> , <i>scorching ray</i> (ranged touch +8) 1st— <i>expeditious retreat</i> , <i>shield</i> , <i>ventriloquism</i> 0— <i>detect magic</i> , <i>ghost sound</i> (DC 13), <i>read magic</i> , <i>touch of fatigue</i> (melee touch +6, DC 13) Spell-like Abilities (CL 6th) : 1/day— <i>dancing lights</i> , <i>darkness</i> , <i>faerie fire</i>	
Abilities Str 12, Dex 17, Con 12, Int 16, Wis 10, Cha 10 SQ familiar (toad), notice secret or concealed doors, trapfinding Feats Combat Expertise ^B , Improved Initiative, Point Blank Shot ^B , Scribe Scroll ^B , Weapon Finesse, Weapon Focus (ray) Skills Climb +7, Concentration +6, Hide +6, Intimidate +6, Jump +7, Knowledge (arcana) +8, Listen +5 (+7 with familiar), Move Silently +6, Search +5, Spellcraft +10, Spot +5 (+7 with familiar), Use Magic Device +5 (+7 scrolls) Possessions combat gear plus +1 <i>mithral shirt</i> , masterwork rapier, masterwork hand crossbow with 10 bolts, <i>cloak of resistance</i> +1 Spellbook all prepared plus 0—all; 1st— <i>magic missile</i> , <i>ray of enfeeblement</i> , <i>silent image</i>	

DROW CAPTAIN	CR 10
Female drow rogue 2/fighter 5/blackguard 2 NE Medium humanoid (elf) Init +4; Senses darkvision 120 ft.; Listen +9, Spot +9 Languages Common, Drow Sign Language, Elven, Undercommon	
AC 21, touch 14, flat-footed 17; Dodge, Mobility (+4 Dex, +5 armor, +2 shield) hp 54 (9 HD) Immune sleep Resist evasion; SR 20 Fort +10, Ref +10, Will +5 (+7 against spells and spell-likes) Weakness light blindness	
Spd 30 ft. (6 squares); Spring Attack Melee +1 <i>adamantine rapier</i> +14/+10 (1d6+3/18–20) Ranged mwk hand crossbow +13 (1d4/19–20 plus poison) Base Atk +8; Grp +8 Atk Options smite good 1/day (+2 attack roll, +2 damage), sneak attack +1d6 Special Actions Power Attack Combat Gear 3 doses of drow poison, <i>potion of haste</i> Blackguard Spells Prepared (CL 2nd) : 1st— <i>corrupt weapon</i> , <i>cure light wounds</i> Spell-like Abilities (CL 9th) : At will— <i>detect good</i> (CL 2nd) 1/day— <i>dancing lights</i> , <i>darkness</i> , <i>faerie fire</i>	
Abilities Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 14 SQ moderate aura of evil, notice secret or concealed doors, poison use, trapfinding Feats Dodge, Mobility ^B , Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (rapier) ^B , Weapon Specialization (rapier) Skills Balance +6, Bluff +7, Concentration +3, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +16, Jump +12, Knowledge (religion) +5, Listen +9, Move Silently +9, Search +8, Sleight of Hand +7, Spot +9, Survival +2 (+4 following tracks), Tumble +11 Possessions combat gear plus +1 <i>mithral shirt</i> , +1 <i>light steel shield</i> , +1 <i>adamantine rapier</i> , masterwork hand crossbow with 10 bolts, <i>cloak of elvenkind</i>	

NEW MONSTERS

The following entries expand on the many and varied horrors lurking in the bowels of the Underdark.

AQUATIC DROW

Sliding through the dark waters is a captivating humanoid, naked and devoid of any hair on its blue-black skin. As it nears, its face splits into a horrible grimace revealing a mouth full of sharp and inhuman teeth.

AQUATIC DROW WARRIOR	CR 1
Male or female aquatic drow warrior 1 Usually LE Medium humanoid (aquatic, elf) Init +1; Senses blindsight 10 ft., darkvision 60 ft.; Listen +2, Spot +0 Languages Drow Sign Language, Undercommon	
AC 11, touch 11, flat-footed 10 (+1 Dex) hp 4 (1 HD) Immune sleep Resist cold 5; SR 12	



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Fort +2, Ref +1, Will +0 (+2 against spells and spell-like effects) Weakness light blindness
Spd 20 ft. (4 squares), swim 30 ft. Melee mwk spear +5 (1d8+2/×3) Ranged javelin +2 (1d8+2/×3) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +3 Combat Gear <i>potion of cure light wounds</i> Spell-like Abilities (CL 1st): 1/day— <i>dancing lights</i> , <i>detect thoughts</i> (DC 11), <i>faerie fire</i>
Abilities Str 15, Dex 13, Con 10, Int 9, Wis 10, Cha 8 SQ water dependant Feats Weapon Focus (spear) Skills Intimidate +3, Jump +4, Listen +2, Spot +0, Swim +10 Possessions combat gear plus masterwork spear, 2 javelins
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds aquatic drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. Water Dependant (Ex) 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.”

Aquatic drow are sharks in the deeps of the Underdark. They ply the dark 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 flesh-shapers ages ago to combat aboleths and the other aquatic horrors of the Underdark, the aquatic drow have since become a full-fledged civilization of their own.

The aquatic drow warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

AQUATIC DROW HUNTER	CR 5
Male or female aquatic drow monk 4 LE Medium humanoid (aquatic, elf) Init +7; Senses blindsight 10 ft., darkvision 60 ft.; Listen +4, Spot +2 Languages Drow Sign Language, Undercommon	
AC 16, touch 15, flat-footed 16 (+3 Dex, +2 class, +1 armor) hp 18 (4 HD) Immune sleep Resist cold 5, evasion; SR 15 Fort +5, Ref +8, Will +7 (+9 against spells and spell-like effects; +11 against enchantments) Weakness light blindness	
Spd 30 ft. (6 squares), swim 40 ft. Melee unarmed strike +6 (1d8+2) or Melee unarmed strike +4/+4 (1d8+2) with flurry of blows Ranged javelin +6 (1d6+2) Space 5 ft.; Reach 5 ft. Base Atk +3; Grp +9 Atk Options Combat Reflexes, Improved Grapple, <i>ki</i> strike (magic) Combat Gear <i>potion of displacement</i> , <i>potion of greater magic fang</i> +3 Spell-like Abilities (CL 4th): 1/day— <i>dancing lights</i> , <i>detect thoughts</i> (DC 11), <i>faerie fire</i>	

DROW SUBRACES

The drow subraces described in this chapter can be used as presented or as separate races. 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. However you employ them, they are sure to defeat your players' expectations.

Abilities Str 14, Dex 16, Con 10, Int 10, Wis 15, Cha 8 SQ slow fall (20 ft.), water dependant Feats Combat Reflexes ^B , Improved Grapple ^B , Improved Initiative, Improved Unarmed Strike ^B , Weapon Finesse Skills Balance +5, Escape Artist +10, Hide +10, Jump +4, Listen +4, Move Silently +10, Spot +2, Swim +10, Tumble +10, Use Rope +3 (+5 bindings) Possessions combat gear plus 3 javelins, <i>amulet of resistance</i> +1, <i>bracers of armor</i> +1
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds aquatic drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. Water Dependant (Ex) 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.”

Aquatic drow hunters are the true terrors of the Underdark seas, having trained in the various techniques specifically developed to combat the water-dwelling aberrations that prey on sentient creatures.

The aquatic drow hunter presented here had the following ability scores before racial adjustments: Str 12, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

TACTICS

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 limn them in *faerie fire*. They prefer to attack land-bound foes from the safety of the water.

TYPICAL ENCOUNTERS

Aquatic drow are vigilant about protecting their communities and so they dispatch patrols of aquatic drow warriors to sweep all access points, submerged caverns, and any place where the waters come in contact with the air. Such warriors are advised to only engage those foes they can clearly overwhelm, and should they face numbers of consequence, one warrior swims off to gather reinforcements.

PATROL (EL 2–7)

A typical patrol consists of two to six aquatic drow warriors. In times of war, an aquatic drow hunter may accompany a group of six aquatic drow warriors.

ECOLOGY

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.

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.

SOCIETY

Aquatic drow constantly struggle with the aquatic denizens of the Underdark for territory. This leads them to rely more heavily on one another for survival and makes 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 fishfolk city in one of the great seas of the Underdark, but such occurrences are rare.

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Like their air-breathing counterparts, aquatic drow seek to rule the creatures they encounter, but aboleths and others like them 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.

Aquatic drow worship 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.

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.

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. As such, they are usually lawful evil.

TREASURE

Aquatic drow have standard equipment and treasure for non-player characters of their Challenge Rating. Since they prefer to be unencumbered, they invest their personal wealth in weapons and disposable magic items such as potions they keep in small pouches that hang around their necks.

AQUATIC DROW CHARACTERS

Aquatic drow adventurers are less common than are those of any other drow subraces. 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 bolder than are 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 TRAITS

- Aquatic drow possess the following racial traits.
- +2 Strength, +2 Dexterity, –2 Constitution
- Medium size.
- Humanoid (aquatic, elf): An aquatic drow is a humanoid with the aquatic and elf subtypes.
- Aquatic elf base land speed is 20 feet.
- Aquatic elves have a base swim speed of 30 feet. As a result, they gain a +8 racial bonus to Swim checks to perform some special action or avoid a hazard. They may always choose to take 10 on a Swim check, even if distracted or endangered. They may use the run action while swimming, provided they swim in a straight line.
- Blindsight out to 10 feet. See *MM* for details.
- Darkvision out to 60 feet.
- Immune to sleep spells and effects, and a +2 racial bonus on Will saves against spells and spell-like effects.
- Spell resistance equal to 11 + class levels.
- Resistance to cold 5.
- Water Dependant (see entry)
- Spell-Like Abilities: Aquatic drow can use the following spell-like abilities each once per day: *dancing lights*, *detect thoughts*, and *faerie fire*. Caster level equals the aquatic drow's class level. The save DC is Charisma-based.
- +2 racial bonus on Listen checks.
- Light Blindness (see entry)
- Automatic Languages: Drow Sign Language and Undercommon. Bonus Languages: Aboleth, Abyssal, Aquan, Common, Draconic, and Elven.
- Favored Class: Monk
- Level Adjustment: +2
- Challenge Rating: Aquatic drow with levels in NPC classes have a CR equal to their character level. Aquatic drow with levels in PC classes have a CR equal to their character level +1

BROKEN SOUL

Agony given physical form, a broken soul is the remains of a creature tortured to madness and beyond. The horrifying and heinous treatment she endures lends her unimaginable toughness and grants the power to cause pain and invoke fear in others. Most broken souls are completely mad creatures that hate themselves and all who look upon them.

BROKEN SOUL ASTRAL DEVA

You behold a horrifying sight, a being who was clearly once beautiful, once a vision of utter perfection and beauty. Where once long feathery wings unfolded from its back are now blackened feathers, scorched and clotted with blood. Its supple and lithe body is now a mass of scars and bruises. It fixes you with madness-filled eyes and looses an awful shriek as it flings itself toward you.

BROKEN SOUL ASTRAL DEVA	CR 16
CE Medium outsider (angel, extraplanar)	
Init +6; Senses darkvision 60 ft., low-light vision; Listen +22, Spot +22	
Aura protective (20 ft.)	
Languages tongues	

AC 31, touch 12, flat-footed 31; uncanny dodge
(+2 Dex, +19 natural)
hp 138 (12 HD); DR 10/evil or 5/—
Immune acid, cold, petrification
Resist electricity 10, fire 10, sonic 5; SR 30
Fort +17 (+21 against poison), Ref +10, Will +11

Spd 40 ft. (8 squares), fly 90 ft. (good)
Melee +3 heavy mace of disruption +22/+17/+12 (1d8+13 plus stun)
Melee slam +19 (1d8+10)
Space 5 ft.; Reach 5 ft.
Base Atk +12; Grp +19
Atk Options Cleave, Power Attack, aligned attack (evil), stun
Special Actions agonized wail, baleful gaze, change shape, torturous touch
Spell-like Abilities (CL 12th):
At will—*aid*, *blasphemy* (DC 19), *continual flame*, *detect good*, *discern lies* (DC 16), *dispel good* (DC 17), *dispel magic*, *invisibility* (self only), *plane shift* (DC 19), *remove curse*, *remove disease*, *remove fear*, *unholy aura* (DC 20), *unholy blight* (DC 16)
7/day—*cure light wounds*, *see invisibility*
1/day—*blade barrier*, *heal*

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Abilities Str 24, Dex 14, Con 24, Int 18, Wis 16, Cha 14

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack

Skills Concentration +22, Diplomacy +22, Escape Artist +17, Hide +17, Intimidate +20, Jump +11, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +22, Move Silently +17, Sense Motive +18, Spot +22, Survival +3 (+5 on other planes), Use Rope +2 (+4 with bindings)

Possessions +3 heavy mace of disruption

Protective Aura (Su) Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the broken soul angel. Otherwise, this aura functions as a *magic circle against good* effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 12th). This aura can be dispelled, but the broken soul angel can create it again as a free action on its next turn.

Tongues (Su) As the *tongues* spell, always active, caster level 12th.

Aligned Attack (Ex) A broken soul astral deva's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Stun (Su) If a broken soul astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Change Shape (Su) A broken soul astral deva can assume the form of any Small or Medium humanoid.

Agonized Wail (Ex) As a standard action, a broken soul can emit an agonized wail that inspires terror in all creatures within 120 feet. All creatures within range that can hear the wail must succeed on DC 18 Will saves or become shaken for 10 rounds (maximum 10 rounds). Creatures that succeed on this save are immune to this particular broken soul's agonized wail for 24 hours. This is a mind-affecting, fear effect. The save DC is Charisma-based.

Baleful Gaze (Su) 1d4 Strength drain, 1d4 Constitution drain, and 1d4 Charisma drain, 60 feet, DC 18 Fortitude save. A broken soul must wait 5 rounds between each use of this ability. A creature that successfully saves cannot again be affected by this particular broken soul's baleful gaze for 24 hours. The save DC is Charisma-based.

Torturous Touch (Su) A broken soul can deliver a torturous touch by making a successful melee touch attack against a living creature. The target must succeed on a DC 18 Fortitude save or take 2d6 points of slashing damage and 1d6 points of Dexterity damage. In addition, the affected creature immediately falls prone and becomes nauseated for 1 round. A broken soul must wait 5 rounds between each use of this ability. The save DC is Charisma-based.

A broken soul astral deva is the vile creature of dark elf torturers and priestesses. Having ensnared the celestial servant, they subject their victim to unspeakable tortures, slowly slicing away all that is good and pure and filling the empty vessel with horrific evil.

TACTICS

Although wracked with pain, a broken soul astral deva retains clarity enough to bring to bear its tactical cunning to overcome its opponents. The wretched thing makes extensive use of its spell-like abilities, shrouding itself in an *unholy aura* and then leaping into the thick of combat while protected by *invisibility*. Once it gets in position, it looses an agonized wail and then hammers at a single opponent with its mace, hoping for a stun. It reserves its baleful gaze and torturous touch for characters with typically low Fortitude saves such as bards, rogues, and arcane spellcasters. So miserable is this broken soul it fights until destroyed.

CREATING A BROKEN SOUL CREATURE

"Broken Soul" is an acquired template that can be added to any living creature that has an Intelligence score (referred to hereafter as the base creature).

Type: The base creature's type is unchanged. If it had the good subtype, it loses it.

Challenge Rating: Same as the base creature +2.

Alignment: The base creature's alignment changes to chaotic evil.

AC: Increase the base creature's natural armor bonus by +4.

DR: A broken soul gains damage reduction 5/—.

Resist: The base creature gains resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5. If the base creature has a better resistance or immunity to one or more of these energy types, the broken soul uses them instead.

Speed: A broken soul reduces all speeds of the base creature by 10 feet.

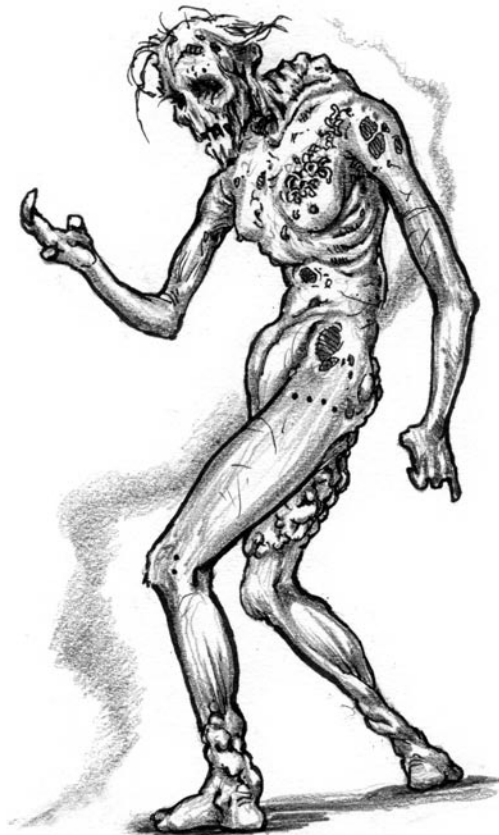
Attack Options: A broken soul retains all attack options except those that specifically affect evil creatures. Instead, the broken soul gains the same ability, but it instead affects good creatures.

Special Actions: A broken soul retains all the special actions of the base creature and gains torturous touch.

Agonized Wail (Ex) As a standard action, a broken soul can emit an agonized wail that inspires terror in all creatures within 120 feet. All creatures within range that can hear the wail must succeed on Will saves (DC 10 + 1/2 the broken soul's Hit Dice + the broken soul's Charisma modifier) or become shaken for 1 round per Hit Die of the broken soul (maximum 10 rounds). Creatures that succeed on this save are immune to this particular broken soul's agonized wail for 24 hours. This is a mind-affecting, fear effect.

Baleful Gaze (Su) 1d4 Strength drain, 1d4 Constitution drain, and 1d4 Charisma drain, 60 feet, Fortitude save (DC 10 + 1/2 the broken soul's Hit Dice + the broken soul's Charisma modifier). A broken soul must wait 5 rounds between each use of this ability. A creature that successfully saves cannot again be affected by this particular broken soul's baleful gaze for 24 hours.

Torturous Touch (Su) A broken soul can deliver a torturous touch by making a successful melee touch attack against a living creature. The target must succeed on a Fortitude save (DC 10 + 1/2 the broken soul's Hit Dice + the broken soul's Charisma modifier) or take 2d6 points of slashing damage and 1d6 points of Dexterity damage. In addition, the affected creature immediately falls prone and becomes nauseated for 1 round. A broken soul must wait 5 rounds between each use of this ability.



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Spell-Like Abilities: The broken soul retains all the spell-like abilities of the base creature except those with the good descriptor. If there is a similar spell available with the evil descriptor, the broken soul gains that spell as a spell-like ability at the same caster level. For example, if the base creature has protection from evil, the broken soul would lose it and gain protection from good in its place.

Abilities: Change from the base creature as follows: Str +2, Dex –4, Con +6, Wis –2 (minimum 1), Cha –6 (minimum 1).

Feats: A broken soul gains Diehard, Endurance, and Toughness as bonus feats. If it already has Diehard or Endurance, it gains another instance of Toughness instead.

Skills: A broken soul gains a +8 racial bonus on Intimidate checks, but takes a –10 racial penalty on Concentration checks because of the constant pain it endures.

Advancement: Broken souls advance as the base creature.

Level Adjustment: Same as the base creature +4.

TYPICAL ENCOUNTERS

Broken souls are most often found in the company of their creators. The ultimate slave soldiers, they are corrupted, twisted, and reformed into something the dark elves find useful. The processes, however, that goes into creating them is so exhaustive and expensive that these creatures are among the rarest of the rare.

ECOLOGY

As unnatural creations, the broken soul's ecological niche is unclear. While most fulfill the same functions as they did prior to their transformation, theirs is a world filled with suffering and their preoccupation with their personal agony. Generally, broken souls exist only in the most evil places, spawn of twisted and decadent society, bred from whatever diseased minds and filthy rituals used to create these abominations. While they are principally the creation of the drow, broken souls can be found in the Abyss, the Nine Hells, and other planes of bottomless evil.

Broken souls are always horrifying to look at, the result of being tortured by a god or its servants. Their flesh 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 they encounter.

TYPICAL TREASURE

Broken souls have treasure according to their modified Challenge Rating if they would have had treasure before acquiring this template.

DREY

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.

MALE DREY

This is not ordinary drow warrior. This being, this creature, is far more savage, with empty white eyes and patchy white hair growing on his cheeks and chin. He looses a dreadful howl and charges forward, longsword raised to drive through your heart.

MALE DREY	CR 2
Usually CE Medium humanoid (elf) Init +3; Senses darkvision 120 ft.; Listen +7, Spot +6 Languages Drow Sign Language, Elven, Undercommon	
AC 17, touch 13, flat-footed 14 (+3 Dex, +3 armor, +1 shield) hp 9 (2 HD) Immune sleep SR 13 Fort +3, Ref +3, Will +0 (+2 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee mwk longsword +1 (1d8–1/19–20) Ranged mwk light crossbow +5 (1d8/19–20) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +0 Spell-like Abilities (CL 2nd): 1/day— <i>dancing lights, darkness, detect good, detect magic, faerie fire, levitate</i>	
Abilities Str 8, Dex 17, Con 10, Int 13, Wis 10, Cha 13 SQ stonemasonry Feats Weapon Focus (longsword) Skills Hide +11, Listen +7, Move Silently +11, Spot +6 Possessions masterwork studded leather, light steel shield masterwork longsword, masterwork light crossbow with 10 bolts	
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.	

DREY MURDERER	CR 6
Male drey rogue 3/assassin 1 Always CE Medium humanoid (elf) Init +10; Senses darkvision 120 ft.; Listen +8, Spot +8 Languages Drow Sign Language, Undercommon	
AC 23, touch 16, flat-footed 17 (+6 Dex, +5 armor, +2 shield) hp 29 (6 HD) Immune sleep Resist evasion; SR 17 Fort +6, Ref +12, Will +3 (+5 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee scimitar +5 (1d6+1/18–20) Ranged hand crossbow +10 (1d4/19–20 plus poison) Space 5 ft.; Reach 5 ft. Base Atk +4; Grp +5 Atk Options death attack (DC 12), poison (DC 14, initial damage 1 Con, secondary damage unconsciousness), sneak attack +3d6 Combat Gear 2 doses of blue whinnis poison, <i>oil of keen edge</i> Assassin Spells Prepared (CL 1st): 1st— <i>feather fall, true strike</i> Spell-like Abilities (CL 6th): 1/day— <i>dancing lights, darkness, detect good, detect magic, faerie fire, levitate</i>	
Abilities Str 12, Dex 22, Con 13, Int 12, Wis 12, Cha 10 SQ poison use, stonemasonry, trap sense +1, trapfinding Feats Dodge, Improved Initiative, Mobility Skills Balance +13 Disguise +5, Hide +19, Jump +9, Listen +8, Move Silently +19, Spot +8, Tumble +15 Possessions combat gear plus +1 <i>mithral shirt</i> , +1 <i>buckler</i> , scimitar, hand crossbow with 10 bolts, <i>cloak of resistance</i> +1	
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.	

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Rare is the male drey that distinguishes himself under the watchful eyes of the wicked mistresses. Those who do manage to rise above the chattel are the most brutal killers, using cunning and speed to eliminate their competition.

The drey murderer presented here had the following ability scores before racial adjustments: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

FEMALE DREY	CR 3
Always CE Medium humanoid (elf) Init +6; Senses darkvision 120 ft.; Listen +10, Spot +10 Languages Abyssal, Drow Sign Language, Elven, Undercommon	
AC 20, touch 16, flat-footed 14; Dodge (+6 Dex, +3 armor, +1 shield) hp 9 (2 HD) Immune sleep SR 13 Fort +3, Ref +3, Will +1 (+3 against spells and spell-like effects) Weakness light blindness	
Spd 30 ft. (6 squares) Melee scimitar +1 (1d6/18–20) Ranged hand crossbow +4 (1d4/19–20 plus poison) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +1 Atk Options poison (DC 17, initial damage 1 Str drain, secondary damage 2d6 Str) Combat Gear 2 doses of shadow essence Spell-like Abilities (CL 2nd): 1/day— <i>clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, discern lies</i> (DC 16), <i>faerie fire, levitate, suggestion</i> (DC 15)	
Abilities Str 11, Dex 16, Con 11, Int 14, Wis 13, Cha 14 SQ stonecunning Feats Dodge Skills Hide +12, Listen +10, Move Silently +12, Spot +10 Possessions combat gear plus masterwork studded leather, masterwork buckler, scimitar, hand crossbow with 10 bolts	
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.	

The undisputed masters of drey society are the females. Armed with a broader array of magical talents and an unsurpassed capacity for violence, all fear them and their ire.

FEMALE DREY CHAMPION	CR 9
Female drey barbarian 6 Always CE Medium humanoid (elf) Init +5; Senses darkvision 120 ft.; Listen +17, Spot +11 Languages Abyssal, Drow Sign Language, Elven, Undercommon	
AC 23, touch 16, flat-footed 23; improved uncanny dodge (+5 Dex, +6 armor, +1 deflection, +1 natural) hp 64 (8 HD) Immune sleep SR 17 Fort +10, Ref +7, Will +4 (+6 against spells and spell-like effects) Weakness light blindness	
Spd 40 ft. (8 squares) Melee +1 <i>greatsword</i> +12/+7 (2d6+7/19–20) Ranged hand crossbow +12 (1d4/19–20 plus poison) Space 5 ft.; Reach 5 ft. Base Atk +7; Grp +11	
Atk Options Cleave, Great Cleave, Power Attack, poison (DC 17, initial damage 1 Str drain, secondary damage 2d6 Str), rage 2/day Combat Gear 2 doses of shadow essence Spell-like Abilities (CL 8th): 1/day— <i>clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, discern lies</i> (DC 15), <i>faerie fire, levitate, suggestion</i> (DC 14)	

Abilities Str 18, Dex 20, Con 14, Int 14, Wis 14, Cha 12 SQ stonecunning, trap sense +2 Feats Cleave, Great Cleave, Power Attack Skills Hide +14, Intimidate +7, Jump +10, Listen +17, Move Silently +14, Spot +11, Survival +8 Possessions combat gear plus +2 <i>mithral shirt</i> , +1 <i>greatsword</i> , hand crossbow with 20 bolts, <i>ring of protection</i> +1, <i>amulet of natural armor</i> +1, <i>gauntlets of ogre power</i>
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. Rage (Ex) When raging, the female drey champion uses the following statistics: AC 21, touch 14, flat-footed 21; improved uncanny dodge hp increase by 16 Fort +12, Will +6 (+8 against spells and spell-like effects) Melee +1 <i>greatsword</i> +14/+9 (2d6+10/19–20) Abilities Str 22, Con 18 Skills Jump +12

Drey champions are command units of male and female raiders, sweeping through the bowels of the Underdark to slaughter or enslave all they encounter. What makes the drey champion particularly fearsome is her wrath, which she looses on anyone she finds offensive.

The drey champion presented here had the following ability scores before racial adjustments: Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

TACTICS

Almost reckless, the drey throw themselves into the thick of any fight, savagely tearing apart their foes for just the feel of hot blood on their icy skin. Their willingness to fight is matched only by their cunning in warfare and their brilliant strategies have helped them overcome countless foes. Male dreys are straightforward combatants, engaging their opponents with an almost desperate frenzy for they know what awaits them should they fail. Females are often a bit slower to fight, being careful to scout out their opponents with *clairaudience/clairvoyance* until they gain enough intelligence to inflict the most damage with a single assault.

TYPICAL ENCOUNTERS

Drey, regardless of gender, are rarely encountered alone, and if just one is found, there can be little doubt there are more nearby. Male drey are usually under the command of one or more females, while bands of female drey report to a champion. Drey are also not above using slave soldiers and their raiding parties often include members of other races forced to fight for these despicable masters.

GANG (EL 4–6)

Gangs of drey walk the tunnels around their subterranean communities, hunting for slaves, food, or simply creatures to kill. A typical gang includes one to three male drey and one female drey.

SLAVERS (EL 6–9)

Slavers are some of the most feared groups of drey because they have an uncanny ability in finding their prey and striking where and when least expected. Slavers consist of two to seven males led by one to three females. They attack goblinoid encampments, deep gnome communities, and even drow caravans.

WAR PARTY (11–13)

Should a drey community fall under attack, the response is always immediate and excessive. The drey do not tolerate violence committed against them and see themselves as the true masters of the subterranean realms. Any fools who would stand against them or have the gall to attack them must be punished, permanently. War parties tend to include two to twelve males, two to eight females, one to three drey murders, and at least one drey champions.

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ECOLOGY

The drey are creations of the Underdark and therefore are rarely if ever found on the surface. They prowl the depths, hunting and killing with caprice. They inhabit whatever place they have conquered. When they use up or plunder their resources, they move on to another conquest. Drey rarely stay in one place for very long.

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.

SOCIETY

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 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.

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.

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**.

Drey hate all creatures; it's inexplicable to them why other races even exist. They believe 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.

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.

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.

TYPICAL TREASURE

Drey determine their treasure as NPCs of their Challenge Rating. Nearly all of their personal wealth is invested in combat gear, favoring armor and weapons, combat-enhancing potions, and a variety of devices to give them an edge over their enemies.

DREY CHARACTERS

Many drey strike forth as adventurers. Their chaotic and individualistic natures make adventuring a common calling. Having drey in the party is one of 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 TRAITS

Drey possess the following racial traits.

- Females: +6 Dexterity, +4 Intelligence, +2 Wisdom, +4 Charisma
- Males: -2 Strength, +6 Dexterity, +2 Intelligence, +2 Charisma
- Medium size.
- Humanoid (elf): A drey is a humanoid with the elf subtype.
- Drey base land speed is 30 feet.
- Darkvision out to 120 feet.
- Racial Hit Dice: A drey begins with two levels of humanoid which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A drey's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$. Its class skills are Hide, Listen, Move Silently, and Spot.
- Racial Feats: A drey's humanoid levels give it one feat.
- Immune to sleep spells and effects.
- Spell resistance equal to 11 + Hit Dice.
- Weapon Proficiency: A drey is automatically proficient with the longsword, scimitar, hand crossbow, and light crossbow.
- Spell-Like Abilities: All drey can use the following spell-like abilities each once per day: *dancing lights*, *darkness*, *detect good*, *detect magic*, *faerie fire*, and *levitate*. In addition, females may also use *clairaudience/clairvoyance*, *dispel magic*, and *suggestion* each once per day. Caster level equals the drey's Hit Dice. The save DC is Charisma-based.
- +4 racial bonus on Hide, Listen, Move Silently, and Spot checks.
- Light Blindness (see entry)
- Stonecunning: Drey receive a +2 racial bonus on Search checks to notice unusual stonework, including sliding walls, traps, new construction, unsafe construction, unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A drey who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a drey can use the Search skill to find stonework traps as a rogue can. A drey can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which was up.
- Automatic Languages: Drow Sign Language and Undercommon. Bonus Languages: Abyssal, Aquan, Common, Draconic, Dwarven, Elven, Gnome, and Goblin.
- Favored Class: Barbarian (female) or rogue (male)
- Level Adjustment: +3 (female) or +2 (male)

DRIDER CREATURE

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 driders, they see mockeries 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.

DRIDER MARILITH

Born aloft on eight arachnid legs is the nude upper body of an attractive, hairless woman. Her flesh is covered in fine red scales and her eyes burn with hatred and madness. More horrific than anything about this creature's appearance is a fleshy tendril emerging from the middle of its back. Rows upon rows of eyes peer out from the inky flesh of this thing as it caresses the creature's face.

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DRIDER MARILITH

CR 19

CE Huge aberration (augmented outsider) (chaotic, demon, extraplanar, evil)
Init +9; **Senses** darkvision 60 ft.; *true seeing*; Listen +34, Spot +34
Languages Abyssal, Common, Draconic; telepathy 100 ft.

AC 51, touch 17, flat-footed 42
 (–2 size, +9 Dex, +9 armor, +25 natural)
hp 296 (16 HD); **DR** 10/cold iron and good
Immune electricity and poison
Resist acid 10, cold 10, fire 10; **SR** 25
Fort +24, **Ref** +16, **Will** +17

Spd 40 ft. (8 squares), climb 20 ft.
Melee +3 *keen longsword* +33/+28/+23/+18 (3d6+18/17–20) and
 5 +2 *keen longswords* +32 (3d6+9/17–20) and
 bite +27 (1d6+7 plus poison) and
 tail slap +27 (5d6+7) or
 6 slams +29 (2d6+15) and
 bite +27 (1d6+7 plus poison) and
 tail slap +27 (5d6+7)
Space 15 ft.; **Reach** 15 ft.
Base Atk +16; **Grp** +39
Atk Options Combat Expertise, Combat Reflexes, Power Attack, aligned
 attack (chaotic, evil), constrict 5d6+22, improved grab, poison (DC
 32, initial and secondary damage 1d6 Str)
Special Actions change shape, summon demon
Sorcerer Spells Known (CL 6th):
 3rd (5/day)—*baste* (DC 23)
 2nd (8/day)—*blur*, *scorching ray* (ranged touch +20)
 1st (9/day)—*magic missile*, *ray of enfeeblement* (ranged touch +20), *shield*,
true strike
 0 (6/day)—*daze* (DC 20), *ghost sound* (DC 20), *mage hand*, *message*, *open/*
close, *prestidigitation*, *touch of fatigue* (melee touch +27, DC 20)
Spell-like Abilities (CL 16th):
 At will—*align weapon*, *blade barrier* (DC 26), *greater teleport* (self plus 50
 pounds of objects only), *magic weapon*, *project image* (DC 26), *see invis-*
ibility, *telekinesis* (DC 25), *unholy aura* (DC 28)
 1/day—*clairaudience/clairvoyance*, *dancing lights*, *darkness*, *detect good*, *detect law*,
detect magic, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 23)

Abilities Str 41, Dex 23, Con 39, Int 22, Wis 24, Cha 30
Feats Combat Expertise, Combat Reflexes, Multiattack, Multiweapon
 Fighting, Power Attack, Weapon Focus (longsword)
Skills Bluff +29, Concentration +35, Diplomacy +33, Disguise +10 (+12
 acting), Hide +20, Intimidate +31, Jump +19, Listen +34, Move
 Silently +28, Search +25, Sense Motive +26, Spellcraft +25 (+27
 scrolls), Spot +34, Survival +7 (+9 following tracks), Use Magic
 Device +29 (+31 scrolls)
Possessions combat gear plus +5 *mithral shirt*, +3 *keen longsword*, 5 +2
keen longswords, *amulet of health* +4, *belt of giant's Strength* +4, *gloves of*
Dexterity +6

True Seeing (Su) As the *true seeing* spell, always active, caster level 16th.
Constrict (Ex) A drider marilith deals 5d6+22 points of damage with a
 successful grapple check.
Improved Grab (Ex) To use this ability, a drider marilith hit with its tail
 slap attack. It can then attempt to start a grapple as a free action
 without provoking an attack of opportunity. If it succeeds on the
 grapple check, it can constrict.
Change Shape (Su) A drider marilith can assume the form of any Small
 or Medium humanoid creature.
Summon Demon (Sp) 50% chance to summon 4d10 dretches, 1d4
 hezrou, or 1 nalfeshne or 20% chance to summon 1 glabrezu or
 another marilith. This ability is the equivalent of a 5th-level spell.
Feats In combination with its natural abilities, a marilith's Multiweapon
 Fighting feat allows it to attack with all its arms at no penalty.

A drider marilith is an appalling abomination, a foul and potent demon that
 has endured the Spider Queen's dreadful attentions.

TACTICS

A drider marilith sets aside the customary cunning attributed to its kind in
 favor of unleashing its fearsome fighting techniques on its enemies. Unlike
 other mariliths, a drider marilith flings itself into combat, ripping apart its
 foes with a deadly wall of slashing blades. It may pause just long enough to
 cast *baste* on itself or unleash a *blade barrier*, but it always returns to its torrent
 of sword strokes, carving a bloody swathe through its opponents.

CREATING A DRIDER CREATURE

“Drider is an acquired template that can be added to any living, corporal
 giant, humanoid, monstrous humanoid, or outsider (referred to hereafter as
 the base creature).

Challenge Rating: Same as the base creature +2.

Alignment: The creature's alignment changes to chaotic evil.

Size and Type: The creature's type changes to aberration. Do not recalculate
 base attack bonuses, saves, or skill points. The creature's size increases
 by one step (maximum Colossal). Modify statistics changed by the new
 size as described in **Chapter 4: Advancing Monsters** in the *MM*.

AC: Increase the base creature's natural armor bonus by +6.

Speed: The base creature's legs and lower body are replaced with the legs and body
 of a giant spider. The base creature gains a climb speed equal to one-half
 its land speed. If the base creature has no land speed, the drider gains a land
 speed equal to the base creature's highest speed and a climb speed equal
 to half of that. If the base creature already has a climb speed, it retains its
 speed or gains a new one as described previously, whichever is faster.

Attacks: The drider retains all of the base creature's attacks and weapon
 proficiencies. These attacks retain the same primary or secondary status
 they had for the base creature. In addition, the drider gains a bite attack
 if it doesn't already have one. This attack is primary if the base creature
 has no other natural attacks, or secondary otherwise. If the base creature
 has natural attacks that rely on its lower body parts, such as a tail attack
 or rake attack, the drider retains those attacks, which originate from per-
 verted extra limbs extending from the back of its new abdomen.

Damage: If the base creature gained a bite attack from the application of
 this template, its base damage is as given on the following table. In addi-
 tion, its bite attack (whether bestowed by the template or not) delivers
 poison (see **Atk Options**).

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

Atk Options: The drider retains all of the attack options of the base creature
 and gains the following.

Poison (Ex) A drider's bite attack delivers poison (Fort DC 10 + 1/2 drider's
 Hit Dice + drider's Constitution modifier). The initial and secondary
 damage are the same, dealing 1d6 points of Strength damage. If the
 base creature already delivers poison with its bite, the drider may choose
 which poison to use with any given bite attack.

Spells: A drider can cast spells as a 6th-level cleric or 6th-level sorcerer
 (drider's choice at the time when it gains this template). The effective
 spellcasting levels stack with any class levels of the same kind that the
 drider might have or gain later. Driders that choose the cleric option
 may also select two domains (if they don't have two already) from the
 following: Chaos, Evil, Destruction, and Trickery.

Spell-Like Abilities: Driders also gain the ability to cast a selection of spells
 as spell-like abilities. If the base creature already has the ability to any of
 the following spell-like abilities, it does not gain any additional benefit.

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1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion*. Caster level equals the drider's Hit Dice.

Abilities: Increase from the base creature as follows: Dex +6, Con +2, Int +4, Wis +6, and Cha +6. Note that the drider's ability scores also change in accordance with its new size.

Skills: A drider gains a +4 racial bonus on Hide and Move Silently checks. It also gains a +8 racial bonus on Climb checks and may always choose to take 10 on Climb checks, even if rushed or threatened.

Advancement: As the base creature.

TYPICAL ENCOUNTERS

Driders are most likely encountered alone, but sometimes, they may gather with others who share their affliction. In these cases, they work with others of their kind, such as drider drow or drider bugbears, but rarely crossing between them. The most common drider encounter, though, is as a guardian of an unholy site or in the service of a dark elf priestess.

ECOLOGY

It's said the Spider Queen has made driders of hundreds of different 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 oversized spider, with the torso of the original creature growing out from where the spider's head would normally be.

SOCIETY

Driders are freaks, exiles, and abominations, forced out of the native cultures at sword's point. Driders may seek out other afflicted creatures, forming tiny

communities out of the common cause of survival, but most are loners, consigned to an isolated existence on the fringes of lands held by those who cast them out.

ALIGNMENT

The transformation that affects these malformed beings alters not only their physical forms but also their minds. All who feel the Spider Queen's touch are driven mad with the horror of what they become and lash out at the uncorrupted, hoping to maim or slay those intact beings that offend their sensibilities. Thus, all driders are always chaotic evil.

TYPICAL TREASURE

Driders have treasure appropriate for NPCs whose level equals their Challenge Rating. Driders invest their wealth in personal equipment, such as weaponry or wands, potions, and scrolls.

DRIDER CREATURE CHARACTERS

Player character drider characters are extremely rare and even then, they should occur only in campaigns that feature the Underdark extensively, such as in parties of all dark elves. While not restricted in their alignment, they should be played with dark impulses and be prone to violent and unpredictable outbursts.

Level Adjustment: +4.

EVOCATION SPIRIT

A ten-foot tall cloud of swirling energy drifts toward you. From its shifting form, you see bursts of flames, swirls of green fluid, crackling electricity and more.

EVOCATION SPIRIT	CR 15
Usually CN Large elemental (incorporeal) Init +4; Senses darkvision 60 ft.; Listen +10, Spot +10 Aura energy (10 ft., DC 24)	
AC 28, touch 28, flat-footed 24; Dodge, Mobility (–1 size, +4 Dex, +15 deflection) hp 199 (19 HD); DR 10/magic Immune acid, cold, electricity, fire, sonic, paralysis, poison, sleep, stunning, critical hits, flanking SR 21 Fort +12, Ref +17, Will +8	
Spd fly 50 ft. (perfect); Flyby Attack Melee touch +17 (2d6 acid plus 2d6 cold plus 2d6 electricity plus 2d6 fire plus 2d6 sonic) Space 10 ft.; Reach 10 ft. Base Atk +14; Grp —	
Atk Options Combat Reflexes, energy attack Special Actions <i>energy ball, energy burst, energy cone, energy phase</i> , evocation reflection	
Abilities Str —, Dex 18, Con 23, Int 6, Wis 14, Cha 16 Feats Ability Focus (energy aura), Combat Reflexes, Dodge, Flyby Attack, Lightning Reflexes, Mobility Skills Concentration +12, Listen +10, Spot +10	

Energy Aura (Su) At the start of each of the evocation spirit's turns, all creatures within 10 feet must succeed on a DC 24 Reflex save or take 2d6 points of energy damage. The type of energy damage is determined by rolling 1d10: 1–2, acid; 3–4, cold; 5–6, electricity; 7–8, fire; 9–10, sonic.

Energy Ball (Sp) As *fireball*, at will, caster level 10th. This ability works as *fireball*, but the evocation spirit selects the energy type.

Energy Burst (Sp) An evocation spirit, at will, can unleash a torrent of magical energy as a standard action out to a 40-foot radius centered on itself. All creatures other than the evocation spirit take 10d6 points of energy damage. The evocation spirit selects the damage type with each use of this ability. This ability is the equivalent of a 4th-level spell.

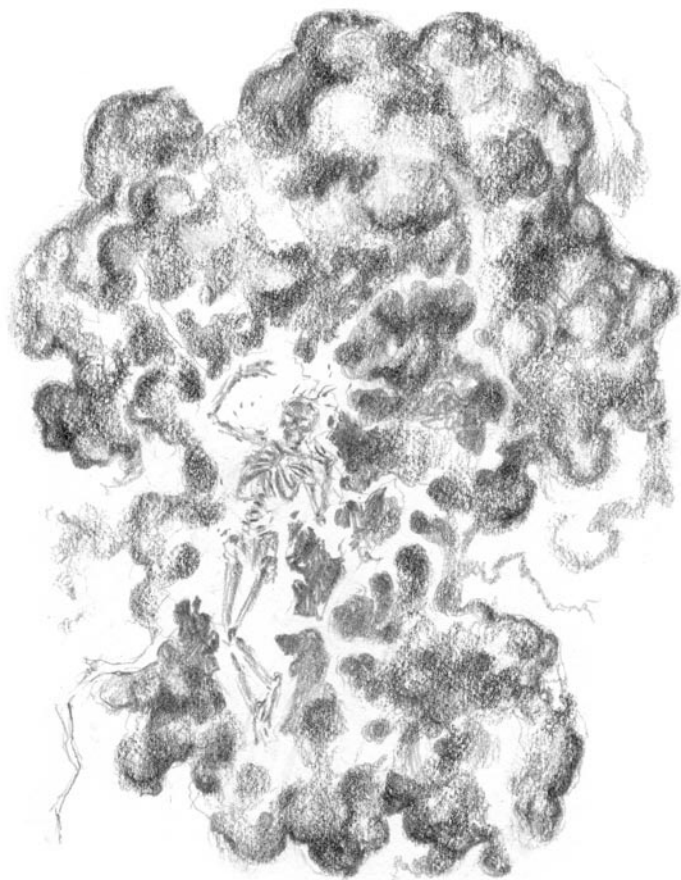
Energy Cone (Sp) As *cone of cold*, at will, caster level 10th. This ability works as the spell, but the evocation spirit selects the energy type.

Energy Phase (Sp) An evocation spirit can move through creatures and objects without provoking an attack of opportunity. A creature in its path is entitled to a DC 22 Reflex save to avoid the evocation spirit. On a failed save, the creature or object takes 1d6 points of acid damage, 1d6 points of cold damage, 1d6 points of electricity damage, 1d6 points of fire damage, and 1d6 points of sonic damage. Objects take half damage. A creature cannot be subject to a particular evocation spirit's energy phase ability more than one per round. Effects with the force descriptor block the evocation spirit and prevent it from moving through protected creatures or objects.

Evocation Reflection (Su) Any time an evocation spirit is targeted by an evocation spell, that spell is instantly turned back on the original caster as if the evocation spirit was under the protection of a *spell turning* spell. There is no limit to the number of spells the evocation spirit can reflect.

Evocation spirits, called the Unraveler's Hands by many drow, are creations of Xarcon, drow god of evocation and destruction. They serve as enforcers

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and hunters, destroying Xarcon's enemies, punishing weakness among his worshipers, and bringing death and mayhem wherever they go.

TACTICS

Evocation spirits enter combat with wild abandon, plunging deep into enemies and tearing them apart from within, then using its evocation abilities to destroy its foes.

TYPICAL ENCOUNTERS

Evocation spirits are particularly rare, even in the Underdark and within proximity to priests of Xarcon. Such horrors tend to serve as guardians, protecting temples, or assassins sent to eliminate enemies of the cult that conjured them.

SOLITARY (EL 13)

A lone evocation spirit is used to protect a chamber deemed sacred to a cult of Xarcon, such as treasuries, laboratories, or sacrificial chambers.

GANG (EL 15–17)

When a cult of Xarcon feels threatened, its response is always deadly. Before committing themselves to destroying their enemies, the cult is likely to dispatch two to four evocation spirits to attend to their foes.

ECOLOGY

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.

A typical evocation spirit is a large cloud of swirling, multicolored energy. As it moves, it crackles with power, squirting streams of acid, waves of sonic energy, or limning itself with cerulean flames.

SOCIETY

Evocation spirits have no conception of organization or society, being more forces of destruction than they are living creatures. In fact, they exist only to destroy so any notion of collecting together is doesn't register in their otherworldly and insane minds. When evocation spirits do gather, they do so unconsciously and may even attack each other to little effect before setting out to find more creatures to kill.

ALIGNMENT

The capricious nature inherent in evocation spirits makes them all always chaotic neutral.

ADVANCED EVOCATION SPIRITS

Evocation spirits advance by gaining levels in elemental. In theory, there is no limit to the number of Hit Dice an evocation spirit can gain, and it increases size by one step for every 10 Hit Dice it gains above 20.

TYPICAL TREASURE

Evocation spirits do not collect or gather treasure.

HALF-DROW

Half-drow are the spawn of sexual or 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.

HALF-DROW BUGBEAR

Thick white fur covers this hulking humanoid. Its features are jet black and bestial, somewhat like a goblin in appearance.

HALF-DROW BUGBEAR

CR 3

Male or female half-drow bugbear

NE Medium humanoid (elf, goblinoid)

Init +2; **Senses** darkvision 120 ft., scent; Listen +6, Spot +6

Languages Common, Goblin, Undercommon

AC 20, touch 12, flat-footed 18

(+2 Dex, +4 armor, +1 shield, +3 natural)

hp 13 (3 HD)

Immune sleep

SR 8

Fort +1, **Ref** +5, **Will** +1 (+2 against spells and spell-like effects)

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Spd 30 ft. (6 squares)
Melee mwk morningstar +5 (1d8+2)
Ranged mwk javelin +5 (1d6+2)
Space 5 ft.; Reach 5 ft.
Base Atk +2; Grp +4
Spell-like Abilities (CL 3rd): 1/day— <i>dancing lights</i> , <i>darkness</i> , <i>faerie fire</i>
Abilities Str 15, Dex 14, Con 11, Int 12, Wis 10, Cha 9
Feats Alertness, Weapon Focus (morningstar)
Skills Climb +3, Hide +6, Listen +6, Move Silently +8, Search +2, Spot +6
Possessions combat gear plus +1 <i>studded leather armor</i> , light wooden shield, masterwork morningstar, 2 masterwork javelins

Half-drow bugbears are spawned to serve as slave commanders who take control of the slave legions and lead armies of thralls into battle.

TACTICS

A half-drow bugbear is more cunning than are his pureblood kin, using its spell-like abilities effectively to set devastating ambushes. It typically conceals itself in a globe of darkness, only emerging once its prey has nearly passed. At this point, it and any allies it has emerge to attack from the rear, while the main drow loose a barrage of poisoned crossbow bolts into the front ranks of their foes.

HALF-DROW SUCCUBUS

This stunning woman has luxurious white hair and inky black skin. Two leathery wings unfolding from her back suggest her sinister heritage.

HALF-DROW SUCCUBUS	CR 8
Female half-drow succubus CE Medium outsider (chaotic, demon, elf, extraplanar, evil) Init +2; Senses darkvision 120 ft.; Listen +20, Spot +20 Languages Abyssal, Celestial, Draconic, Undercommon; telepathy 100 ft., tongues	
AC 23, touch 13, flat-footed 21; Dodge, Mobility (+2 Dex, +1 armor, +1 deflection, +9 natural) hp 27 (6 HD); DR 10/cold iron or good Immune electricity, poison, sleep Resist acid 10, cold 10, fire 10; SR 18 Fort +5, Ref +7, Will +7 (+8 against spells and spell-like effects)	
Spd 30 ft. (6 squares), fly 50 ft. (average) Melee 2 claws +7 (1d6+1) or +1 rapier +8/+3 (1d6+2/18–20) Space 5 ft.; Reach 5 ft. Base Atk +6; Grp +7 Atk Options energy drain Special Actions change shape, summon demon Combat Gear brooch of shielding, potion of cure serious wounds Spell-like Abilities (CL 12th): At will— <i>charm monster</i> (DC 22), <i>detect good</i> , <i>detect thoughts</i> (DC 20), <i>ethereal jaunt</i> (self plus 50 pounds of objects only), <i>greater teleport</i> (self plus 50 pounds of objects only), <i>suggestion</i> (DC 21), 1/day— <i>dancing lights</i> (CL 6th), <i>darkness</i> (CL 6th), <i>faerie fire</i> (CL 6th)	
Abilities Str 13, Dex 15, Con 11, Int 18, Wis 14, Cha 26 Feats Dodge, Mobility, Persuasive Skills Bluff +19, Concentration +9, Diplomacy +12, Disguise +17 (+19 acting, +27 with change shape), Escape Artist +11, Hide +11, Intimidate +19, Knowledge (dungeoneering) +13, Knowledge (religion) +13, Listen +20, Move Silently +11, Search +14, Spot +20, Survival +2 (+4 underground, +4 following tracks), Use Rope +2 (+4 with bindings) Possessions combat gear plus +1 rapier, ring of protection +1, bracers of armor +1, jeweled necklace (400 gp)	

Tongues (Su) As the <i>tongues</i> spell, always active, caster level 12th.
Energy Drain (Su) A half-drow succubus's kiss or embrace bestows one negative energy level. Using this ability against an unwilling target provokes an attack of opportunity. Successfully bestowing a negative level forces the target to succeed on a DC 21 Will save or be willing to accept another kiss. The DC to remove a negative level is 21. The save DC is Charisma-based.
Change Shape (Su) A half-drow succubus can assume the form of any Small or Medium humanoid.
Summon Demon (Sp) 30% chance to summon a vroek, 1/day. This ability is the equivalent of a 3rd-level spell.

A half-drow succubus is the product of a profoundly foul ritual that sees the conjuration of a filthy demon that couples with a drow priestess. Most such ceremonies result in the death of the priestess, but sometimes a child is conceived. The spawn of these unions is usually some twisted mockery of life, but very rarely, a special fiend is born with the power of demons fused with the beauty and status of a drow matriarch.

TACTICS

A half-drow succubus is a tempter and corruptor, rarely involving herself in the messiness of combat. She manipulates her foes, ensorcelling them with her potent magical powers and then using them as her minions. When she grows weary of her subjects, she disposes of them by giving them the gift of her affection.

CREATING A HALF-DROW CREATURE

“Half-drow” is an inherited template that can be added to any aberration, animal, dragon, fey, giant, non-drow humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Alignment: Half-drow are usually neutral evil.

Type: The half-drow gains the elf subtype.

Senses: Half-drow gain darkvision out to 60 feet. If the base creature already had darkvision, its range increases by 60 ft.

Immune: Half-drow are immune to *sleep* spells and effects.

Spell Resistance: Half-drow gain spell resistance equal to the base creature's HD + 5. If the base creature already had spell resistance, it uses the greater value.

Saving Throws: Half-drow receive a +1 racial bonus on Will saves against spells and spell-like effects.

Spell-Like Abilities: Half-drow with an Intelligence or Charisma score of 11 or higher gain the following spell-like abilities, each useable once per day: *dancing lights*, *darkness*, and *faerie fire*. The half-drow's caster level equals its Hit Dice.

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

Skills: A half-drow gains a +1 racial bonus on Listen, Search, and Spot checks.

Advancement: As the base creature.

TYPICAL ENCOUNTERS

Half-drow are despised by other drow, not for their creation, but out of resentment. This perception toward these wretched abominations is curious since the drow flesh-crafters seem more than willing to spawn new creations, producing seemingly endless variations of half-drow creatures. Those that aren't simply rejected and slain or exiled may be entrusted with small responsibilities, including leading slave troops, serving as guards, or even as lovers.

ECOLOGY

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.

A half-drow generally has most of the features of the non-drow parent race, but skin, hair, and eye color are all dark elven. Her hair is a shocking white, and skin is the telltale jet black of a full-blooded drow. Her eyes are bright

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gems of ruby crimson, and 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.

SOCIETY

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.

Half-drow run the gamut of personalities, but most are wrathful creatures, hating the poison blood running 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.

LIVING WEB

An enormous mass of thick, ropy webs covered in sticky strands surges forward. Trapped in its mass are bones, rotten flesh, and the broken remains of its many victims.

LIVING WEB	CR 13
Always N Huge ooze Init +2; Senses sense; Listen -5, Spot -5	
AC 14, touch 10, flat-footed 12 (-2 size, +2 Dex, +4 natural) hp 216 (16 HD) Immune mind-affecting spells and effects, gaze attacks, visual effects, illusions, any attack form that relies on sight, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking SR 24 Fort +13, Ref +7, Will +0 Weakness vulnerability to fire	
Spd 40 ft. (8 squares), climb 40 ft.; web walk Melee 4 slams +21 (1d8+11) Space 15 ft.; Reach 15 ft. Base Atk +12; Grp +39 Atk Options adhesive, constrict 1d8+11, improved grab Special Actions engulf	
Abilities Str 32, Dex 14, Con 26, Int —, Wis 1, Cha 1 SQ ooze traits Skills Climb +19, Jump +15, Listen -5, Spot -5	
Web Walk (Ex) A living web may pass through magical and nonmagical webs without impediment. It cannot be entangled by webs of any kind. Adhesive (Ex) A living web exudes a powerful adhesive. It gains a +8 bonus on grapple and disarm checks made with its slam attack. A living web may dissolve its adhesive at will and the substance breaks down 5 rounds after the creature dies. Constrict (Ex) A living web deals 1d8+11 points of damage with a successful grapple check in addition to its slam damage. Improved Grab (Ex) To use this ability, a living web must hit an opponent of up to Huge size with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can constrict. 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 simply moves over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity	

ALIGNMENT

Half-drow are self-serving, caring little for ideals of order or freedom. Most half-drow are neutral evil. Those half-drow outsiders retain the alignment of the base creature.

TYPICAL TREASURE

Half-drow have treasure appropriate as NPC's whose level equals their Challenge Rating. Most of this wealth is invested in personal equipment, but monstrous half-drow may hoard coins, gems, and other items of interest.

HALF-DROW PLAYER CHARACTERS

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.

Level Adjustment: +1

against the living web, but if they do, they forfeit their Reflex saves. Those who do not make attacks of opportunity must succeed on a DC 26 Reflex save or become engulfed. On a success, they are pushed back or to the side (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 **Drowning** in the *DMG* for details).
Skills A living web gains a +8 racial bonus on Climb checks. It may always choose to take 10 on Climb checks even if rushed or threatened.

Living webs are masses of webbing given life and a semblance of awareness.

TACTICS

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.

TYPICAL ENCOUNTERS (EL 13)

Living webs are solitary creatures; one never encounters more than one at a time.

ECOLOGY

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 non-drow alike, prowling the Underdark and killing every creature they encounter.

ADVANCED LIVING WEBS

The statistic block represents the most common sort of living web, but rumors of larger masses abound in the Underdark. These creatures advance by gaining levels in ooze. Huge living webs can have as many as 32 Hit Dice, while Gargantuan living webs can reach up to 48 Hit Dice.

TYPICAL TREASURE

Living webs only have incidental treasure, usually half the normal value for their Challenge Rating—about 6,500 gp. A typical haul might include 1,767 gp, black pearl (500 gp), a mithral headdress (2,500 gp), and a *born of fog*.

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SCRY WARDEN

A shifting cloud of black smoke coalesces, taking on the form and appearance of some strange otherworldly humanoid.

SCRY WARDEN	CR 6
Usually NE Medium outsider (extraplanar, incorporeal) Init +6; Senses blindsight 60 ft., darkvision 60 ft., sense divination; Listen +17, Spot +17 Languages Abyssal, Common, Infernal	
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 deflection) hp 65 (10 HD); DR 10/good Fort +9, Ref +9, Will +11	
Spd fly 60 ft. (12 squares); Flyby Attack Melee touch +12 (1d6 Int drain) Space 5 ft.; Reach 5 ft. Base Atk +10; Grp — Atk Options Intelligence drain Special Actions material jaunt Spell-like Abilities (CL 14th): At will— <i>detect magic</i> , <i>detect scrying</i> , <i>dimensional anchor</i> (ranged touch +12), <i>dismissal</i> *, <i>ethereal jaunt</i> (self only), <i>greater scrying</i> *, <i>scrying</i> * *Can only be used for counterspelling	
Abilities Str —, Dex 14, Con 15, Int 14, Wis 19, Cha 18 SQ incorporeal traits Feats Flyby Attack, Improved Initiative, Skill Focus (Spellcraft), Track Skills Concentration +15, Hide +19, Intimidate +17, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +17, Search +15, Spellcraft +20, Spot +17, Survival +17 (+19 following tracks, +19 on other planes)	
Sense Divination (Su) Scry wardens can detect a creature using divination exactly as a creature with scent detects a strong odor. For 1 hour after a divination spell or spell-like ability, scry wardens can detect and track the scrying creature, following the rules for the scent ability. Scry wardens can detect the “scent” of divination effects even through the boundary of the Ethereal Plane. Intelligence Drain (Su) Creatures struck by a scry warden’s touch attack take 1d6 points of Intelligence drain. Creatures reduced to 0 or lower Intelligence are slain. Material Jaunt (Ex) As a swift action, a scry warden can step out of the Ethereal Plane and into the Material Plane. It can return to the Ethereal Plane with a move action. Skills: Scry wardens gain a +4 racial bonus on Hide checks. As incorporeal creatures, they always move silently if they choose.	

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

TACTICS

Scry wardens that discover creatures using divination magic 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 use material jaunt to appear from out of a scrying device. Scry wardens rarely kill their prey immediately, preferring to incapacitate them 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 kill the creature as quickly as possible. If prevented, they flee into a solid object and then end their material jaunt effect sending them back to the Ethereal Plane, lingering near the unfortunate target of their wrath until it is more vulnerable.



TYPICAL ENCOUNTERS (EL 6–10)

Scry wardens prowl the Ethereal Plane where it is closest to the Material Plane, giving them the ability to dimly peer through the mists and monitor their prey. Most scry wardens are content to work alone, especially when food is scarce, but in areas rich with magic use, gangs of two to four scry wardens may gather.

ECOLOGY

Native to the Ethereal Plane, scry wardens appear to be made of the planar stuff that constitutes this transitive plane. Scry wardens are shadowy creatures that appear to be made of smoke, but can coalesce into a vague humanoid-shape if desired. These creatures feed on the intellect of mortal creatures and have learned that the richest feeding comes from wizards and specialists. Therefore, these creatures are a regular nuisance around wizard academies and other places with large arcane spellcaster populations.

SOCIETY

Scry wardens have few needs and fewer predators, so as a race, they do not have much in the way of a society. When these ethereal creatures gather, they quickly establish a pecking order, with the most destructive and violent of their numbers emerging as leader. Such groups rarely last long for resentment and hatred blossom among them, leading them to mount a coup against their leader and feast upon his own intellect.

ALIGNMENT

Scry wardens survive by hunting and killing intelligent creatures. They do this with no remorse and may even gorge themselves if given the opportunity. As a result, they are always neutral evil.

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ADVANCED SCRY WARDENS

Scry wardens advance by Hit Dice. They can attain as many as 20 Hit Dice. No matter how many they have, all scry wardens are Medium creatures.

TREASURE

Scry wardens do not collect treasure.

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 that look like miniature spiders. Created by magical experimentation on deep halflings long ago, the spiderlings have since developed into a full-fledged race of their own, inventing their own culture from the tatters of their makers.

SPIDERLING WARRIOR

Scuttling out of the blackness is a strange hybrid creature, its lower half that of a dog-sized spider and its upper half a small dark-skinned humanoid with upswept ears and sinister features.

SPIDERLING WARRIOR	CR 1/2
Male or female spiderling warrior 1 Usually CN Small monstrous humanoid Init +5; Senses darkvision 60 ft.; Listen +4, Spot +4 Languages Undercommon	
AC 15, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 armor, +1 shield) hp 5 (1 HD) Immune sleep Resist stability (+4 against bull rush or trip) Fort +3, Ref +1, Will +0 Weakness light blindness	
Spd 20 ft. (4 squares), climb 20 ft. Melee longsword +2 (1d6/19–20) Ranged light crossbow +3 (1d6/19–20) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp –3 Atk Options +1 on attacks against flat-footed opponents	
Abilities Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8 Feats Improved Initiative Skills Climb +9, Hide +7 Intimidate +3, Jump –4, Listen +2, Move Silently +3, Spot +2 Possessions leather armor, light steel shield, longsword, light crossbow with 10 bolts	
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds spiderlings for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.	

Spiderling warriors are the core defense of spiderling communities.

SPIDERLING WATCHER

A dog-size arachnid scrambles up the wall but stops halfway, revealing its true form as it regards you with queer human-like eyes in the face of a dark-skinned child. Anxiously, this being is a fusion of what looks to be halfling and spider!

SPIDERLING WATCHER	CR 4
Male or female spiderling rogue 4 Usually CN Small monstrous humanoid Init +7; Senses darkvision 60 ft.; Listen +10, Spot +10 Languages Undercommon	

AC 18, touch 14, flat-footed 18; Dodge, uncanny dodge (+1 size, +3 Dex, +3 armor, +1 shield) hp 22 (4 HD) Immune sleep Resist evasion, stability (+4 against bull rush or trip) Fort +4, Ref +8, Will +3 Weakness light blindness
Spd 20 ft. (4 squares), climb 20 ft. Melee mwk short sword +5 (1d4+1/19–20) Ranged mwk hand crossbow +8 (1d3/19–20 plus poison) Space 5 ft.; Reach 5 ft. Base Atk +3; Grp +0 Atk Options +1 on attacks against flat-footed opponents, poison (DC 17, initial damage 1 Str drain, secondary damage 2d6 Str), sneak attack +2d6 Combat Gear 2 doses of shadow essence, <i>elixir of hiding</i> , <i>elixir of sneaking</i>
Abilities Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8 SQ trap sense +1, trapfinding Feats Dodge, Improved Initiative Skills Balance +12, Climb +19, Hide +18, Jump +4, Listen +10, Move Silently +12, Spot +10, Tumble +12 Possessions combat gear plus masterwork studded leather, masterwork buckler, masterwork short sword, masterwork hand crossbow with 20 bolts, <i>cloak of resistance</i> +1
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spiderling watchers are charged with protecting the avenues into their territory. Should they spot an intruder, they scurry into the shadows to report to their superiors.

TACTICS

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

TYPICAL ENCOUNTERS

Spiderlings are very aware of the dangers and horrors of their homelands and so they safeguard their territory by placing elite sentinels in hidden cavities that overlook major tunnels. These cavities are always connected to the spiderling nests, enabling the sentries to travel quickly and warn their allies. On occasion, spiderlings may mount hunting parties to scavenge food and supplies from neighboring settlements of other spiderlings, drow, and, really, anyone.

SENTRY (EL 4–6)

Every passage that comes near a spiderling nest is home to one or two spiderling watchers. These sentries rarely engage their foes, preferring to watch and learn what they can before reporting their findings.

HUNTING PARTY (EL 2–6)

Food and potable water are scarce resources in the Underdark, so if the spiderlings would survive, they must always be on the lookout for new supplies. Such groups are well aware that their rivals are equally needy, so these bands of six to twelve spiderlings are well-armed and prepared for a fight.

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ECOLOGY

Castoff experiments, spiderlings are a fusion of drow and spider that 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.

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, and other slavers. They set up many ambush points within and surrounding their lairs, using them to make any enemy assault too costly to continue.

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.

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.

Spiderlings know 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.

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**.

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.

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.

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.

TYPICAL TREASURE

Drey determine their treasure as NPCs of their Challenge Rating. They are aware of the constant hazards of their homeland, so spend their wealth on properly outfitting themselves to survive encounters with their enemies.

SPIDERLING CHARACTERS

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 TRAITS

Spiderlings possess the following racial traits.

- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Monstrous Humanoid
- Spiderling base land speed is 20 feet.
- All spiderlings have a climb speed of 20 feet. Spiderlings have a +8 racial bonus on Climb checks and may use their Dexterity modifier in place of their Strength modifier for Climb checks. Spiderlings may always choose to take 10 on a Climb check, even if rushed or threatened.
- Darkvision out to 60 feet.
- Immune to sleep spells and effects.
- +1 on attack rolls against flat-footed targets.
- +2 racial bonus on Hide, Jump, Listen, Move Silently, and Spot checks.
- Light Blindness (see entry)
- Stability: Spiderlings have a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground, but not when climbing, flying, riding, or otherwise not standing firmly on the ground.
- Automatic Languages: Undercommon. Bonus Languages: Abyssal, Common, Drow Sign Languages, Elven, Gnome, Goblin, Halfling, and Orc.
- Favored Class: Rogue
- Level Adjustment: +1



CHAPTER THREE: CREATURES OF THE UNDERDARK

VERMIN

The Underdark is home to an appalling array of slithering, scuttling, and crawling creatures and the deeper one travels, the more profoundly awful the forms and varieties. What follows is a sample of the most common sorts of vermin to infest the shadowy depths of the Eternal Night.

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.

Blood Drain (Ex) A monstrous leech deals Constitution damage with a successful grapple check. Once it reaches satiation, it breaks off the grapple and withdraws to digest its meal. The Constitution damage dealt and the maximum amount of Constitution damage it can deal depend on its size, as shown on the following table.

Size	Constitution Damage	Limit
Tiny	1	3
Small	1d4	5
Medium	1d6	10
Large	2d4	20
Huge	2d6	40

Constructs, elementals, oozes, plants, and undead are immune to this ability.

Improved Grab (Ex) To use this ability, a monstrous leech must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and drains the victim's blood. A monstrous leech has a +4 racial bonus on grapple checks (included).



TINY MONSTROUS LEECH

CR 1/2

Always N Tiny vermin (aquatic)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 14, touch 14, flat-footed 12
(+2 size, +2 Dex)

hp 2 (1/2 HD)

Immune mind-affecting effects

Fort +4, **Ref** +2, **Will** +0

Spd 5 ft. (1 square), swim 10 ft.

Melee bite +4 (1d3–3 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** –4

Atk Options blood drain, improved grab, poison (DC 12, initial and secondary damage paralysis for 1 minute)

Abilities Str 5, Dex 15, Con 15, Int —, Wis 10, Cha 1

SQ vermin traits

Feats Weapon Finesse^B

Skills Hide +16, Listen +0, Move Silently +8, Spot +0, Swim +10

Advancement —

SMALL MONSTROUS LEECH

CR 1

Always N Small vermin (aquatic)

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 14, touch 12, flat-footed 13
(+1 size, +1 Dex, +2 natural)

hp 6 (1 HD)

Immune mind-affecting effects

Fort +4, **Ref** +1, **Will** +0

Spd 10 ft. (2 squares), swim 20 ft.

Melee bite +2 (1d4–1 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** –1

Atk Options blood drain, improved grab, poison (DC 12, initial and secondary damage paralysis for 1 minute)

Abilities Str 9, Dex 13, Con 15, Int —, Wis 10, Cha 1

SQ vermin traits

Feats Weapon Finesse^B

Skills Hide +11, Listen +0, Move Silently +7, Spot +0, Swim +9

Advancement —

MEDIUM MONSTROUS LEECH

CR 2

Always N Medium vermin (aquatic)

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 12, touch 10, flat-footed 12
(+0 Dex, +2 natural)

hp 15 (2 HD)

Immune mind-affecting effects

Fort +6, **Ref** +0, **Will** +0

Spd 15 ft. (3 squares), swim 30 ft.

Melee bite +2 (1d6+1 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +6

Atk Options blood drain, improved grab, poison (DC 14, initial and secondary damage paralysis for 1 minute)

Abilities Str 13, Dex 11, Con 17, Int —, Wis 10, Cha 1

SQ vermin traits

Feats Weapon Finesse^B

Skills Hide +6, Listen +0, Move Silently +6, Spot +0, Swim +9

Advancement —

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LARGE MONSTROUS LEECH	CR 3
Always N Large vermin (aquatic) Init –1; Senses darkvision 60 ft.; Listen +0, Spot +0	
AC 12, touch 8, flat-footed 12 (–1 size, –1 Dex, +4 natural) hp 38 (4 HD) Immune mind-affecting effects Fort +9, Ref +0, Will +1	
Spd 30 ft. (3 squares), swim 50 ft. Melee bite +7 (1d8+7 plus poison) Space 10 ft.; Reach 5 ft. Base Atk +3; Grp +16 Atk Options blood drain, improved grab, poison (DC 17, initial and secondary damage paralysis for 1 minute)	
Abilities Str 21, Dex 9, Con 21, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Hide +1, Listen +0, Move Silently +5, Spot +0, Swim +13 Advancement 5–15 HD (Large)	

Skills: Monstrous leeches gain a +6 racial bonus on Hide and Move Silently. In addition, a monstrous leech gains a +8 racial bonus on Swim checks. A monstrous leech can always take 10 on a Swim check, even if rushed or threatened. A monstrous leech can use the run action while swimming, provided it swims in a straight line. Finally, a monstrous leech may use its Dexterity modifier in place of its Strength for Swim checks.

HUGE MONSTROUS LEECH	CR 7
Always N Huge vermin (aquatic) Init –2; Senses darkvision 60 ft.; Listen +0, Spot +0	
AC 13, touch 6, flat-footed 13 (–2 size, –2 Dex, +7 natural) hp 184 (16 HD) Immune mind-affecting effects Fort +17, Ref +3, Will +5	
Spd 30 ft. (3 squares), swim 50 ft. Melee bite +19 (2d6+13 plus poison) Space 15 ft.; Reach 10 ft. Base Atk +12; Grp +29 Atk Options blood drain, improved grab, poison (DC 25, initial and secondary damage paralysis for 1 minute)	
Abilities Str 29, Dex 7, Con 25, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Hide –4, Listen +0, Move Silently +4, Spot +0, Swim +17 Advancement 17–31 HD (Huge)	

TACTICS

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

MONSTROUS SLUGS

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 attacks of opportunity against the monstrous slug, but if they do, they are not entitled to saving throws. Those who do not attempt attacks of opportunity 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 **Suffocation** in the *DMG*). On subsequent rounds, the monstrous slug can crush all opponents it has covered, automatically dealing bludgeoning damage equal to its slam damage.

TINY MONSTROUS SLUG	CR 1/4
Always N Tiny vermin Init +0; Senses darkvision 60 ft., scent; Listen +0, Spot +0	
AC 14, touch 12, flat-footed 14 (+2 size, +0 Dex, +2 natural) hp 5 (1/2 HD) Immune mind-affecting effects Fort +5, Ref +0, Will +0	
Spd 5 ft. (1 square), climb 5 ft. Melee slam +2 (1) Space 2-1/2 ft.; Reach 0 ft. Base Atk +0; Grp –11 Atk Options overbear (DC 7), slime Special Actions retraction	
Abilities Str 5, Dex 10, Con 16, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Climb +8, Hide +8*, Listen +0, Move Silently +8, Spot +0 Advancement —	

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 DC 15 Balance check or fall prone. The slime remains slippery for 1 round.



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SMALL MONSTROUS SLUG	CR 1/2
Always N Small vermin Init –1; Senses darkvision 60 ft., scent; Listen +0, Spot +0	
AC 13, touch 10, flat-footed 13 (+1 size, –1 Dex, +3 natural) hp 7 (1 HD) Immune mind-affecting effects Fort +5, Ref –1, Will +0	
Spd 10 ft. (2 squares), climb 10 ft. Melee slam +0 (1d3–1) Space 5 ft.; Reach 5 ft. Base Atk +0; Grp –5 Atk Options overbear (DC 9), slime Special Actions retraction	
Abilities Str 9, Dex 8, Con 16, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Climb +7, Hide +3*, Listen +0, Move Silently +7, Spot +0 Advancement —	

MEDIUM MONSTROUS SLUG	CR 1
Always N Medium vermin Init –1; Senses darkvision 60 ft., scent; Listen +0, Spot +0	
AC 13, touch 9, flat-footed 13 (–1 Dex, +3 natural) hp 17 (2 HD) Immune mind-affecting effects Fort +7, Ref –1, Will +0	
Spd 15 ft. (3 squares), climb 15 ft. Melee slam +2 (1d4+1) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +2 Atk Options overbear (DC 12), slime Special Actions retraction	
Abilities Str 13, Dex 8, Con 18, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Climb +9, Hide –1*, Listen +0, Move Silently +7, Spot +0 Advancement —	

LARGE MONSTROUS SLUG	CR 4
Always N Large vermin Init –1; Senses darkvision 60 ft., scent; Listen +0, Spot +0	
AC 14, touch 8, flat-footed 14 (–1 size, –1 Dex, +6 natural) hp 42 (4 HD) Immune mind-affecting effects Fort +10, Ref +0, Will +1	
Spd 20 ft. (4 squares), climb 20 ft. Melee slam +7 (1d6+7) Space 10 ft.; Reach 5 ft. Base Atk +3; Grp +12 Atk Options overbear (DC 17), slime Special Actions retraction	
Abilities Str 21, Dex 8, Con 22, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Climb +13, Hide –5*, Listen +0, Move Silently +7, Spot +0 Advancement 5–10 HD (Large)	

HUGE MONSTROUS SLUG	CR 7
Always N Huge vermin Init –1; Senses darkvision 60 ft., scent; Listen +0, Spot +0	
AC 16, touch 7, flat-footed 16 (–2 size, –1 Dex, +9 natural) hp 137 (11 HD) Immune mind-affecting effects Fort +15, Ref +2, Will +3	
Spd 30 ft. (6 squares), climb 20 ft. Melee slam +15 (1d8+13) Space 15 ft.; Reach 10 ft. Base Atk +3; Grp +25 Atk Options overbear (DC 24), slime Special Actions retraction	
Abilities Str 29, Dex 8, Con 26, Int —, Wis 10, Cha 1 SQ vermin traits Feats Weapon Finesse ^B Skills Climb +13, Hide –5*, Listen +0, Move Silently +7, Spot +0 Advancement 12–24 HD (Huge)	

Retraction (Ex) As a move 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 action.

Skills Monstrous slugs gain a +8 racial bonus on Climb and Move Silently checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They may use their Dexterity in place of their Strength modifier for Climb checks. *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 CREATURE

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.

VERMINOID MONSTROUS CENTIPEDE

A profoundly strange creature bobbles forward. A brown carapace covers its long and slender body. A pair of arms equipped with slender hands emerges from its torso, grasping and clawing at the air amidst a long row of useless legs. Its head is triangular and equipped with gnashing mandibles.

VERMINOID CENTIPEDE WARRIOR	CR 1/2
Male or female verminoid monstrous centipede warrior 1 Usually CN Medium monstrous humanoid (augmented vermin) Init +2; Senses darkvision 60 ft.; Listen +3, Spot +6 Languages Undercommon	
AC 17, touch 12, flat-footed 15 (+2 Dex, +2 armor, +1 shield, +2 natural) hp 4 (1 HD) Fort +2, Ref +2, Will +0 (+4 against mind-affecting effects)	
Spd 40 ft. (8 squares), climb 40 ft. Melee light pick +3 (1d4–1/×4) and Melee bite –2 (1d6–1 plus poison) Ranged light crossbow +3 (1d8/19–20) Base Atk +1; Grp +0 Atk Options poison (DC 10, initial and secondary damage 1d3 Dex)	

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Abilities Str 9, Dex 15, Con 10, Int 10, Wis 10, Cha 8
Feats Alertness, Weapon Finesse^B
Skills Climb +8, Hide +8, Intimidate +3, Jump +1, Listen +3, Spot +7
Possessions combat gear plus leather armor, light steel shield, light pick, light crossbow with 10 bolts

Skills: Verminoid centipede warriors have a +4 racial bonus on Spot checks and a +8 racial bonus on Climb and Hide checks. They may use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Verminoid centipede warriors can take 10 on Climb checks, even if threatened or distracted.

VERMINOID MONSTROUS SPIDER

A true horror creeps toward you. Standing on slender legs wrapped in soft chitin plating is what appears to be a perverse cross between a man and a spider. Its eight red eyes regard you coldly, poison dripping from its furry mandibles.

VERMINOID WEB-SPINNER SPIDER WARRIOR CR 1/2

Male or female verminoid web-spinner spider warrior 1
 CN Small monstrous humanoid (augmented vermin)
Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +2, Spot +6
Languages Undercommon

AC 18, touch 14, flat-footed 15
 (+1 size, +3 Dex, +3 armor, +1 shield)
hp 4 (1 HD)
Fort +2, **Ref** +3, **Will** +0 (+4 against mind-affecting effects)

Spd 30 ft. (6 squares), climb 20 ft.
Melee shortspear +5 (1d4–2) and bite +0 (1d4–2 plus poison)
Base Atk +1; **Grp** –5
Atk Options poison (DC 10, initial and secondary damage 1d3 Str), web 8/day

Abilities Str 7, Dex 17, Con 10, Int 10, Wis 10, Cha 8
Feats Improved Initiative, Weapon Finesse^B
Skills Climb +9, Hide +9 (+13 when using webs), Listen +2, Move Silently +1 (+9 when using webs), Spot +6
Possessions combat gear plus studded leather armor, light wooden shield, shortspear

Webs (Ex) A verminoid web-spinner spider warrior can fling a web eight times per day out to a range of 50 feet with a range increment of 10 feet. It must succeed on a ranged touch attack (+5 modifier). This attack is effective against Medium or smaller creatures. An entangled creature can burst free from the webs with a successful DC 10 Escape Artist check or DC 14 Strength check.

These creatures may also create sheets of sticky webbing up to 10-feet square. Approaching creatures are entitled to a DC 20 Spot check to notice the webbing before stumbling into it. Failure indicates the creature is entangled. Each 5-foot square of webbing has 4 hit points and damage reduction 5/—.

Skills: A verminoid web-spinner spider warrior has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. These creatures may always choose to take 10 on Climb checks even if rushed or threatened. They may use either their Strength or Dexterity modifier on Climb checks, whichever is higher. Finally, these creatures gain a +8 racial bonus on Hide and Move Silently checks when using their webs.



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VERMINOID MONSTROUS SLUG

An undulating mass of mottled grey-brown tissue dripping with slime waddles toward you, massive slablike arms curled into powerful fists to pound you into the ground. It has two eyestalks that grow out of the top of its head and a dark slit serves as its slobbery mouth.

VERMINOID SLUG	CR 4
Usually CN Large monstrous humanoid (augmented vermin) Init –1; Senses darkvision 60 ft., scent; Listen +7, Spot +7 Languages Undercommon	
AC 14, touch 8, flat-footed 14 (–1 size, –1 Dex, +6 natural) hp 42 (4 HD) Fort +10, Ref +3, Will +3 (+7 against mind-affecting effects) Weakness	
Spd 20 ft. (4 squares), climb 20 ft. Melee slam +7 (1d6+7) Space 10 ft.; Reach 10 ft. Base Atk +4; Grp +13 Atk Options Power Attack, overbear, slime Special Actions retraction	
Abilities Str 21, Dex 8, Con 22, Int 10, Wis 10, Cha 1 Feats Iron Will, Power Attack Skills Climb +13, Hide –5*, Listen +7, Move Silently +7, Spot +7 Possessions sack of 200 gp and 1d12 gemstones worth 150 gp each	
Overbear (Ex) A verminoid slug can crush and envelop smaller creatures as a standard action. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the verminoid slug, but if they do, they are not entitled to saving throws. Those who do not attempt attacks of opportunity must succeed at a DC 17 Reflex save or be enveloped; on a success they are pushed back or aside (opponent's choice) as the verminoid slug moves forward. Creatures covered by the verminoid slug are considered grappled and trapped under its body. A creature so trapped cannot breathe and must hold its breath or suffocate (see Suffocation in the <i>DMG</i>). On subsequent rounds, the verminoid slug can crush all opponents it has covered, automatically dealing bludgeoning damage equal to its slam damage.	
Slime (Ex) A verminoid slug can expel a large amount of slippery, quick-drying slime as a standard action. This fills the space the verminoid slug occupies and all adjacent squares. Creatures in or moving through the slimy area must succeed at a DC 15 Balance check or fall prone. The slime remains slippery for 1 round.	
Retraction (Ex) As a move 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 action.	
Skills: Monstrous slugs gain a +8 racial bonus on Climb and Move Silently checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They may use their Dexterity in place of their Strength modifier for Climb checks. *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.	

TACTICS

The process of transformation that sees a verminoid leave behind its simpler state and experiences a flood of complex thoughts is often more than most of these creatures can tolerate, plunging them into madness. Insane verminoids are reckless, plunging headlong into combat usually out of confusion rather than malice. Second or later generation verminoids have come to terms with their transformation and thus may enter conflicts with a bit more restraint, employing innovation and unexpected strategies.

CREATING

VERMINOID CREATURES

“Verminoid” is an acquired or inherited template that can be added to any creature of the vermin type (referred to hereafter as the base creature).

Challenge Rating: As the base creature.

Alignment: Verminoids are usually chaotic neutral.

Type: The base creature's type changes to monstrous humanoid with the augmented vermin subtype.

Languages: All verminoids speak a number of languages equal to 1 plus its Intelligence modifier (minimum 1 language), chosen from among those its creator knows or are appropriate to its environment—Undercommon for vermin that live underground or Sylvan for those that live in forests, for example.

Hit Dice: Base creatures with 1 or fewer Hit Dice determine their Hit Dice by their character class.

Immunities: Verminoids lose their immunity to mind-affecting effects.

Resist: Verminoids gain a +4 racial bonus on Will saves against mind-affecting effects.

Saves: For verminoids with more 2 or more racial Hit Dice, Fortitude and Reflex become the creature's good saves and Will its poor save. Recalculate saving throws based on values derived from its racial levels. Saving throw modifiers derived from class levels are unchanged. Obviously, feats and new ability scores may modify these saving throws further.

Speed: If the base creature has a land speed slower than 10 feet, it increases (or gains) a land speed of 10 feet.

Attacks: The verminoid retains all of the natural attacks of the base creature except for those that depend on limbs that have turned into legs. Any other natural attacks had by the base creature retain the same primary or secondary status they had for the base creature.

In addition, as monstrous humanoids, verminoids are proficient with all simple weapons.

Space/Reach: The verminoid has space and reach appropriate for a “tall” creature of its size. Unless the base creature was “long,” its space and reach remain unchanged. See the *MM* for details on space and reach for tall and long creatures.

Base Attack: Verminoids with 2 or more racial Hit Dice have a base attack from their racial levels equal to their racial Hit Dice (as fighters).

Atk Options: Verminoids retain all of the attack options of the base creature except for the rake ability.

Abilities: A verminoid creature gets 3d6 Intelligence and increases its Charisma score by +6.

Feats: A verminoid creature retains all the bonus feats of the base creature. Assign new feats based on Hit Dice as desired, but give preference to those possessed by the base creature.

Skills: A verminoid retains the base creature's racial bonus on skill checks (if any). For verminoids with 2 or more Hit Dice, these creatures gain skill points equal to (2 + Int modifier, minimum 1) × (HD+3). A verminoid's class skills are Listen, Spot, and Survival.

Advancement: By character class. A verminoid's favored class is barbarian.

ECOLOGY

Somewhere between human and vermin, verminoids are the abominable result of druidic magic and the sorcerous experiments of spellcasters obsessed with vermin. Amongst the drow, these creatures are perhaps the most common, since the dark elves are quick to make use of whatever resources they have at hand, and given the abundance of vermin infesting their subterranean cities, verminoids make for great foot soldiers and slave troops, being more aggressive than cowed goblinoids and other likely slave races. These creatures are some of the most wretched in the Underdark for they live tortured lives, grappling with the vile transformation that profoundly and permanently altered their worlds.

There's no mistaking the heritage of these creatures, despite being transformed into humanoid creatures. They retain the exoskeletons, the general structure, and limb arrangement they had before their transformation. The process of mutation adjusts wings and tails to fit the new form. Of other

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limbs, two become legs and all others become arms. Any base creature that does not have enough limbs of the appropriate kind to form at least two legs and two arms grows the necessary limbs.

SOCIETY

Newly created verminoids do not maintain societies, instead being trapped between their prior mindless existence and the horror of their newfound intellect. Their pliability and burgeoning madness makes them ideal creatures for dark elves and other evil creatures to exploit. It is only when a few verminoids escape and interbreed does a crude and loose society form. Such groups are built around the strongest member, which is usually a female, and often apes other societies the group has encountered.

ALIGNMENT

Verminoids are all a bit mad, find the transition to their new forms horrifying, while haunted by their simple existence of their past. As well, verminoids

have little understanding of morality, finding no real attraction to good or evil. Thus, verminoids are usually chaotic neutral.

TREASURE

Verminoids have half the treasure as expected for an NPC whose level equals their Challenge Rating. These funds are usually in the form of crude weaponry and armor, though in some cases, they may keep gemstones or bits of rubbish collected from their subterranean wanderings.

VERMINOID PLAYER CHARACTERS

Verminoid creatures can be played as player characters; however, before creating the character, you should convert the base creature to a verminoid and then determine racial features the usual way (see *DMG* for suggestions).

Level Adjustment: +0.

VUPDRAX

Dropping from the ceiling in a great flapping of wings is a black-skinned elf with leathery black wings extending from its shoulders. It looses a high-pitched scream as it flies toward you, claws extended and vicious teeth bared.

VUPDRAX	CR 3
Usually CE, Medium monstrous humanoid (elf) Init +5; Senses blindsense 60 ft., darkvision 60 ft.; Listen +12, Spot +4 Languages Drow Sign Language, Undercommon	
AC 16, touch 11, flat-footed 15 (+1 Dex, +2 armor, +3 natural) hp 13 (3 HD) Immune sleep Fort +1, Ref +4, Will +3 (+5 against spells and spell-like effects) Weakness light blindness, sound sensitivity	
Spd 30 ft. (6 squares), fly 30 ft. (average) Melee 2 claws +5 (1d4+1) and bite –1 (1d6) or Melee masterwork longsword +5 (1d8+1/19–20) and bite –1 (1d6) Space 5 ft.; Reach 5 ft. Base Atk +3; Grp +4 Spell-like Abilities (CL 3rd): 3/day— <i>darkness</i>	
Abilities Str 13, Dex 12, Con 11, Int 7, Wis 11, Cha 12 Feats Alertness ^B , Improved Initiative, Weapon Focus (claw) Skills Climb +3, Hide +3, Listen +12, Move Silently +3, Spot +4, Survival +2 Possessions masterwork leather, masterwork longsword	
Light Blindness (Ex) A vupdrax is dazzled in bright sunlight or within the radius of a <i>daylight</i> spell. Sound Sensitivity (Ex) Any abrupt exposure to a loud sound that originates from within the range of the vupdrax's blindsight (<i>soundburst</i> , <i>shout</i> , <i>fireball</i> , 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 gain a +8 racial bonus to Listen checks.	

Vupdrax are another failed and castoff drow experiment that managed to survive and carve out a place in the Underdark. Congregating in flocks, vupdrax are terrible carnivores, hunting and eating other sentient races.

TACTICS

Vupdrax make liberal use of *darkness* before entering melee, relying on their blindsight to locate victims. Vupdrax disdain ranged weapons, preferring to taste the blood of their enemies before they kill them.

TYPICAL ENCOUNTERS

Vicious and merciless killers, the vupdrax flit through the tunnels of the Underdark always searching for their next meal. Cursed with insatiable appetites, they are driven to feast upon the flesh of the living, ripping apart their victims to suck down the choicest victuals.



CHAPTER THREE: CREATURES OF THE UNDERDARK

LONER (EL 3)

A solitary vupdrax is usually a sole survivor of a vupdrax hunting party, and thus he's likely to be injured as well. Occasionally, the cleverer vupdrax bands will send out a scout to gather intelligence about a particular "herd" of gnomes, drow, spiderlings, and so on.

FLOCK (EL 5–7)

The more common vupdrax encounter is the flock. A flock contains one male and a harem of females. They prowl the deep tunnels in search of flesh and blood on which they sup.

ECOLOGY

Deep in the great caves of the Underdark, black wings carry dark bodies through the dead air. In these abysses, the vupdrax roost 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 unexplainable 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.

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

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.

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 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 now, or the two fight. Such conflicts are rarely to the death.

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 through which they can fly. For more information on Arrachnovoleth, see **Chapter Two: Religion and Gods**.

Vupdrax generally view all other races as potential prey and sacrifices to their god, Arrachnovoleth the Hunter of the Deep. 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.

ALIGNMENT

Vupdrax care little for laws and are poorly organized. They have no concern for other creatures' feelings or fates. They are usually chaotic evil.

TYPICAL TREASURE

Having little use for such things as gold or baubles, vupdrax rarely keep treasure of any kind. Any valuables found in their lairs are half the normal amounts and it consists of incidental items left from old victims.

VUPDRAX WITH CLASS LEVELS

Vupdrax advance by character class, preferring those that improve their fighting talents and thus afford themselves higher standing in their flock. Those vupdrax who become clerics worship Arrachnovoleth and serve as spiritual and tactical advisors. The vupdrax's favored class is barbarian.

Level Adjustment: +2.



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 are others, but a little work to change the classes' flavor can solve that.

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.

BECOMING A BLESSED OF XARCON

Most members of this prestige class are single-classed evokers or clerics of Xarcon, but nearly as many sorcerers take up the feverish study of evocation magic required by this class. 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 entry, later in this chapter) turn to Xarcon once they have gained all that class has to offer.

REQUIREMENTS

Race: Drow

Alignment: Any chaotic

Skills: Knowledge (arcana) 8 ranks

Feats: Combat Casting, Spell Focus (evocation), Spell Penetration

Spellcasting: Ability to cast 3rd-level evocation spells.

Patron Deity: Xarcon.

CLASS FEATURES

Blessed of Xarcon use evocation magic with total abandon, often heedless of the danger they pose 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.

SPELLCASTING

At each level indicated, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged prior to adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a blessed of Xarcon, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

XARCON'S POWER (EX)

At 1st level, select one evocation spell in your repertoire you can cast. Whenever you cast this spell, the save DC increases by +1 and you gain a +1 insight bonus to overcome an opponent's spell resistance. Every two levels thereafter, you gain another instance of Xarcon's power; each time select a different evocation spell.

XARCON'S BLESSING (SU)

Starting at 2nd level, Xarcon bestows unto you special protection against evocation spells. You may add your Intelligence bonus (if any) as an insight bonus on all saving throws against evocation spells and effects. Against evocation spells you selected with Xarcon's power, you may add twice your Intelligence bonus.



CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-1: THE BLESSED OF XARCON (HIT DIE: D4)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Xarcon's power	—
2nd	+1	+3	+3	+0	Xarcon's blessing	+1 level of existing class
3rd	+1	+3	+3	+1	Xarcon's power	+1 level of existing class
4th	+2	+4	+4	+1	Empowered evocation	+1 level of existing class
5th	+2	+4	+4	+1	Xarcon's power	—
6th	+3	+5	+5	+2	Maximized evocation	+1 level of existing class
7th	+3	+5	+5	+2	Xarcon's power	+1 level of existing class
8th	+4	+6	+6	+2	Quickened evocation	+1 level of existing class
9th	+4	+6	+6	+3	Xarcon's power	—
10th	+5	+7	+7	+3	Xarcon's gift	+1 level of existing class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Intimidate, Knowledge (arcana), Listen, Profession, Spellcraft, Spot.

EMPOWERED EVOCATION (EX)

At 4th level, you may apply the effects of the Empower Spell feat to any evocation spell you cast whose level does not exceed one-half your class level once per day. Using this ability is a swift action. For example, a 4th-level blessed of Xarcon could apply the effects of this ability to any one 2nd level or lower evocation spell he casts.

MAXIMIZED

EVOCATION (EX)

Beginning at 6th level, you may apply the effects of the Maximize Spell feat to any evocation spell you cast whose level does not exceed one-half your class level once per day. Using this ability is a swift action. For example, a 6th-level blessed of Xarcon could apply the effects of this ability to any one 3rd level or lower evocation spell.

QUICKENED EVOCATION (EX)

At 8th level, you may cast any evocation spell as a swift action so long as that spell does not exceed one-half your class level. You may use this ability once per day. For example, an 8th-level blessed of Xarcon could cast any one 4th-level or lower evocation spell as a swift action.

**"FEEL THE POWER!
FEEL THE BURN!"**

XARCON'S GIFT (SU)

At 10th-level, you take no damage on a successful save against an evocation spell or effect and half damage from a failed save.

USING THE BLESSED OF XARCON

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.

ADAPTING THIS CLASS

If you do not use the gods described in this sourcebook, you can adapt this class to serve any spellcaster by simply removing the patron deity requirement and stripping the class of its religious connotations. Once freed from the drow cosmology, this class could serve as an exceptional option for battle wizards and any arcane spellcaster that specializes in destructive magic.

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 may acquire a portion of 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.

BECOMING A CREATURE CULTIST

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.

REQUIREMENTS

Alignment: Any nongood

Skills: Handle Animal 4 ranks, Survival 8 ranks

Feats: Track

Class Features: Favored Enemy (aberration or magical beast)

Special: You must defeat an aberration or magical beast in single combat.

The creature defeated determines your totem.

CLASS FEATURES

Creature cultists are anomalies: Few drow admire anything but themselves and their gods. Devout worshippers 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.

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-2: THE CREATURE CULTIST (HIT DIE: D8)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Totem creature, totem empathy
2nd	+2	+3	+0	+3	Monstrous aspect I
3rd	+3	+3	+1	+3	Monstrous aspect II
4th	+4	+4	+1	+4	Monstrous aspect III
5th	+5	+4	+1	+4	Monstrous aspect IV

Class Skills (4 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Hide, Intimidate, Knowledge (dungeoneering), Knowledge (nature), Listen, Move Silently, Ride, Search, Spot, Survival, Swim, Tumble, Use Rope.

TOTEM CREATURE (EX)

At 1st level, you gain a special connection either an aberration or magical beast, whichever type of creature that you defeated in single combat to gain entry into this prestige class. You gain a +2 competence bonus on Bluff, Diplomacy, Intimidate, Listen, Sense Motive, and Spot checks against creatures of this type.

TOTEM EMPATHY (EX)

You can improve the attitude of creatures of a type that matches your totem. This ability functions as the druid's wild empathy ability described in the *PH*, but only useable against creatures of your totem. If you already have a class that offers wild empathy, your class levels stack for totem empathy checks.

MONSTROUS ASPECT I

At 2nd level, your devotion to your totem triggers a mild transformation. How you transform depends on your selected totem. If you selected aberration, you gain a +2 racial bonus to Will saves and darkvision out to 60 feet. If you already have darkvision, its range increases by 30 feet.

If you selected magical beast, you gain a +1 bonus to both Fortitude and Reflex saves. You gain darkvision out to 30 feet and low-light vision. If you already have darkvision, its range increases by 10 feet. If you already have low-light vision, there is no additional benefit.

MONSTROUS ASPECT II

Starting at 3rd level, your transformation becomes more pronounced. You may select one transformation from a list appropriate to the type of creature you selected at 1st level.

Aberration

Chitinous Hide (Ex): Your skin hardens, forming a chitinous shell. Improve your natural armor bonus to AC by +2.

Inured to Sound (Ex): You become resistant to sonic attacks. You gain a +4 bonus to all saving throws against spells and effects with the sonic descriptor and against all sound-based attacks. In addition, you gain resistance to sonic 5.

Levitate (Sp): Once per day, you may cast *levitate* as a caster whose level equals your character level.

Mandibles (Ex): Your face sprouts a pair of sharp mandible. You may attack with these mandibles as a natural weapon. A successful hit deals 1d6 points of damage for Medium creatures (increase or decrease damage as normal for larger or smaller creatures). If you use weapons, you can still attack with your mandibles as a secondary attack.

Poisonous Bite (Ex): Your incisors become hollow to inject poison generated by the new poison glands that have grown on the roof of your mouth. You may make a bite attack as a natural weapon. The bite deals 1d4 points of damage for Medium creatures (increase or decrease damage as normal for larger or smaller creatures). Targets damaged by your bite attack must also succeed on a Fortitude save (DC 10 + 1/2 your HD + your Constitution modifier). Initial and secondary damage is 1d3 Dex. You must wait 1 minute between each use of this ability.

Slime (Ex): Your body excretes a thick but slippery slime. You gain a +8 bonus to Escape Artist checks. In addition, you gain a resistance to acid 5.

Magical Beast

Basilisk Hide (Ex): Your skin assumes the coloring and appearance of a basilisk. Increase your natural armor bonus to AC by +1 and you gain a +4 racial bonus to Hide checks when in natural settings.

Blur (Sp): Once per day, you may cast *blur* as a caster whose level equals your character level.

Burrow (Ex): Your hands lengthen and harden, becoming perfect digging tools. You gain a burrow speed of 20 feet.

Inured to Cold (Ex): You gain a +4 bonus to all saving throws against spells and effects with the cold descriptor. In addition, you gain resistance to cold 5.

Darkness (Sp): You may cast *darkness* twice per day as a caster whose level equals your character level. If you can already cast *darkness*, you may cast *darkness* two additional times per day.

Poison Immunity (Ex): You gain immunity to all poisons.

**"I AM THAT
WHICH YOU FEAR."**



CHAPTER FOUR: PRESTIGE CLASSES

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 hedonistic 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 scrabbling 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 . . ."

Ah! "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.

MONSTROUS ASPECT III (SU)

Starting at 4th level, your transformation becomes more pronounced. You may select one transformation from a list appropriate to the type of creature you selected at 1st level. You may select any of the following abilities or any of those granted under Monstrous Aspect I or II.

Aberration

Confusion (Sp): You may cast *lesser confusion* three times per day as a caster whose level equals your character level.

Lesser Sonic Attack (Su): You can make a sonic attack. All creatures in a 20-foot cone take 2d6 points of nonlethal damage. Affected creatures who succeed on a Reflex save (DC 10 + 1/2 your HD + your Charisma-modifier) take half damage. You must wait 1 minute between each use of this ability.

Mutable Form (Sp): You may cast *alter self* three times per day as a caster whose level equals your character level.

Swimmer (Ex): You grow webbing between your fingers and toes. You gain a swim speed of 30 feet. In addition, you gain a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. You can always choose to take 10 on a Swim check, even if distracted or endangered. You can use the run action while swimming, provided you swim in a straight line.

Tentacles (Ex): You grow a pair of tentacles that end in thorny protrusions. You can make two tentacle attacks. If you are a Medium creature, the tentacles deal 1d6 points of damage (increase or decrease damage as normal for larger or smaller creatures). If you wield a weapon, you can still make attacks with your tentacles as a secondary attack.

Magical Beast

Blindsight (Ex): By emitting high frequency sounds, you notice things you cannot visually perceive. You usually do not need to make Spot or Listen checks to pinpoint the location of a creature within 30 feet, provided you have line of effect to that creature. Any opponent you cannot see still has total concealment against you, and you still have the normal miss chance when attacking foes that have concealment. Visibility still affects your movement. You are still denied your Dexterity bonus to Armor Class against attacks from creatures you cannot see. A *silence* spell negates this ability.

Electricity Resistance (Ex): Gain resistance to electricity 5. In addition, you gain a +4 bonus on all saves against spells and effects with the electricity descriptor.

Repel Transformation (Ex): You are immune to all polymorph spells and spell-like effects and any effect that cause petrification.

Spider Legs (Ex): You grow eight small spider legs from the sides of your chest. You gain a climb speed of 20 feet. In addition, you gain a +8 racial bonus to Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Thick Hide (Ex): Your skin thickens and becomes rubbery. Increase your natural armor bonus to AC by +2.

MONSTROUS ASPECT IV (SU)

Upon achieving 5th level, you complete your transformation. Your type changes to match your totem's type, becoming either aberration or magical beast with the appropriate augmented subtype. Finally, select one transformation from a list appropriate to the type of creature you selected at 1st level. You may select any of the following abilities or any of those granted under Monstrous Aspect III, II, or I.

Aberration

Corrosive Slime (Ex): You produce a caustic mucous from your skin. You may make a touch attack to deal 1d6 points of acid damage. Against metallic creatures, this damage increases to 2d6 and against stone creatures, this damage increases to 3d6. If you are struck by a weapon, the wielder must succeed on a Reflex save (DC 10 + 1/2 your character level + your Constitution modifier) or the weapon takes damage appropriate to its material (e.g. wood 1d6, metal 2d6, and stone 3d6). The slime doesn't damage you or your equipment. As a standard action, you can suppress this ability for 1 round.

Damage Reduction (Ex): You gain damage reduction 5/—.

Greater Sonic Attack (Su): You can make powerful sonic attacks. You can let loose a scream to deal 4d6 points of nonlethal damage to all creatures in a 60-foot cone. Affected creatures who succeed on a Reflex save (DC 10 + 1/2 your HD + your Charisma-modifier) take half damage. You must wait 1 minute between each use of this ability.

Paralytic Tentacles (Ex): Your face sprouts a nest of writhing tentacles. You may make a grapple check against an opponent against whom you have achieved a hold, to wrap your tentacles about its face. If you succeed, your opponent must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) or become paralyzed for 5 rounds.

CHAPTER FOUR: PRESTIGE CLASSES

Telepathy (Su): You can communicate telepathically with any other creature that has a language and is within 30 feet.

Unnerving Moan (Ex): As a standard action, you can unleash an unsettling moan, affecting all creatures within 60 feet. Those in the area must succeed on a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or take a –3 penalty on attack and damage rolls, saves, and checks for 10 rounds.

Magical Beast

Blindsight (Ex): You can sense all creatures within 30 feet as a sighted creature would, regardless of lighting. If you already have blindsense or blindsight, you gain blindsight out to 60 feet or increase it by 30 feet, whichever is greater.

Your blindsight is susceptible to sound- and scent-based attacks, however, and you are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating your sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, you are effectively blinded.

Dense Hide (Ex): Your skin hardens, becoming thick and rocklike. Increase your natural armor bonus to AC by +4.

Displacement (Sp): You can cast the *displacement* spell as a spell-like ability for a number of times per day equal to your Charisma bonus (minimum 1/day).

This ability functions as the spell, but the range changes to personal and the target changes to you. Your caster level equals your character level.

Ethereal Jaunt (Sp): You may cast *ethereal jaunt* once per day as the spell. Your caster level equals your character level.

Stony Gaze (Su): Once per day, you can make a gaze attack. A single target within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier) or slowly transform to stone. Each round, each of the target's speeds drops by 10 feet (minimum 0 feet) and takes a –2 circumstance penalty to attacks, saves, and checks. Should all of its speeds be reduced to 0, it turns into a stone statue. Each round, an affected target is entitled to another Fortitude against the same DC to halt the effect's progress, stopping the effect, but not removing any penalties thus far gained. A *break enchantment* or *stone to flesh* spell is required to remove these penalties.

Tremorsense (Ex): You grow sensitive to the vibrations of the earth. You gain tremorsense out to a range of 20 feet.

USING CREATURE CULTISTS

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.

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 Nyarleth foster enclaves of dark dancers and each cult develops a distinct style.

BECOMING A DARK DANCER

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 Nyarleth's cults: Her dogma of wrath attracts many barbaric worshipers.

REQUIREMENTS

Race: Drow

Alignment: Any evil

Base Attack Bonus: +3

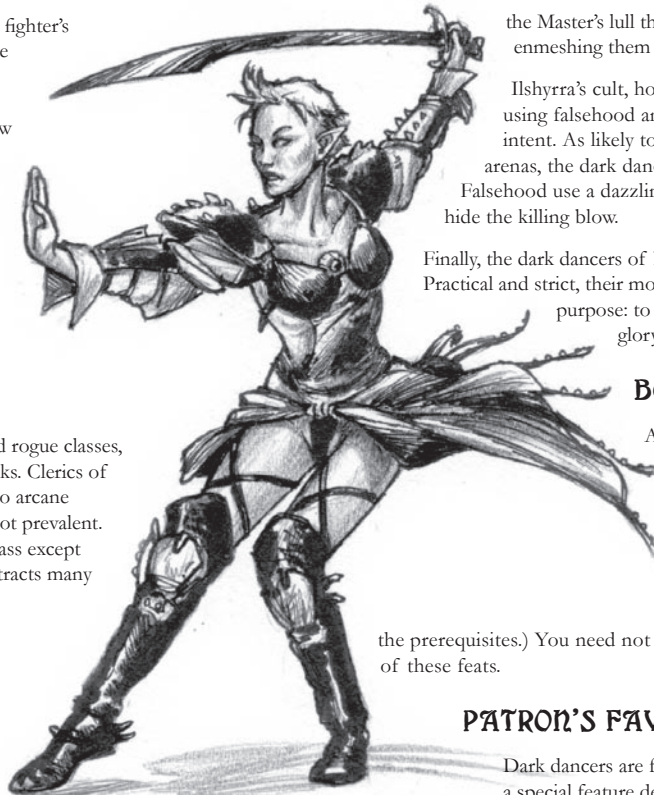
Skills: Balance 4 ranks, Tumble 4 ranks

Feats: Battledance, Dodge, Mobility

Patron Deity: Demzer, Ilshyrra, or Nyarleth

CLASS FEATURES

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, however, is deceptively dangerous, using falsehood and misdirection to cover deadly intent. As likely to be found in fleshpits as in fighting arenas, the dark dancers who follow the Mistress of Falsehood use a dazzlingly beautiful display of prowess to hide the killing blow.

Finally, the dark dancers of Nyarleth make dance itself a weapon. Practical and strict, their motions, although artful, have a clear purpose: to kill. They dance for the Conqueror's glory and the bloody deaths of her foes.

BONUS FEAT

At 1st-, 2nd-, and 4th-level, you gain a bonus feat. At 1st level, you gain Impressive Battledance. At 2nd level, you gain Spring Attack and at 4th level Whirlwind Attack. (If you already have either of these feats, you may select another for which you meet

the prerequisites.) You need not meet the prerequisites to gain any of these feats.

PATRON'S FAVOR (EX)

Dark dancers are favored agents of their gods. You gain a special feature depending on the god you serve.

Demzer: You gain a +2 insight bonus to Will saves.

Ilshyrra: You gain a +2 insight bonus to Bluff, Diplomacy, Hide, and Move Silently checks.

Nyarleth: You gain a +1 insight bonus to all attack rolls.

"DANCE WITH ME."

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-3: THE DARK DANCER (HIT DIE: D8)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bonus feat, patron's favor
2nd	+1	+0	+3	+0	Bonus feat
3rd	+2	+1	+3	+1	Dance of ruin
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Dance of death

Class Skills (4 + Int modifier per level): Balance, Intimidate, Jump, Listen, Move Silently, Perform, Sense Motive, Spot, Tumble.

DANCE OF RUIN (EX)

At 3rd level, you learn to use dance to dangerous effect in battle. As a swift action, you may make a DC 20 Perform (dance) check when using Spring Attack to gain a +2 circumstance bonus to attack and damage rolls until the start of your next turn. For every 5 points by which you beat the DC, the circumstance bonus increases by 1.

DANCE OF DEATH (EX)

By 5th level, you learn to use dance to a deadly effect in battle. As a swift action, you may make a DC 25 Perform (dance) check when using Whirlwind Attack. If you succeed, you gain a +2 circumstance bonus to attack and damage rolls and a +2 dodge bonus to Armor Class until the start of your next turn. For every 5 points by which you beat the DC, the dodge bonus increases by 1.

USING DARK DANCERS

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.

ADAPTING DARK DANCERS

The dark dancer prestige class assumes an affiliation with one of the dark gods described in this sourcebook, but this need not be the case. If you're not using these deities, you may substitute other gods that reflect their portfolios. Alternatively, there's no particular reason why the dark dancer needs to be affiliated with a religion at all. In this case, a character that enters this class picks one of the listed options at levels where a dark dancer would gain a particular ability keyed to the god she serves.

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.

BECOMING A DARKSIGHT SLAYER

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.

REQUIREMENTS

Race: Drow

Base Attack Bonus: +3

Skills: Hide 8 ranks, Move Silently 8 ranks

Feats: Blind-Fight, Darksight

Class Features: Sneak attack (or similar ability) +2d6

CLASS FEATURES

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.

IMPROVED BLIND-FIGHTING (EX)

At 1st level, you become more attuned to your surroundings. Against creatures that have concealment from you, reduce the miss chance by 20%.

UNCANNY DODGE (EX)

Also at 1st level, you can react to danger before your senses would normally allow, preventing you from being caught flat-footed. If you already have uncanny dodge, you gain improved uncanny dodge instead. See the barbarian class in the *PH* for more details.

SNEAK ATTACK (EX)

Beginning at 2nd level, whenever you flank an opponent or hit a target when it is denied its Dexterity bonus to AC, you deal extra damage as indicated on **Table 4-4: The Darksight Slayer**. This extra damage applies to ranged attacks only if the target is within 30 feet. If you have sneak attack from another source, the bonus to damage stacks. See the rogue class in the *PH* for more details.

HIDE FROM DARKVISION (SU)

At 3rd level, you may always make Hide checks when you have concealment from shadowy or total darkness, even when observed by creatures with darkvision.

CHAPTER FOUR: PRESTIGE CLASSES

EVASION (EX)

Starting at 5th level, if you are subject to an attack that allows a Reflex save to reduce damage, you instead negate it with a successful Reflex save. See the monk class in the *PH* for more details. If you already have evasion, you gain improved evasion instead.

IMPROVED

DARKSIGHT (SU)

At 6th level, you can see normally while in areas of magical darkness such as that created by a *deeper darkness* spell.

INFILTRATION (EX)

Starting at 7th level, you may add your Intelligence bonus (if any) on Climb, Hide, and Move Silently checks.

HIDE IN

DARKNESS (SU)

At 8th level, whenever you are within an area of a *darkness* or *deeper darkness* spell (or similar magic), you can use the Hide skill to conceal yourself from scent, tremorsense, and blindsight. Creatures with these abilities must make a Spot check to ascertain your location.



"DEATH IS BLIND."

GREATER

INFILTRATION (EX)

Upon attaining 9th level, you can always choose to take 10 on Climb, Hide, Move Silently, and Tumble checks, even when circumstances would normally prevent you from doing so.

QUICK KILL (EX)

At 10th level, you become a master at slaying your foes quickly and efficiently. Whenever you make a sneak attack, the attack functions as if you had dealt massive damage, regardless of whether you dealt 50 or more points of damage or not. That opponent must succeed on a DC 15 Fortitude save or die.

USING

DARKSIGHT SLAYERS

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 with their priesthoods—and when their priesthoods clash, darksight slayers are in the thick of it.

TABLE 4-4: THE DARKSIGHT SLAYER (HIT DIE: D6)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Improved blind-fighting, uncanny dodge
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
8th	+6	+2	+6	+2	Hide in darkness, sneak attack +4d6
9th	+6	+3	+6	+3	Greater infiltration
10th	+7	+3	+7	+3	Quick kill, sneak attack +5d6

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Search, Sense Motive, Spot, Tumble.



CHAPTER FOUR: PRESTIGE CLASSES

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. Their songs are dirges of their enemies' deaths.

BECOMING A DEEPSINGER

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 deepsingers' philosophy, but they are no match for a bard who masters the class.

REQUIREMENTS

Skills: Knowledge (dungeoneering) 5 ranks, Perform (sing) 8 ranks

Feats: Skill Focus (Perform—sing)

Spellcasting: You must have the ability to cast 1st-level arcane or divine spells.

CLASS FEATURES

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.

SPELLCASTING

At each indicated level on **Table 4-5: The Deepsinger**, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a deepsinger, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

BARDIC MUSIC

You can use bardic music to produce magical effects as a bard whose level equals your deepsinger prestige class level. If you have another class that grants bardic music, the levels stack for the purpose of determining which effects you can use. For more information on bardic music, see the bard class in the *PH*.

BLINDING SONG (SU)

You can disrupt other creatures' blindsight if it depends on sound. At 2nd level, if you have 10 or more ranks in Perform (sing), you

can create a sonic effect that extends out to a 10 foot radius per deepsinger level. Creatures in the 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 you sing up to a maximum of 10 rounds. A blinding song uses up one daily use of your bardic music ability. Using and maintaining this ability is a swift action that prevents you from using your voice for anything other than singing.

KEEN HEARING (EX)

Starting at 3rd level, you develop an uncanny understanding of sound and an amazingly acute comprehension of noises. You may add your deepsinger level as an insight bonus on Listen checks.

"DID YOU THINK THAT
WAS EXCITING?
WELL, LISTEN TO THIS."

DEAFENING NOTE (SU)

At 4th level, and if you have 12 or more ranks in Perform (sing), you can direct a note of painful pitch at a single creature within 60 feet. The target of this attack must succeed on a Fortitude save (DC equals your Perform check result) or be deafened for as long as you continue to

play (a standard action each round, up to a maximum of 1 round per class level). Deafening note uses up two daily uses of your bardic music ability. This is a sonic effect and can be countered by countersong.

SONIC RESISTANCE (EX)

Thanks to prolonged exposure to sonic effects, you develop some resistance to sonic attacks. At 5th level, you gain resistance to sonic 5. This resistance increases to 10 at 9th level.

DESTRUCTIVE HARMONICS (SU)

At 6th level, you learn to channel your song into a focused, high-pitched shriek that causes objects to explode. To use this ability, you must have at least 14 ranks in Perform (sing) and have line of effect to the object. This ability deals 1d6 points of sonic damage per two class levels against an unattended object and ignores the object's hardness. Magical objects and attended objects are entitled to a Reflex save (DC equals 10 + one-half your class level + your Charisma modifier). If destructive harmonics manage to destroy the object, it explodes in a 10-foot radius, dealing 1d8 points of damage to all creatures in the area. Using destructive harmonics is a standard action and uses up three uses of your bardic music ability. This ability can be countered by countersong.

BLINDSIGHT (SU)

Starting at 7th level, your comprehension of sound is so acute you gain blindsight out to a range of 20 feet. You do not normally need to make Listen or Spot checks to notice creatures within 20 feet. A *silence* spell negates this ability.



CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-5: THE DEEPSINGER (HIT DIE: D6)

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	Blinding song	—
3rd	+2	+1	+3	+3	Keen hearing	+1 level of existing class
4th	+3	+1	+4	+4	Deafening note	+1 level of existing class
5th	+3	+1	+4	+4	Sonic resistance 5	+1 level of existing class
6th	+4	+2	+5	+5	Destructive harmonics	—
7th	+5	+2	+5	+5	Blindsight 20 ft.	+1 level of existing class
8th	+6	+2	+6	+6	Soul song	+1 level of existing class
9th	+6	+3	+6	+6	Sonic resistance 10	+1 level of existing class
10th	+7	+3	+7	+7	Echo	—

Class Skills (2 + Int modifier per level): Climb, Concentration, Craft, Knowledge (dungeoneering), Listen, Perform, Spellcraft, Spot.

SOUL SONG (SU)

If you have 17 or more ranks of Perform (sing), starting at 9th level, you can use song of the soul to resist controlling effects. If ever you fail a save against a mind-affecting spell or spell-like effect, you can spend two daily uses of bardic music as an immediate action to gain a second save. You may repeat this process as much as needed up to a number of times equal to your Charisma bonus (minimum 1/day) or until you do not have enough remaining uses of bardic music to use this ability.

ECHO (SU)

You can use the natural acoustics of an area to repeat a song that you have sung. If you have 18 or more ranks in Perform (sing), you may use echo to extend the duration of any song or bardic music ability you sing. The song continues in the area after you stop singing. The song and any possible

effects continue for a number of additional rounds equal to half the number of rounds you sang. This can extend songs past their normal maximum duration. For example, you could use the inspire courage ability for 8 rounds and then start the inspire greatness ability, leaving the inspire courage ability to continue for 4 rounds. The echoed song comes from the place where you stop singing.

USING DEEPSINGERS

Bards may be a rarity in drow society, but deepsingers are surprisingly common among those that exist. 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 to serve as their theater.

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.

BECOMING A DOMINANT

Dominants are most often enchanters or clerics of Demzer with access to the Beguiling 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.

REQUIREMENTS

Alignment: Any evil

Skills: Heal 3 ranks, Intimidate 10 ranks, Use Rope 5 ranks

Feats: Exotic Weapon Proficiency (whip), Spell Focus (enchantment)

Spellcasting: You must have the ability to cast *charm monster*.

"YOU'VE MADE MOMMY
VERY ANGRY. . . !"

CLASS FEATURES

Dominants are torturers and slavers. They always bring devoted slaves with them, sometimes including a submissive (see the 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.

SPELLCASTING

At each level, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a dominant, you must decide to which class to add each level for the purpose of

determining spells per day, caster level, and spells known.

DEADLY WHIP (EX)

Whenever you use a whip to attack a foe, you may choose to deal lethal damage with it rather than nonlethal damage.

CHAPTER FOUR: PRESTIGE CLASSES

DOMINANT (EX)

Also at 1st level, any creature affected by an enchantment spell or effect you cast takes a –2 morale penalty on all saves against all other dominant class features.

AGONIZING TOUCH (SU)

Starting at 2nd level, you can cause pain with a mere touch. You may imbue your melee touch attack with life-leeching energy capable of weakening your target. Your touch deals an amount of nonlethal damage equal to 1d8 plus your Charisma modifier. Activating this ability is a swift action and your touch remains so charged for a number of rounds equal to your class level. Once the duration expires, you must wait 5 rounds before using this ability.

BINDING WHIP (EX)

At 3rd level, you may make a whip attack at a foe within 5 feet without provoking an attack of opportunity.

In addition, when fighting an opponent up to one size larger than you, you may make a special binding attack to immobilize that foe. Make a Use Rope check as a standard action. If the check beats your target's touch AC, that target is entangled. The bound foe can escape entanglement by succeeding on a Strength check or an Escape Artist check against your Use Rope check result. Alternatively, it can cut itself free with as light weapon by making a sunder attack and dealing at least 6 points of damage. So long as you entangle your opponent with the weapon, you cannot use this weapon to make attacks.

ENCHANTMENT

SPECIALIZATION (EX)

At 4th level, choose a single spell of the enchantment school. Whenever you cast this spell, the save DC increases by +1 and you gain a +1 bonus to caster

level checks to overcome spell resistance. The spell selected need not be a spell you can cast right now; it may be one you wish to cast when you gain a higher level.

PENETRATING WHIP (SU)

At 5th level, you can deliver devastating blows with your whip that pierces armor and other protections. When attacking with a whip, you can damage opponents with +1 or better armor bonuses or with +3 or better natural armor bonuses.

KISS OF PAIN (SU)

You know more ways to cause pain than most people think could exist. At 6th level, whenever you succeed on a melee touch attack, you wrack your target with searing lances of pain. The target takes a –6 penalty on all attack rolls, grapple checks, skill checks, and ability checks for a number of minutes equal to your class level. A successful Fortitude save (DC 10 + your class level + your Charisma modifier) reduces the duration to 1 minute. Multiple kisses of pain do not stack. Creatures immune to critical hits are immune to this ability.

WICKED WHIP (SU)

At 7th level, you learn to imbue your whip with magical force. Your whip attacks deal an extra 2d4 points of damage. In addition, any whip you wield counts as having the *ghost touch* magic weapon property.

PUNISHMENT (SU)

Beginning at 8th level, your rage at disobedient creatures manifests in your spells. A creature that succeeds on a saving throw against one an enchantment spell or spell-like ability you cast must succeed on a Fortitude save against a DC equal to that of the spell or take nonlethal damage equal to the spell level plus your class level.

TABLE 4–6: THE DOMINANT (HIT DIE: D8)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Deadly whip, dominant	+1 level of existing class
2nd	+1	+0	+0	+3	Agonizing touch	+1 level of existing class
3rd	+2	+1	+1	+3	Blinding 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	Demeaning whip	+1 level of existing class
10th	+7	+3	+3	+7	Enslave	+1 level of existing class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (arcana), Knowledge (religion), Sense Motive, Spellcraft, Use Rope.

CHAPTER FOUR: PRESTIGE CLASSES

DEMEANING WHIP (SU)

At 9th level, you learn to use a whip to humiliate foes, degrading their confidence. Whenever you deal damage with a whip, the target takes 1 point of Charisma damage. Creatures immune to critical hits are immune to demeaning whip.

ENSLAVE (SU)

At 10th level, you gain a unique insight into the enchantment school. At your option, you can cast *charm person* and *charm monster* spells as *dominate person* and *dominate monster* respectively. The level, DC to resist, range, and duration are the same as the original spell, but instead of befriending the creature, you control it.

USING DOMINANTS

Most dominants are 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 soul** template in **Chapter Three: Creatures of the Underdark**).

DWEOMER DEFENDER

The dweomer defender believes that having the best defense is offense. When foes crash against the bulwark of a dweomer defender's abjurations, they waste energy and resources, exposing themselves to a deadly counterattack.

BECOMING A DWEOMER DEFENDER

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.

REQUIREMENTS

Skills: Concentration 10 ranks, Knowledge (arcana) 10 ranks
Feats: Alertness, Nullifying Spell, Spell Focus (abjuration)
Spellcasting: You must have the ability to cast one 3rd-level spell of the abjuration school.

CLASS

FEATURES

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. Dweomer defenders take pains to hide their incredible defensive abilities to trick their foes into vastly underestimating their strength.

SPELLCASTING

Each level, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a dweomer defender, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

STRONG

ABJURATION (EX)

At 1st level, your abjuration spells become extremely resistant to dispelling magic. Anytime another character attempts to dispel an abjuration spell you have cast, the DC to dispel it increases by 2.

SPELL

SUSTENANCE (SU)

Starting at 2nd level, you may draw strength from your defensive magic. Whenever you are the target of an abjuration spell, you gain a number of temporary hit points equal to the spell's level. These temporary hit points behave like normal temporary hit points, however, you may confer them to others with a touch, granting another creature as many of your temporary hit points as you like. You cannot receive more temporary hit points than your character level and temporary hit points remain for 1 hour or until lost.

TIRELESS

DEFENSE (EX)

Beginning at 3rd level, you may sacrifice an abjuration spell you have prepared or a spell slot as an immediate action to gain a deflection bonus to your AC equal to the level of the spell or spell slot sacrificed. The bonus lasts for 1 round. You must wait 5 rounds between each use of this ability.



**“YOUR FUTILE ASSAULTS
WASTE TIME YOU COULD
USE TO PRAY.”**

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-7: THE DWEOMER DEFENDER (HIT DIE: D4)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	Strong abjuration	+1 level of existing class
2nd	+1	+3	+3	+3	Spell sustenance	+1 level of existing class
3rd	+1	+3	+3	+3	Tireless defense	+1 level of existing class
4th	+2	+4	+4	+4	Spell resistance	+1 level of existing class
5th	+2	+4	+4	+4	Quickened abjuration	+1 level of existing class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Knowledge (arcana), Intimidate, Listen, Profession, Spellcraft, Spot.

SPELL RESISTANCE (EX)

At 4th level, you gain spell resistance equal to 11 + one-half your character level. If you already have spell resistance, it increases by 4.

QUICKENED ABJURATION (EX)

At 5th level, you may cast any abjuration spell as a swift action. However, to do so, you must sacrifice another spell or spells whose total levels equal the spell that you quickened.

USING DWEOMER DEFENDERS

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 or 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.

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.

BECOMING A FATE WEAVER

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.

REQUIREMENTS

Race: Drow

Alignment: Any evil

Skills: Knowledge (arcana) 8 ranks, Knowledge (religion) 6 ranks

Feats: Spell Focus (divination), any three metamagic, item creation, or meta-item creation feats

Spellcasting: You must have the ability to cast 4th-level spells.

Patron Deity: The Spider Queen

CLASS FEATURES

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.

SPELLCASTING

Each level, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before become a fate weaver, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

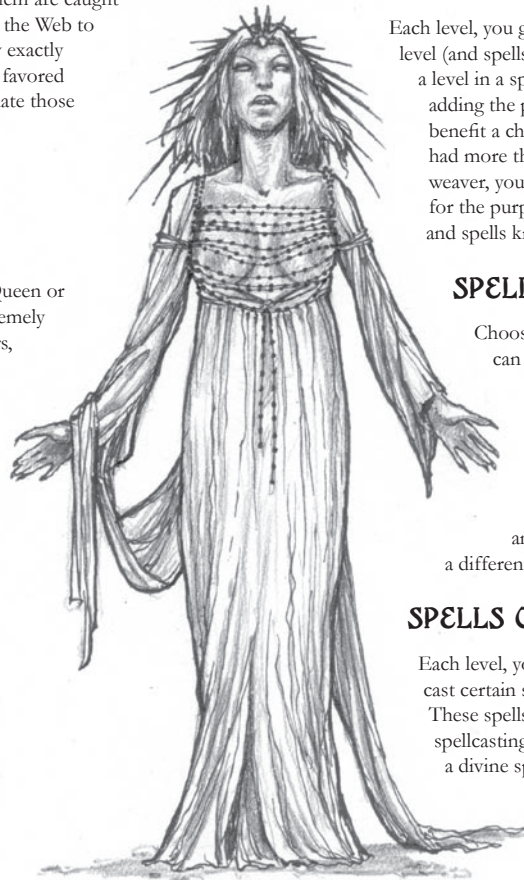
SPELL SPECIALIZATION (EX)

Choose any one spell. This need not be a spell you can currently cast; it can be one you wish to cast when you gain more experience. Whenever you cast this spell, the save DC to resist it increases by +1 and you gain a +1 competence bonus on your level check to overcome a creature's spell resistance. At 2nd level, and every level thereafter, you gain another instance of this ability. You must choose a different spell each time.

SPELLS OF FATE (EX)

Each level, you learn to manipulate the Web of Fate to cast certain spells that would otherwise be unavailable. These spells are added to the class spell list of whichever spellcasting class you choose. Arcane spells added to a divine spell list count as divine spells and likewise divine spells added to an arcane list count as arcane spells. If you cast spells spontaneously, the spell becomes a known spell. You may select one spell from those listed by level or any of those listed for lower levels.

1st-level—*doom* or *true strike*
2nd-level—*death knell* or *detect thoughts*



"DEFEAT IS YOUR DESTINY"

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-8: THE FATE WEAVER (HIT DIE: D4)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Spell specialization, spells of fate	+1 level of existing class
2nd	+1	+0	+0	+3	Spell specialization, spells of fate	+1 level of existing class
3rd	+1	+1	+1	+3	Spell specialization, spells of fate	+1 level of existing class
4th	+2	+1	+1	+4	Spell specialization, spells of fate	+1 level of existing class
5th	+2	+1	+1	+4	Spell specialization, spells of fate	+1 level of existing class
6th	+3	+2	+2	+5	Spell specialization, spells of fate	+1 level of existing class
7th	+3	+2	+2	+5	Spell specialization, spells of fate	+1 level of existing class
8th	+4	+2	+2	+6	Spell specialization, spells of fate	+1 level of existing class
9th	+4	+3	+3	+6	Spell specialization, spells of fate	+1 level of existing class
10th	+5	+3	+3	+7	Spell specialization, spells of fate	+1 level of existing class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Knowledge (all skills, taken individually), Intimidate, Listen, Profession, Spellcraft, Spot.

3rd-level—*baste* or *prayer*

4th-level—*lesser geas* or *status*

5th-level—*commune* or *mind fog*

6th-level—*globe of invulnerability* or *slay living*

7th-level—*find the path* or *legend lore*

8th-level—*blasphemy* or *spell turning*

9th-level—*protection from spells* or *resurrection*

10th-level—*miracle* or *web of fate*

USING FATE WEAVERS

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.

MASTER SUMMONER

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.

BECOMING A MASTER SUMMONER

Most master summoners are conjurers or clerics of Reykabre, but a fair number of druids who worship Reykabre's air aspect become master summoners. Few other characters have the discipline or devotion to conjuration necessary to gain the master summoner's skills.

REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks or Knowledge (the planes) 9 ranks

Feats: Augment Summoning, Enspelled Summons, Spell Focus (conjuration)

Spellcasting: You must have the ability to cast one 3rd-level conjuration (summoning) spell



CLASS FEATURES

Master summoners focus on the study of conjuration 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.

CLASS FEATURES

All of the following are class features of the master summoner.

SPELLCASTING

Each level, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a fate weaver, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-9: THE MASTER SUMMONER (HIT DIE: D4)

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	Extended conjuration	+1 level of existing class
3rd	+1	+1	+1	+3	Strong conjuration	+1 level of existing class
4th	+2	+1	+1	+4	Widened conjuration	+1 level of existing class
5th	+2	+1	+1	+4	Summon alacrity	+1 level of existing class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Knowledge (all skill, taken individually), Intimidate, Listen, Spellcraft, Spot.

EASY ENSPELLING (EX)

You can use the Enspelled Summons feat using a spell slot of the same level as the chosen spell. See **Chapter Five: Skill and Feats** for more information about this feat.

EXTENDED CONJURATION (EX)

Starting at 2nd level, you may apply the benefits of the Extend Spell feat without altering the effective level of the spell. This applies only to spells of the conjuration school.

STRONG CONJURATION (EX)

By 3rd level, conjuration spells you cast are harder to dispel. Anyone other than you who tries to dispel one of your conjuration spells must make a dispel check with a DC +2 higher than normal. This effect stacks with the benefits of the Sacrifice Familiar and Strong Spellcasting feats described in **Chapter Five: Skills and Feats**.

WIDENED CONJURATION (EX)

At 4th level, when using the Widen Spell feat, you only increase the spell's

effective level by two rather than three levels. This applies only to spells of the conjuration school.

SUMMONING ALACRITY (EX)

Finally, at 5th level, you gain intimate knowledge of the workings of conjuration magic. You reduce the casting time of any conjuration (summoning) spell you cast to 1 standard action. If the spell is already 1 standard action, there is no additional benefit.

"MINIONS, KILL THESE FOOLS."

USING MASTER SUMMONERS

Many master summoners serve Reykabre's church, and many more give homage to their god by paying for the use of the conjuration 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 he can to impress his fellows.

SPELL 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.

a non-spellcasting 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.

BECOMING A SPELL ADDICT

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

REQUIREMENTS

Alignment: Any chaotic

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks

TABLE 4-10: THE SPELL ADDICT (HIT DIE: D4)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Wild casting	+2 levels of existing arcane class
2nd	+1	+0	+0	+3	Crippling casting	+1 levels of existing arcane class
3rd	+1	+1	+1	+3	Engorged spell	+2 levels of existing arcane class
4th	+2	+1	+1	+4	Bonus feat	+1 levels of existing arcane class
5th	+2	+1	+1	+4	Power casting	+2 levels of existing arcane class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Knowledge (all skill, taken individually), Intimidate, Listen, Spellcraft, Spot.

CHAPTER FOUR: PRESTIGE CLASSES

Feats: Skill Focus (Concentration), Spell Penetration

Spellcasting: You must have the ability to cast 1st-level arcane spells

CLASS FEATURES

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 promised them some new spell or an insight into ancient magical theory.

SPELLCASTING

Each level, you gain new spells per day and an increase in caster level (and spells known if applicable) as if you had also gained the appropriate number of levels in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before become a spell addict, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

WILD CASTING (EX)

Your amazing power is always threatening to slip from your grasp. Each time you cast an arcane spell, you must make a Concentration check (DC 10 + your Intelligence or Charisma modifier [whichever is higher] + twice the spell level) or the spell fizzles and is used up without effect. If you fail the check by 5 or more, you take damage equal to the spell's level. You can't take 10 on this check and the Combat Casting feat doesn't grant a bonus. If you take damage while casting or attempt to cast defensively, you make a separate Concentration check as normal.

CRIPPLING CASTING (EX)

By 2nd level, you have learned to keep your spells under control, but at the expense of your own health. Whenever you fail a Concentration check

to cast a spell, you can voluntarily take damage equal to the spell's level to cast it anyway. If you failed the Concentration check by 5 or more, you may still cast the spell, but you must lose hit points equal to twice the spell's level. Damage taken in this way does not require you to succeed on another Concentration check.



**"THIS ISN'T ABOUT MONEY!
IT'S ABOUT POWER! NAKED,
MERCILESS FORCE!"**

ENGORGED SPELL (EX)

Starting at 3rd level, you can force magic to bend to your will by funneling extra power into a spell. Whenever you cast a spell, you may make it more difficult to dispel by sacrificing any prepared arcane spell or spell slot of a higher level. Level checks to dispel the engorged spell take a -2 penalty per level of the sacrificed spell was above the spell cast. So, an attempt to dispel a 3rd-level spell engorged by a 7th-level spell suffers a -8 penalty.

BONUS FEAT

At 4th level, you gain a bonus feat. This feat must be a metamagic feat for which you meet all of the prerequisites.

POWER CASTING (EX)

When you reach 5th level, you gain a great grasp of magic, learning to use the power of other spells to control your spellcasting. Whenever you fail a Concentration check to cast a spell, you can sacrifice a prepared spell or spell slot of equal or higher level to cast the spell. You still take damage if you failed the Concentration check by 5 or more.

USING SPELL ADDICTS

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. Spell addicts often 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.



CHAPTER FOUR: PRESTIGE CLASSES

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.

on, you are beholden to your master's every whim. If you ever voluntarily disobey your master or willingly allow your master to come to harm, you lose all supernatural abilities granted by this class and can never gain levels in the submissive class again. In addition, as an ex-submissive, you take a -6 morale penalty on saves to resist enchantment spells and spell-like effects. This penalty can be removed only through a *wish* or *miracle* spell.

BECOMING A SUBMISSIVE

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.

REQUIREMENTS

Alignment: Any nongood
Base Fortitude Save: $+2$
Skills: Concentration 8 ranks
Feats: Endurance, Great Fortitude
Special: You must have voluntarily failed a saving throw against an enchantment (compulsion) spell.

CLASS

FEATURES

Submissives are incredible servants for those who can tolerate their fawning attention and near mindless devotion. They are resilient, tough, and will to sacrifice themselves for their beloved masters.

MASTER

Upon taking your first level in this class, you must select and be accepted by a master. This master can be any creature with an alignment within one step of your own and with Charisma and Intelligence scores of at least 11. From then

Should your master die despite your best efforts and desires, you suffer the morale penalty and lose all supernatural abilities of the class until you select a new master who accepts you.

PAIN IS PLEASURE (EX)

You love pain. You reduce all nonlethal damage you take by 5.

INSPIRATION (EX)

You derive inspiration from the mere presence of your master. Whenever you are within 30 feet of your master and can see him or her clearly, you gain a $+2$ morale bonus on all saving throws.

SHIELD THE MASTER (ATTACKS) (EX)

At 2nd level, you can try to intercept attacks against your master. Whenever the master would be hit by any ranged attack (including a ranged touch spells like rays) or melee attack (including touch spells) and you are within 5 feet, you may make a Reflex save (DC equals the attack roll) to be hit by the attack instead. If you succeed, you take the damage or suffer the effects of the attack normally.

You must be aware of the attack and not be flat-footed. You can use this ability a number of times per round equal to your class level plus your Dexterity bonus (if any). This ability only works for your master.

THE BEAUTY OF BLOOD (EX)

You are taught to see bloodletting as beautiful, even more so when it's your own blood spilling



"YES, MISTRESS,
HIT ME AGAIN,
PLEASE!"

TABLE 4-11: THE SUBMISSIVE (HIT DIE: D12)

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	Inspiration, shield the master (attacks)
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)

Class Skills (4 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Escape Artist, Heal, Hide, Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Spot.

CHAPTER FOUR: PRESTIGE CLASSES

from your veins. You often cut yourself and allow yourself to be cut. Starting at 3rd level, you gain a degree of control over your bleeding. Weapons and creatures with the wounding ability cannot cause you to bleed for extra damage. In addition, you gain damage reduction 1/bludgeoning or piercing.

EVASION (EX)

Starting at 3rd level, you can avoid damage from certain attacks with a successful Reflex save. See the monk class feature in the *PH* for details.

MASTER SAID SO (SU)

At 4th level, when you act on the commands of your master, you gain a +1 morale bonus on attack rolls, saving throws, and skill and ability checks.

MOCK OBEDIENCE (SU)

At 5th level, you gain a special intuition into magic that would make you betray your master. Any time you fall prey to a spell or effect that charms or controls you, you 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 you were commanded to do something against his nature. If that saving

throw fails, you cannot make another save unless the normal rules of the spell indicate you can.

SHIELD THE MASTER (SAVES) (EX)

Starting at 5th level, you can protect his master even more effectively. If the master is within 5 feet and exposed to any effect that normally allows a Reflex save for half damage, you can make a Reflex save against the effect in his place. On a success, your master takes no damage and you take it instead. If you have the improved evasion ability, you take only half the master's damage on a successful save (the master still takes no damage).

USING SUBMISSIVES

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.

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 passionless face masks nothing less than death itself.

BECOMING A TALION APOSTLE

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.

REQUIREMENTS

Race: Drow

Skills: Knowledge (arcana) 8 ranks, Knowledge (local) 5 ranks

Feats: Improved Unarmed Strike, Spell Focus (necromancy)

Class Features: Evasion

Spellcasting: You must have the ability to cast at least one 3rd-level spell from the necromancy school of magic.

Patron Deity: The Black Widow

CLASS FEATURES

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 to which they strictly adhere. 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.

SPELLCASTING

At each even-numbered level, you gain new spells per day and an increase in caster level (and

"VENGEANCE IS JUSTICE."

TABLE 4-12: THE TALION APOSTLE (HIT DIE: D6)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	Monk abilities, Talion code	—
2nd	+1	+3	+3	+3	Face of death 1/day	+1 level of existing class
3rd	+2	+3	+3	+3	Death attack	—
4th	+3	+4	+4	+4	Sneak attack +1d6	+1 level of existing class
5th	+3	+4	+4	+4	Face of death 2/day	—
6th	+4	+5	+5	+5	Rebuke undead	+1 level of existing class
7th	+5	+5	+5	+5	Cut the cord	—
8th	+6	+6	+6	+6	Face of death 3/day	+1 level of existing class
9th	+6	+6	+6	+6	Death's friend	—
10th	+7	+7	+7	+7	Quickened necromancy	+1 level of existing class

Class Skills (4 + Int modifier per level): Bluff, Climb, Concentration, Craft, Hide, Intimidate, Jump, Knowledge (all skills, taken individually), Listen, Move Silently, Search, Sense Motive, Spellcraft, Spot, Tumble.

CHAPTER FOUR: PRESTIGE CLASSES

spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a Talion apostle, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

MONK ABILITIES

Your Talion apostle levels stack with your monk class levels for the purpose of determining your flurry of blows ability, unarmed damage, AC bonus, and unarmored speed bonus.

TALION CODE (EX)

As a Talion apostle, you must follow the letter of drow law very closely, though you are free to interpret its spirit. The law exists to keep the drow from sliding into chaos as they did during the Fractious Wars. Thus, you have sworn to hold as your highest ideal the continued survival and health of the drow race. Should you ever render an unjust judgment, or even a just one that hurts the drow people, you lose access to the face of death and rebuke undead abilities. In addition, the Black Widow denies you access to divine spells of the necromancy school. You can restore your abilities with an *atonement* spell.

FACE OF DEATH (SU)

Starting at 2nd-level, once per day as a standard action, you can draw upon the divine energy of the Black Widow to transform your face into a vision of death. All creatures within a 15-foot radius that can see you must succeed on a Will save (DC 10 + your class level + your Charisma modifier) or become panicked for a number of rounds equal to 1 + your class level. Creatures that succeed or fail on the save cannot again be affected by your face of death ability for 24 hours. Other Talion apostles are immune to this effect. This is a mind-affecting fear effect.

At 5th and 8th level, you gain one additional use of this ability per day.

DEATH ATTACK (EX)

At 3rd level, you may make deadly attacks to kill your opponents outright. To do so, you must study your victim for 3 rounds. Then, you make a sneak attack with a melee weapon and deal damage. The sneak attack can either paralyze or kill the target (your choice). While studying your victim, you can undertake other actions so long as your attention stays focused on the target and the target does not detect you or recognize you as an enemy. If the victim of such as attack fails a Fortitude save (DC 10 + your class level + your Wisdom modifier) against the kill effect, it dies. If the save fails against the paralysis effect, the target is rendered helpless and unable to act for 1d6 rounds plus 1 round per class level. If the target's save succeeds, the attack is just a normal sneak attack. Once you complete the 3 rounds of study, you must make the death attack within the next 3 rounds. If you attempt a death attack and it fails (the target makes its save) or if you do not launch the attack within 3 rounds of completing the study, you must spend another 3 rounds of study before you can attempt another death attack.

SNEAK ATTACK

Starting at 5th level, whenever you flank an opponent or any time you hit an opponent that's denied its Dexterity bonus to AC, you deal extra damage. This additional damage applies only to ranged attacks if the target is within 30 feet. See the rogue class feature in the *PH* for details. Sneak attack damage (and similar abilities) from other classes stack.

REBUKE UNDEAD (SU)

At 6th level, you can rebuke or command undead creatures by channeling the power of the Black Widow through your unholy symbol. You rebuke undead as a cleric of five levels lower would. See the cleric class feature in the *PH* for details. If you already have rebuke undead, your Talion apostle levels and cleric levels stack.

CUT THE CORD (SU)

By 7th level, you can no longer tolerate undead who do not obey your will. You learn how to unravel the negative energy that gives them power, chipping away at the creature's connection to the Negative Energy Plane. You may deal sneak attack damage against undead, but only when making an unarmed strike.

DEATH'S FRIEND (SU)

Starting at 9th level, you gain a +2 profane bonus to saves against necromancy spells and spell-like effects. As well, you may add your Wisdom bonus (if any) as a profane bonus to all Bluff, Diplomacy, and Intimidate checks.

QUICKENED NECROMANCY (SU)

Finally, at 10th level you may cast a necromancy spell whose level does not exceed your Intelligence or Charisma bonus (whichever is higher) as a swift action. You must wait 5 rounds between each use of this ability.

MULTICLASS MONKS

A monk who takes levels in Talion apostle may continue increasing his levels in the monk class.

USING TALION APOSTLES

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.



TRANSMORPH

BECOMING A TRANSMORPH

CLASS FEATURES

TRANSMUTATION
SYMBIOSIS (EX)

"CHANGE IS INEVITABLE.
SUBMIT."

TABLE 4-13: THE TRANSMORPH (HIT DIE: D4)

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Listen, Profession, Spellcraft, Spot.

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STRONG TRANSMUTATION (EX)

At 8th level, when someone other than you tries to dispel one of your transmutation spells, they must succeed on a dispel check with a DC 2 higher than normal.

QUICKENED TRANSMUTATION (EX)

Finally, at 10th level you may cast a transmutation spell whose level does not exceed your Intelligence or Charisma bonus (whichever is higher) as a swift action. You must wait 5 rounds between each use of this ability.

USING TRANSMORPHS

Transmorphs are responsible for the creation of many drow subraces, and they continue to experiment with ways to create better slaves and improve the drow 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. Aquatic drow spies are often transmorphs, and they regularly find sanctuary in Syrellyn's temples within dark elven cities.

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 dead instantly, but the killer is nowhere to be found. Then another shot is fired from a different direction, and another target falls. Two assassins? No—just one unseen sniper.

"SEE ME.
SEE ME NOT."

BECOMING AN UNSEEN SNIPER

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 base class to take up the mantle of unseen sniper.

REQUIREMENTS

Alignment: Any evil

Skills: Disguise 4 ranks, Hide 16 ranks

Feats: Far Shot, Point Blank Shot

Class Features: Death attack, sneak attack (or equivalent ability) +7d6

CLASS FEATURES

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.

RANGED DEATH ATTACK (EX)

You can make a death attack as an assassin when making a sneak attack

with a ranged weapon. Otherwise, this ability follows the normal rules for death attacks as described under the assassin prestige class in the *DMG*. Your unseen archer levels stack with those of the class that conferred the death attack ability.

SNEAK ATTACK (EX)

Beginning at 1st level, whenever you flank an opponent or hit a target when it is denied its Dexterity bonus to AC, you deal extra damage as indicated on **Table 4-14: The Unseen Sniper**. This extra damage applies to ranged attacks only if the target is within 30 feet. If you have sneak attack from another source, the bonus to damage stacks. See the rogue class in the *PH* for more details.

DISTANCE SNEAK ATTACK (EX)

At 2nd level, you can make a sneak attack from up to 40 feet away. If you do so, you take a -4 circumstance penalty on the attack roll. At 4th level, you can make sneak attacks against targets up to 60 feet away.

HIDDEN DEATH (EX)

Starting at 3rd level, you can snipe at foes from hiding, making one ranged attack and immediately making another Hide check as a move action, even while being

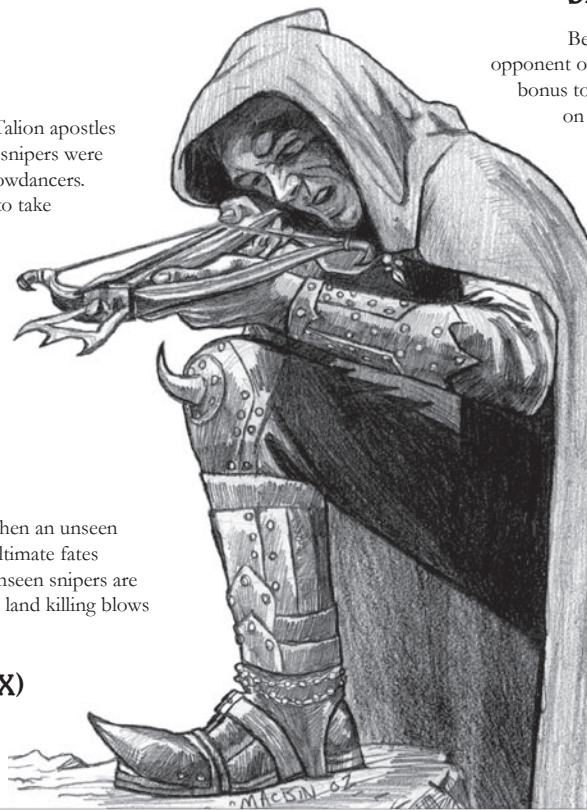


TABLE 4-14: THE UNSEEN SNIPER (HIT DIE: D6)

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

Class Skills (6 + Int modifier per level): Balance, Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Profession, Search, Spot, Swim, Tumble, Use Rope.

CHAPTER FOUR: PRESTIGE CLASSES

observed. This check is made at a –10 circumstance penalty instead of the normal –20.

DEFT HIDE (EX)

At 5th level, you may use the Hide skill as a swift action after making a ranged attack. Thus, you may take a shot from a hidden position, hide as a swift action, and then move while hidden.

USING UNSEEN SNIPERS

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.

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.

BECOMING A VERMIN OUTRIDER

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.

REQUIREMENTS

Skills: Handle Animal 5 ranks, Ride 8 ranks

Feats: Combat Reflexes, Mounted Combat

CLASS FEATURES

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.

HANDLE VERMIN (EX)

You may use the Handle Animal skill on vermin at a –4 penalty.

RIDING REFLEXES (EX)

At 1st level, when riding a vermin, you may use the Mounted Combat feat to negate damage to your mount a number of additional times per round equal to your Dexterity bonus (if any). Each additional use of the Mounted Combat feat beyond the first uses up one of the extra attacks of opportunity allowed by Combat Reflexes. Similarly, making extra attacks of opportunity using Combat Reflexes counts against the number of times you may use the Mounted Combat feat.

NIMBLE RIDER (EX)

Beginning at 2nd level, when riding a vermin, you may make a Ride check in response to your mount being exposed to any effect that normally allows a Reflex save for half damage. If you succeed on the check (DC equals the save DC), the mount takes no damage. Using this ability counts as one of your uses of riding reflexes or attacks of opportunity for the round.

EXPERT RIDER (EX)

Also at 2nd level, whenever you ride a vermin mount for more than 8 hours of overland movement or cause the mount to hustle for more than 1 hour (see the *PH* for rules on overland movement), the vermin takes nonlethal damage and makes Constitution checks just as a character would. (Normally, a mount takes lethal damage and fails Constitution checks automatically.) You must succeed on a DC 20 Handle Animal check each hour of hustling or forced march to change the way the mount takes damage for that hour.

STEALTHY RIDER (EX)

At 3rd level, you can command your vermin mount to make Move Silently or Hide checks. As well, whenever you get a result of 10 or more on your own Hide or Move Silently checks, the mount gains a +2 bonus on its Hide or Move Silently check just as though you had used the aid another action.

VERMIN EMPATHY (EX)

At 3rd level, you gain a +5 competence bonus to Handle Animal and Ride checks pertaining to vermin. At 5th level, this bonus increases to +10 and you can take 10 on either of these checks during combat or other stressful situations.

IMPROVED NIMBLE RIDER (EX)

Starting at 4th level, when using the nimble rider ability, your mount takes only half damage even if you fail the Ride skill check.

**"I BRING NEWS . . .
OF YOUR DEATH."**

TABLE 4–14: THE UNSEEN SNIPER (HIT DIE: D6)

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

Class Skills (6 + Int modifier per level): Balance, Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Profession, Search, Spot, Swim, Tumble, Use Rope.

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RUNNING CHARGE (EX)

Starting at 4th level, by making a successful DC 25 Ride check as a swift action, you can urge your mount to charge at a run. This grants you 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.

EXCEPTIONAL CHARGE (EX)

At 5th level, by making a DC 30 Ride check as a swift action, you can have your vermin mount charge across the boundaries of two surfaces, such as a wall and a ceiling or a wall and the ground. This movement does not count as a turn; the charge must otherwise be in a straight line according to the normal rules of the charge action. This ability cannot be combined with the running charge ability.

USING VERMIN OUTRIDERS

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.



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.

BECOMING A VILE TORMENTOR

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.

REQUIREMENTS

Alignment: Any evil
Skills: Heal 5 ranks, Intimidate 8 ranks, Sense Motive 5 ranks
Class Features: Impressive Demonstration

CLASS FEATURES

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.

PAINFUL CUT (EX)

You may choose to forgo extra sneak attack damage to deal nonlethal damage. For every +1d6 points of sneak attack damage you give up, you instead deal 1d8 points of nonlethal damage.

SNEAK ATTACK (EX)

Beginning at 1st level, whenever you flank an opponent or hit a target when it is denied its Dexterity bonus to AC, you deal extra damage as indicated on **Table 4-16: The Vile Tormentor**. This extra damage applies to ranged attacks only if the target is within 30 feet. If you have sneak attack from another source, the bonus to damage stacks. See the rogue class in the *PH* for more details.

FEAR THE PAIN (EX)

At 2nd level, any target struck by your sneak attack takes a –2 morale penalty to Sense Motive checks made against you for 1 day.

RULE THROUGH INTIMIDATION (EX)

Any time you cause a creature to become shaken from a successful

Intimidate check, you gain a +2 circumstance bonus to attack and damage

"DON'T WORRY.
WE'LL START SLOW.
I LIKE TO GET TO KNOW MY
CLIENTS . . . INTIMATELY."

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-16: THE VILE TORMENTOR (HIT DIE: D8)

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

Class Skills (4 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Escape Artist, Heal, Hide, Intimidate, Listen, Move Silently, Perform, Profession, Sense Motive, Spot, Use Rope.

rolls against that creature for a number of rounds equal to your Charisma bonus (minimum 1 round).

DEBILITATING BLOW (EX)

Starting at 4th level, you may choose to forgo extra sneak attack damage to inflict wrenching pain. For every +2d6 points of sneak attack damage you give up, the target takes 1d4 points of Strength damage instead.

RULE THROUGH FEAR (EX)

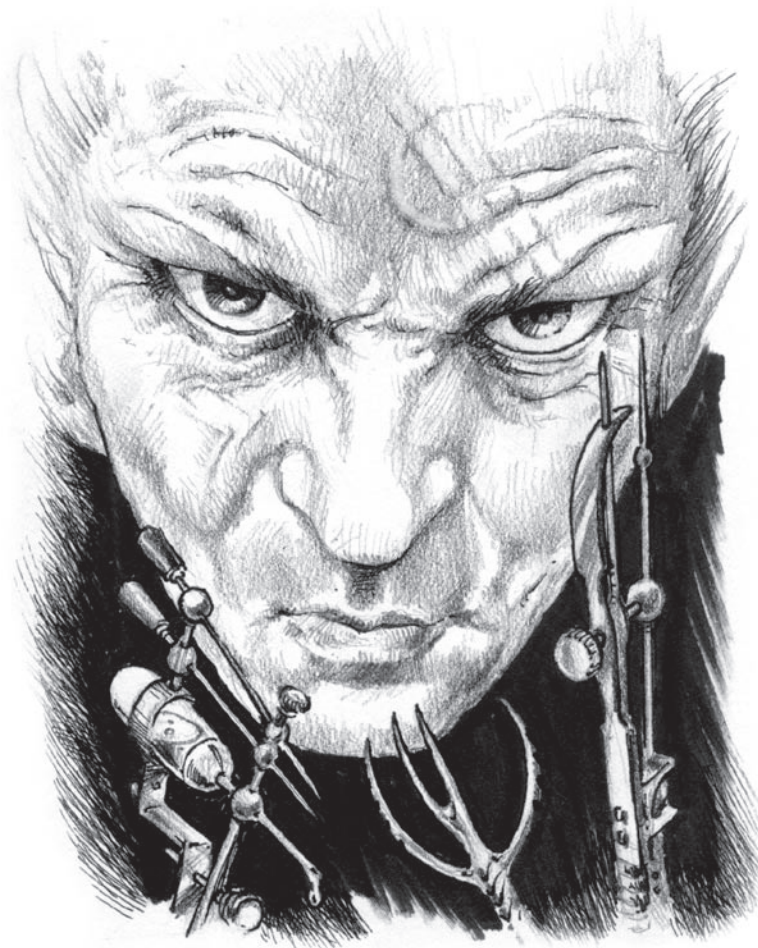
Beginning at 4th level, whenever you successfully use the Intimidate skill in combat, the target's shaken condition remains for a number of rounds equal to your class level plus your Charisma bonus (if any).

AGONIZING STRIKE (EX)

At 5th level, any time you successfully strike an opponent with a sneak attack, that target must succeed on a Fortitude save (DC 15 + your Charisma modifier) or become nauseated for 1 round.

USING VILE TORMENTORS

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.



CHAPTER FIVE: SKILLS AND FEATS

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 skills. These represent aspects of drow culture, but all could be handy in any campaign.

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.

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 Bluff skill to transmit a secret message without actually speaking. To use this ability you must know Drow Sign Language. The DC to transmit secret messages is 5 less than normal uses of innuendo.

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 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 know you cast the 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.)

Synergy: If you have 5 or more ranks in Disguise, you get a +2 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. Finally, some drow learn to preserve creatures they kill to use as special ingredients for the spells they cast.

Craft (poison): 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 later. 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 (poison) skill check by 5 or more or fail a Craft (poison) check when extracting venom from a creature. The Poison Use feat (see **Feats**) or class feature negates any chance of accidental poisoning.

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 (poison) skill check (DC equal to the poison’s save DC). Failure indicates 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 (poison) 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

**TABLE 5–1: 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.

CHAPTER FIVE: SKILLS AND FEATS



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 (poison) check DC to create it by the same amount and raises the cost. Calculate the additional cost as follows: DC increase squared $\times$ 100 gp. For example, if you were to increase the save DC of burnt outhur fumes (normally 18) to 20, it would cost an extra 400 gp to create (2 squared $\times$ 100 gp) and the DC to craft the poison would be 20.

Taxidermy: A drow can use Craft (taxidermy) to preserve a creature's carcass either as ornamentation or for use as power components in spellcasting. (See **Option: Power Components in Chapter Seven: Spells and Magic.**)

Verminous Item: 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.**)

Synergy: If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Craft (verminous item) checks.

If you have 10 or more ranks in Handle Animal, you get a +2 bonus on Craft (verminous item) checks.

If you have 5 or more ranks in Craft (alchemy), you get a +2 bonus on Craft (poison) checks.

If you have 10 or more ranks in Heal, you get a +2 bonus on Craft (poison) checks to extract venom from a creature.

Note: Craft (poison) replaces the Craft (poison) skill that appeared in the *Assassin's Handbook*.

HANDLE ANIMAL (CHA; 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 are animals or beasts.

TABLE 5-2: 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

CHAPTER FIVE: SKILLS AND FEATS

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.

Synergy: If you have wild empathy, you get a +2 bonus on Handle Animal checks with vermin.

HEAL (WIS)

In addition to 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**).

INTIMIDATE (CHA)

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 can use the skill when torturing their victims.

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 against a DC equal to 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 fear effects cannot be intimidated in this way.

Synergy: If you have 5 or more ranks in Heal, you gain a +2 bonus on Intimidate checks made while torturing a creature.

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 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**.

FEATS

Advanced Race Codex: Drow introduces a number of new feats related to combat, skills, spellcasting, and verminous item creation. In addition, it presents four new type of feats: combat style, magical style, meta-item creation, and verminous item creation feats.

COMBAT STYLE

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

RIDE (DEX)

The normal Ride rules require a rider who takes damage to make a DC 5 Ride check 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 DC 20 Ride check 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 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 know you cast a different spell. (See the **Bluff** 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 Bluff, you gain a +2 synergy bonus on Spellcraft checks made to disguise somatic components.

SURVIVAL (WIS)

The wilds of the Underdark are deadly and desolate, making survival difficult. Survival 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 considered "hard ground" for the purposes of tracking.

the monk's unarmed strike ability, which count as their feat counterpart. Most mastery benefits are extraordinary abilities unless otherwise noted.

MAGICAL STYLE

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.

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

CHAPTER FIVE: SKILLS AND FEATS

TABLE 5-1: FEATS

General Feats	Prerequisite
Absorb Familiar	Familiar
Alternate Dancing Lights	Concentration 5 ranks, ability to cast <i>dancing lights</i>
Ammunition ¹	Base attack bonus +2
Armor Mastery ^{1,2}	Light, Medium, or Heavy Armor Proficiency
Armored Caster	Light, Medium, or Heavy Armor Proficiency
Armored Tumbler	Tumble 5 ranks, Armor Mastery (medium, heavy), Armor Proficiency (medium, heavy)
Attack Flourish	Perform (dance) 5 ranks
Impressive Flourish	Attack Flourish
Battledance	Perform (dance) 10 ranks
Impressive Battledance	Battledance
Bull Rush Strike	Str 13, Improved Bull Rush, Power Attack
Cast on the Run	Dex 13, Concentration 5 ranks, Combat Casting, Dodge
Crushing Hold ¹	Str 15, Improved Grapple
Cut Arrows	Dex 13, Deflect Arrows, Improved Unarmed Strike
Darksight	Drow
Deepest Darkness	Ability to cast <i>darkness</i> as a spell or spell-like ability.
Desperate Blow ¹	Base attack bonus +6
Dexterous Grapppler ¹	Dex 15, Improved Grapple, base attack bonus +4
Great Grapppler ¹	Dex 15, Dexterous Grapppler, Improved Grapple, base attack bonus +4
Double Shielding ¹	Dex 15, Improved Shield Bash, Shield Proficiency, base attack bonus +3
Double Weapon Mastery ¹	Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +15
Exceptional Climber	Skill Focus (Climb)
Exceptional Tumbler	Skill Focus (Tumble)
Exchange Component	—
Fatal Fire	Drow
Genius Skill	Skill Focus (selected skill)
Impressive Demonstration	Intimidate 5 ranks
Improved Combat Reflexes ¹	Dex 15, Combat Reflexes
Improved Darkvision	Darkvision
Improved Deflect Arrows	Dex 15, Deflect Arrows, Improved Unarmed Strike
Increased Spell Resistance	Spell resistance
Intuitive Magic	Use Magic Device 5 ranks, Skill Focus (Use Magic Device)
Lightsight	Light blindness
Lightning Grab	Int 13, Combat Expertise, Improved Disarm
Lingering Touch	—
Painful Pin ¹	Improved Grapple, base attack bonus +4
Perfect Shot ¹	Dex 13, Point Blank Shot, Precise Shot, Weapon Focus (any one ranged weapon), base attack bonus +3
Perfect Strike ¹	Dex 13, Weapon Finesse, Weapon Focus (any melee weapon), base attack bonus +3
Piercing Shot ¹	Dex 13, Point Blank Shot, Precise Shot
Improved Piercing Shot ¹	Dex 13, Piercing Shot, Point Blank Shot, Precise Shot
Poison Use	Dex 13
Re-concentrate	Ability to cast 2nd-level spells, Concentration 5 ranks, Combat Casting
Sacrifice Familiar	Familiar, evil
Shield Mastery ^{1,2}	Shield Proficiency
Spring Charge ¹	Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6
Strong Off-hand Attack ¹	Str 15, Dex 15, Two-Weapon Fighting, base attack bonus +15
Strong Spellcasting	—
Strong Two-handed Attack ¹	Str 17, Power Attack, Power Critical, base attack bonus +12
Total Darkvision	Drow, Wis 13
Uncanny Evasion	Dex 13, Lightning Reflexes, evasion
Unique Spell-like Abilities	Cha 15, drow
Vermin Companion	Animal companion
Vermin Empathy	Wild empathy
Vermin Wild Shape	Wild shape
Weapon Knack ¹	Wis 13, base attack bonus +1
Weapon of Choice ^{1,2}	Weapon Focus (one-handed melee weapon), base attack bonus +4
Whisper Spell	—
Wide Fire	Drow

¹ Fighters may select these feats as fighter bonus feats.

² You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new type of armor, weapon, skill, and so on.

CHAPTER FIVE: SKILLS AND FEATS

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 potion-like 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.

and more than one feat increases the cost of an item, all percentage increases stack (they are added together). Wizards may select meta-item creation feats with wizard bonus feats.

VERMINOUS ITEM CREATION FEATS

Verminous item creation feats are needed to craft verminous magic items (see **Craft** 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 captive vermin perish. 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.

Wizards may select verminous item creation feats with wizard bonus feats.

FEAT DESCRIPTIONS

The feats described here 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.

ABSORB FAMILIAR

You absorb your familiar into your body, giving you greater power.

Prerequisite: Familiar.

Benefit: Your familiar becomes a part of you, totally subsumed into your being. The special benefits derived from the familiar double, such that a cat familiar grants a +6 bonus on Move Silently checks, while a toad familiar grants +6 hit points. You gain Alertness as a bonus feat replacing the conditional benefits granted by ordinary familiars. Finally, you gain the ability to speak with animals of its kind. In exchange, you gain no other benefit from the familiar, and you may not summon another familiar to replace the one you absorbed.

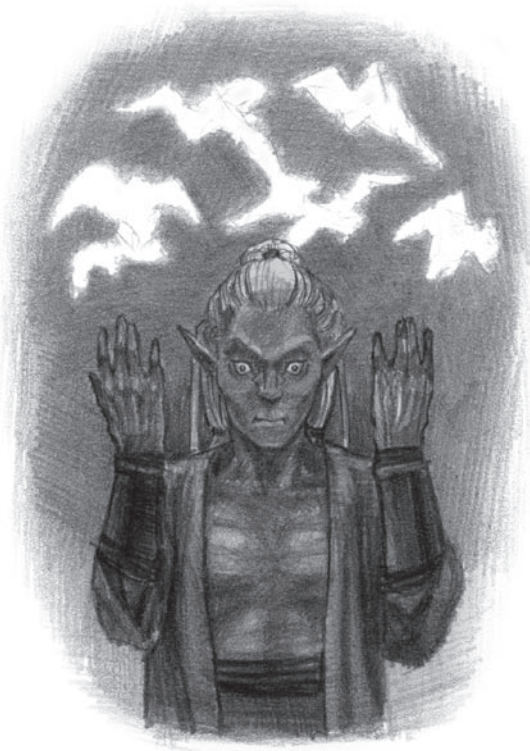
Special: As a side-effect, you gain some of the mannerisms and subtle appearance changes normally attributed to animals of your familiar's type. Absorbing a toad, for example, would result in gaining cool, clammy, and wart skin. Absorbing a cat might lead to fastidiousness and graceful movements. These side-effects have no mechanical benefit and are present purely as roleplaying tools.

ALTERNATE LIGHTS

Lights created by your dancing lights spell may take alternate forms.

Prerequisite: Concentration 5 ranks, Ability to cast *dancing lights*.

Benefit: You may cast *dancing lights*, either as the spell or as a spell-like ability, as a swift action. If you choose to cast it as a standard action, you can change the appearance of these lights to any of the following manifestations.



CHAPTER FIVE: SKILLS AND FEATS

TABLE 5-1: FEATS (CON'T)

Combat Style	Prerequisites
Bloody Dervish	Perform (dance) 5 ranks, Double Weapon Mastery, Impressive Demonstration, Improved Two-Weapon Fighting, Strong Off-Hand Attack, Two-Weapon Fighting, Weapon Focus (selected double weapon)
Mithral Carapace I	Dex 15, Double Shielding, Improved Shield Bash, Shield Proficiency, Shield Mastery (any), Two-Weapon Defense, Two-Weapon Fighting
Mithral Carapace II	Greater Weapon Focus (heavy shield), Mithral Carapace I, Shield Specialization (heavy shield)
Poison Rain I	Dex 13, Craft (poison) 5 ranks, Exotic Weapon Proficiency (repeating hand crossbow), Point Blank Shot, Poison Use, Precise Shot, Quick Draw
Poison Rain II	Dex 15, Improved Critical (repeating hand crossbow), Improved Two-Weapon Fighting, Poison Rain I, Rapid Shot, Two-Weapon Fighting, base attack bonus +9
Razor's Edge	Dex 13, Int 13, Combat Expertise, Dodge, Impressive Battledance, Mobility, Spring Attack, Weapon Finesse, Whirlwind Attack, Perform (dance) 5 ranks, Tumble 15 ranks, base attack bonus +15
Resist and Thrive	Great Fortitude, Increased Spell Resistance, Iron Will, Lightning Reflexes, Toughness
Slippery Skin	Dex 15, Tumble 10 ranks, Exceptional Tumbler, Spring Charge
Take and Take Down	Int 13, Wis 13, Combat Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Lightning Grab, Weapon Knack
Torturous Grasp	13, Intimidate 10 ranks, Impressive Demonstration, Improved Grapple, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon of Choice
Magical Style	Prerequisites
Battle Focus	Combat Casting, Re-concentrate, Skill Focus (Concentration), Concentration 12 ranks
Death's Hand	Far Hand Spell, Greater Spell Focus (necromancy), Lingering Touch, Spell Focus (necromancy), Knowledge (arcana) 8 ranks
Heed Your Master	Intimidate 5 ranks, Knowledge (arcana) 8 ranks, Greater Spell Focus (enchantment), Heighten Spell, Skill Focus (Intimidate), Spell Focus (enchantment)
Hungry Flames	Knowledge (arcana) 12 ranks, Greater Spell Focus (evocation), Maximize Spell, Nullify School, Spell Focus (evocation), Spell Penetration
Irresistible Call	Diplomacy 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 10 ranks, Enspelled Summons, Leadership, Skill Focus (Knowledge—the planes), Spell Focus (conjunction)
Mutable Magic	Knowledge (arcana) 5 ranks, Spellcraft 10 ranks, Enlarge Spell, Exchange Component, Extend Spell, Heighten Spell, Moving Spell
No More Secrets	Gather Information 5 ranks, Search 5 ranks, Spellcraft 5 ranks, Alertness, Greater Spell Focus (divination), Spell Focus (divination), Spell Penetration, ability to cast <i>srying</i>
See Me Not	Hide 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Greater Spell Focus (illusion), Invisible Spell, Silent Spell, Spell Focus (illusion), Still Spell, Traceless Spell
Spell Porter	Knowledge (arcana) 10 ranks, Empower Spell, Great Fortitude, Greater Spell Focus (transmutation), Spell Focus (transmutation)
Spell Shielding	Concentration 10 ranks, Knowledge (arcana) 5 ranks, Combat Casting, Dodge, Increased Spell Resistance, Nullify School (any), Spell Focus (abjuration)

Darting Wings: The lights take the form of eight Diminutive, vaguely bird- or bat-shaped creatures that can be made to dart about quickly.

Fire of Lights: The lights take the form of a small campfire, shedding light as a normal campfire would.

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.

Glowing Swords: The lights take the form of four glowing swords.

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.

Shining Shields: The lights take the form of three glowing planes the size and shape of large shields.

Web of Light: The lights take a weblike or netlike form with a 5-foot diameter.

In addition, you may create greater effects with the *dancing lights* spell by making a Spellcraft check as a swift action. All of the following options are available provided you beat the effect's DC.

Glowing Dragon (DC 15): You create one Large faintly glowing and vaguely dragon-shaped form.

Pentagram of Light (DC 15): The lights form a glowing pentagram 15 feet wide. This is usually placed on the ground or a wall, but it can be moved as you desire.

Glowing Gateway (DC 15): 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.

Glowing Ladder (DC 15): The lights take the form of a 20-foot-long shining ladder.

Glowing Stairs (DC 15): The lights take the form of a 15-foot-long flight of stairs.

Great Face (DC 15): The lights form a vague, 15-foot-tall face that turns, moves its eyes, and opens and closes its mouth as you will.

Greater Lights (DC 25): You can create three times the normal number of lights and you can spread them over a 30-foot-radius area. When you cast the spell you can choose what form the lights take, in groups as though you

CHAPTER FIVE: SKILLS AND FEATS

INTERLUDE: DRE'REZZYM'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.

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.

AMMUNITION THREAT

You can threaten an area when wielding certain ranged weapons.

Prerequisite: Base attack bonus +2.

Benefit: When wielding any kind of loaded crossbow or any kind of bow, you threaten nearby adjacent squares as if you were wielding 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) at no 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 ×2. Magical ammunition retains all benefits when used in this way.

Normal: You can use an arrow or bolt as a melee weapon, but you do not threaten adjacent spaces when wielding a ranged weapon.

Special: Fighters may select Ammunition Threat as a fighter bonus feat.

ARMOR MASTERY

You are unusually limber when wearing a type of armor you have been trained to use.

Prerequisite: Light, Medium, or Heavy Armor Proficiency.

Benefit: Choose a type of armor (Light, Medium, or Heavy) for which you have proficiency. When wearing this armor, reduce its armor check penalty and increase its maximum Dexterity bonus as follows.

Type	Armor Check Penalty	Max Dex Bonus
Light	+1	+2
Medium	+2	+1
Heavy	+3	+1

Armor check penalties cannot be reduced below 0.

Special: You can select this feat multiple times. Its effects do not stack. Each time you select it, its benefits apply to a new type of armor.

A fighter may select Armor Mastery as a fighter bonus feat.

ARMORED CASTER

You are skilled at compensating for armor's bulk when casting spells with somatic components.

Prerequisites: Light, Medium, or Heavy Armor Proficiency.

Benefit: When wearing armor with which you are proficient, you may reduce the chance for arcane spell failure by –10 (minimum 5%).

ARMORED TUMBLER

You can tumble when wearing armor that reduces your speed.

Prerequisites: Tumble 5 ranks, Armor Mastery (medium, heavy), Armor Proficiency (medium, heavy).

Benefit: You can use the Tumble skill even when your speed is reduced by armor. When your speed is reduced from encumbrance, you still cannot tumble.

When not wearing armor that reduces your speed, you may add your Constitution bonus (if any) as a competence bonus to Tumble checks.

ATTACK FLOURISH

You can dance in such a way as to distract a foe so he fights less effectively.

Prerequisite: Perform (dance) 5 ranks.

Benefit: As a move action, you can make a special Perform (dance) check opposed by the Sense Motive check of a single opponent within 30 feet that you can see clearly. If you win the check, your opponent is dazzled for a number of rounds equal to your Charisma bonus (minimum 1 round). Regardless of the success or failure of Attack Flourish, an opponent becomes immune to your particular use of this feat for 24 hours. This is a mind-affecting effect.

CHAPTER FIVE: SKILLS AND FEATS

TABLE 5-1: FEATS (CON'T)

Meta-Item Creation Feats

Craft Bonding Item
Craft Flawless Item
Craft Power-Bonding Item
Item Link

Prerequisites

—
—
Craft Bonding Item
—

Metamagic Feats

Dark Spell
Denying Spell
Enspelled Summons
Far Hand Spell
Ranged Weapon Channel
Weapon Channel
Ghost Touch Spell
Moving Spell
Nullify School
Nullifying Spell
Traceless Spell
Invisible Spell

Prerequisites

—
—
—
—
Far Hand, Weapon Focus (any ranged weapon)
Far Hand Spell, Weapon Focus (any melee weapon)
—
—
—
—
—
Traceless Spell

Verminous Item Creation Feats

Craft Multi-Use Item
Craft Single-Use Item
Craft Unlimited-Duration-Use Item
Craft Unlimited-Use Item
Craft Uses-Per-Day Item
Uncanny Evasion
Unique Spell-like Abilities
Vermin Companion
Vermin Empathy
Vermin Wild Shape
Weapon Knack¹
Weapon of Choice^{1,2}
Whisper Spell
Wide Fire

Prerequisites

Craft Single-Use Item, caster level 5th
Caster level 3rd
Craft Single-Use Item, caster level 5th
Craft Multiple-Use Item, Craft Single-Use Item, Craft Uses-Per Day Item, caster level 12th
Craft Multiple-Use Item, Craft Single-Use Item, caster level 9th
Dex 13, Lightning Reflexes, evasion
Cha 15, drow
Animal companion
Wild empathy
Wild shape
Wis 13, base attack bonus +1
Weapon Focus (one-handed melee weapon), base attack bonus +4
—
Drow

¹ Fighters may select these feats as fighter bonus feats.

² You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new type of armor, weapon, skill, and so on.

BATTLE FOCUS [MAGICAL STYLE]

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 his spells cannot fail, and that the enemies' will to fight will falter in the face of his assault.

Prerequisites: Combat Casting, Re-concentrate, Skill Focus (Concentration), Concentration 12 ranks.

Benefit: Whenever you succeed at a Concentration check to cast a spell on the defensive, you may make a single 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 standard action, you may not use this ability. This attack uses up your attacks of opportunity for the round. If you have already used all your attacks of opportunity for the round, you cannot use of this feat.

BATTLEDANCE

You can dance in such a way as to daze a foe so that he fights less effectively.

Prerequisite: Perform (dance) 10 ranks.

Benefit: As a full-round action, you can make a special Perform (dance) check opposed by the Sense Motive check of a single opponent within 30 feet that you can see clearly. If you win the check, your opponent is dazed for 1 round per point of your Charisma bonus (minimum 1 round). Regardless of the success or failure of Battledance, an opponent becomes immune to your particular use of this feat for 24 hours. This is a mind-affecting effect.

BLOODY DERVISH [COMBAT STYLE]

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: Perform (dance) 5 ranks, Double Weapon Mastery, Impressive Demonstration, Improved Two-Weapon Fighting, Strong Off-Hand Attack, Two-Weapon Fighting, Weapon Focus (selected double weapon).

CHAPTER FIVE: SKILLS AND FEATS

Benefit: Whenever you fight with a double weapon, you gain a +1 competence bonus on attack and damage rolls, and a +2 shield bonus to AC. If you voluntarily give up your off-hand attacks when making a full attack with this weapon, the shield bonus increases by +1 for each sacrificed attack.

BULL RUSH STRIKE

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 make a single attack against that target at your highest attack bonus.

Special: A fighter may select Bull Rush Strike as a fighter bonus feat.

CAST ON THE RUN

You are trained to cast spells as you move.

Prerequisites: Dex 13, Concentration 5 ranks, Combat Casting, Dodge.

Benefit: When casting a spell with a casting time of 1 standard action or less, you may move both before and after you cast the spell, provided the total distance moved is no greater than your speed.

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, you may increase its market price by 10% to create a special bond between it and its wielder. Henceforth, the item's wielder may absorb the item into its body as a standard action that does not provoke an attack of opportunity. While so absorbed, the item cannot be used, but it is perfectly hidden from all physical 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 the affected by a *beat metal* spell or be the target of *telekinesis*. Effects that suppress or negate magical effects (such as *antimagic field*) causes the item to expel itself from the body.

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. Absorbing or retrieving an item is a supernatural effect. When a creature with absorbed items is killed, they are expelled from the body.

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, the item's saves and any saving throw a wielder makes for it gain a +2 luck bonus.

CRAFT MULTIPLE-USE ITEM [VERMINOUS ITEM CREATION]

You can create multiple-use magic items, such as wands.

Prerequisites: Craft Single-Use Item, caster level 5.

Benefit: You can create any multiple-use verminous magic item. Creation rules, requirements, and required time are described in **Chapter Eight: Magic Items**.

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%. As a standard action that does not provoke an attack of opportunity, any creature that uses the power-bonding item can 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*, 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. While potions and scrolls cannot be used with this items benefiting from this feat, staffs and wands can. 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. However, effects that suppress or negate magical effects (such as *antimagic field*) causes the item to expel itself from the body.

Absorbed items still count against the limit on the number of magic items a creature can use. Items can be retrieved as a move action. Absorbing or retrieving a power-bonding item is a supernatural effect. When a creature with absorbed items is killed, the item is expelled from the body. An item cannot be both a bonding item and a power-bonding item.

CRAFT SINGLE-USE ITEM [VERMINOUS ITEM CREATION]

You can create single-use magic items, such as potions and scrolls.

Prerequisite: Caster 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**.

CRAFT UNLIMITED-DURATION- USE ITEM [VERMINOUS ITEM CREATION]

You can create unlimited-duration-use magic items, such as armor.

Prerequisites: Craft Single-Use Item, caster 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**.

CRAFT UNLIMITED-USE ITEM [VERMINOUS ITEM CREATION]

You can create unlimited-use magic items, such as rings.

Prerequisites: Craft Multiple-Use Item, Craft Single-Use Item, Craft Uses-Per Day Item, caster 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**.

CHAPTER FIVE: SKILLS AND FEATS

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.

CRAFT USES-PER-DAY ITEM [VERMINOUS ITEM CREATION]

You can create magic items with only a certain number of uses per day.

Prerequisites: Craft Multiple-Use Item, Craft Single-Use Item, caster 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**.

CRUSHING HOLD

You deal more damage to foes when you grapple.

Prerequisites: Str 15, Improved Grapple.

Benefit: When you deal damage to a foe during a grapple with an unarmed strike, you add twice your Strength bonus to the damage dealt. If wielding a light weapon, you add 1-1/2 times your Strength bonus to the damage.

Special: A fighter may select Crushing Hold as a fighter bonus feat.

CUT ARROWS

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.

DARK SPELL (METAMAGIC)

You may modify your spells so that they 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.

Spells affected by the Dark Spell feat gain the darkness descriptor and negate spells with the light descriptor that equal to or lower to the dark spell’s level. Also, 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.

A dark spell uses up a spell slot of the spell’s normal level.

DARKSIGHT

Your darkvision can pierce even magical darkness.

Prerequisites: Drow.

Benefit: You can also use darkvision to see through areas of magical darkness as if it were normal darkness.

DEATH’S HAND [MAGICAL STYLE]

Students of the Death’s Hand style intimately understand the state of undeath, and they 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: Knowledge (arcana) 8 ranks, Far Hand Spell, Greater Spell Focus (necromancy), Lingering Touch, Spell Focus (necromancy).

Benefit: You gain a +2 competence bonus on attacks made with necromancy spells.

Special: 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 2 temporary hit points as long as they remain under your control.

DEEPEST DARKNESS

You can quickly cast *darkness* and to greater effect.

Prerequisite: Ability to cast *darkness* as a spell or spell-like ability.

Benefit: Casting the *darkness* spell or spell-like ability is a swift action for you.

In addition, you may apply one of the following effects to darkness spells you cast by making a DC 15 Spellcraft check or applying both modifications by succeeding on a DC 25 check. Modifying the spell in this way is a free action.

Enlarged: You change the range from touch to medium (100 ft. + 10 ft./level).

Widened: You can expand the darkness’s radius up to 60 feet.

DENYING SPELL [METAMAGIC]

You can control what sort of magic your spells dispel or suppress.

Benefit: Choose one type of magic: arcane, divine, or psionic. 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 one level higher than the spell’s actual level.

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DESPERATE BLOW

You can focus all your energy into a single devastating attack.

Prerequisite: Base attack bonus +6.

Benefit: As a full-round action, you may make a single melee or ranged attack. For every full 5 points of your base attack bonus, you gain a +2 competence bonus to the attack roll and a +1 competence bonus to damage.

Special: A fighter may select Desperate Blow as a fighter bonus feat.

DEXTEROUS GRAPPLER

You grapple with an unusual deftness.

Prerequisites: Dex 15, Improved Grapple, base attack bonus +4.

Benefit: You gain a +1 competence bonus to grapple checks. You may substitute your Dexterity modifier for your Strength modifier on grapple checks.

Special: A fighter may select Dexterous Grappler as a fighter bonus feat.

DOUBLE SHIELDING

You can benefit from the protection of more than one shield.

Prerequisites: Dex 15, Improved Shield Bash, Shield Proficiency, base attack bonus +3.

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.

Normal: Shield bonuses do not stack.

Special: A fighter may select Double Shielding as a fighter bonus feat.

DOUBLE WEAPON MASTERY

You have mastered fighting with double weapons.

Prerequisites: Dex 17, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +15.

Benefit: When fighting with a double weapon, you take no penalty on your attack rolls. In addition, you gain your full Strength bonus to damage from your offhand attack.

Special: A fighter may select Double Weapon Mastery as a fighter bonus feat.

ENSELLED 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 standard 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 as a free action. 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 but only if the creature is within reach or within range. 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 (you touch as many as the spell allows, the maximum number of creatures in the area, and so on). If only a certain number of the summoned creatures can be affected, you decide which ones are. An enselled summons spell uses up a spell slot one level higher than the spell's actual level.

EXCEPTIONAL CLIMBER

You climb almost as easily as you walk.

Prerequisites: Skill Focus (Climb).

Benefit: You gain a +8 competence bonus to Climb checks. You may always take 10 on Climb checks even if rushed or threatened. You never lose your Dexterity bonus to AC while climbing.

EXCEPTIONAL TUMBLER

You tumble almost as easily as you walk.

Prerequisites: Skill Focus (Tumble).

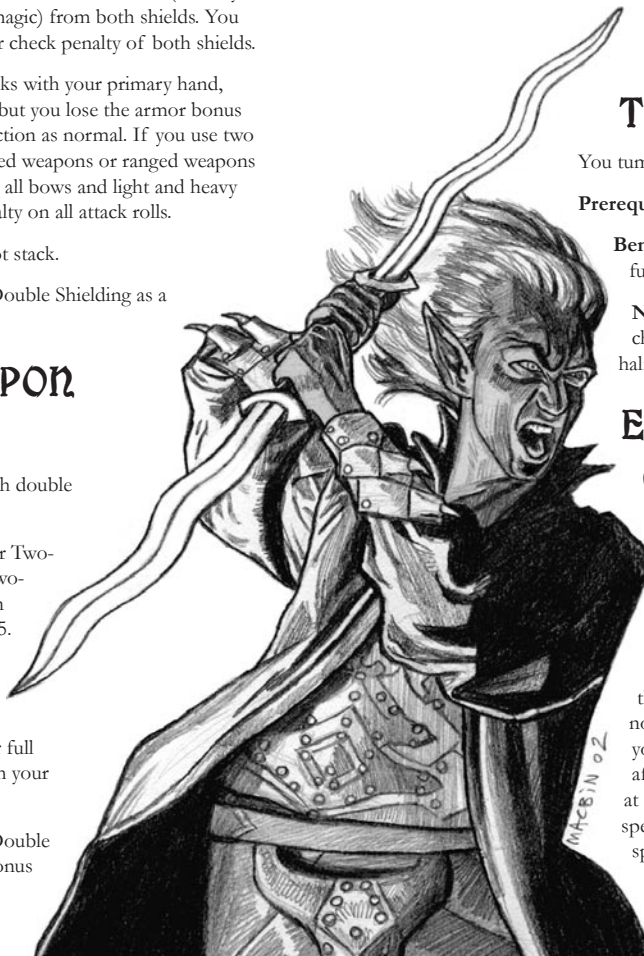
Benefit: When making a Tumble check, you move at full speed without penalty.

Normal: By accepting a –10 penalty to the Tumble check, a character may move at full speed instead of half speed.

EXCHANGE COMPONENT

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 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. You cannot exchange the components of spells altered by metamagic feats, such as Silent Spell.



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FAR HAND [METAMAGIC]

You can use touch spells as though you had reach.

Benefit: When you cast a touch 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 ranged touch attack. You must have line of sight to the target to affect it with the spell.

A far hand spell uses up a spell slot of the spell's normal level.

FATAL FIRE

Your faerie fire spells deal damage.

Prerequisite: Able to cast *faerie fire* as a spell or spell-like ability.

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 are entitled to 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.

GENIUS SKILL

You have a stunning ability with a certain skill.

Prerequisites: Skill Focus (selected skill).

Benefit: Choose one skill for which you have selected Skill Focus. 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 for which you have selected Skill Focus. Note that the equivalency list above is designed to work with skills listed in the *PH*. Check with your GM to make sure the ability you choose is appropriate for the skill.

GHOST TOUCH SPELL [METAMAGIC]

Your spells affect incorporeal creatures.

Benefit: A spell modified by the Ghost Touch Spell feat overcomes an incorporeal creature's chance to ignore damage as if the spell had the force descriptor. Any spell that requires a touch attack or ranged touch attack also fully affects the creature if the attack roll is sufficient to hit the creature. 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 property on objects, nor does it make the spell incorporeal. A ghost touch spell uses up a spell slot one level higher than the spell's actual level.

GREAT GRAPPLER

You are an exceptionally skilled grappler.

Prerequisites: Dex 15, Dexterous Grappler, Improved Grapple, base attack bonus +4.

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.

As well, while 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.

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.

Special: A fighter may select Great Grappler as a fighter bonus feat.

HEED YOUR MASTER [MAGICAL STYLE]

Heed Your Master is the only magical arts style the drow adopted from another race. Originally invented by alien enchanters, the style has been taken up by many drow spellcasters and worshipers of Demzer.

Prerequisites: Intimidate 5 ranks, Knowledge (arcana) 8 ranks, Greater Spell Focus (enchantment), Heighten Spell, Skill Focus (Intimidate), Spell Focus (enchantment).

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 –4 circumstance penalty on any saving throw or check it may make to resist your commands.

In addition, for a number of times per day equal to your Charisma modifier (minimum 1/day), you may cast any enchantment spell of 3rd level or lower as a swift action.

HUNGRY FLAMES [MAGICAL STYLE]

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 wide breadth of knowledge and experience.

Prerequisites: Knowledge (arcana) 12 ranks, Greater Spell Focus (evocation), Maximize Spell, Nullify School, Spell Focus (evocation), Spell Penetration.

Benefit: When using metamagic feats to modify evocations spells you cast, the effective level increase is one less than normal. (For instance, you could cast silent *fireball* without modifying the effective level of the spell.) In addition, creatures do not gain cover bonuses on Reflex saves made to resist evocation spells that you cast.

Special: You cannot use Hungry Flames in conjunction with the Heighten Spell metamagic feat.

IMPRESSIVE BATTLEDANCE

You can easily daze foes with your dizzying battledance.

Prerequisites: Battledance.

Benefit: You can use the Battledance feat as a move action.

Normal: Using Battledance in combat is a full-round action.

IMPRESSIVE DEMONSTRATION

You can intimidate foes in combat with disturbing ease.

Prerequisite: Intimidate 5 ranks.

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Benefit: You can use the Intimidate skill in combat to demoralize an opponent as a move action.

Normal: Using Intimidate in combat is a standard action.

IMPRESSIVE FLOURISH

You can easily dazzle foes with your stunning prowess.

Prerequisites: Attack Flourish.

Benefit: You can use the Attack Flourish feat as a swift action.

Alternatively, you may take a –5 penalty to your Perform check to daze your target for 1 round in addition to the dazzle effect. Using Impressive Flourish in this way is a move action.

Normal: Using Attack Flourish is a move action.

IMPROVED COMBAT REFLEXES

You exploit all of your foe's mistakes.

Prerequisites: Dex 15, Combat Reflexes.

Benefit: When making an attack of opportunity and your attack roll fails, you may immediately make a second attack roll to hit that target at a –5 penalty to the attack roll. In addition, if you threaten a critical hit with an attack of opportunity, you also may spend a use of Combat Reflexes to gain a +4 competence bonus to confirm the critical.

This second attack granted by this feat counts against your normal number of attacks of opportunity for the round.

Special: A fighter may select Improved Combat Reflexes as a fighter bonus feat.

IMPROVED DEFLECT ARROWS

You can deflect many ranged attacks.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you may deflect one additional arrow for each point of your Dexterity bonus. For each additional arrow, you must beat the opposing attack roll by making an unarmed strike with each arrow beyond the second imposing a cumulative –5 circumstance penalty. For example, a character with this feat that has a 17 Dexterity can deflect up to four ranged attacks (subject to the normal limitations of the Deflect Arrows feat) in a round. The first deflected attack is automatic, while the second requires an unarmed attack, the third an attack at a –5 penalty, the third at a –10 penalty, and the fourth and final at a –15 penalty.

Normal: You may use the Deflect Arrows feat only once per round.

IMPROVED DARKVISION

You have keen darkvision.

Prerequisite: Darkvision.

Benefit: Double the range of your darkvision. In addition, within the original range of your darkvision, you retain the ability to distinguish colors as though it were normal vision.

Normal: Darkvision is normally black and white only.

IMPROVED PIERCING SHOT

You wield ranged weapons with such skill that you can endanger multiple foes with one attack.

Prerequisites: Dex 13, Piercing Shot, Point Blank Shot, Precise Shot.

Benefit: As Piercing Shot (see page 96), except 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.

Special: A fighter may select Improved Piercing Shot as a fighter bonus feat.

INCREASED SPELL RESISTANCE

Your spell resistance is better than average.

Prerequisites: Spell resistance.

Benefit: Increase your spell resistance by 2.

Special: You can select this feat multiple times. Its effects stack.

INTUITIVE MAGIC

You are particularly talented at activating magic items.

Prerequisites: Use Magic Device 5 ranks, Skill Focus (Use Magic Device).

Benefit: You gain a +2 competence bonus on Use Magic Device checks. Once you activate an item once, you do not need to make a Use Magic Device check to activate it again.

INVISIBLE SPELL [METAMAGIC]

Spells you cast can be made invisible.

Prerequisites: Traceless Spell.

Benefit: You 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* to make the explosion and flames invisible (although the light created by the flash would be visible). You could not, though, cast an invisible *color spray* or *light* spell. If the spell does not have a visual effect, summons a creature 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 of the spell's normal level.

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.

IRRESISTIBLE CALL [MAGICAL STYLE]

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: Diplomacy 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 10 ranks, Enspelled Summons, Leadership, Skill Focus (Knowledge—the planes), Spell Focus (conjunction).

Benefit: When casting any *planar binding* spell, you may conjure a creature up to 2 Hit Dice greater than ordinarily allowed by the spell. In addition, you may add your Intelligence bonus as a competence bonus to the DC of the called creature's Charisma check to escape the trap and to your opposed Charisma checks made to compel the creature into your service.

ITEM LINK [META-ITEM CREATION]

Items you create use your caster level to derive their effects.

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Benefit: When crafting a magic item that stores a spell effect, such as a potion, scroll, or wand, that item always uses the wielder's caster level. If the wielder does not have a caster level, it is automatically set at the minimum caster level. For example, a *wand of fireball* in the hands of a 10th-level wizard deals 10d6 points of fire damage, but in the hands of a rogue making a successful Use Magic Device check, it would deal 5d6 points of fire damage instead, since 5th is the minimum caster level for *fireball*. To apply the effects of this meta-item creation feat, increase the base price by 50%.

LIGHTSIGHT

You are adapted to bright light.

Prerequisites: Light blindness.

Benefit: You lose the light blindness weakness, thereby making you no longer adversely affected when in the presence of bright light.

LIGHTNING GRAB

You are an expert at disarming and disabling foes.

Prerequisites: Int 13, Combat Expertise, Improved Disarm.

Benefit: If you successfully disarm an opponent, you may immediately make a touch attack to initiate a grapple as a swift action. Attempting to start a grapple in this way does not provoke an attack of opportunity.

LINGERING TOUCH

You can “double up” touch spells or cast other spells while you are holding a charge.

Benefit: When you cast a spell with a range of touch, 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.

Normal: When you cast a touch-range spell, you cannot cast another spell without losing the charge.

MITHRAL CARAPACE I [COMBAT STYLE]

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, Double Shielding, Improved Shield Bash, Shield Proficiency, Shield Mastery (any), Two-Weapon Defense, Two-Weapon Fighting.

Benefit: Your shield bash attacks deal an extra 3 points of damage.

MITHRAL CARAPACE II [COMBAT STYLE]

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: Greater Weapon Focus (heavy shield), Mithral Carapace I, Shield Specialization (heavy shield).

Benefit: Any enhancement bonus to AC from a heavy shield you wield

counts as an enhancement bonus on attacks and damage when you make shield bash attacks with it. This is an extraordinary ability.

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 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 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.

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.

Spells that create walls, such as *wall of force*, can also be affected by this feat. For a moving barrier to move a creature or creatures, but a creature can resist being moved if it beats your Concentration check result with a Strength check modified by its size bonus or penalty ordinarily granted to grapple checks (–4 for Small creatures, +4 for Large creatures, and so on).

A creature can only be affected by the moving spell once per round, regardless of whether it succeeds or fails on the save. For example, a moving *wall of fire* deals damage to the target just once per round even if you move the *wall of fire* over the same target multiple times.

A moving spell uses up a spell slot three levels higher than the spell's actual level.



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MUTABLE MAGIC [MAGICAL STYLE]

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: Knowledge (arcana) 5 ranks, Spellcraft 10 ranks, Enlarge Spell, Exchange Component, Extend Spell, Heighten Spell, Moving Spell.

Benefit: Once per day, you may apply the effects of one of your metamagic feats to any spell without increasing the effective level of the spell, but only if you could ordinarily cast the spell with the metamagic feat. If your caster level is 5th, you could not for example apply the benefit of the Quickened Spell feat to *magic missile* since the highest level spell you can cast is 3rd.

NO MORE SECRETS [MAGICAL STYLE]

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: Gather Information 5 ranks, Search 5 ranks, Spellcraft 5 ranks, Alertness, Greater Spell Focus (divination), Spell Focus (divination), Spell Penetration, ability to cast *syring*.

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.

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. In addition, you gain a +4 competence bonus on the dispel check. A nullify school spell uses up a spell slot of the spell's normal level.

NULLIFYING SPELL [METAMAGIC]

You can have your spells dispel or suppress magic cast only by enemies.

Benefit: When a target creature fails its saving throw against a spell modified by this feat, it must succeed on a Concentration check (DC 20 + the spell's level) or the spell fails. This effect persists for a number of rounds equal to one-half the modified level of the spell. A spell that nullifies enemy magic uses up a spell slot two levels higher than the spell's actual level.

Special: If you apply this feat to a spell that does not allow a saving throw, the target is entitled to a Will save (DC 10 + the spell level + your spellcasting ability modifier).

PAINFUL PIN

You force opponents into painful positions when you pin them.

Prerequisites: Improved Grapple, base attack bonus +4.

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 sickened for 1d4 rounds.

Special: A fighter may select Painful Pin as a fighter bonus feat.

PERFECT SHOT

You are adept at finding the best place to strike an opponent with a ranged attack.

Prerequisites: Dex 13, Point Blank Shot, Precise Shot, Weapon Focus (any one ranged weapon), base attack bonus +3.

Benefit: Select one ranged weapon for which you have selected the Weapon Focus feat. 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.

The extra damage only applies against targets 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.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon with which you have selected the Weapon Focus feat.

A fighter may select Perfect Shot as a fighter bonus feat.

PERFECT STRIKE

You are adept at finding the most effective place to strike an opponent in melee.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (any melee weapon), Weapon Specialization (any melee weapon), base attack bonus +3.

Benefit: Select one melee weapon for which you have selected both the Weapon Focus feat and the Weapon Specialization feat. 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 does not apply if you throw the weapon.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon for which you have selected both the Weapon Focus and Weapon Specialization feats.

A fighter may select Perfect Strike as a fighter bonus feat.

PIERCING SHOT

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 passes 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, deal damage as normal.

Special: A fighter may select Piercing Shot as a fighter bonus feat.

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POISON RAIN I [COMBAT STYLE]

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, Craft (poison) 5 ranks, Exotic Weapon Proficiency (repeating hand crossbow), Point Blank Shot, Poison Use, Precise Shot, Quick Draw.

Benefit: You can reload a case of bolts into a repeating hand crossbow as a free action.

POISON RAIN II [COMBAT STYLE]

Seasoned masters of the Poison Rain style truly live up to its name, unleashing a storm of poisoned hand crossbow bolts with each attack.

Prerequisites: Dex 15, Improved Critical (repeating hand crossbow), Improved Two-Weapon Fighting, Poison Rain I, Rapid Shot, Two-Weapon Fighting, base attack bonus +9.

Benefit: When using a repeating hand crossbow in each of your hands, when making 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.

POISON USE

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 (any ranged weapon).

Benefit: You can deliver spells with a range of touch 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 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.

Special: If you have the Lingering Touch feat (see that entry, above), you can channel two touch spells into the ranged weapon.

RAZOR'S EDGE [COMBAT STYLE]

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, Combat Expertise, Dodge, Impressive Battledance, Mobility, Spring Attack, Weapon Finesse, Whirlwind Attack, Perform (dance) 5 ranks, Tumble 15 ranks, base attack bonus +15.

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 make a Tumble check to avoid them.

RE-CONCENTRATE

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: Gain a +3 competence bonus to Concentration checks.

When you voluntarily stop 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.

RESIST AND THRIVE [COMBAT STYLE]

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.

Benefit: Once per day, you may re-roll any failed saving throw, taking the better of the two results.

SACRIFICE FAMILIAR

You can snuff out the life force of your familiar to increase the power of a spell.

Prerequisite: Familiar, evil.

Benefit: You no longer take penalties if your familiar dies.

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. 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.

SEE ME NOT [MAGICAL STYLE]

Even though there usually are more practitioners of the See Me Not style in drow settlements than any other magical styles, 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: Hide 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Greater Spell Focus (illusion), Invisible Spell, Silent Spell, Spell Focus (illusion), Still Spell, Traceless Spell.

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Benefit: You gain a +4 insight bonus to saving throws to negate divination spells cast on you. In addition, you can always take 10 on Bluff or Spellcraft checks to conceal or disguise your spellcasting. When using the Silent Spell feat to modify a spell, it does not increase the effective spell level.

SHIELD MASTERY

You are trained to use a shield with extraordinary deftness.

Prerequisite: Shield Proficiency.

Benefit: Choose a type of shield (buckler, light, heavy, or tower). When you use that type of shield, you gain a +1 competence bonus to your Armor Class.

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.

A fighter may select Shield Mastery as a fighter bonus feat.

SLIPPERY SKIN [COMBAT STYLE]

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, Tumble 10 ranks, Exceptional Tumbler, Spring Charge.

Benefit: You do not take a –10 penalty when making an accelerated Tumble check. In addition, when making attacks in the same round as when you make a Tumble check or when using the Spring Charge feat, you gain a +1 competence bonus to attack and damage rolls.

SPELL PORTER [MAGICAL STYLE]

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: Knowledge (arcana) 10 ranks, Empower Spell, Great Fortitude, Greater Spell Focus (transmutation), Spell Focus (transmutation).

Benefit: Any transmutation spell you cast with a weight limit has that limit increased by 100%.

SPELL SHIELDING [MAGICAL STYLE]

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: Concentration 10 ranks, Knowledge (arcana) 5 ranks, Combat Casting, Dodge, Spell Focus (abjuration).

Benefit: You do not provoke attacks of opportunity when casting an abjuration spell while in a threatened area.

SPRING CHARGE

You can charge when making a spring attack.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: While using 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 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.

Special: A fighter may select Spring Charge as a fighter bonus feat.

STRONG OFF-HAND ATTACK

Your off-hand attacks are as strong as attacks with your primary hand.

Prerequisites: Str 15, Dex 15, Two-Weapon Fighting, base attack bonus +15.

Benefit: When wielding two weapons and you hit with your offhand weapon, you may add your full Strength bonus to damage.

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.

A fighter may select Strong Off-Hand Attack as a fighter bonus feat.

STRONG SPELLCASTING

Your spells are more difficult to dispel.

Benefit: You gain a +2 bonus to checks made to dispel a spell or spell-like ability. When someone other than yourself tries to dispel one of your spells, they take a –2 circumstance penalty to the dispel check.

STRONG TWO- HANDED ATTACK

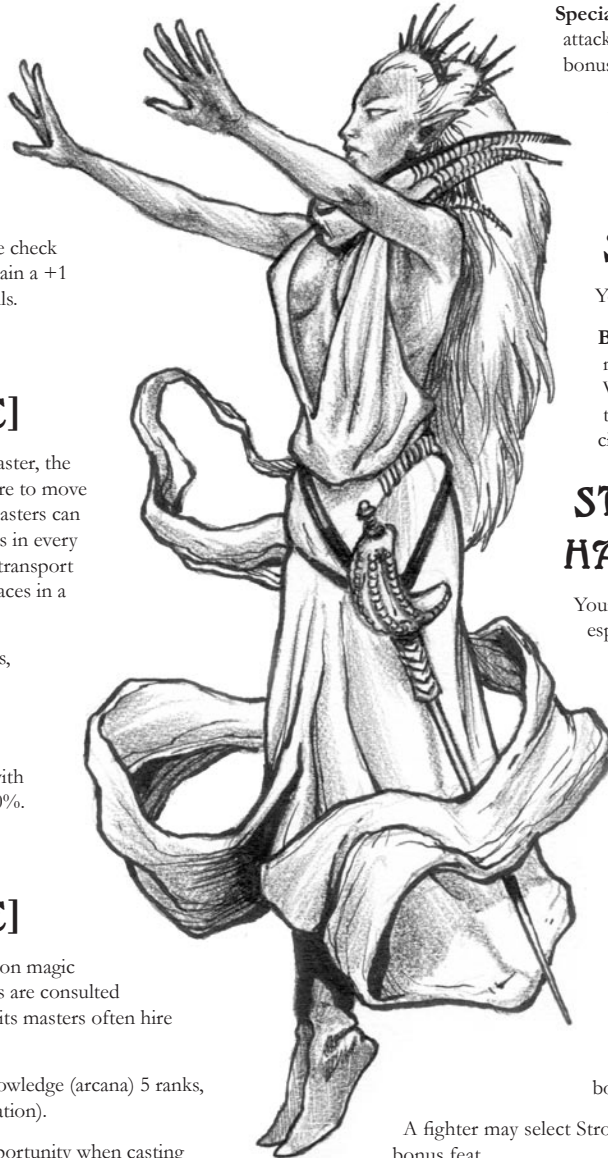
Your attacks with a two-handed weapon are especially devastating.

Prerequisites: Str 17, Power Attack, Power Critical, base attack bonus +12.

Benefit: When wielding a weapon in two hands, you may, as a full-round action, make a single melee attack with a +2 circumstance bonus for each extra attack you would normally gain for making a full attack action (+2 for two attacks, +4 for three attacks, and +6 for four attacks). If you hit, you add twice your Strength bonus to damage.

Special: When used in conjunction with Power Attack, Strong Two-Handed Attack you add three times your Strength bonus.

A fighter may select Strong Two-Handed Attack as a fighter bonus feat.



CHAPTER FIVE: SKILLS AND FEATS

TAKE AND TAKE DOWN [COMBAT STYLE]

Professional slavers and torturers developed the Take and Take Down style 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, Combat Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Lightning Grab, Weapon Knack.

Benefit: As a full-round action, you may make a special disarm attack to snatch your foe's weapon and knock him to the ground. When you disarm an opponent wielding a one-handed or light weapon and have a hand free, you automatically grab the opponent's weapon. You may then attack the opponent with that weapon (assuming you can wield it) at your highest base attack bonus. If you deal 10 or more points of damage, you may immediately make a trip attempt against the foe.

TORTUROUS GRASP [COMBAT STYLE]

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, Intimidate 10 ranks, Impressive Demonstration, Improved Grapple, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon of Choice.

Benefit: If you establish a hold on a foe that is shaken by a successful use of Intimidate in this combat, you automatically deal critical damage with your unarmed strike or with a light weapon you're wielding. You may also use Intimidate during a grapple.

TOTAL DARKVISION

You can see as far with your darkvision as a human can with normal vision.

Prerequisites: Drow, Wis 13.

Benefit: Gain a +4 competence bonus to Spot checks. The range of your darkvision is not limited by any specific distance; you can see as far as a human can see in daylight.

TRACELESS SPELL [METAMAGIC]

You can cast spells so that no one can trace back to you.

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. You can mask the path of *magic missile*, *fireball*, or ray of *enfeeblement*, but not a *lightning bolt* or *cone of cold*. A traceless spell uses up the same spell slot as the spell's actual level.

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.

UNCANNY EVASION

Your ability to evade certain dangerous attacks is astonishing.

Prerequisites: Dex 13, Lightning Reflexes, evasion.

Benefit: Gain a +2 competence bonus to Reflex saves. When making a Reflex save that would ordinarily allow you to benefit from evasion or improved evasion, you may roll two dice and take the better result. Once you use this feat, you lose its benefits for 3 rounds.

UNIQUE SPELL ABILITIES

You select your own spell-like abilities.

Prerequisite: Cha 15, drow.

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 caster whose level equals your character level.

Special: You may only take this feat at 1st level.



VERMIN COMPANION

You may select vermin in place of your animal companion.

Prerequisites: Animal companion.

Benefits: In lieu of selecting an animal for your animal companion, you may select a vermin creature. You may select any of the following creatures: soldier giant ant, giant fire beetle, Medium monstrous centipede, Small monstrous scorpion, or Small monstrous spider.

As with the normal animal companion abilities, you may acquire the service of more powerful vermin at higher levels.

At 4th level (level -3), you may instead select a giant bee, giant bombardier beetle, giant praying mantis, Large monstrous centipede, Medium monstrous scorpion, or Medium monstrous spider.

At 7th level (level -6), you may select a giant stag beetle, giant wasp, Huge monstrous centipede, Large monstrous scorpion, Large monstrous spider.

At 10th level (level -9), you may select a Huge monstrous scorpion or a Huge monstrous spider.

VERMIN EMPATHY

You have an uncanny ability to comprehend the alien mindsets of vermin.

Prerequisite: Wild empathy.

Benefit: You may make wild empathy checks to modify the attitudes of vermin. Treat vermin as magical beasts for the purposes of these rolls.

VERMIN WILD SHAPE

You can take the form of a vermin when you use the wild shape ability.

Prerequisite: Wild shape.

CHAPTER FIVE: SKILLS AND FEATS

Benefit: When you wild shape, you may take the form of a vermin 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 Spell, Weapon Focus (selected melee weapon).

Benefit: You can deliver touch-range spells with the selected melee weapon. You must hold the weapon 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.

Special: If you have the Lingering Touch feat (see that entry, above), you can channel two touch spells into the weapon.

WEAPON KNACK

You have a knack for using any kind of weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: When using a weapon with which you are not proficient, you take only a –2 penalty on attack rolls.

Normal: When using a weapon with which you are not proficient, you take a –4 nonproficiency penalty on attack rolls.

A fighter may select Weapon Knack as a fighter bonus feat.

WEAPON OF CHOICE

Your skill with a weapon makes it seem feather-light in your hands.

Prerequisites: Weapon Focus (one-handed melee weapon), base attack bonus +4.

Benefit: Select a one-handed melee weapon for which you selected the Weapon Focus feat. This weapon counts as a light weapon for the purposes of two-weapon fighting, and you can use it with the Weapon Finesse feat. You can even use it in a grapple or when swallowed by a creature.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

A fighter may select Weapon of Choice as a fighter bonus feat.

WHISPER SPELL

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.

In addition, if you have the Silent Spell metamagic feat, you may apply the effects of that feat on any spell you know or have prepared as a swift action. Spells modified in this way do not take up a higher spell slot to cast. You may use this function of Whisper Spell a number of times per day equal to your key ability for casting (Intelligence for wizards, Wisdom for clerics, and so on).

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

Your faerie fire spells affect a larger area.

Prerequisite: Drow.

Benefit: You may cast *faerie fire* one additional time per day.

When you cast the faerie fire spell, it affects all creatures within a 20-foot radius spread. 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.



CHAPTER SIX: EQUIPMENT

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

The followers of Arrachnovoleth first created verminous items, 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 nonlethal 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 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

CHAPTER SIX: EQUIPMENT

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 . . .

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 the 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 concealment (20% miss chance) 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 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 innocuous. These round, plump items resemble grossly engorged flies with semi-translucent 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 the wall or ceiling at which it was thrown. For the next 5 rounds, its abdomen flashes brightly in a rapid staccato pattern. This bright flashing blinds (no save) any creature with light blindness (such as drow and the drow subraces) within 15 feet if they are not shielded from the light (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

TABLE 6-1: SPECIALTY VERMINOUS ITEMS

Item	Cost	Weight	DC	HD	hp	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

obstruction it bumps into. Unlike many flying verminous items, it can bear some weight. Creatures and objects weighing less than 30 pounds can be 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 DC 27 Strength check, 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.

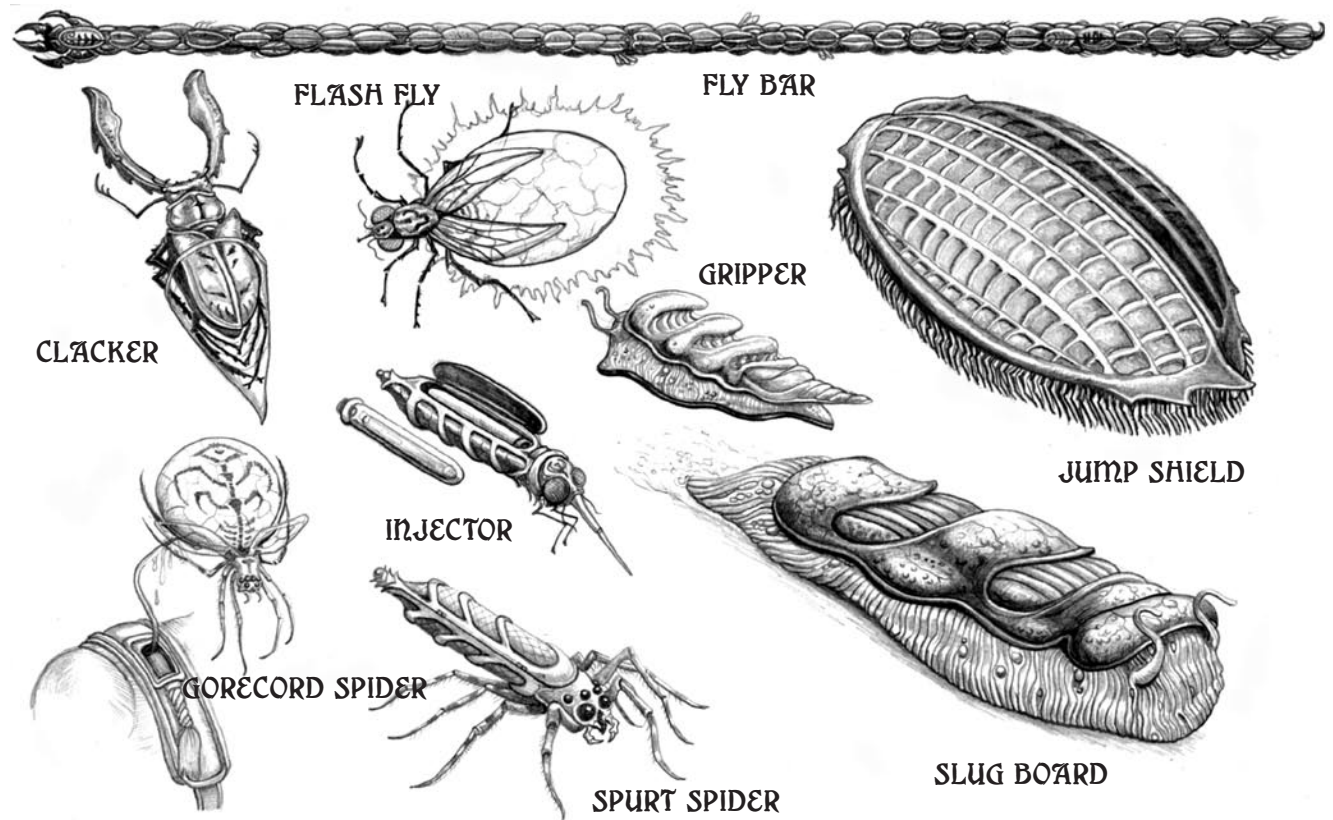
GRIPPER

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 DC 28 Strength check 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 (DC 25 Climb check) 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 obvious: Most are sold with a curative 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.



CHAPTER SIX: EQUIPMENT

A creature can use an injector in hand on itself as a swift action. The injector deals 1 point of damage, and 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.

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 heavy 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 swift 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 in a straight line.

A creature wishing to move in this fashion must make a DC 10 Balance check at the beginning of each round of such movement. This free action 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 that 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 Survival 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 swift action), 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.

WEAPON DESCRIPTIONS

The following new weapons originate with the drow, but may be found in other environments as if their market price were ten times the list price. This increase applies only to the item's availability and not its actual price.

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 (at a 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.

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 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 until your next turn. 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.

You must pay separately for enhancement bonuses when improving a bladed buckler. Essentially, enhancement bonuses that improve the protective quality of the shield are tracked separately from enhancement bonuses that improved the shield function as a weapon.

CHAPTER SIX: EQUIPMENT

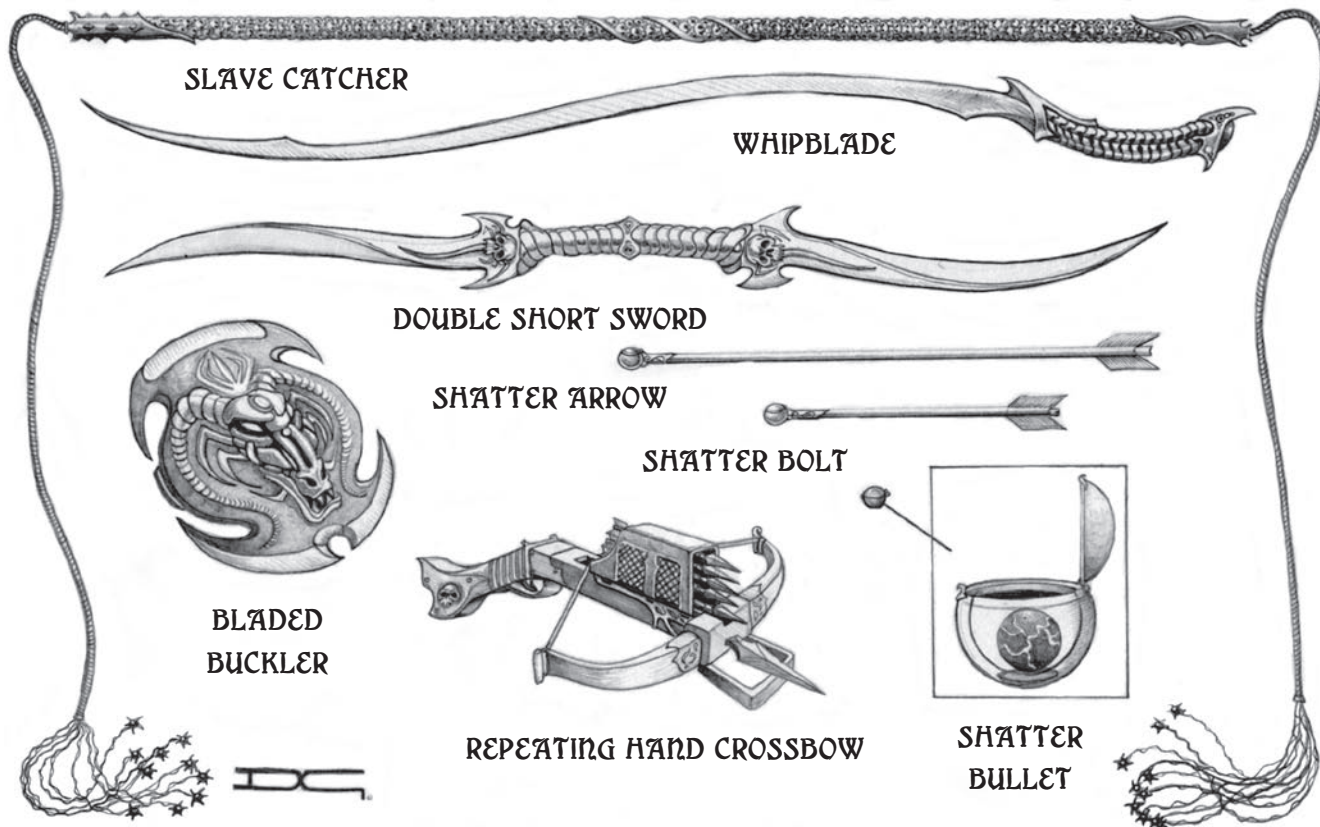


TABLE 6-2: NEW WEAPONS

Any	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Verminous	—	—	—	—	—	×2/3	—
Ammunition	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Shatter Ammunition							
Arrow (10)	1 gp	11	1d21	×2	—	2 lb.	Bludgeoning
Bolt (10)	2 gp	11	1d21	×2	—	2 lb.	Bludgeoning
Bullet (10)	2 sp	11	1d21	×2	—	2 lb.	Bludgeoning
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Buckler, bladed	20 gp	1d4	1d6	×2	—	6 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
<i>Two-Handed Melee Weapons</i>							
Slave catcher†*	25 gp	1d3/1d31	1d4/1d41	×2	—	8 lb.	Slashing
Sword, double short†	30 gp	1d4/1d4	1d6/1d6	19–20	—	5 lb.	Piercing
Whipblade	35 gp	1d6	1d8	18–20	—	8 lb.	Slashing
<i>Ranged Weapons</i>							
Crossbow, repeating hand	350 gp	1d3	1d4	19–20	30 ft.	4 lb.	Piercing
3-bolt clip	5 sp	—	—	—	—	1 lb.	—
5-bolt clip	1 gp	—	—	—	—	1-1/2 lb.	—
10-bolt clip	2 gp	—	—	—	—	3 lb.	—

† Double weapon

* Reach weapon

1 These weapons deal nonlethal damage.

CHAPTER SIX: EQUIPMENT

HAND CROSSBOW, REPEATING

A repeating hand crossbow looks like a miniature version of the repeating light 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. Loading a repeating hand crossbow with a new bolt clip is a move action that does not provoke attacks of opportunity.

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 nonlethal damage.

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, effectively making it a melee weapon with a 15-foot reach, though when wielded in this way, the wielder does not threaten the area into which he makes the attack. A wielder armed with a slave catcher can attack foes anywhere within reach, unlike most other reach weapons. However, using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

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 nonlethal 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).

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. A character proficient in the double short sword may wield it with two hands when using it as a double weapon, and if so, he may use the Weapon Finesse feat 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. 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.

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 (at a 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.

FISH-MAN LEATHER

Fish-man 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. Fish-man 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 somatic components of arcane spellcasting more than do other forms of light armor. 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.

CHAPTER SIX: EQUIPMENT

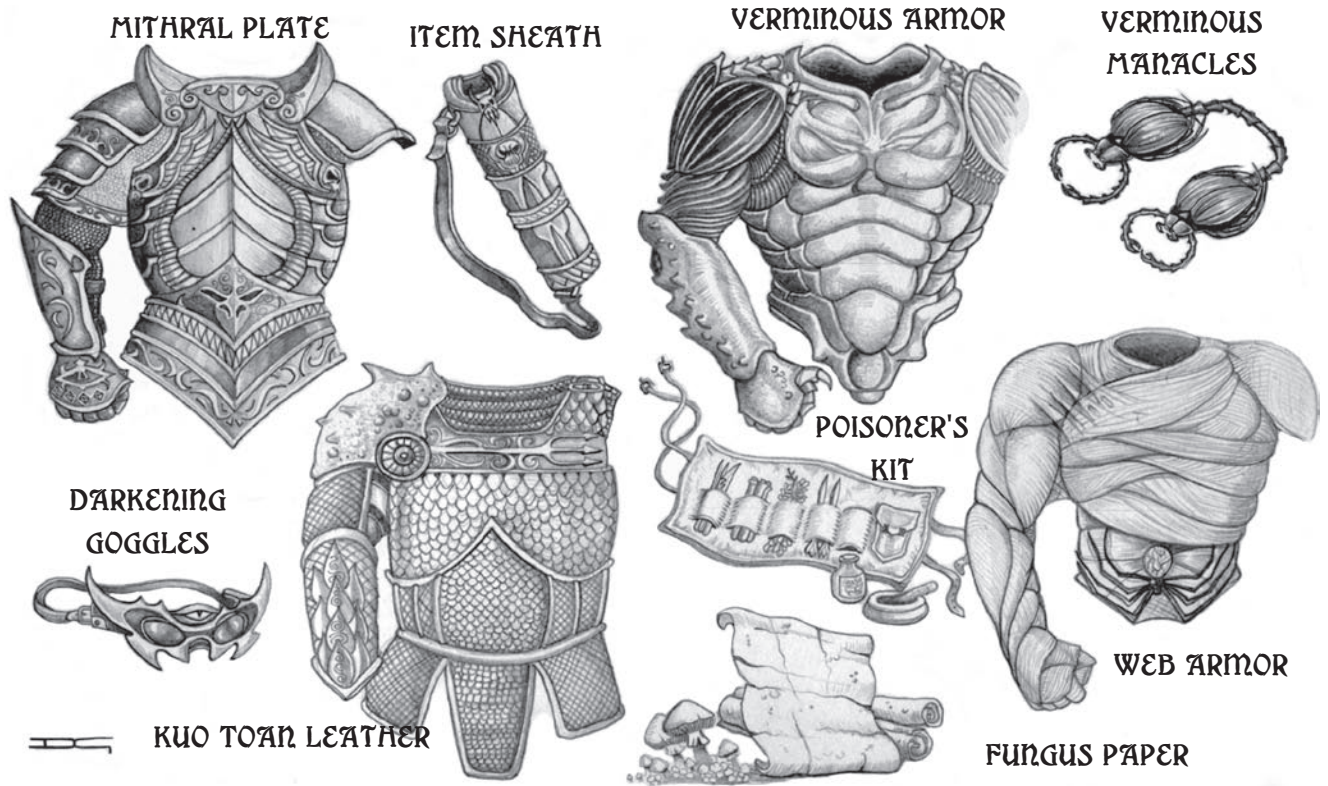


TABLE 6-3: NEW ARMOR

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed— (30 ft.)	(20 ft.)	Weight ×2/3
Verminous	—	—	—	—	—	—	—	—
<i>Light Armor</i>								
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.
Fish-man leather	500 gp	+6	+4	–6	35%	30 ft.	20 ft.	15 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 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 Search and Spot 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

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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. 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 *PH*, 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 (poison) skill checks.

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 DC 26 Strength check. In addition, it grants a +4 circumstance bonus on Use Rope checks.

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 Handle Animal with a vermin mount.

GIANT BOMBARDIER BEETLE

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 STAG BEETLE

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 of 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.

LARGE MONSTROUS CENTIPEDE

Fast but fragile, a monstrous centipede mount has room for two Medium 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.

LARGE MONSTROUS SPIDER

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.

TABLE 6-5:

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



CHAPTER SIX: EQUIPMENT

SLAVES

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 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 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 this 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. 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.

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
Etlin	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

BUGBEAR

Bugbears are strong and hardy creatures that 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.

CHOKERS

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.

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.

DREYS, 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.

DREYS, 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.

CHAPTER SIX: EQUIPMENT

DWARVES, 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 are kept 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.

DWARVES, 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 some speak Undercommon and have stonemasonry skills, they are easy to train for many tasks but are especially useful for the difficult and complicated task of stonemasonry.

ELVES

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 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.

ETTINS

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.

GNOMES, 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.

GOBLINS

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.

GRIMLOCKS

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.

HALF-ELVES

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 *zych* 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 moulder, 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

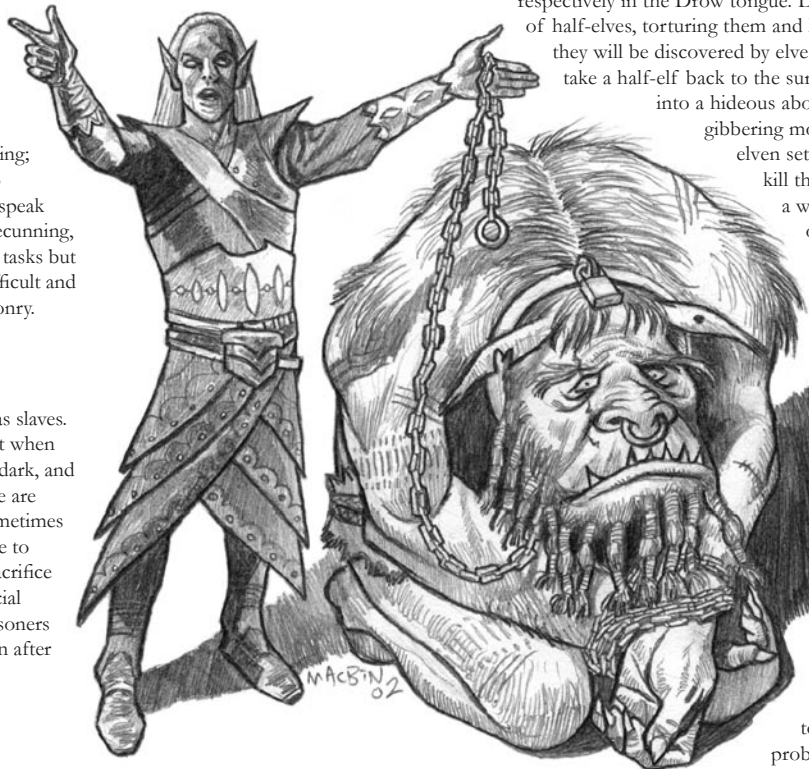
Drow view half-orcs as little different from normal orcs, and they are often surprised when the introduction of a half-orc to an orc work crew causes problems. They regard very humanlike half-orcs as ugly humans until it becomes apparent that the creatures have darkvision. Such captives are sometimes sold as novelties, "humans who can see in the dark."

HALFLINGS

Surface halflings are less useful than are 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.

HALFLINGS, 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.



CHAPTER SIX: EQUIPMENT

HOBGOBLINS

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.

HUMANS

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.

KOBOLDS

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.

OGRES

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.

ORCS

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 DC 13 Fortitude saving throws 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.

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

CHAPTER SIX: EQUIPMENT

A sac of dweomer draw can be thrown as a grenadelike weapon with a 10-foot range increment (no splash, see the *PH* 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 DC 13 Reflex saves.

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.

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 to which the subject has already been exposed. 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 DC 18 Wisdom check to notice the presence of poison slow in food or drink. If you have 5 ranks in Profession (cook), Craft (poison), or Craft (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 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.

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** in **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 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 Survival 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.



CHAPTER SIX: EQUIPMENT

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 *PH* 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 $\times$ minimum caster level $\times$ 50 Spell, 4th-Level or Higher, Single-Use: Spell level $\times$ minimum caster level $\times$ 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 $\times$ minimum caster level $\times$ 20

Derive the Price Modifier: Next, derive the alchemical item's price. *Alchemical Item Price:* Magic item market price $\times$ 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>darkvision</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



CHAPTER SIX: EQUIPMENT

POISONS

Dark elves use countless types of poisons. They have invented thousands, and they have 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. 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 (poison) 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

Alchemical poisons are created from rare plants, natural chemicals, minerals, and other vile ingredients.

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, and 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 *lesser confusion* spell, but not magic or mind-affecting). Failing the second save causes more prolonged madness (as the *confusion* spell, but neither magic nor 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 +2d6 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.

THRILL KILL

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 +2d4 enhancement bonuses to Strength and Constitution automatically. These bonuses last 1 minute (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.

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TABLE 6-9: ALCHEMICAL AND NATURAL POISONS

	Type	DC	Initial Damage	Secondary Damage	Price
Alchemical Poisons					
Blindwater	Contact	16	Blindness (1 rd)	Blinding sickness*	100 gp
Blissroot	Ingested	15	2d4 Wis	As <i>hideous laughter</i>	200 gp
Darkblind	Injury	16	1d4 Con	Blinds darkvision	375 gp
Fleeting strength	Ingested	15	Gain 2d4 Str (1 min.)	4d4 Str	220 gp
Fool's courage	Ingested	18	+8 against fear	1d6 Wis	45 gp
Knockout poison	Injury	17	Unconsciousness	Unconsciousness (2d4 hours)	350 gp
Madness bloom	Injury	17	Confusion	Confusion (1 minute)	1,000 gp
Rigorous dance	Ingested	17	Gain 2d6 Dex (1 min.)	Paralysis (1d3 days)	400 gp
Stumbler	Injury	14	−10 speed	4d6 Dex	250 gp
Thrill kill	Ingested	13	Gain 2d4 Con, 2d4 Str	Death	600 gp
Tiring treacle	Injury	15	Fatigue/exhaustion	Exhausted	900 gp
Natural Poisons					
Aboleth gel	Contact	19	1d12 hp	3d6 Cha	800 gp
Aranea	Injury	13	1d6 Str	2d6 Str	575 gp
Athach	Injury	22	1d6 Str	2d6 Str	820 gp
Bee, giant	Injury	13	1d6 Con	1d6 Con	1,140 gp
Brain juice	Contact	13	Paralysis 2d6 minutes	—	600 gp
Centipede, monstrous (Tiny)	Injury	11	1 Dex	1 Dex	50 gp
Centipede, monstrous (Small)	Injury	11	1d2 Dex	1d2 Dex	90 gp
Centipede, monstrous (Medium)	Injury	13	1d3 Dex	1d3 Dex	150 gp
Centipede, monstrous (Large)	Injury	16	1d4 Dex	1d4 Dex	175 gp
Centipede, monstrous (Huge)	Injury	18	1d6 Dex	1d6 Dex	200 gp
Centipede, monstrous (Garg.)	Injury	26	1d8 Dex	1d8 Dex	450 gp
Centipede, monstrous (Colossal)	Injury	36	2d6 Dex	2d6 Dex	2,000 gp
Chuul juice	Contact	19	Paralysis 6 rounds	—	150 gp
Couatl	Injury	16	2d4 Str	4d4 Str	1,200 gp
Demon, bebilith	Injury	20	1d6 Con	2d6 Con	1,800 gp
Demon, quasit	Injury	13	1d4 Dex	2d4 Dex	400 gp
Devil, imp	Injury	13	1d4 Dex	2d4 Dex	400 gp
Devil, osyluth	Injury	14	1d6 Str	2d6 Str	600 gp
Dragon bile	Contact	26	3d6 Str	—	1,500 gp
Drider	Injury	16	1d6 Str	1d6 Str	155 gp
Ettercap	Injury	13	1d6 Dex	2d6 Dex	575 gp
Formian, myrmarch	Injury	20	2d6 Dex	2d6 Dex	1,500 gp
Formian, taskmaster	Injury	15	1d6 Str	1d6 Str	140 gp
Formian, warrior	Injury	14	1d6 Str	1d6 Str	130 gp
Gorgon's breath*	Inhaled	17	Petrification	Petrification	2,520 gp
Leech, monstrous (Small)	Injury	12	Paralysis 1 minute	Paralysis 1 minute	140 gp
Leech, monstrous (Medium)	Injury	15	Paralysis 1 minute	Paralysis 1 minute	240 gp
Leech, monstrous (Large)	Injury	18	Paralysis 1 minute	Paralysis 1 minute	300 gp
Leech, monstrous (Huge)	Injury	22	Paralysis 1 minute	Paralysis 1 minute	1,400 gp
Medusa	Injury	14	1d6 Str	2d6 Str	600 gp
Naga, dark	Injury	16	Sleep 2d4 minutes	—	140 gp
Naga, guardian	Injury	19	2d8 Con	2d8 Con	3,750 gp
Naga, spirit	Injury	18	1d8 Con	1d8 Con	1,600 gp
Naga, water	Injury	17	1d8 Con	1d8 Con	1,500 gp
Nymph musk	Inhaled	17	Permanent blindness	Death	2,500 gp
Phase spider	Injury	15	2d6 Con	2d6 Con	2,900 gp
Pseudodragon	Injury	12	Sleep 1 minute	Sleep 1d3 days	120 gp
Purple worm	Injury	24	1d6 Str	2d6 Str	900 gp
Scorpion, monstrous (Tiny)	Injury	11	1d2 Str	1d2 Str	90 gp
Scorpion, monstrous (Small)	Injury	11	1d3 Str	1d3 Str	120 gp
Scorpion, monstrous (Medium)	Injury	15	1d4 Str	1d4 Str	145 gp
Scorpion, monstrous (Large)	Injury	18	1d6 Str	1d6 Str	200 gp
Scorpion, monstrous (Huge)	Injury	26	1d8 Str	1d8 Str	450 gp
Scorpion, monstrous (Garg)	Injury	36	2d6 Str	2d6 Str	3,000 gp
Scorpion, monstrous (Colossal)	Injury	54	2d8 Str	2d8 Str	6,000 gp
Snake, viper (Tiny to Large)	Injury	11	1d6 Con	1d6 Con	1,000 gp
Snake, viper (Huge)	Injury	13	1d6 Con	1d6 Con	1,140 gp
Spider eater sting	Injury	17	—	Paralysis 1d8+5 weeks	650 gp
Spider, monstrous (Tiny)	Injury	11	1d2 Str	1d2 Str	90 gp
Spider, monstrous (Small)	Injury	11	1d3 Str	1d3 Str	120 gp
Spider, monstrous (Medium)	Injury	14	1d4 Str	1d4 Str	130 gp
Spider, monstrous (Large)	Injury	16	1d6 Str	1d6 Str	155 gp
Spider, monstrous (Huge)	Injury	22	1d8 Str	1d8 Str	350 gp
Spider, monstrous (Gargantuan)	Injury	31	2d6 Str	2d6 Str	1,750 gp
Spider, monstrous (Colossal)	Injury	35	2d8 Str	2d8 Str	2,800 gp
Troglodyte musk	Inhaled	13	Nauseated 1 minute	1d6 Str	400 gp
Wasp, giant	Injury	18	1d6 Dex	1d6 Dex	200 gp
Wyvern	Injury	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.

SERVANT SACRIFICES

Dark elves are notorious for their cruelty and chilling practicality, and rarely are these 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 generally unwilling unless their attitudes are improved to fanatic (see *Epic Level Handbook* for details).

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 × 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 and killed by the magic item's creator with coup de grace attacks. Sacrificed creatures yield XP equal to the total of their CR × 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.

CHAPTER SEVEN: SPELLS AND MAGIC

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.

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 that 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 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 a DC 10 Craft (alchemy) check. 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 the PH, receives a +2 synergy bonus on the Heal check.

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 at what level the spell must be cast. Such spells can be further modified by any metamagic feat except the metamagic feat the power

CHAPTER SEVEN: SPELLS AND MAGIC

CREATING POWER COMPONENTS

Creating power components is easy and fun, but you need to keep a few things 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 DC 15 Spellcraft check to understand the power component's function. If the party has obtained a power component, a PC can examine it, making the appropriate DC 20 Knowledge check, as listed in **Table 7-1: Extraction Knowledge Synergy**, and a DC 10 Heal check 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 rare.

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.

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

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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	—
Blink dog heart	<i>blink</i>	Extend Spell	120 gp	1 lb.
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>	Extend 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>shout</i>	Enlarge Spell	160 gp	5 lb.
Devil				
Osyloth 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 —	—
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	—
Living web essence*	<i>web walk*</i>	Extend Spell	80 gp	—
Medusa head	<i>flesh to stone</i>	Enlarge Spell	240 gp	12 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.
Otyugh 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.
Sprite wing, pixie	<i>irresistible dance</i>	Far Hand*	80 gp	—
Titan foot	<i>bless</i>	Extend Spell	80 gp	20 lb.
	<i>pass without trace</i>	Extend Spell	80 gp	20 lb.

CHAPTER SEVEN: SPELLS AND MAGIC

TABLE 7-2: EXAMPLE POWER COMPONENTS (CON'T)

Treant heartwood	<i>ironwood</i>	Extend Spell	240 gp	15 lb.
Troglodyte stink gland	<i>stinking cloud</i>	Extend Spell	120 gp	—
Troll nose	<i>cure light wounds</i>	Quicken Spell	250 gp	—
Unicorn horn	<i>cure serious wounds</i>	Quicken Spell	1,500 gp	2 lb.
	<i>neutralize poison</i>	Quicken Spell	1,500 gp	2 lb.
Wight hand	<i>chill touch</i>	Heighten Spell (4th level)	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	10 lb.
	Juvenile-adult	Heighten Spell (+2 levels)	270 gp	20 lb.
	Mature adult-very old	Heighten Spell (+3 levels)	960 gp	30 lb.
	Ancient-great wyrm	Heighten Spell (+4 levels)	2,500 gp	40 lb.
Eye	See Table 7-4: Modified Spells by Type and Age			
	Wyrmling-young	Still Spell	40 gp	—
	Juvenile-adult	Still Spell	120 gp	1 lb.
	Mature adult-very old	Still Spell	240 gp	3 lb.
	Ancient-great wyrm	Still Spell	400 gp	8 lb.
Head (intact)	See Table 7-4: Modified Spells by Type and Age			
	Wyrmling-young	Heighten Spell (+1 level)	160 gp	16 lb.
		Silent Spell		
		Still Spell		
	Juvenile-adult	Heighten Spell (+2 levels)	750 gp	45 lb.
		Silent Spell		
		Still Spell		
	Mature adult-very old	Heighten Spell (+3 levels)	2,160 gp	140 lb.
		Silent Spell		
		Still Spell		
	Ancient-great wyrm	Heighten Spell (+4 levels)	16,660 gp	450 lb.
		Silent Spell		
		Still Spell		
Heart	See Table 7-4: Modified Spells by Type and Age			
	Wyrmling-young	Quicken Spell	250 gp	3 lb.
	Juvenile-adult	Quicken Spell	750 gp	8 lb.
	Mature adult-very old	Quicken Spell	1,500 gp	20 lb.
	Ancient-great wyrm	Quicken Spell	2,500 gp	50 lb.
Tongue	See Table 7-4: Modified Spells by Type and Age			
	Wyrmling-young	Silent Spell	40 gp	—
	Juvenile-adult	Silent Spell	120 gp	3 lb.
	Mature adult-very old	Silent Spell	240 gp	8 lb.
	Ancient-great wyrm	Silent Spell	400 gp	20 lb.

TABLE 7-4: MODIFIED SPELLS BY TYPE AND AGE

	— Modified Spells by Age* —			
Type	Wyrmling-Young	Juvenile-Adult	Mature Adult-Very Old	Ancient-Great Wyrmling
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>charm animal</i>	<i>fog cloud</i>	<i>greater magic fang</i>	<i>polymorph</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*.

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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.

SPELL LISTS

Advanced Race Codex: Drow adds many new spells to your game. These spells add to the spell lists of the various classes as shown below.

ASSASSIN SPELLS

1ST-LEVEL ASSASSIN SPELLS

Lightsight: Negate penalties caused by light for 1 round.

Shadow Weapon: Create a quasi-real melee weapon.

Undetectable Poison: Hides a poison from detection.

2ND-LEVEL ASSASSIN SPELLS

Deaden Sound: Listen checks to hear sounds from the area take a –20 penalty.

Fit of Pique: Force target to attack its ally.

BARD SPELLS

1ST-LEVEL ASSASSIN SPELLS

Lightsight: Negate penalties caused by light for 1 round.

2ND-LEVEL BARD SPELLS

Fit of Pique: Force target to attack its ally.

Undetectable Poison: Hides a poison from detection.

4TH-LEVEL BARD SPELLS

Fit of Passion: As *fit of pique*, but longer duration.

BLACKGUARD/

UNHOLY WARRIOR SPELLS

1ST-LEVEL BLACKGUARD/

UNHOLY WARRIOR SPELLS

Lightsight: Negate penalties caused by light for 1 round.

Undetectable Poison: Hides a poison from detection.

2ND-LEVEL BLACKGUARD/

UNHOLY WARRIOR SPELLS

Angry Wound: Touch deals 1d6 damage each round.

Fit of Pique: Force target to attack its ally.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS

Lightsight: Negate penalties caused by light for 1 round.

1ST-LEVEL CLERIC SPELLS

Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.

Summon Underdark Slave I: Summon a creature of the Underdark to serve you.

Vigilance: Recipients gain +1 bonus on Listen, Sense Motive, and Spot checks, +2 against enchantment effects.

2ND-LEVEL CLERIC SPELLS

Air Breathing: Touched water breather can breathe air.

Summon Underdark Slave II: As *summon Underdark slave I*, but more powerful creatures.

3RD-LEVEL CLERIC SPELLS

Summon Underdark Slave III: As *summon Underdark slave I*, but more powerful creatures.

4TH-LEVEL CLERIC SPELLS

Soften: Decrease an object's harness.

Summon Underdark Slave IV: As *summon Underdark slave I*, but more powerful creatures.

5TH-LEVEL CLERIC SPELLS

Summon Underdark Slave V: As *summon Underdark slave I*, but more powerful creatures.

6TH-LEVEL CLERIC SPELLS

Summon Underdark Slave VI: As *summon Underdark slave I*, but more powerful creatures.

7TH-LEVEL CLERIC SPELLS

Summon Underdark Slave VII: As *summon Underdark slave I*, but more powerful creatures.

8TH-LEVEL CLERIC SPELLS

Summon Underdark Slave VIII: As *summon Underdark slave I*, but more powerful creatures.

Tide of War: Force creatures to attack nearby friends or foes.

CHAPTER SEVEN: SPELLS AND MAGIC

9TH-LEVEL CLERIC SPELLS

Infernal Whip: Create a deadly whip with 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 DRUID SPELLS

Lightsight: Negate penalties caused by light for 1 round.

1ST-LEVEL DRUID SPELLS

Vermin Servants: A number of vermin loyally serve you.

2ND-LEVEL DRUID SPELLS

Air Breathing: Touched water breather can breathe air.

Piercer: Cause 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 DRUID SPELLS

Awaken Evil X: As *awaken*, but tree or animal becomes evil.

Dominate Vermin: Completely control a vermin's actions.

True Hearing: Hear things as they truly are.

8TH-LEVEL DRUID SPELLS

Vermin Army: Summons vermin allies to fight for you.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Vigilance: Recipients gain +1 bonus on Listen, Sense Motive, and Spot checks, +2 against enchantment effects.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Lightsight: Negate penalties caused by light for 1 round.

Vermin Servants: A number of vermin loyally serve you.

Vigilance: Recipients gain +1 bonus on Listen, Sense Motive, and Spot checks, +2 against enchantment effects.

2ND-LEVEL RANGER SPELLS

Piercer: Cause 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.

Vigilance: Recipients gain +1 bonus on Listen, Sense Motive, and Spot checks, +2 against enchantment effects.

Web Walk: Pass through webs as though they were not there.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS

Trans **Lightsight:** Negate penalties caused by light for 1 round.

1ST-LEVEL SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave I:** Summons a creature of the Underdark to serve you.

Illus **Gloomlight:** Grant creatures with darkvision the ability to perceive color in the area.

Shadow Weapon: Create a quasi-real melee weapon.

Trans **Magic Attack:** Nonliving creature's natural attack gains +1 bonus.

2ND-LEVEL SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave II:** As *summon Underdark slave I*, but more powerful creatures.

Ench **Fit of Pique:** Force target to attack its ally.

Illus **Deaden Sound:** Listen checks to hear sounds from the area take a –20 penalty.

Undetectable Poison*: Hides a poison from detection.

Necro **Angry Wound:** Touch deals 1d6 damage each round.

Trans **Air Breathing:** Touched water breather can breathe air.

3RD-LEVEL SORCERER/WIZARD SPELLS

Conj **Shadow Path:** Teleports you to a place of shadow or darkness.

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.

Halt Construct: Render up to three constructs immobile.

4TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave IV:** As *summon Underdark slave I*, but more powerful creatures.

Necro **Excruciating Grasp:** Touched creature takes Dexterity and nonlethal damage.

5TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave V:** As *summon Underdark slave I*, but more powerful creatures.

Ench **Fit of Passion:** As *fit of pique*, but longer duration.

Trans **Soften:** Decrease an object's harness.

6TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Iron Web:** Create 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 SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave VII:** As *summon Underdark slave I*, but more powerful creatures.

Necro **Wall of Torment:** Creates an invisible wall of pain that deals Dexterity and Strength damage.

Trans **Control Construct:** Wrest control of constructions from their creators.

VerminoidX*: Grants a vermin humanoid form and intelligence.

8TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Summon Underdark Slave VIII:** As *summon Underdark slave I*, but more powerful creatures.

Div **Hive Mind:** Share thoughts and perceptions with other creatures, providing various benefits.

Ench **Power Word Pain:** Causes a creature to collapse and writhe with pain.

Trans **Envenom ObjectM:** Causes an object to deliver a virulent poison for the spell's duration.

9TH-LEVEL SORCERER/WIZARD SPELLS

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:** Create a deadly whip with many effects.

Shadow Well: Create 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.

Greater Invisibility, Mass: As mass invisibility, but creatures do not become visible when they attack.

Tide of War: Force creatures to attack nearby friends or foes.

Necro **Cone of Agony:** Creatures caught in a cone are stunned and take 5d4 points of Strength damage.

Toxic Breath: Breathe forth toxic fumes of various types.

CHAPTER SEVEN: SPELLS AND MAGIC

NEW CLERIC DOMAINS

Drow worship different gods from those of surface dwellers and have thus access to different domains. In addition to the domains presented in the *PH*, 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.

ADAPTATION

Deity: Syrellyn

Granted Power: Environmental heat and cold do not affect you. Fire and cold damage can still damage you, but when you would normally be required to make a saving throw to avoid nonlethal damage and fatigue due to particularly hot or cold weather, you automatically succeed.

ADAPTATION DOMAIN SPELLS

- 1 **Reduce Person:** Humanoid creature halves in size.
- 2 **Alter Self:** Assume form of a similar creature.
- 3 **Water Breathing:** Subjects can breathe underwater.†
- 4 **Polymorph:** Gives one willing subject a new form.
- 5 **Transformation M:** You gain combat bonuses.
- 6 **Wind Walk:** You and your allies turn vaporous and travel fast.
- 7 **Limited Wish X:** Alters reality—within spell limits.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Shapechange F:** Transforms you into any creature, and change forms once per round.

†Aquatic creatures with this domain gain *air breathing* instead. See entry in this chapter for details.

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 **Expeditious Retreat:** Your speed increases by 30 ft.
- 2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- 3 **Blink:** You randomly vanish and reappear for 1 round/level.
- 4 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 5 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- 6 **Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.
- 7 **Ethereal Jaunt:** You become ethereal for 1 round/level.
- 8 **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

ALTERATION

Deity: Syrellyn

Granted Power: You gain a +2 competence bonus to all saving throws against transmutation spells and spell-like effects.

ALTERATION DOMAIN SPELLS

- 1 **Enlarge Person:** Humanoid creature doubles in size.
- 2 **Pyrotechnics:** Turns fire into blinding light or choking smoke.
- 3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.

- 4 **Polymorph:** Gives one willing subject a new form.
- 5 **Fabricate:** Transforms raw materials into finished items.
- 6 **Baleful Polymorph:** Transforms subject into harmless animal.
- 7 **Animate Objects:** Objects attack your foes.
- 8 **Refuge M:** Alters item to transport its possessor to you.
- 9 **Polymorph Any Object:** Changes any subject into anything else.

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. If you multiclass into a class that grants a familiar, your cleric levels stack with those levels from your new class for the purposes of determining your familiar's abilities.

BAT DOMAIN SPELLS

- 1 **Animal Messenger:** Sends a Tiny animal to a specific place (bats only).
- 2 **Summon Swarm:** Summons swarm of bats, rats, or spiders (bats only).
- 3 **Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.
- 4 **Fly:** Subject flies at speed of 60 ft.
- 5 **True Hearing*:** Hear things as they truly are.
- 6 **Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.
- 7 **Power Word Blind:** Blinds creature with 200 hp or less.
- 8 **Animal Shapes:** One ally/level polymorphs into chosen animal (bats only).
- 9 **Reverse Gravity:** Objects and creatures fall upward.

BEGUILING

Deity: Demzer

Granted Power: Your domain spells are harder to dispel. When someone other than yourself tries to dispel one of your Beguiling 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**).

BEGUILING DOMAIN SPELLS

- 1 **Sleep:** Puts 4 HD of creatures into magical slumber.
- 2 **Charm Person:** Makes one person your friend.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Crushing Despair:** Subjects take –2 on attack rolls, damage rolls, saves, and checks.
- 5 **Charm Monster:** Makes monster believe it is your ally.
- 6 **Hold Monster:** As *hold person*, but any creature.
- 7 **Suggestion, Mass:** As *suggestion*, plus one subject/level.
- 8 **Sympathy F:** Object or location attracts certain creatures.
- 9 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.

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:** Whispered conversation at distance.
- 2 **Whispering Wind:** Sends a short message 1 mile/level.
- 3 **Helping Hand:** Ghostly hand leads subject to you.
- 4 **Sending:** Delivers short message anywhere, instantly.
- 5 **Tongues:** Speak any language.

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- 6 **Telepathic Bond:** Link lets allies communicate.
- 7 **Refuge M:** Alters item to transport its possessor to you.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Hive Mind*:** Share thoughts and perceptions with other creatures, providing various benefits.

CREATION

Deity: Reykabre

Granted Power: Your conjuration (creation) spells cannot be counterspelled.

CONJURATION DOMAIN SPELLS

- 1 **Unseen Servant:** Invisible force obeys your commands.
- 2 **Glitterdust:** Blinds creatures, outlines invisible creatures.
- 3 **Phantom Steed:** Magic horse appears for 1 hour/level.
- 4 **Black Tentacles:** Tentacles grapple all within 20 ft. spread.
- 5 **Major Creation:** As *minor creation*, plus stone and metal.
- 6 **Wall of Iron M:** 30 hp/four levels; can topple onto foes.
- 7 **Phase Door:** Creates an invisible passage through wood or stone.
- 8 **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- 9 **Maze:** Traps subject in extradimensional maze.

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:** One subject obeys selected command for 1 round.
- 2 **Hideous Laughter:** Subject loses actions for 1 round/level.
- 3 **Geas, Lesser:** Commands subject of 7 HD or less.
- 4 **Command, Greater:** As *command*, but affects one subject/level.
- 5 **Dominate Person:** Controls humanoid telepathically.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Demand:** As *sending*, plus you can send *suggestion*.
- 8 **Binding M:** Utilizes an array of techniques to imprison a creature.
- 9 **Dominate Monster:** As *dominate person*, but any creature.

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:** +20 on your next attack roll.
- 2 **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- 3 **Status:** Monitors condition, position of allies.
- 4 **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 5 **Dream:** Sends message to anyone sleeping.
- 6 **Contingency F:** Sets trigger condition for another spell.
- 7 **Resurrection M:** Fully restore dead subject.
- 8 **Foresight:** "Sixth sense" warns of impending danger.
- 9 **Web of Fate*:** Links several creatures so that damage is divided up among them.

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 + spell's level).

GLAMER DOMAIN SPELLS

- 1 **Magic Aura:** Alters object's magic aura.
- 2 **Phantom Trap M:** Makes item seem trapped.
- 3 **Blur:** Attacks miss subject 20% of the time.
- 4 **Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).
- 5 **Seeming:** Changes appearance of one person per two levels.
- 6 **Mirage Arcana:** As *hallucinatory terrain*, plus structures.
- 7 **Veil:** Changes appearance of group of creatures.
- 8 **Invisibility, Mass:** As *invisibility*, but affects all in range.
- 9 **Illusory World:** As *mirage arcana*, plus creatures.

MANIFESTATION

Deity: Xarcon

Granted Power: You receive a +1 bonus on saving throws to avoid or resist the effects of evocation spells and spell-like effects.

MANIFESTATION DOMAIN SPELLS

- 1 **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
- 2 **Continual Flame M:** Makes a permanent, heatless torch.
- 3 **Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- 4 **Lightning Bolt:** Electricity deals 1d6/level damage.
- 5 **Shout:** Deafens all within cone and deals 5d6 sonic damage.
- 6 **Wall of Force:** Wall is immune to damage.
- 7 **Freezing Sphere:** Freezes water or deals cold damage.
- 8 **Prismatic Spray:** Rays hit subjects with variety of effects.
- 9 **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.

OMENS

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.

OMENS DOMAIN SPELLS

- 1 **Augury M F:** Learns whether an action will be good or bad.
- 2 **Locate Object:** Senses direction toward object (specific or type).
- 3 **Arcane Eye:** Invisible floating eye moves 30 ft./round.
- 4 **Contact Other Plane:** Lets you ask question of extraplanar entity.
- 5 **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
- 6 **Analyze Dweomer F:** Reveals magical aspects of subject.
- 7 **Screaming, Greater:** As *screaming*, but faster and longer.
- 8 **Vision M X:** As *legend lore*, but quicker and strenuous.
- 9 **Miracle X:** Requests a deity's intercession.

PAIN

Deity: Demzer

Granted Power: Intimidate is a class skill for you. You also gain a +4 morale bonus on all checks made to resist Intimidate checks and a +2 morale bonus to saves against fear effects.

PAIN DOMAIN SPELLS

- 1 **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
- 3 **Inflict Serious Wounds:** Touch attack, 3d8 damage +1/level (max +15).
- 4 **Excruciating Grasp*:** Touched creature takes Dexterity and nonlethal damage.

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- 5 **Eyebite:** Target becomes panicked, sickened, and comatose (sickened only).
- 6 **Symbol of Pain M:** Triggered rune wracks nearby creatures with pain.
- 7 **Wall of Torment*:** Creates an invisible wall of pain that deals Dexterity and Strength damage.
- 8 **Power Word Pain*:** Causes a creature to collapse and writhe with pain.
- 9 **Cone of Agony*:** Creatures caught in a cone are stunned and take 5d4 points of Strength 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 (poison) 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:** Stops poison from harming subject for 1 hour/level.
- 3 **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 **Cloudkill:** Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Envenom ObjectM*:** Causes an object to deliver a virulent poison for the spell's duration.
- 8 **Prismatic Spray:** Rays hit subjects with variety of effects (green effects only).
- 9 **Toxic Breath*:** Breathe forth toxic fumes of various types.

SECRECY

Deity: Skuttle

Granted Power: Bluff is a class skill. In addition, you gain a +2 competence bonus on all Bluff skill checks. You also gain a +4 competency bonus on Intelligence checks to notice scrying attempts made against you.

SECRECY DOMAIN SPELLS

- 1 **Undetectable Alignment:** Conceals alignment for 24 hours.
- 2 **Secret Page:** Changes one page to hide its real content.
- 3 **Misdirection:** Misleads divinations for one creature or object.
- 4 **Detect Scrying:** Alerts you of magical eavesdropping.
- 5 **Secret Chest F:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
- 6 **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- 7 **Screen:** Illusion hides area from vision, scrying.
- 8 **Mage's Magnificent Mansion F:** Door leads to extradimensional mansion.
- 9 **Scry Ward*:** Any attempt to scry the warded creature fails and attracts the attention of scry wardens.

SHADOW

Deity: Ilshyrra

Granted Power: You cast illusion (shadow) spells at +1 caster level.

SHADOW DOMAIN SPELLS

- 1 **Shadow Weapon*:** Creates a quasi-real melee weapon.
- 2 **Darkness:** 20-ft. radius of supernatural shadow.
- 3 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.



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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 Demzger'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 bed?

Well...I think we'll go to the temple after all. You'll do no more writing, I'll mager, but you'll make a great companion to the book when it's finished. What a conversation piece you'll be! Why, 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.

- 4 **Shadow Path*:** Teleports you to a place of shadow or darkness.
- 5 **Project Image:** Illusory double can talk and cast spells.
- 6 **Shadow Conjuraton, Greater:** As *shadow conjuration*, but up to 6th level and 60% real.
- 7 **Shadow Evocation, Greater:** As *shadow evocation*, but up to 7th level and 60% real.
- 8 **Shadow Walk:** Step into shadow to travel rapidly.
- 9 **Shadow Well*:** Creates a portal to the Plane of Shadow that summons shadows.

STEALTH

Deity: Skuttle

Granted Power: You gain Balance, Hide, and Move Silently as class skills.

STEALTH DOMAIN SPELLS

- 1 **Deaden Sound*:** Listen checks to hear sounds from the area take a –20 penalty.
- 2 **Silence:** Negates sound in 20-ft. radius.
- 3 **Invisibility:** Subject invisible 1 min./level or until it attacks.
- 4 **Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- 5 **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Ethereal Jaunt:** You become ethereal for 1 round/level.
- 8 **Antipathy:** Object or location affected by spell repels certain creatures.
- 9 **Mass Greater Invisibility*:** As mass invisibility, but creatures do not become visible when they attack.

THAUMATURGY

Deity: Reykabre

Granted Power: When you draw a summoning diagram (see the *magic circle* spell description in the *PH* for details), it is always flawless.

THAUMATURGY DOMAIN SPELLS

- 1 **Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders (pick one).
- 2 **Magic Circle against Chaos/Evil/Good/Law:** As *protection* spells, but 10-ft. radius and 10 min./level (pick one).
- 3 **Dimensional Anchor:** Bars extradimensional movement.
- 4 **Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or less until it performs a task.
- 5 **Planar Binding:** As *lesser planar binding*, but up to 12 HD.
- 6 **Planar Ally X:** As *lesser planar ally*, but up to 12 HD.
- 7 **Planar Binding, Greater:** As *lesser planar binding*, but up to 18 HD.
- 8 **Planar Ally, Greater X:** As *lesser planar ally*, but up to 18 HD.
- 9 **Gate X:** Connects two planes for travel or summoning.

THOUGHT

Deity: The Spider Queen

Granted Power: You cast mind-affecting spells at +1 caster level.

THOUGHT DOMAIN SPELLS

- 1 **Detect Thoughts:** Allows “listening” to surface thoughts.
- 2 **Calm Emotions:** Calms creatures, negating emotion effects.
- 3 **Touch of Idiocy:** Subject takes 1d6 points of Int, Wis, and Cha damage.
- 4 **Modify Memory:** Changes 5 minutes of subject's memories.
- 5 **Mind Fog:** Subjects in fog get –10 to Wis and Will checks.
- 6 **Feeblemind:** Subject's Int and Cha drop to 1.
- 7 **Telepathic Bond:** Link lets allies communicate.
- 8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 **Hive Mind*:** Share thoughts/perceptions with other creatures.

UNDEATH

Deity: Black Widow

Granted Power: All undead under you create gain turn resistance +2. In addition, whenever under your control are subjected to a turn undead attempt, you may, as a swift action counter that turn undead attempt by sacrificing two turn or rebuke attempts of your own.

UNDEATH DOMAIN SPELLS

- 1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Command Undead:** Undead creature obeys your commands.
- 3 **Halt Undead:** Immobilizes undead for 1 round/level.
- 4 **Animate Dead M:** Creates undead skeletons and zombies.
- 5 **Blight:** Withers one plant or deals 1d6/level damage to plant creature.
- 6 **Create Undead M:** Creates ghouls, ghosts, mummies, or mohrgs.
- 7 **Control Undead:** Undead don't attack you while under your command.
- 8 **Create Greater Undead M:** Create shadows, wraiths, spectres, or devourers.
- 9 **Wail of the Banshee:** Kills one creature/level.

UNDERDARK

Deity: Arrachnovoleth

Granted Power: You gain stonecunning. See **Dwarves** in the *PH* for details on this ability. If you already have stonecunning, you double the bonuses derived from stonecunning instead.

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UNDERDARK DOMAIN SPELLS

- 1 **Gloomlight:** Grant creatures with darkvision the ability to perceive color within the area.
- 2 **Piercer*:** Causes a stalactite to form on the ceiling and fall from it.
- 3 **Meld into Stone:** You and your gear merge with stone.
- 4 **Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.
- 5 **Commune with Nature:** Learn about terrain for 1 mile/level.
- 6 **Stone Tell:** Talk to natural or worked stone.
- 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: Once per day, whenever you take 10 or more points of damage as a result of a single attack, you gain a +5 morale bonus on attacks to hit the foe that injured you if your next action is to make an attack against that foe.

VENGEANCE DOMAIN SPELLS

- 1 **Doom:** One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2 **Scare:** Panics creatures of less than 6 HD.
- 3 **Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 **Fear:** Subjects within cone flee for 1 round/level.
- 5 **Mark of Justice:** Designates action that will trigger *curse* on subject.
- 6 **Eyebite:** Target becomes panicked, sickened, and comatose.
- 7 **Finger of Death:** Kills one subject.
- 8 **Trap the Soul M F:** Imprisons subject within gem.
- 9 **Soul Bind F:** Traps newly dead soul to prevent *resurrection*.

VERMIN

Deity: Arrachnovoleth

Granted Power: You gain the ability to 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 **Vermine Servants*:** A number of vermin loyally serve you.
- 2 **Vermine Messenger*:** A vermin carries your message to a distant location.
- 3 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- 4 **Insect Plague:** Locust swarms attack creatures.
- 5 **Dominate Vermin*:** Completely control a vermin's actions.
- 6 **VermineoidX*:** Grants a vermin humanoid form and intelligence.
- 7 **Creeping Doom:** Swarms of centipedes attack at your command.
- 8 **Hive Mind*:** Share thoughts and perceptions with other creatures, providing various benefits.
- 9 **Vermine Army*:** Summons vermin allies to fight for you.

WARDS

Deity: Bronzozek

Granted Power: You cast abjuration spells and spell-like effects at +1 caster level.

WARDS DOMAIN SPELLS

- 1 **Alarm:** Wards an area for 2 hours/level.
- 2 **Shield:** Invisible disc gives +4 to AC, blocks *magic missiles*.

- 3 **Glyph of Warding M:** Inscription harms those who pass it.
- 4 **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
- 5 **Dispel Chaos/Evil/Good/Law:** +4 bonus against attacks (pick one).
- 6 **Guards and Wards:** Array of magic effects protect area.
- 7 **Banishment:** Banishes 2 HD/level of extraplanar creatures.
- 8 **Protection from Spells M F:** Confers +8 resistance bonus.
- 9 **Imprisonment:** Entombs subject beneath the earth.

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:** Grants ability to walk on walls and ceilings.
- 3 **Web:** Fills 20-ft.-radius spread with sticky spiderwebs.
- 4 **Magic Fang, Greater:** One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).
- 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:** Swarms of centipedes attack at your command (summons spiders).
- 8 **Vermine Army (monstrous spiders only)*:** Summons vermin allies to fight for you.
- 9 **Shapechange F:** Transforms you into any creature, and change forms once per round (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*:** Touch deals 1d6 damage each round.
- 3 **Calm Emotions:** Calms creatures, negating emotion effects.
- 4 **Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
- 5 **Fit of Passion*:** As fit of pique, but for a longer duration.
- 6 **Harm:** Deals 10 points/level damage to target.
- 7 **Insanity:** Subject suffers continuous *confusion*.
- 8 **Tide of War*:** Force creatures to attack nearby friends or foes.
- 9 **Vials of Wrath*:** Creates seven vials that can be used to deadly effect.

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NEW SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

AIR BREATHING

Transmutation

Level: Adaptation 3, cleric 2, druid 2, sorcerer/wizard 2

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Targets: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With an arcane flourish, you slip your hand through the water and enact a subtle change in the target's physiology so that when it breaks the surface, it may fill its lungs with air.

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.

Arcane Material Component: A handful of dry algae.

ANGRY WOUND

Necromancy [Evil]

Level: Blackguard/unholy warrior 2, sorcerer/wizard 2, Wrath 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D); see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon concluding the dreadful incantation, you become fueled with awful power such you're your touch causes the flesh to burst and weep freely.

With a touch, you open an ugly wound on a living creature, dealing 1d6 points of damage (no save). Each round thereafter, the target must succeed on a Fortitude save or take an additional 1d6 points of damage as its flesh bursts and suppurates. If the target succeeds on two consecutive saves, the effect ends.

Arcane Material Component: A piece of broken glass.

AWAKEN EVIL

Transmutation [Evil]

Level: Druid 6

As *awaken*, but the awakened animal or plant gains the neutral evil alignment.

CONE OF AGONY

Necromancy

Level: Pain 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: 120 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You unleash a cone of putrid green energy from your outstretched hands.

All creatures in the area take 5d4 points of Strength damage and are stunned for 1 round. A successful Fortitude save halves the damage, but the affected creature is still stunned.

CONTROL CONSTRUCT

Transmutation

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard 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 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

As you intone the mighty words, those creations of magic become subject to your will and respond to your every command.

You seize control of all constructs within range subject to the limits of the spell. Constructs that fail your save regard you as their master and respond to simple commands as if they were golems (see *MM* for details), however, while under the influence of control construct, their makers cannot regain control until the duration expires or until they dispel this spell or counter it with another casting of control construct.

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. In addition, self-destructive commands given to a free-willed or intelligent construct grants the construct an additional save at a +4 circumstance bonus.

DEADEN SOUND

Illusion (Glamer)

Level: Assassin 2, sorcerer/wizard 2, Stealth 1

Components: S

Casting Time: 1 standard 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 (D)

Saving Throw: Will negates or none (object or point in space)

Spell Resistance: Yes or no (object or point in space)

With a gesture, you reduce all sounds to faint whispers.

All sounds coming from the target or area affected by this spell are muted such that Listen checks made to perceive noise from these areas take a –20 circumstance penalty. In addition, creatures in the area gain 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.

CHAPTER SEVEN: SPELLS AND MAGIC

DOMINATE VERMIN

Transmutation

Level: Druid 6, Vermin 5

Targets: One vermin

As *dominate monster*, except that the spell affects only vermin.

ENVENOM OBJECT

Transmutation

Level: Poison 7, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 minute/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

The readied poison in your hands vanishes when you complete the incantation as the target object you touch flares with sickening green light until suddenly the unhealthy glow fades.

You magically bind a contact or injury poison to the object touched. An unwilling creature holding an object you wish to envenom receives a Will save to negate 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.

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: The contact or injury poison to be bound into the item.

EXCRUCIATING GRASP

Necromancy

Level: Pain 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your extremities shine with malevolent energy.

With a touch, you fill your opponent with terrible pain. Your successful melee touch attack deals 2d6 points of Dexterity damage. For each point of Dexterity damage dealt, your target also takes 1 point of nonlethal damage.

FIT OF PASSION

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 5, Wrath 5

Duration: 1 round/level (D)

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. Each round, on its turn, the subject may attempt a new saving throw to end the effect. (This full-round action does not provoke an attack of opportunity.)

FIT OF PIQUE

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 2, bard 2, blackguard/unholy warrior 2, sorcerer/wizard 2, Wrath 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your words cause your target's face to twist and contort as he turns to vent his wrath on his ally.

You force a target to attack its nearest ally. This attack can be of any sort, but it must be an attack that, to the creature's knowledge, deals damage and is the most effective form of attack in the target's arsenal. 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: Cleric 1, sorcerer/wizard 1, Underdark 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Your words of power cause the object you're touching to shine with queer radiance.

The touched object sheds an eerie radiance in a 60-foot radius, enabling creatures with darkvision the ability to perceive color.

Magical *darkness* and *light* counter *gloomlight*.



CHAPTER SEVEN: SPELLS AND MAGIC

HALT CONSTRUCT

Transmutation

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard 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: No

With a command and a complex gesture, you cause one or more constructs to stop.

You render up to three constructs immobile, as if under the effect of a *hold person* spell. The constructs are entitled to a new saving throw each round as a full-round action to break free from the spell's effects. The effect is broken if the halted creatures are attacked or take damage.

HIVE MIND

Divination

Level: Communication 9, sorcerer/wizard 7, Vermin 8

Components: V, S

Casting Time: 10 minutes

Range: Creatures touched

Targets: One living creature/3 levels

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your spoken words fade as they begin to form in your targets' minds, binding them together through an uncanny connection.

You establish a mental link between several creatures. The targets are in constant mental communication and 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, Sense Motive, or Spellcraft check and grant 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 *hive mind* can sever its link with the other creatures at will.

ILLUSORY WORLD

Illusion (Glamer)

Level: Glamer 9, Sorcerer/wizard 9

Area: One 30-ft. cube/level (S)

As *mirage arcana*, except you can disguise or conceal 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: Cleric 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Whip of force

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

From your lips, brightly glowing runes fall and coalesce in your hand, gathering in such a way as to form a thick and long whip made of multicolored force.

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.

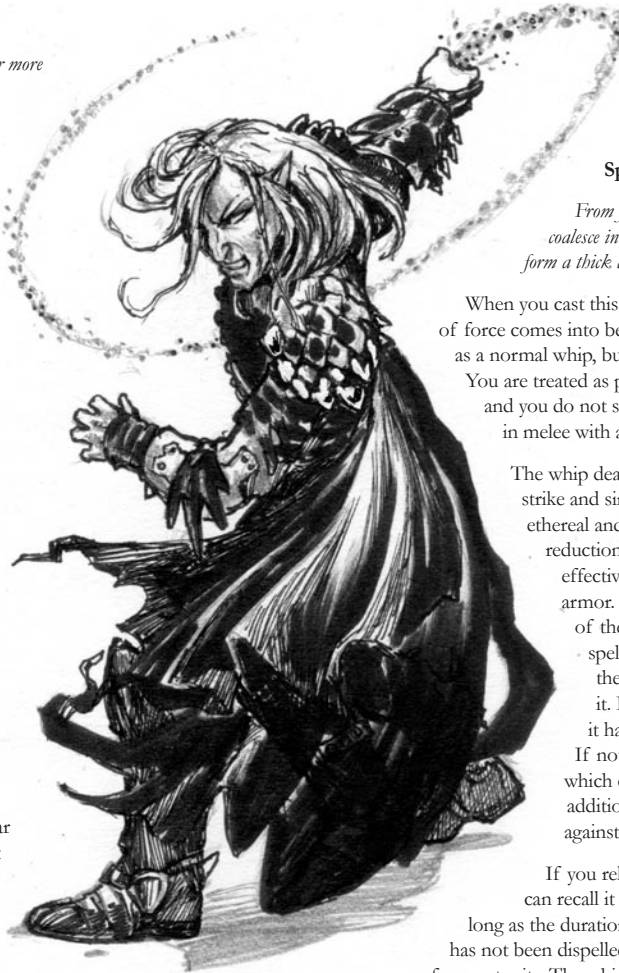
You are treated as proficient when wielding this whip, and you do not suffer any penalty for attacking a foe in melee with another creature.

The whip deals 3d6 points of damage with each strike and since it is made of force, 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 spell resistance, 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 release the whip, it vanishes, but you can recall it to your hand as a move 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. The save DC is equal to infernal whip's DC.

Roll	Effect
1	<i>None</i> : The attack has no extra effect.
2	<i>Disease</i> : As <i>contagion</i> (Fortitude negates)
3	<i>Indecision</i> : As <i>bestow curse</i> —each round, the creature has a 50% chance to act normally, otherwise, it takes no action (Will negates)
4	<i>Madness</i> : As <i>confusion</i> (Will negates)
5	<i>Poison</i> : As <i>poison</i> (Fortitude negates)
6	<i>Sorrow</i> : As <i>crushing despair</i> (Will negates)
7	<i>Sloth</i> : As <i>slow</i> (Will negates)
8	<i>Terror</i> : As <i>fear</i> (Will negates)



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IRON WEB

Conjuration (Creation)

Level: Sorcerer/wizard 6, Web 6

As the *web* spell, with a few exceptions. The *iron web* need only be anchored on one side. A stuck creature must succeed at a DC 30 Strength check or a DC 35 Escape Artist check 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: Assassin 1, bard 1, blackguard/unholy warrior 1, cleric 0, druid 0, ranger 1, sorcerer/wizard 0

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

In response to sudden bright light, you intone a single word and discs of shadow appear over your eyes.

You negate any penalties incurred by a weakness or vulnerability to light including light blindness or light sensitivity. If you are not in the area of a bright light when you cast this spell, your darkvision increases by 30 feet instead.

MAGIC ATTACK

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Targets: Nonliving creature touched

Spell Resistance: No

As *magic fang*, except you affect nonliving creatures such as undead and constructs.

MAGIC ATTACK, GREATER

Transmutation

Level: Sorcerer/wizard 3

Components: V, S

Targets: Nonliving creature touched

Spell Resistance: No

As *greater magic fang*, except the spell affects nonliving creatures such as undead and some constructs.

GREATER INVISIBILITY, MASS

Illusion (Glamour)

Level: Sorcerer/wizard 9, Stealth 9

As *mass invisibility*, but creatures do not become visible when they attack.

PIERCER

Transmutation

Level: Druid 2, ranger 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

Gripping the sharp piece of granite, you speak the words of power while lifting up and dropping the stone in one sharp motion, and from the ceiling you see a sharpened stalactite form and fall with incredible speed.

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 and square in which it fall and all adjacent squares are filled with light rubble. The DC of Balance and Tumble checks in areas of light rubble increase by 2.

Material Component: A bit of limestone.

POWER WORD PAIN

Enchantment (Compulsion) [Mind-Affecting]

Level: Pain 8, sorcerer/wizard 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word that sends unbearable currents of pain through your target.

You utter a single word of power that causes one creature of your choice to become wracked with pain and take a –8 penalty on all attack rolls, saves, and checks whether the creature can hear the word or not. The duration of the effect depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by power word pain.

Hit Points	Duration
100 or less	2d4 rounds
101–150	1d4 rounds
151–200	1 round

SCRY WARD

Abjuration

Level: Sorcerer/wizard 9, Stealth 9

Components: V, S, M/DF

Casting Time: 10 minutes

Range: Touch

Targets: One creature/3 levels

Duration: 1 day

Saving Throw: Will negates

Spell Resistance: Yes

You scatter fragments of a broken mirror over the target creature and as you speak and gesture, the pieces flare with lime light when they touch the creature and then melt away.

All attempts to *scry* the warded creatures automatically fail, revealing nothing. In addition, anyone who attempts to *scry* the warded creatures attracts the

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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.

Arcane Material Component: A broken mirror.

SHADOW PATH

Conjuration (Teleportation)

Level: Shadow 4, sorcerer/wizard 3

Components: V

Casting Time: 1 standard 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)

With a powerful word, inky shadows swirl about your body plunging you into the Plane of Shadow and then spitting you out into another batch of shadows nearby.

You instantly transfer yourself from your current location to any other spot within range so long the other location contains shadowy light or darkness. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction.

If you arrive in a place that is already occupied by a solid body or if the location is lit and lacking areas of shadowy illumination or darkness, you become trapped on the Plane of Shadow. Each round that you are trapped on the Plane of Shadow in this way, you may attempt a DC 25 Will save 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.

Following the casting of this spell, you may only take a standard or move action for 1 round.

You may not cast this spell while on any plane that is neither coterminous nor coexistent with the Plane of Shadow.

SHADOW WEAPON

Illusion (Shadow)

Level: Assassin 1, Shadow 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Effect: One melee weapon

Duration: 1 minute/level (D)

Saving Throw: Will half

Spell Resistance: Yes

With a word, an inky black weapon appears in your hand.

You cause a non-magic, non-masterwork weapon of a size that you can wield to appear in your hand. You may attack with this weapon as though 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 save. 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 saves 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.

A weapon created using this spell can only deal damage to creatures with Intelligence scores and thus it doesn't work on objects or mindless creatures.

SHADOW WELL

Conjuration (Creation or Calling) [Evil]

Level: Shadow 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard 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

Your magical gestures and words cause a pinpoint of blackness to appear and grow with each passing second of the incantation until you stop. When finished, it resembles a swirling disc of darkness and inside, terrifying shapes twist and writhe.

You create 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 it is shunted instantly to the other side. The gate has a front and a back. The front side is pitch black, providing total concealment (50% miss chance) to creatures beyond it; anything moving through this side of the gate is transported to the Plane of Shadow. The backside is transparent but shadowy, providing creatures on the front side concealment (20% miss chance) from those behind it; nothing moving through it from the back is transported.

As a means of planar travel, gate functions much like the *plane shift* spell, except that the *shadow well* 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 swift 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: Cleric 4, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard 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 briskly rub your hands together causing the wet clay to warm and glow with magical energy. As you intone the words of power, objects within range soften and sag, as the spell weakens their inherent structure.

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.

Arcane Material Component: A pinch of wet clay.

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SUMMON UNDERDARK SLAVE I

Conjuration (Summoning) [Evil]

Level: Cleric 1, sorcerer/wizard 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

The stone burns away as you complete the required gestures and conclude the incantation. Once it vanishes, a wretched creature of the Underdark appears in its place.

You summon 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 Creatures** table. You can change that choice each time you cast the spell. Other creatures may be available at the GM's discretion.

Material Components: A chip of stone from the Underdark.

SUMMON UNDERDARK SLAVE II

Conjuration (Summoning) [Evil]

Level: Cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except 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: Cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except 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: Cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except 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: Cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

TABLE 7-1: SUMMON

UNDERDARK SLAVE CREATURES

1st Level: Giant beetle (fire), Monstrous centipede (Medium), Monstrous scorpion (Small), Monstrous spider (Small), Stirge

2nd Level: Darkmantle, Fungus (shrieker), Grimlock, Monstrous centipede (Large), Monstrous leech (Small), Monstrous scorpion (Medium-size), Monstrous slug (Large), Monstrous spider (Medium-size), Troglydye

3rd Level: Bugbear, Choker, Dire bat, Giant beetle (bombardier), Giant praying mantis, 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, 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)

9th Level: Delver, Destrachan, Gorgon, Gray render, Monstrous centipede (Colossal)

As *summon Underdark slave I*, except 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.

SUMMON UNDERDARK SLAVE VI

Conjuration (Summoning) [Evil]

Level: Cleric 6, sorcerer/wizard 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon Underdark slave I*, except 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: Cleric 7, sorcerer/wizard 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 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.

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SUMMON UNDERDARK SLAVE VIII

Conjuration (Summoning) [Evil]

Level: Cleric 8, sorcerer/wizard 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 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: Cleric 9, sorcerer/wizard 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 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: Cleric 8, sorcerer/wizard 8, Wrath 8

Components: V, S, F/DF

Casting Time: 1 standard 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

Upon concluding the casting of this spell, you cause a translucent wave of crimson energy to roll out from the target area, making it appear to be awash with blood.

Creatures in the area that fail their saves 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 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. You may take this free action 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.

Arcane Focus: Any weapon that has been used to shed blood.

TOXIC BREATH

Necromancy

Level: Poison 9, sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 5 rounds

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Your mouth and lungs fill with a foul-tasting fluid so when you speak or exhale, a fine green mist leaks from your nose and mouth.

After casting this spell, you may, as a swift action once per round, breathe forth a 30-foot-long cone of poisonous gas. 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.

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, druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You crush the bat's ear between your thumb and forefinger while shrieking the words of the spell, touching the target and awakening uncanny senses within him.

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 *scrying* or in conjunction with *clairaudience/clairvoyance*. A *silence* spell blocks *true hearing*.

Material Component: An ear of a bat.

UNDETECTABLE POISON

Illusion (Glamer) [Evil]

Level: Assassin 1, bard 2, druid 2, Poison 1, ranger 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard 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

The noxious fluid you target gains a brief violet glow and then fades.

This spell allows you to mask the presence of poisons. *Detect poison* and similar effects utterly fail to detect the poison. *Detect magic* 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.

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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: Druid 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

After ten long minutes of chanting and gesturing, the ground splits open and from the rent come forth all manner of creeping and crawling things, vile vermin bound to do your bidding.

When the spell is complete, you cause a number of monstrous vermin to 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 the *dominate vermin* spell 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

Transmutation

Level: Druid 2, ranger 2, Vermin 2

Targets: One Tiny or Fine vermin

Saving Throw: Will negates

As *animal messenger*, except the spell affects a Tiny or Fine vermin.

VERMIN SERVANTS

Transmutation

Level: Druid 1, ranger 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 (D)

Saving Throw: Will negates

Spell Resistance: Yes

As one, the affected vermin in the area turn and regard you, expectation evident on their otherwise expressionless features.

A number of vermin become loyal to you, provided 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 other 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 un-commanded.

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: Sorcerer/wizard 7, Vermin 6

Components: V, S, XP

Casting Time: 1 day

Range: Touch

Target: Non-intelligent vermin touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target creature shudders as violent energies take hold, transforming it into something new before your very eyes. When the transformation is complete, the thing lets loose an awful howl as it takes in the horror of its new form.

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

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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: Cleric 9, Wrath 9

Components: V, S

Casting Time: 1 standard 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

You utter seven words and each time you do, you pluck a vial from your tongue and set it before you. The vials tremble with scarcely contained power.

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 grenade-like 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.

Round	Vial Effect
1	Creatures within a 50-foot-radius spread take 8d6 points of unholy 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 150-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 an instantaneous effect.
3	All nonwater liquids within a 150-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 8d6 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 Dexterity damage each round. A Will save negates the Dexterity damage.
6	1d3 hezrous (see the <i>MM</i>) appear within 150 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 150-foot-radius area.

VIGILANCE

Abjuration

Level: Cleric 1, paladin 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level (max. 5 creatures), no two of which can be more than 30 ft. apart

Duration: 4 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon completing the incantation, your target's eyes change color, acquiring an unsettling golden hue.

You imbue the recipients of this spell with extra awareness of their surroundings and firm resolve to stay alert. Targets affected by this spell gain a +1 competence bonus on all Listen, Sense Motive, and Spot checks, and a +2 morale bonus on saving throws against enchantment spells and effects.

Note: This spell replaces *vigilance* found in Green Ronin's *Advanced Player's Manual*.

WALL OF TORMENT

Necromancy

Level: Pain 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard 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

Upon successfully casting this spell, a thin nail pierces the air.

An immobile, invisible, intangible plane of pure pain springs into existence. The *wall of torment* deals 2d6 points of Dexterity damage and 2d6 points of Strength damage to any creature passing through it, and such creatures additionally take 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.

WEB OF FATE

Abjuration

Level: Destiny 9, Sorcerer/wizard 9

Components: V, S, M/DF

Casting Time: 1 standard 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

Blood drops fling forth from your hand, unerringly striking affected targets on the brow. The blood hangs there for a moment before being absorbed into their flesh.

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You create 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.

Arcane Material Component: A web dipped in blood.

WEB WALK

Transmutation

Level: Druid 2, ranger 2, Web 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Wispy tendrils of energy emerge from your flesh and when you enter the webbing, they left the strands out of your path.

You may 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: Sorcerer/wizard 6, Web 5

Components: V, S, M/DF

Casting Time: 1 standard 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

A solid mass of sticky webbing fills the air as you direct.

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 DC 15 Concentration check or lose the spell.

A creature remains entangled for as long as it remains in contact with the *web wall*. 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 wall* cubes or escaping entanglement is possible but difficult. A creature can escape entanglement by making a successful DC 20 Escape Artist or Strength check. 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 10, but it remains entangled until it exits the web wall and succeeds at disentangling itself.

If you have at least 5-feet of web between you and an opponent, the webbing provides cover. If you have 20 feet of web between you, it provides total cover (see **Cover** in the PH).

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*.

Arcane 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.

OPTIONAL RULE: 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 differences from other magic items.

APPEARANCE

Verminous magic items have incredibly different and varied appearances, depending on their function and the type of vermin used to create them.

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.

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.

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

CHAPTER EIGHT: MAGIC ITEMS

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.

SAVING THROWS

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.

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 SPELL 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 potion-like 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**.



CHAPTER EIGHT: MAGIC ITEMS

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.

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 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 DMG 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.

MAGIC ARMOR

Although they prefer to wear light armor, dark elves pay just as much attention to protection in battle as any other race.

ARMOR PROPERTIES

To add any of these properties to a suit of armor or a shield, the item must have at least a +1 enhancement bonus. See *DMG* for more information on armor properties.

ALERTNESS

Price: +2,500 gp
Type: Armor
Caster Level: 6th
Aura: Moderate abjuration (DC 18)
Activation: —

This suit of armor is covered with images of wide, staring eyes.

While wearing a suit of armor with this property, you gain a +5 circumstance bonus on Listen and Spot checks.

Prerequisite: Craft Magic Arms and Armor, *vigilance*

Cost to Create: 1,250 gp, 100 XP, 3 days

DWEOMER

Price: +2 bonus
Type: Armor or shield
Caster Level: 9th
Aura: Moderate transmutation (DC 19)
Activation: —

This item is particularly lightweight and flexible though it seems just as sturdy as any other item of the same make.

A suit of armor or shield with this property reduces your chance arcane spell failure chance by 10 (minimum 5%). This benefit stacks with other properties or materials that reduce arcane spell failure.

Prerequisite: Craft Magic Arms and Armor, Armored Caster, *cat's grace*

Cost to Create: Varies

GREAT BASHING

Price: +1 bonus
Type: Shield
Caster Level: 6th
Aura: Moderate transmutation (DC 18)
Activation: 1 swift action

Heavy studs and metal bands reinforce this shield though they do little to increase its weight.

CHAPTER EIGHT: MAGIC ITEMS

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. As well, the pricing structure that follows may prove too small or too great for certain spells and as GM, you must modify the pricing to fit the spell. 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.

Ultimately, as with any item creation rules, the GM is the final arbiter. There is room for abuse, and no one wants a set of bracers that grant a continuous *true strike* benefit to the wearer. The GM may increase the price, decrease the price, or veto the item as he or she needs to preserve some semblance of balance in his or her game.

**TABLE 8-1: CALCULATING
VERMINOUS MAGIC ITEM VALUE**

Effect	Base Price
Basic Bonus*	Bonus squared $\times$ 1,500 gp
Limited Bonus**	Bonus cost divided by 3
Bonus Spell	Spell level squared $\times$ 1,000 gp (must have Craft Unlimited-Use Item feat)
Skill Bonus	Bonus squared $\times$ 20 gp
Luck Bonus	Bonus squared $\times$ 2,500 gp
Spell Effect	Base Price
0-level spell, single-use item	.5 $\times$ minimum caster level $\times$ 20 gp
Any other spell, single-use item	Spell level $\times$ minimum caster level $\times$ 20 gp
Caster's-level-use item (single use)	Spell level $\times$ desired caster level (up to the creator's level) $\times$ 20 gp
Special	Base Price Adjustment
Multiple-use item (up to 50)	Single-use price $\times$ number of uses
Unlimited-use item	Single-use price $\times$ 100 gp
Uses-per-day item	Single-use price $\times$ 10 $\times$ 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 $\times$ 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.

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When a shield with this property is used as part of a shield bash, you can, as a swift action, add the shield's enhancement bonus as a circumstance bonus to damage. The shield can be used in this way up to three times per day.

Prerequisite: Craft Magic Arms and Armor, *greater magic weapon*

Cost to Create: Varies

GREATER TUMBLING

Price: +12,000 gp

Type: Armor

Caster Level: 10th

Aura: Moderate transmutation (DC 19)

Activation: —

As *tumbling*, but you gain a +10 competence bonus on Tumble checks.

Prerequisite: Craft Magic Arms and Armor, *cat's grace*, *feather fall*

Cost to Create: 6,000 gp, 480 XP, 13 days

LIGHTENED

Price: +2,000 gp

Type: Armor

Caster Level: 5th

Aura: Faint transmutation (DC 17)

Activation: —

This suit of armor fits comfortably and seems to be constructed of quality materials.

Armor with this property functions as one category lighter than normal (minimum light), such that a suit of heavy armor functions as medium armor and medium armor functions as light armor. The armor retains all of its other normal properties.

This benefit does not stack with other materials, properties that reduce an item's weight category.

Prerequisite: Craft Magic Arms and Armor, *levitate*

Cost to Create: 1,000 gp, 80 XP, 2 days

TUMBLING

Price: +4,000 gp

Type: Armor

Caster Level: 5th

Aura: Faint transmutation (DC 17)

Activation: —

This suit of armor is lightweight and flexible, fitting snugly to the body.

When wearing this armor, you gain a +5 competence bonus on Tumble checks. In addition, you may make Tumble checks in this armor, even if it is medium or heavy armor.

Prerequisite: Craft Magic Arms and Armor, *cat's grace*, *feather fall*

Cost to Create: 2,000 gp, 160 XP, 4 days

SPECIFIC ARMOR

The following suits of armor are created using rules presented in this sourcebook and the *DMG*. Many of these items can be further enhanced using the normal rules for magic item creation.

LIMBER PLATE

Price: 31,000 gp

Space: Body

Caster Level: 13th

Aura: Strong transmutation (DC 21)

Activation: —

Weight: 25 lb.

Engraved onto the plates of this magnificent suit of mithral full plate are prayers for physical excellence.

This suit of +2 *lightened greater tumbling mithral full plate* armor grants you an additional +5 bonus on Tumble checks that stacks with the competence bonus normally granted by the *greater tumbling* armor property. As well, your speed is not reduced when wearing this armor and its maximum Dexterity bonus is +3 and armor check penalty is -3.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *feather fall*, *levitate*

Cost to Create: 10,250 gp (plus 10,500 gp for mithral full plate), 820 XP, 21 days

ROGUE'S FRIEND

Price: 25,175 gp

Space: Body

Caster Level: 9th

Aura: Moderate illusion and transmutation (DC 19)

Activation: —

Weight: 20 lb.

This inky black armor is fashioned from soft and supple leather and the iron studs are forged from dark iron.

This suit of +1 *alertness, shadow, tumbling studded leather of silent moves* armor also grants you a climb speed equal to one-half your land speed. While wearing this armor, you gain a +8 bonus on Climb checks and you may always take 10 on these checks, even if rushed or threatened.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *feather fall*, *invisibility*, *silence*, *vigilance*

Cost to Create: 12,500 gp (plus 175 gp for masterwork studded leather), 1,000 XP, 15 days



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NEW WEAPONS

Although not as famous for their crafts as dwarves or surface elves, drow make splendid magic weapons that are no less deadly.

WEAPON PROPERTIES

To add any of these properties to a weapon, the item must have at least a +1 enhancement bonus. See *DMG* for more information on armor properties.

DISPELLING

Price: +2 bonus
Type: Weapon
Caster Level: 10th
Aura: Moderate abjuration (DC 20)
Activation: 1 swift action

This weapon is dull and lusterless.

Up to three times per day, whenever a *dispelling* weapon you wield strikes a creature, the item dispels an ongoing magical effect affecting the target. This ability functions as an area dispel magic check but affects just the target damaged by your attack.

Projectile weapons bestow this property on their ammunition.

Prerequisite: Craft Magic Arms and Armor, *dispel magic*

Cost to Create: Varies

FAST RETURNING

Price: +2 bonus
Type: Thrown weapon
Caster Level: 12th
Aura: Strong transmutation (DC 21)
Activation: —

This weapon is wrought with images and engravings of birds in flight.

Whenever you throw a *fast returning* weapon, it returns immediately after it hits or misses and is ready to be used again during the same round. This enables you to make a full attack with the fast returning weapon.

Prerequisite: Craft Magic Arms and Armor, *Quickened Spell*, *telekinesis*

Cost to Create: Varies

HOMING

Price: +2 bonus
Type: Ranged weapon
Caster Level: 7th
Aura: Moderate divination (DC 18)
Activation: —

This weapon is fitted with all manner of dials, lenses, and stabilizers, though none of these extra devices seem to interfere with the weapon's function.

Whenever you attack with a *homing* weapon, you ignore the effects of cover and size bonus on the target's AC and are never affected by concealment from natural sources (such as shadowy or no lighting).

Prerequisite: Craft Magic Arms and Armor, *true strike*

Cost to Create: Varies

IOUN

Price: +1,000 gp
Type: Weapon
Caster Level: 5th
Aura: Faint transmutation (DC 17)
Activation: 1 free action

This weapon is fitted with a number of curious gray stones.

On first acquiring an *ioun* weapon, you must hold and then release it, whereupon it orbits you at a distance of 1d3 feet. Two-handed weapons cannot orbit you in close confines (for example, an *ioun* longspear cannot orbit you while you're climbing through a small window), so few weapons larger than one-handed have this special ability.

When an *ioun* weapon orbits you, you can grasp it as a free action. Whenever you drop the weapon or are disarmed, it floats up to orbit you again. You may voluntarily seize and stow an *ioun* weapon to keep it safe, but you cannot then gain the benefits of its properties until it is drawn and released.

An *ioun* weapon must be grasped to separate it from you. This requires a melee touch attack against the weapon and provokes an attack of opportunity from you. You 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. For more rules about attacking an object, see **Sunder** in the *PH*.

Prerequisite: Craft Magic Arms and Armor, *levitate*

Cost to Create: 500 gp, 40 XP, 1 day

SUMMONER'S FOE

Price: +2 bonus
Type: Weapon
Caster Level: 11th
Aura: Moderate abjuration (DC 20)
Activation: —

This weapon is inscribed with a number of religious icons and symbols.

Whenever you're wielding a *summoner's foe* weapon and successfully damage a summoned or called creature, that creature must succeed on a DC 17 Will save or be whisked back to its native plane. You must wait 5 rounds between each use of this ability.

Projectile weapons with this property bestow its effects on their ammunition.

Prerequisite: Craft Magic Arms and Armor, *dismissal*

Cost to Create: Varies

SPECIFIC WEAPONS

The following preconstructed weapons are devious creations of the drow.

ABJURER'S BANE

Price: 25,315 gp
Space: —
Caster Level: 11th
Aura: Moderate abjuration (DC 20)
Activation: — or 1 swift
Weight: 4 lb.

Inscribed on this scimitar's blades are arcane phrases of power written in reverse.

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This +1 *dispelling scimitar* is a potent weapon under most circumstances, but when used against a creature under the effect of an abjuration spell or spell-like ability, its enhancement bonus increases by +1 and it deals an additional +1d6 points of damage on a successful hit.

Prerequisites: Craft Magic Arms and Armor, Nullify School (abjuration), *greater dispel magic*

Cost to Create: 12,500 gp (plus 315 gp for masterwork scimitar), 1,000 XP, 25 days

BRIGHT DEATH

Price: 102,650 gp

Space: —

Caster Level: 21st

Aura: Overwhelming divination, evocation, and transmutation (DC 25)

Activation: — or 1 swift

Weight: 4 lb.

This steel repeating hand crossbow is excellently made, with a stylized stock and a mithral firing mechanism.

Bright death functions as a +1 brilliant energy homing repeating hand crossbow. In addition, whenever you deal damage with *bright death*, you may sacrifice a spell slot, prepared spell, or a use of a spell-like ability to force the target to attempt a DC 16 Fortitude save. On a failed save, the target takes 1d10 points of Constitution damage. You must wait 5 rounds between each use ability.

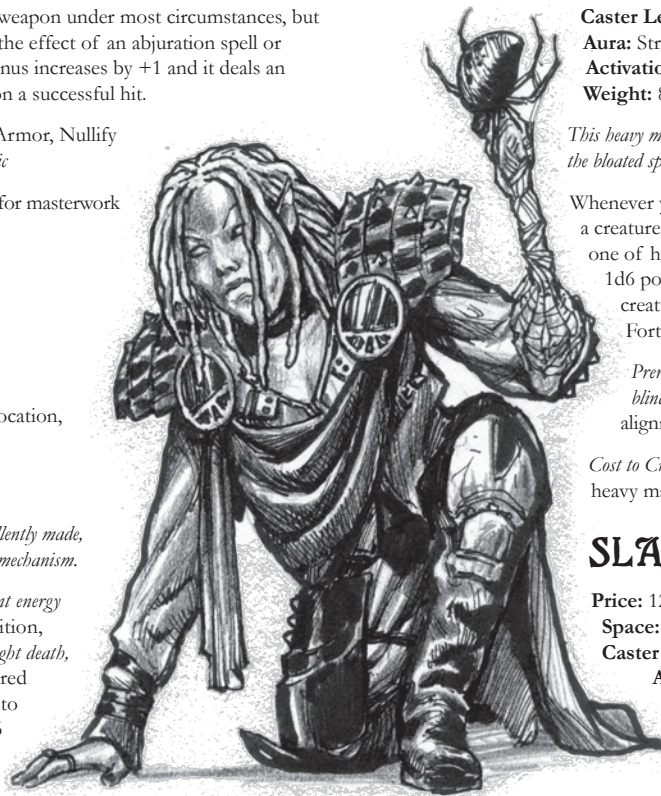
Prerequisites: Craft Magic Arms and Armor, *continual flame*, *gaseous form*, *poison*, *true strike*

Cost to Create: 51,000 gp (plus 650 gp for masterwork repeating hand crossbow), 4,080 XP, 100 days

THE QUEEN AND HER CLAWS

Price: 41,312 gp

Space: —



of this

mithral and adamantine threads.

Caster Level: 12th

Aura: Strong abjuration and necromancy (DC 21)

Activation: — or 1 swift action

Weight: 8 lb.

This heavy mace's haft resembles a thick mass of webs spun by the bloated spider that forms the weapon's head.

Whenever you wield this +2 *dispelling heavy mace* and hit a creature that does not worship the Spider Queen or one of her Claws, this weapon deals an additional 1d6 points of unholy damage. In addition, creatures struck must also succeed on a DC 14 Fortitude save or become permanently blinded.

Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*, *dispel magic*, *unholy blight*, evil alignment

Cost to Create: 20,500 gp (plus 312 gp for masterwork heavy mace), 1,640 XP, 41 days

SLAVER'S COMPANION

Price: 12,301 gp

Space: —

Caster Level: 7th

Aura: Moderate necromancy and transmutation (DC 18)

Activation: —

Weight: 2 lb.

This slender whip is fashioned from woven mithral and adamantine threads.

Unlike a normal whip, *slaver's companion* deals damage to creatures with armor bonuses in excess of +1 and natural armor bonuses in excess of +3. *Slaver's companion* also deals +2d6 points of damage on a confirmed critical hit.

Creatures normally not subject to nonlethal damage, such as constructs and undead, must succeed on a DC 14 Will save each time they are struck by the whip or be prevented from leaving their space for 1 round. Multiple hits using this weapon are not cumulative.

Prerequisites: Craft Magic Arms and Armor, *half construct*, *half undead*

Cost to Create: 6,000 gp (plus 301 gp for masterwork whip), 240 XP, 12 days

MAGICAL 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 (poison) check (DC equal to the save DC to resist the poison). The creator may take 10 on this skill check. Failure indicates 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.

ACHAIERAI DUST

Price: 950 gp

Space: —

Caster Level: 13th

Aura: Strong enchantment (DC 21)

Activation: 1 standard action

Weight: —

Inside this small packet is a pile of fine black dust.

Achaierai dust functions as an inhaled poison (see **Poison** in the DMG). Every creature within a 10-foot cube must succeed on a DC 15 Fortitude save or take 2d6 points of damage. One minute later, these creatures must succeed on a second save or become confused for 3 hours.

Prerequisites: Craft Wondrous Item, Craft (poison) 5 ranks, *insanity*

Cost to Create: 475 gp, 38 XP, 1 day

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TABLE 8-2: MAGIC POISONS

Poisons	Type	Initial Damage	Secondary Damage	Price
Achaierai dust	Inhaled DC 15	2d6 hp	confusion	950 gp
Chaos beast essence	Contact DC 15	2d4 Dex	corporeal instability	1,400 gp
Crystalmist	Inhaled DC 15	–10 speed	Hold monster	800 gp
Vargouille bite	Injury DC 15	Special	—	400 gp

CHAOS BEAST ESSENCE

Price: 1,400 gp
Space: —
Caster Level: 9th
Aura: Moderate transmutation (DC 19)
Activation: 1 standard action
Weight: —

This oddly shaped vial contains a syrupy purple liquid.

Chaos beast essence functions as a contact poison (see **Poison** in the *DMG*). Any creature exposed to this noxious substance must succeed on a DC 15 Fortitude save or take 2d4 points of Dexterity damage. One minute later, the creature must succeed on a second save or suffer the effects of corporeal instability (see **Chaos Beast** in the *MM* for details) for 1d4 hours.

Prerequisites: Craft Wondrous Item, Craft (poison) 5 ranks, *baleful polymorph*

Cost to Create: 700 gp, 56 XP, 2 days

CRYSTALMIST

Price: 800 gp
Space: —
Caster Level: 9th
Aura: Moderate enchantment (DC 19)
Activation: 1 standard action
Weight: —

This small glass jar contains a quantity of sparkling crystal shards.

Crystalmist functions as an inhaled poison (see **Poison** in the *DMG*). Every creature within a 10-foot cube must succeed on a DC 15 Fortitude save or take a –10 enhancement penalty to its speed for 10 minutes. One minute later, an exposed creature must succeed on a second save or become frozen in place for 10 rounds. Each round after the first, the victim is entitled to another Fortitude to overcome the secondary effect.

Prerequisites: Craft Wondrous Item, Craft (Poison) 5 ranks, *hold monster*

Cost to Create: 400 gp, 32 XP, 1 day

GORGON'S BREATH

Price: 2,000 gp
Space: —
Caster Level: 11th
Aura: Moderate transmutation (DC 20)
Activation: 1 standard action
Weight: —

This glass philter contains a sparkling green dust.

Gorgon's breath functions as an inhaled poison (see **Poison** in the *DMG*). Every creature within a 10-foot cube must succeed on a DC 15 Fortitude save or be turned to stone for 1 minute. One minute later, an exposed creature must succeed on a second save or turn to stone permanently.

Prerequisites: Craft Wondrous Item, Craft (Poison) 5 ranks, *flesh to stone*

Cost to Create: 1,000 gp, 80 XP, 2 days

VARGOUILLE BITE

Price: 400 gp
Space: —
Caster Level: 5th
Aura: Faint necromancy (DC 17)
Activation: 1 standard action
Weight: —

This gray fluid reeks of decay.

Vargouille bite functions as an injury poison (see **Poison** in the *DMG*). A creature injured by a weapon coated with this poison must succeed on a DC 15 Fortitude save or be prevented from magically or naturally repairing the damage dealt by 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.

Prerequisites: Craft Wondrous Item, Craft (poison) 5 ranks, *bestow curse*

Cost to Create: 200 gp, 16 XP, 1 day

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.

ABJURATION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate abjuration (DC 19)
Activation: — or 1 immediate action
Weight: —

When placed on your finger, this silver ring shines with soft red light.

While wearing this ring, you gain a +2 luck bonus on all saves against spells, but not against spell-like effects.

If you have the ability to cast spells, once per day you may sacrifice this bonus to recall any 1st-, 2nd-, or 3rd-level abjuration spell or spell slot used to cast an abjuration spell that you have cast in the same round.

Prerequisites: Forge Ring, Spell Focus (abjuration), *resistance*

Cost to Create: 4,000 gp, 320 XP, 8 days

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DEATH ATTACK

Price: 9,500 gp
Space: Ring
Caster Level: 5th
Aura: Faint necromancy (DC 17)
Activation: — or 1 immediate action
Weight: —

This vile-looking ring is carved to look like a row of screaming skulls.

When attacking flat-footed or helpless opponents, your attacks deal +1 point of damage.

If you have the death attack class feature, the save DC of your death attacks increases by +2. Alternatively, you may give up this bonus as an immediate action to force your target to re-roll its saving throw against the lower DC.

Prerequisites: Forge Ring, *true strike*

Cost to Create: 4,750 gp, 380 XP, 10 days

CONJURATION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate conjuration (DC 19)
Activation: — or 1 immediate action
Weight: —

This gold ring is etched with a single pentagram.

You gain a +3 luck bonus to AC against attacks made by summoned or called creatures.

Alternatively, when casting any conjuration (summoning) spell, you may sacrifice this bonus to gain the maximum number of summoned creatures allowed by the spell, plus 1. You regain the bonus to AC after 24 hours.

Prerequisites: Forge Ring, Spell Focus (conjuration), *summon monster I*

Cost to Create: 4,000 gp, 320 XP, 8 days

DIVINATION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate divination (DC 19)
Activation: — or 1 immediate action
Weight: —

This blue-metal ring features strange carvings of opened eyes all over its outer surface. When placed on your finger, they shut.

You gain a +2 insight bonus on initiative checks.

Alternatively, when casting any divination spell, you may sacrifice this bonus to extend the effects of the divination spell as if you had cast it using the Extend Spell feat. You regain the bonus to AC after 24 hours.

Prerequisites: Forge Ring, Spell Focus (divination), *vigilance*

Cost to Create: 4,000 gp, 320 XP, 8 days

ENCHANTMENT

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate enchantment (DC 19)
Activation: — or 1 immediate action
Weight: —

This platinum ring is set with a pair of sparkling diamonds.

While wearing this ring, you gain a +1 luck bonus on Bluff and Diplomacy checks.

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 Nyptoth'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 reunited 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 . . .

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If you have the ability to cast spells, once per day you may sacrifice this bonus to recall any 1st-, 2nd-, or 3rd-level enchantment spell or spell slot used to cast an enchantment spell you have cast in the same round.

Prerequisites: Forge Ring, Spell Focus (enchantment), *charm person*

Cost to Create: 4,000 gp, 320 XP, 8 days

EVOCATION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate evocation (DC 19)
Activation: — or 1 immediate action
Weight: —

This odd ring is carved from a solid piece of jet and when worn it entirely encases the finger, though it does not seem to interfere with the finger's flexibility.

You gain a +1 luck bonus on checks made to overcome a target's spell resistance.

One successful melee or ranged attack of your choice per round deals +1 damage. Furthermore, when rolling damage for an evocation spell that you cast, you may roll one additional die and discard the lowest die roll.

Finally, when casting any evocation spell, you may sacrifice your luck bonus on level checks made to overcome spell resistance to increase an evocation's spell save DC by +2. After 24 hours, the ring regains its normal benefits.

Prerequisites: Forge Ring, Greater Spell Focus (evocation), Spell Focus (evocation)

Cost to Create: 4,000 gp, 320 XP, 8 days

ILLUSION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate illusion (DC 19)
Activation: — or 1 immediate action
Weight: —

This ring is carved from a solid piece of quartz.

You gain a +5 competence bonus to Disguise checks.

Alternatively, you may sacrifice the bonus to cast a prepared or known 1st-, 2nd-, or 3rd-level illusion spell as part of the immediate action used to activate this special function. After 24 hours, the ring regains its normal benefits.

Prerequisites: Forge Ring, Quicken Spell, Spell Focus (illusion)

Cost to Create: 4,000 gp, 320 XP, 8 days

ITEM USE

Price: 2,500 gp
Space: Ring
Caster Level: 5th
Aura: Faint transmutation (DC 17)
Activation: —
Weight: —

When light of any kind falls upon this thick band, it shines with rainbow-colored light.

For as long as you wear this ring, Use Magic Device (and Use Psionic Device) becomes an untrained skill for you. If you have at least 1 rank in Use Magic Device (or Use Psionic Device), you gain a +5 competence bonus on Use Magic (Psionic) Device checks.

Prerequisites: Forge Ring, *eagle's splendor*, *fox's cunning*

Cost to Create: 1,250 gp, 100 XP, 3 days

NECROMANCY

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate necromancy (DC 19)
Activation: — or 1 immediate action
Weight: —

This bone ring is cool to the touch.

You gain a +2 luck bonus on all saves against necromancy spells and effects.

Alternatively, when casting any necromancy spell, you may sacrifice the bonus to increase the save DC of any necromancy spell you cast by +2. After 24 hours, the ring regains its normal benefits.

Prerequisites: Forge Ring, Heighten Spell, Spell Focus (necromancy)

Cost to Create: 4,000 gp, 320 XP, 8 days

TRANSMUTATION

Price: 8,000 gp
Space: Ring
Caster Level: 9th
Aura: Moderate transmutation (DC 19)
Activation: — or 1 immediate action
Weight: —

Before your very eyes, this ring undergoes a transformation, shifting from gold to silver to wood to ice to jet and so on.

While wearing this ring, you gain a +2 luck bonus on saving throws against transmutation spells and effects.

If you have the ability to cast spells, once per day you may sacrifice this bonus to recall any 1st-, 2nd-, or 3rd-level transmutation spell or spell slot used to cast an transmutation spell you have cast in the same round.

Prerequisites: Forge Ring, Spell Focus (enchantment)

Cost to Create: 4,000 gp, 320 XP, 8 days

TUMBLING

Price: 2,500 gp
Space: Ring
Caster Level: 5th
Aura: Faint transmutation (DC 17)
Activation: —
Weight: —

This odd piece of jewelry is fashioned from a weird rubbery material.

For as long as you wear this ring, Tumble becomes an untrained skill for you. If you have at least 1 rank in Tumble, you gain a +5 competence bonus on these checks.

Prerequisites: Forge Ring, *jump*

Cost to Create: 1,250 gp, 100 XP, 3 days



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RODS

Rods are strange magic items that drow rarely craft. Nonetheless, dark elves have crafted some very powerful magic rods.

BATON OF ENERGY

Price: 22,200 gp

Space: —

Caster Level: 13th

Aura: Strong abjuration and evocation (DC 21)

Activation: 1 standard action

Weight: 5 lb.

This unusual mace features five different buttons along its haft. When depressed, the mace head flares with energy.

The baton of elements functions as a +1 *heavy mace*. The baton has five buttons, each carved into a different stylized icon representing acid, cold, electricity, fire, or sonic. When you depress a button, the weapon deals an extra 1d6 points of damage of the appropriate energy type. In addition, you gain 20 points of resistance to the selected form of energy for as long as you wield the weapon. When the weapon absorbs 120 points of energy damage (of any type), it becomes an ordinary +1 *heavy mace*.

Prerequisites: Craft Rod, Energy Substitution (any one), *fireball*, *protection from energy*

Cost to Create: 11,100 gp, 888 XP, 23 days

VERMIN CONTROL

Price: 40,000 gp

Space: —

Caster Level: 11th

Aura: Moderate transmutation (DC 20)

Activation: 1 standard action (command)

Weight: 5 lb.

This slender light mace seems wrought from an unsettling assortment of poisonous insects.

When you activate this +2 *light mace's* special feature, all vermin within 60 feet of you must succeed on DC 19 Fortitude saves or fall under your control. You may issue simple commands to these creatures as if they were under the effects of a dominate vermin spell. While there is no limit to the number of times you can use this rod, you may only control up to 22 Hit Dice of vermin at any one time.

Prerequisites: Craft Rod, *dominate vermin*

Cost to Create: 20,000 gp, 1,600 XP, 40 days

WRATH AND RAGE

Price: 9,800 gp

Space: —

Caster Level: 9th

Aura: Moderate enchantment (DC 19)

Activation: 1 standard action (touch)

Weight: 8 lb.

This heavy mace is carved with hundreds of angry faces.

This rod functions as a +1 *heavy 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.

Prerequisites: Craft Rod, *rage*

Cost to Create: 4,900 gp, 392 XP, 10 days

STAFFS

The staffs below follow the guidelines in the *DMG*. Each has 50 charges.

CAVERNSTAFF

Price: 65,250 gp

Space: —

Caster Level: 15th

Aura: Strong divination, evocation, and transmutation (DC 22)

Activation: As spell

Weight: 5 lb.

This slender staff is carved from a single piece of limestone.

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)

Stone shape (1 charge)

Stone tell (2 charges)

Earthquake (2 charges)

Prerequisites: Craft Staff, *earthquake*, *piercer*, *stone shape*, *stone tell*

Cost to Create: 32,625 gp, 2,610 XP, 66 days

POISON

Price: 60,200 gp

Space: —

Caster Level: 15th

Aura: Strong conjuration, illusion, necromancy, and transmutation (DC 22)

Activation: As spell

Weight: 5 lb.

This black wood staff is carved with designs of skulls and droplets of running poison.

This staff allows the user to cast the following spells:

Delay poison (1 charge)

Detect poison (1 charge)

Undetectable poison (1 charge)

Neutralize poison (2 charges)

Poison (2 charges)

Envenom object (2 charges)

Prerequisites: Craft Staff, *delay poison*, *detect poison*, *envenom object*, *neutralize poison*, *poison*, *undetectable poison*

Cost to Create: 30,100 gp, 2,408 XP, 61 days

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.

WEBSTAFF

Price: 41,625 gp

Space: —

Caster Level: 17th

Aura: Strong conjuration (DC 23)

Activation: As spell

CHAPTER EIGHT: MAGIC ITEMS

Weight: 5 lb.

This wooden staff has a weblike fan at either end.

The *webstaff* can be used to cast the following spells:

Web walk (1 charge)

Web (1 charge)

Iron web (2 charges)

Web wall (2 charges)

Prerequisites: Craft Staff, *iron web*, *web*, *web walk*, *web wall*

Cost to Create: 20,812 gp, 1,665 XP, 42 days

WONDROUS ITEMS

Drow craft many wondrous magic items, some of which are described in the following pages.

ANTIMAGIC ELIXIR

Price: ×4

Space: —

Caster Level: 11th

Aura: Moderate abjuration and transmutation (DC 20)

Activation: 1 standard action

Weight: —

This vial contains a clear, odorless liquid.

Antimagic elixir is an additive that by mixing it with a poison can be made immune to magic attempts to negate or delay it. *Antimagic elixir* 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 elixir*, 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 elixir* cannot be dispelled.

Any nonmagical poison can be mixed with *antimagic elixir*. 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.

A *disjunction* spell negates the effects of this elixir.

Prerequisites: Craft Wondrous Item, Poison Use, *antimagic field*

Cost to Create: ×4 gp

BOOTS OF SPIDERKIND

Price: 6,800 gp

Space: Feet

Caster Level: 5th

Aura: Faint transmutation (DC 17)

Activation: —

Weight: 1 lb.

These soft, black leather boots are of exceptional make.

While wearing these boots, you can move on vertical surfaces or even upside down along ceilings at normal speed. In addition, you can pass through magical and natural webs at will as per the *web walk* spell. You may not use these boots to cross icy, slippery, or other severely slippery surfaces.

Prerequisites: Craft Wondrous Item, *spider climb*, *web walk*

Cost to Create: 3,400 gp, 272 XP, 7 days

CLOAK OF SHADOWS

Price: 18,000 gp

Space: Shoulders

Caster Level: 5th

Aura: Faint illusion (DC 17)

Activation: —

Weight: 1 lb.

This black cloak appears to be filled with shadows even in the brightest light.

So long as you are within 20 feet of some sort of shadow (not your own or the cloak's) or darkness, you can nearly vanish into your surroundings, leaving only the barest traces of faded portions of your body. For the purposes of shadows, any area of shadowy illumination or darkness qualifies. The *cloak of shadows* grants you concealment (20% miss chance) and a +5 competence bonus on Hide checks.

Prerequisites: Craft Wondrous Item, *blur*, *invisibility*

Cost to Create: 9,000 gp, 720 XP, 18 days

CLOAK OF UNDERDARK SURVIVAL

Price: 5,000 gp

Space: Shoulders

Caster Level: 5th

Aura: Faint transmutation (DC 17)

Activation: —

Weight: 1 lb.

This gray cloak is embroidered with rock-like patterns.

While in rocky or underground environments, you gain a +3 competence bonus on Hide and Move Silently checks. In addition, you gain stonecunning (see the PH). If you already have this ability, the bonus on Search checks increases to +4.

Prerequisites: Craft Wondrous Item, *meld into stone*

Cost to Create: 2,500 gp, 200 XP, 5 days

GLOVES OF DEFTNESS

Price: 8,000 gp

Space: Hands

Caster Level: 5th

Aura: Faint transmutation (DC 17)

Activation: —

Weight: —

These thin black gloves are fashioned from a supple material.

While wearing these gloves, you gain a +2 competence bonus on Open Locks and Sleight of Hand checks. In addition, you also gain a +2 competence bonus on attempts made to disarm a foe or to resist being disarmed. If you have the trapfinding ability, these gloves also grant a +2 enhancement bonus to your Dexterity score.

Prerequisites: Craft Wondrous Item, *cat's grace*

Cost to Create: 4,000 gp, 320 XP, 8 days

CHAPTER EIGHT: MAGIC ITEMS

GOGGLES OF INVULNERABLE VISION

Price: 10,500 gp
Space: Eyes
Caster Level: 7th
Aura: Moderate abjuration (DC 17)
Activation: —
Weight: —

These black lenses fit snugly over the eyes.

While wearing these goggles, you take a –5 competence penalty on Spot checks. However, you also gain immunity to all gaze attacks, attacks that rely on vision, and any effect that would blind you.

Prerequisites: Craft Wondrous Item, darkness, remove blindness/deafness

Cost to Create: 5,250 gp, 420 XP, 11 days

HELM OF SPIDER EYES

Price: 6,200 gp
Space: Head
Caster Level: 7th
Aura: Moderate transmutation (DC 18)
Activation: —
Weight: 2 lb.

This alien object looks like the scooped-out, dried head of a monstrous spider made of metal.

While worn as a helmet, you can see in all directions at once. This helm grants you a +4 circumstance bonus on Search and Spot checks and a +2 bonus on initiative checks. Finally, so long as you are wearing the *helm*, you cannot be flanked.

Prerequisites: Craft Wondrous Item, polymorph

Cost to Create: 3,100 gp, 248 XP, 7 days

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.

MASK OF AIR BREATHING

Price: 500 gp
Space: Head
Caster Level: 5th
Aura: Faint transmutation (DC 17)
Activation: —
Weight: 1 lb.

This strange metal half-mask, when worn, covers the mouth and nose.

So long as you wear this mask, you may breathe air indefinitely. The *mask of air breathing* grants you no special benefit to resist gasses or other airborne toxins.

Prerequisites: Craft Wondrous Item, air breathing

Cost to Create: 250 gp, 20 XP, 1 day

QUIVER OF SHARPNESS

Price: 20,000 gp
Space: —
Caster Level: 7th
Aura: Moderate transmutation (DC 18)
Activation: —
Weight: 1 lb.

This black leather quiver features a bewildering array of arrowheads on its surface.

A *quiver of sharpness* can hold up to 20 arrows or bolts. Any arrow or bolt drawn from the quiver has its critical threat range doubled as if the target of the *keen edge* spell. The increased threat range lasts for 1 round after it is drawn. To benefit from this item's enchantment, an arrow or bolt must be left inside the quiver for at least 1 minute.

Prerequisites: Craft Wondrous Item, keen edge

Cost to Create: 10,000 gp, 800 XP, 20 days

VEST OF DARK ELVENKIND

Price: 4,500 gp
Space: Shoulders
Caster Level: 5th
Aura: Faint transmutation (DC 17)
Activation: —
Weight: 1 lb.

This black silk vest is embroidered in silver with subtle spiderweb patterns.

For as long as you wear this vest, you gain Drow Sign Language and Undercommon as bonus languages. In addition, you may cast *darkvision* (caster level 3rd) up to twice per day.

If you are drow, the range of your darkvision increases by 20 feet and you may cast *darkness*, *faerie fire*, and *dancing lights* each one extra time per day. Furthermore, you gain a +2 enhancement bonus on Listen, Search, and Spot checks.

Prerequisites: Craft Wondrous Item, darkvision, creator must be a drow.

Cost to Create: 2,250 gp, 180 XP, 5 days

WIDOW'S HANDS

Price: 2,000 gp
Space: Hands
Caster Level: 3rd
Aura: Faint necromancy (DC 16)
Activation: 1 swift action
Weight: —

This rigid leather gloves are stitched together from the rotting faces of dead humanoids.



CHAPTER EIGHT: MAGIC ITEMS

Widow's hands have 3 charges that renew each day at dusk. Spending 1 charge laces your hands with negative energy for 1 round so that if you succeed on a melee touch attack or unarmed strike, you deal an extra 1d6 points of cold damage. If you spend two charges, you deal the extra damage, but your opponent must succeed on a DC 11 Fortitude save or take 1 point of

Strength damage. If you spend three charges, you deal 1d6 points of cold damage and 1 point of Strength damage (no save).

Prerequisites: Craft Wondrous Item, *chill touch*

Cost to Create: 1,000 gp, 80 XP, 2 days

ARTIFACTS

Drow artifacts are evil beyond compare, imbued with the dread power of dark magic or the will of the vile goddess. The following artifacts are but a sample of sorts of great items the drow are said to possess.

DRE'REZZYM

Price: —

Space: —

Caster Level: 15th

Aura: Strong transmutation (DC 22)

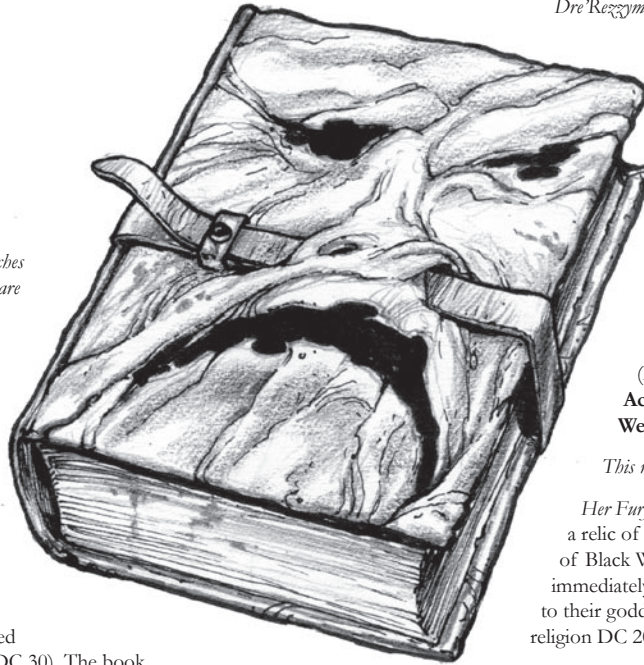
Activation: — or as spell

Weight: 2 lb.

This small manual measures 12-inches by 9-inches and is bound in stained human skin. Its pages are pale and scrawled with bloody ink. A locket of human hair keeps the covers closed.

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 (Knowledge—history DC 25). 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 (DC 30). 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.



Dre'Rezzym grants you the Impressive Demonstration feat (see **Chapter Five: Skills and Feats**), allows you to cast *angry wound* once per day, and *charm person* by touch (DC 11) three times per day. In addition, *Dre'Rezzym* grants you a +5 profane bonus on

Intimidate checks. When used to show the power of Demzer, *Dre'Rezzym* allows you access to its special purpose power, which is to *dominate person* (DC 15) with a touch.

HER FURY

Price: —

Space: —

Caster Level: 21st

Aura: Overwhelming necromancy (DC 25)

Activation: — or as spell

Weight: 3 lb.

This rusted and pitted kukeri is sticky with old blood.

Her Fury is a +2 *keen unholy vorpal kukeri* and a relic of great importance to the worshipers of Black Widow. The faithful of Black Widow immediately recognize the weapon's similarity to their goddess's famous weapon (Knowledge—religion DC 20).

Her Fury grants you the ability 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 you to cast *create undead* (wraiths only) on any creature you kill. The wraith is not commanded by the weapon nor you (unless a successful turning check is made), but it cannot attack you 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 semi-empathy. It is chaotic evil.

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.

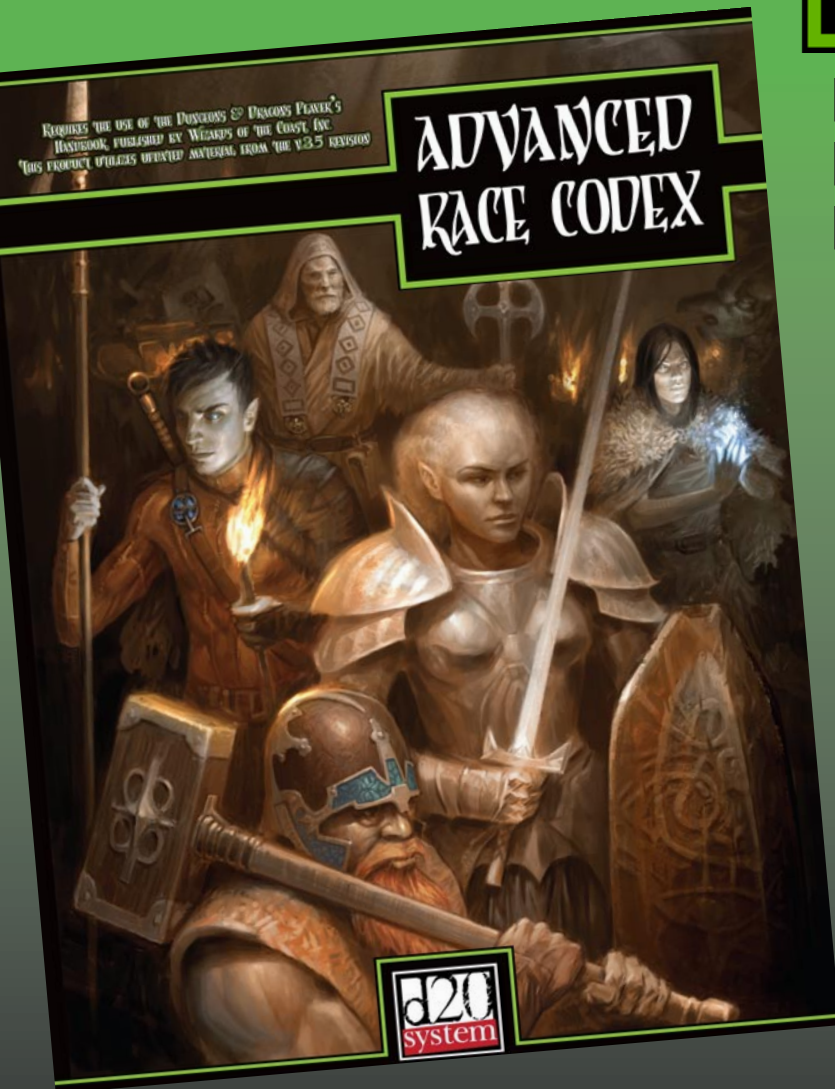
I'm asking a high price. I've grown fond of you, Dre'Rezzym. You're my greatest work. A bloody little book, eternally tortured, eternally enslaved. For your aesthetic value alone you're worth twice the price I was promised.

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...

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