

The Complete Manual of the Drow

Foreword

This document is a supplement for DMs and Players who want to play drows characters. Note that some informations (some deities, many drow names and some charts) are from the following books, owned by TSR (or WoC, I don't know) : Spells & magic, Skills & Powers, Combat & Tactics, The Drows of the Underdark, Player's Handbook, Complete Defilers Handbook, Menzoberranzan Boxed Set, Monsters Mythology. Other informations (Drow poisons and the Menzoberranzan' chart) were taken from some web sites (I haven't the URLS), like the Gallery of the Magical blades....

Excuse me : my english is not perfect and you can find many errors in this document...

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Adjustements for the drows

Abilities adjustements : +1 int, +2 dex, -1 con, -2 cha

Adjustements for thieves skills : +15% move silently and hide in shadows.

They have a bonus of 5 at tacco when they made a backstab. The thieves have, at the beginning of their carrer, 70% to distribute in their skills, contrary to the 60% usually allowed in the PHb. Thieves have no limitations in the rating of their skills : they can place the totality of the 70 points in a same talents. Also, they have 40 points to place in their talents when they reach a new level, contrary to the 30 points usually allowed in the PHb. They can place the totality of these points in a unique talent.

Levels limitations : no limitation, and drows can use the « twin » class system, if the conditions are respected.

Infravision : 120 feet

For those who use the optionnal rule of the senses

Smell : -5

Sight : +1

Hearing : +1

Taste : -2

Touch : +3

This rule is simple : When you create your charcater, roll a 20 faced dice for each sens. When the character have a chance to use one of the senses, he can made a test : he must roll a d20 and have under his rate with this sens. Example : Temgoroth is a Drow renegade. He is in tunnels, pourchassed by a group a svirfneblins. The DM think that he have a chance to hear something. The hearing sense of Themgoroth is 14. He roll is d20 and have a result of 16. His sense check is failed. He didn't hear the svirfneblin behind him.

Adjustements for some weapons: *bonus* of 1 to hit whit long and shorts swords, hand crossbows,scimitars, whips.

Wilds talents, base percentage

Description of the condition	Condition	Percentage ajustement
Con, int, wis	18	3%
Con, int, wis	17	2%
Con, int, wis	16	1%
Radiations	Strong	5%
Radiations	Average	3%
Radiations	Weak	1%
Help from a psionic	-	1%
Level	5 à 8	1%
Level	9+	2%

All the drows characters beging with 1% of chance to have wild talents. Wizards and priests must divide their total by 2. If a character go on the surface, he lose the ajustemetns due to the radiations. They must roll again their % of wild talents. If they fail this new roll, they lose their wild talents. If they return in the underdark, they retrieve their ancient wild talents.

Drows gods

Vhaeraun (the Masked One)

Minor power of the abyss, NE (All evil for the worshippers)

Spheres of influence : drows males, thefts and evil activities on the surface

Symbol : an half black mask,

Requierments : standards, drow males only

Weapons allowed : all

Armors allowed : no armors are allowed ot a specialty priest of Vhaeraun

Major shperes : all, combat, elemental, gardian, healing, necomancy, charm

Minor spheres: divination, protection, time

Powers

* level 3, passage without traces, 1/day/level

* level 6, animation of the dead

* level 9, locate object

* They can't turn undead, only command

There is 15% of chance that the god manifest himself (send his avatar) when his help is asked, and it by any followers, priests or no. But there is 20% of chance that he will « send » his avatar his a priest made the appropriate rituals.

Other notes

He want to see the drow on the surface of the Realms. Vhaeraun think that the drows can and must be allied with the others elvens races. He hate the dwarves and the gnomes, but he can tolerate humans and the halflings. Vaheraun like to manifest himself

Goals and ethical :

Drows MUST have a realm on the Night Above (this therm is used by followers only). This Realm must be acquired in violence. Drows must be equals, between males and females. Drows must crush the clergy of Lolth (Lloth in Menzoberranzan and Ched Nasad). Drow must be united.

Rituals :

Rituals must be made in the night, and the priests must melt the wealths and the weapons of their ennemies in a Black altar, sculpted in the form of a black bowl (brassero). If the Avartar of Vhaeraun appear to the folowers, they must give him a precious magical object.

Customs, rules.

The clergy must be active in the night (for important operations).

The contacts and the marriages between drows and the other races of elves are encouraged (this produce half drows, who are educated as drows followers of Vhaeraun). Each priest must work to create a permanent drow installation on the Night Above.

Clothing :

Black clothes are preferable.

Manifestations of Vhaeraun

When Vhaeraun is called to help one of his followers, he can « send » his avatar or a fugitive shadow. This shadow have the form of a half black mask. When Vhaeraun manifest himself, in the form of his avatar or the shadow, the follower who have called him have the following benefits :

- * The character have True seeing
- * Can hit creature who can be hitted by magical swords only, whatever the bonus
- * The character can't fall on the ground and can't made clumsiness
- * The character can move silently and without traces
- * Character regain 2d4 hp

Vendargolth (minor god)^{optionnal}

Minor power of the Abyss, NE

Spheres of influence : death, murders, discretion, silence, illusions, torture

Symbol : black circle with a red scorpion in the center

Allies : Vhaeraun, Gzemnid (Beholder godl), Shar, Mask, Bhaal, Myrkul, Bane, Loviatar

Foes : Lloth, Kiaransalee

Requierements : 12 st, 15 dex, drows males or half drow males only...

Weapons allowed : scimitar, dagger, short sword, sarbacane, rapier, hand crossbow

Armors allowed : leather, drow/elven chain mail

Major spheres : all, necromancy, healing, combat, elemental (air)

Minor shperes : charm, protection, divination

Garranted powers :

* the priest have the talent « Move silently » as a thief. The base percentage is 15% +5% per level. The racials and dexterity adjustments are applicables. They also can made Backstabs as thieves of two levels under.

* the priest can command undead as if he was 2 levels upper.

* the priest recieve in bonus a unique fighting style and can be specialised in two weapons fighting style at the first level.

* the priest can use the wizard's illusions spells as he was a wizard of the same level. He must lear theses spells, as a normal wizard, and he must find his spells as a normal wizard.

* at level 1, the priest can cast silence 1 meter radius +1 meter /3 levels.

* at level 2, can animate one 1 squeletton. The priest can anime an othe skelletton if the first is dead

* at level 3, he can, once a day, cast the spell wispering wind.

* at level 6, the priests can cast continual silence, with a radius of 1 meter/2 levels. It can be dissiped by a *dispel magic* casted by a mage of level 10 or more only.

Other notes :

The priests of Vendargolth work in a complete mystery. They search to help the priests of Vhaeraun in their tentatives to conquer the World Above. They are the perfect spies : they are discreet and they can't « sold » thei companions because they have the tongue teared at the end of their studies in priesthood. This is a subtle eligion, and Vendargolth want to propagate the beauty and his followers are people of taste, but they are not extravagant.

Goals, ethical :

The clergy of Vendargolth want to see the drows control the World (the Underdark ans the surface). It's the reason why they are allies with the Cult of Vhaeraun. They want to unify the drows, in the violence or the discretion. They are very treacherous.

Rituals :

During their formation, the future priests must make a vow of silence. If there is a failure of their vow, they are gived in sacrifice to Vendargolth. They must stay in complete silence during ten years (the duration of their vow). They are always tempted by non-priests to broke their vow. As mentionned before, all priests have the tongue teared at the end of their priesthood. The ceremonies must be made in quasi total darkness. A cruel sacrifice must be made (generally humans and dwarves). The ceremonies must be imposing, but silent.

Clothes and equipement :

When in adventuring, they wear typical equipment. In ceremony, they wear with robes with a red scorpion in a black circle on the center of the chest. Their equipment cost 25% more than the usual equipment, to show the level of « raffinité » of the clergy.

Lloth or Lolth (intermediate goddess)

Lolth is the divine principle of the drow race and society. Her priestesses manage their society and no other divinity would not dare to hold head to Lolth.

In spite of her chaotic alignment, Lolth is very attentive to avoid the bursting of a conflict between drows. Lolth wishes the struggle between drows, it reinforces them and improves them but, to avoid that she reaches proportions out of control, if a noble house wants to eliminate another one, it must make it with only one attack. Wars of usury are very badly views and a noble house coalition forms itself then to annihilate the house that uses these tactics.

Lolth put two goal to her drows: reign on all depths and the white elf extermination to the surface as well as the conquest of their territories. The second goal is symbolic, because drows don't wish to return to the surface indeed because they get lost there their powers.

Feature: alignment: CM, as well as for supporters.

Zone of control: spiders, pain, darkness,

Symbol: dark spider with head of woman drow

Duty of the clergy: the clergy is exclusively feminine and organized in noble houses, these being directed by priestesses having highest direct houses. The clergy has an absolute reign to the name of Lolth; they direct, make the police, judge and are the jury and are executors of society drow. They are expeditious to the manipulation, beget the fear and are very powerful.

Characteristics for priestesses:

Requirement : wisdom of 13, female,

Alignment: CM

Authorized weapons: all

Authorized armors: all

Major spheres: general, charm, fight, creation, divination, elementary (earth, water), guard, healing, necromancy (inverse for all fates of niv. 4 and more)

Minor spheres: animal, chaos

Conferred powers:

Level 1: immunity to all venoms of spiders

Level 5: dissipation of the magic 3/jour

Level 9: real vision, 2nd/niv,

Level 12: domination: males have their back-up throwing to -4 and elves don't benefit their resistance to charms.

Order the death-living to -2

Priestesses of high level: there is a minuscule number of priestesses that is a superior level to 16. They have all one wisdom of 19 or more, and are helped directly by Lolth (Level 25 of this way.)

Kiaransalee (half-goddess)

Kiaransalee is the drow goddess of vengeance and the undead. She is mightily chaotic and very expeditious to the anger, but she works out some complex revenges for those that made him of affronts (real or imagined). As her priestesses, she is cruel and twisted.

Characteristics:

Alignment: CM

Zone of control: undead, vengeance

Symbol: female drow hand with rings of money

Duty of the clergy: priestesses of Kiaransalee are rare and secret. They generally remains in small drow communities. They are the agents of vengeance towards those that ridiculed their clergy. They often leave in missions of slaughters to have bodies to enliven.

Abilities and powers:

Requirements: std, female,

Alignment: CM

Authorized weapons: all (dagger, mainly)

Authorized armors: no

Major spheres: general, charm, fight, divination, elementary (earth), guard, healing (reversed), necromancy (rev), sun (rev).

Level 1: animation of the dead (once per day). Can use spells of the necromancy school as a wizard of the same level.

Level 5: vampiric touch, 2/day, absorb 2d6 hp

Level 9: critical injury cares (the clerical spell, I don't know it's true name) on an undead

Can command undead as if the spelcaster have 2 more levels

Elistraee (The Dark Maiden) (intermediate Goddess)

Elistraee is the goddess of the good drows. It's the goddess of the song and beauty, venerated through the dance and the song.

Characteristics:

Alignment: chaotic good;

Alignment of the faithful : all good

Zone of control: song, dance, forge of swords, hunting,;

Symbol: a long sword in silver drawn on a moon of silver with the silvered fiber and, all around, a pale blue halo.

Manifestations of Elistraee: an object (often a sword) sees surrounded itself of a luminous halo. This object gain the following powers, during 6 rounds:

-max damage

-immunities to breakages

Also, the favor of Elistraee gives the following faculties, during 4 roundses,:

-capacity to hit the first every round

-improvement of the armor class by 2 points

-bonus of 4 to taco on all attacks.

Duty of the clergy

Only a women can be in the clergy of Elistraee. It is necessary that they maintain beauty, music, where they go. It is necessary that they are expertise into one of the instruments below: the horn, the flute, the harp. It is necessary that they are good dancers and singers, as well as good to the fingering of the sword. It is necessary that them promote the harmony between drows and the other inhabitants of the surface, and where their help is needed.

Abilities and powers: Requirements: 16 dex; Alignment: all good; Authorized weapons: all, of preference the sword; Major spheres: General, combat, creation, elementary, guard, healing, necromancy, protection, sun, weather,; Minor spheres: animal, charm, divination, plant, conjuration; Powers: level 4) magic missile, 2 times per day ; Level 6)arme delighted 3 times per day, only with blades, these get a bonus of +2 during 7 rounds Undead : can't command (the word in french is « Repousser »).

Ethical: help the weak, be agreeable in all time, except in the struggle against the pain, encourage happiness everywhere.

Rituals: a big hunting, the night, and dances around a big fire.

Customs: priestesses of Elistraee express their emotions with the help of vespers, achieved things in deprives.

Equipment and clothing: priestesses of Elistraee have long hairs and « paint » them in silver. Their clothes are not always beautiful, bu always useful. At the time of rituals, they only get dressed least possible.

Marckarius (Lord of the Massacres)optionnels

Marckarius is a recent god, that appeared shortly after the Time of Trouble. Before his death, Marckarius was a Blade Master of the House Noble Millithor, of Menzoberranzan. He had an great history, but it is too long to be described here. In short, the history of his death remains a mystery. The soul of Marckarius was captured by Vhaeraun to serve him. After his servitude, Vhaeraun freed him and rewarded him, naming Marckarius half - god (but he succeeds then in becoming minor god)

Alignement : chaotic evil

Zone of control : war, slaughters, infamy, treason, conquests, murders, war, death, desolation,

Symbole : skull on bottom of arrows (resembles a little has the one of Cyric)

Duty of the clergé : the clergy of Marckarius must promote the dark elf aggressiveness towards their enemies (other drows, dwarves...). Priests must teach the art of the war and the fight, as well as all disloyal tactics that they know.

Rituals : rituals dedicated to Marckarius consist in reassembling a number important of men in weapons and to leave in streets (forests, plains, etc) and to slaughter all living being the more cruelly possible and all to destroy on their passage. All it must be executed the night.

Costumes and Equipements : Priests of Marckarius carry drow armors, mainly drow chain mails and, rarely, elven mails and drow/elven plate mails. They fight with any weapons, but long swords and scimitars are very populars.

Powers :

*level 1 : the priest must choose his weapon of predilection, with which he will have a bonus (it's isn't a magic bonus) of +1 to hit.

*level 8 : 1 times by day/level, the priest can enter in complete trance, what permits him to be in harmony with his environment, and can increase of the same time his concentration, his reflexes and his combat's abilities. This state is not a berserk rage, but second state (state that is the fruit of long years of experience and a divine grant) that gives to the priest a bonus of +2 to hit, +3 to damages, while improving his class of armor of 3 and reduce his initiative by 2. The vision of a priest of Marckarius in trance is terrifying but also fascinating, filled by a pure elven beauty.

*level 15 : 1 times per day, the priest can make a deadly stroke (against a creature whose vital organs are known by the priest) : -4 to hit and if the priest touches, the adversary dies.

Armor restrictions : no

Weapons restrictions : see higher

Major spheres : general, chaos, combat, elementary (fire and earth), healing, necromancy, war.

Minor spheres : conjuration, time.

Clergy : specialty priests (described here), crusaders

Clergy's alignement : specialty priests : NM, CM crusaders : CM

New classes

Defiler

The defilers are mage who have choiced a more dark and quick approach of magic. When a defiler cast a spell, he drain the energy the around living. The dammagés inflicted to the victims depend of the level of the caster and of the quantity of living of the casting emplacement.

Because Defilers destroy the life without mercy, they have an « Aura » of evil. This aura is bigger for each levels of the defiler. At the lowers levels, the aura is just desagreable for the creatures around the defiler and at the highers levels the defiler is frightening. In playing therms, the charisma of the defiler lost 2 points each 5 levels.

A defiler with an high intelligence (16 and more) have a bonus of 10% on his experience points. A defiler can use the magical items, the armors and the weapons usually allowed to the « normal » wizards. A defiler have a natural facility to learn spells of the necromantic and summoning schools. A defiler have a bonus of 15% to learn spells of these schools and a -15% to learn spells of the abjuration and divination schools.

The defilers use the energy of the vegetation or the energy of the others living being. Less

Level	Experience needed	Hit die
1	0	1
2	1750	2
3	3500	3
4	7000	4
5	14 000	5
6	28 000	6
7	42 000	7
8	63 000	8
9	94 500	9
10	180 000	10
11	270 000	10+1
12	540 000	10+2
13	820 000	10+3
14	1 080 000	10+4
15	1 350 000	10+5
16	1 620 000	10+6
17	1 890 000	10+7
18	2 160 000	10+8
19	2 430 000	10+9
20	2 700 000	10+10

Terrain type	plus qu'int	int à int-7	int-8
lush	-1 sort / niv	normal	+3 sort / niv
	plus qu'int-2	int-2 à int-7	int-8
abondant	-1 sort / niv	normal	+2 sort / niv
	plus qu'int-3	int-3 à int-7	int-8
fertile	-1 sort / niv	normal	+2 sort / niv
	plus qu'int-5	int-5 à int-8	int-9
infertile	-2 sort / niv	normal	+1 sort / niv
	plus qu'int-7	int-7 à int-9	int-10
barren	-2 sort / niv	normal	+1 sort / niv

Bard

Requirements : _dex16, intelligence16, charisma 17 (no 10% xp for high requirements)

Weapons and armors : long/short sword cimeter, rapière, dagger, crossbow (all types), drow mails or no armor.

In a chaotic society where all the pleasure is owned by women and where murder and intrigue are common, some people are able to survive... some of these drows are bards. Drow bards are males who live in luxury because they have some talents that can distract Matrons Mothers. A bard must be polyvalent 'cause, one day, a Matron Mother will decide that the bard is boring (and a boring bard, in the drow society is a dead drow). In the drow society, bards are often used as spys against other noble houses or as assassins. It's a short description of the rôle of the bards in the drow society.

- Bards start with the following proficiencies : massage and drow étiquette
- Bards possesses the Back Stabbing capacity of the thieves and the following talents : Dectect magic, detect noise, move silently, hide in shadows, pick poket. At 1st level, they have 30 to distribute in these talents and 25 points for each level after the 1st.
- A bard can influence the NPC's reactions as described in the PHB.
- Bard are well informed : they have a chance of 5%/level to know the verity about a rumor, but only 1%/level to know something that concern the World Above.
- Sometimes, a bard must use poisons. The DM must choose the type(s) of poisons that the bard can make. A bard learn how to make a new type of poison each level.

Types of poison

What's that ?	Class	method	time of action	effets
2	A	injected	10-30 min	15 / 0
3	B	injected	2-12 min	20 / -13
4	C	injected	2-5 min	25 / 2-8
5	D	injected	1-2 min	30 / 2-12
6	E	injected	immédiate	DEATH / 20
7	F	injected	immédiate	death / 0
8	G	ingested	2-12 hours	20 / 10
9	H	ingested	1-4 hours	20 / 10
10	I	ingested	2-12 min	30 / 15
11	J	ingested	1-4 min	death / 20
12	K	contact	2-8 min	5 / 0
13	L	contact	2-8 min	10 / 0
14	M	contact	1-4 min	20 / 5
15	N	contact	1 min	death / 25
16	O	injected	2-24 min	paralyse
17	P	injected	1-3 hours	feeble
18	*	*	*	*

Bards can use magic. Their spell progression is listed here :

Level	1	2	3	4	5	6	% to read correctly a scrolls
1							10%
2	1						10%
3	2						20%
4	2	1					20%
5	3	1					30%
6	3	2					30%
7	3	2	1				40%
8	3	3	1				50%
9	3	3	2				60%
10	3	3	2	1			70%
11	3	3	3	1			80%
12	3	3	3	2			80%
13	3	3	3	2	1		80%
14	3	3	3	3	1		80%
15	3	3	3	3	2		80%
16	4	3	3	3	2	1	80%
17	4	4	3	3	3	1	80%

18	4	4	4	3	3	2	80%
19	4	4	4	4	3	2	80%
20	4	4	4	4	4	3	80%
Thief's ability	detect noise	detect magic	hide in shadows	move silently	Pick Pockets		
percentage	20%	10%	5%	10%	15%		

Psionistic Cerebral Chaos

NOTE : excuse us for this stupid name ☺

The Cerebral chaos are drows trained to use the mind powers in war goals. The Cerebral Chaos believe that they can become the masters of chaos if they are powerful with their bodies AND their minds. To be brief, they are a mixt between warriors and psionistics.

Requirements : Str 13, Con 13, Int 12, Wis 15

Cerebral Chaos can't be multiclass characters.

The experience progression and other important things are in the chart below...

The Cerebral Chaos are allowed to exceptionnal constitution and stretch and they roll d8 dies for their hit points. They can be specialised and can use any weapons, but they must wear drow mail or no armors. They fight as warriors, and, finally, they have not the right to have more than 10 magical objects of any sort.

Level	Expérience	Hit die	# of discipline	science/devotion	att / def
1	0	1	1	4	1/1
2	3000	2	1	6	1/1
3	6000	3	2	8	2/2
4	12 000	4	2	10	2/2
5	25 000	5	2	12	3/3
6	50 000	6	2	13	3/3
7	100 000	7	2	14	4/4
8	200 000	8	2	15	4/4
9	400 000	9	3	16	5/5
10	700 000	10	3	17	5/5
11	1 000 000	10+2	3	18	5/5
12	1 300 000	10+4	3	19	5/5
13	1 600 000	10+6	3	20	5/5
14	1 900 000	10+8	4	21	5/5
15	2 200 000	10+10	4	22	5/5
16	2 500 000	10+12	4	23	5/5
17	2 800 000	10+14	4	24	5/5
18	3 100 000	10+16	4	25	5/5

19	3 400 000	10+18	5	26	5/5
20	3 700 000	10+20	5	27	5/5

When a Cerebral Chaos want to learn new powers, he must spend 1 point for a devotion and 2 for a science. The number of devotions must, in all times, be 2x higher than the number of sciences or disciplines. The cerebral chaos start with 10 PSP and they roll 1d10 PSP when they reach a new level of experience. They have access to high intelligence, wisdom and constitution bonuses.

A Cerebral Chaos have, when he's created, 4 weapon and non weapon proficiencies slots. They have a new proficiencie slot every 3 levels and they have a malus of 3 to thaco and damages when they use a weapon that they are not profeficient in it. Cerebral Chaos can choose their proficiencies in the following groups : general, warrior, psionistics

Saving throws for the Cerebral Chaos (I'm not sure for all the names and if they are not right please excuse me)

Level	Pison, magical death	Staffs, etc...	petrification metamorphosis	Breath weapons	Spells
1-2	14	16	13	17	15
3-4	13	15	12	15	14
5-6	12	14	11	13	13
7-8	10	12	10	12	12
9-10	9	11	8	12	10
11-12	8	10	7	11	9
13-14	6	9	6	9	8
15-16	5	8	5	8	7
17-18	4	6	3	7	6
19-20	3	5	2	5	5
21+	2	4	2	4	4

Cerebral chaos have, also, an ethical code :

- 1) The Cerebral Chaos do not trust anyone and place his trust only in his weapons and in his mind.
- 2) The Cerebral Chaos must obey of his superiors
- 3) The Chaos must harvest hatred and strife everywhere he go, because Chaos is the way to Power.
- 4) The Cerebral Chaos must be respected by the weak...

In addition to the capacities mentionned above, the Cerebral Chaos have the following abilities :

Ranks of the Cerebral Chaos are between ()

4th Level (Initiate)

-- +1 to initiative

-- is surprised only on a 1 or 2 (d10)

8th Level (Knight)

- +1 to initiative
- +1 to save vs mind affecting spells
- is only surprised on a 1
- immune to 1st level illusions

12th Level (Master)

- +1 to initiative
- +2 to save vs mind affecting spells
- immune to 2nd level illusions
- +1 to hit and damage
- is never surprised
- may open his/her own school and train cerebral knights

18th Level (Absolute Chaos)

- +2 to initiative
- immune to mind affecting spells
- +2 to hit and damage
- immune to all diseases

All of these abilities are cumulative

New Kits

Mercenary (for any classes)

Mercenaries are the characters who sell their talents. They work only for cash.

Requirements : a mercenary must have a part of his alignment neutral or evil, because they have often to make immoral acts. A good aligned character will have many problems with this kit. Finally, they must have a constitution of 11 or more

Weapon proficiencies : they use the weapons allowed by their classes.

Non weapon proficiencies : bonus : bargain

recommended : appraising, bureaucracy, disguise, etiquette, heraldy, information gathering, intimidation, reading /writting, somatic concealment, spellcraft, spellweaving

Advantages : Mercenaries are often rich, but they must work hard to gains their cash. A mercenary when he (or she) have success, is always more payed, because he have a better reputation. Mercenairis begin with a +1 (non magical) weapon of their choice

Limitations : they are extravagant. When their reputations are high, it's hard for them to hide themselves. Whenever, if the mercenary begin to be powerful, there is 1 or 2 ennemy agents (of any classes) who hunt him.

Starting cash : depend of the class

New kit for drow Priests

Inquisitor

Inquisitors are crusaders of the ruling clergies. Untiring, they hunt the heretics to kill them. Inquisitors are fanatics who can do anything to accomplish the missions for their gods.

Requirements : 15 wis & 9 con

Weapon proficiencies : long sword (Lloth & Vhaeraun), whip (free for the worshipers of Ghaunadaur & Loviatar), all blunt (?)

Non weapon proficiencies : they have access to wasarriors and priests proficiencies.

Bonus : intimidation and inquisition

Equipment : normal equipment for a drow, and they have an amulet thta have the following powers :

- detect lies once/day (that's all)

This amulet is unique for each Inquisitor : it can't be weared by another person or it will explodes in black flames of fire, causing 8d6 points of damage (no magical resistance or saving throw) to every creature who is no a priest of the same god than the inquisitor. If the inquisitor worship another god, he will die immediatly. Inquisitors don't have to buy their weapons.

Advantages : at level 3, they can cast once per week a spell (level4) called Heretics localisation. At level 14, they can cast the spell called Heretics Elimination (level7), once per week. They can wear any armors and they have the Hit dices of the Warriors and a major access to divination.

Limitations : their natural thaco can't be better than 8 and they have no authority in their cults. They are considered as eccentrics and stupid by the priests and clerics, but no one will say it to them (Inquisitors are very violent and susceptibles)

Starting cash : 50 gp

New Wizards Kits

Exterminator

Exterminators are defilers who use their powers only to destroy all forms of life. They enjoy in the destruction and they are psychologically perturbed. They hate all the living creatures and they are the mortal enemies of the gray druids (druids of the Underdark)

Class : only a defiler can be an exterminator.

Requirements : can't have a wisdom higher than 14

Spells modifications : they can cast the inverted form of any spell that benefit the life, even if there is no inverted form mentioned.

Weapon proficiencies : like a normal wizard

Non weapon proficiencies : bonus : planétology

Advantages : exterminators can make poisons from any living creature (dead) and have a chance of 5%/level to be able to produce poisons like bards (described above).

Penalties : Exterminator hate all forms of life : they can't live in structured societies (they are repetitive murderers). They are mad. They want to « clean » all forms of life. They will not move until there is no living creature after their passage (excuse me for the bad english here). To leave a zone where there is still living form, they must make a successful wisdom check at _ (ex : an exterminator have a wisdom of 10, he must have 5 to have a successful wisdom check) Finally, the exterminators destroy 2x more of terrain than normal defilers. They are easy to track...

Starting Cash : 1d4x10 gp

Shadow Wizard

The Shadow Wizard use a different energy source to memorize and cast their spells. They take the energy in the Plane of Shadows and from the Negative plane.

Requirements : 14 wis, 13 con, to resist, physically and psychologically to the roughness of the negative plane. The Shadow Wizard must be evil and they can be Defiler of conventional wizard.

Class Modification : the connection with the Plane of Shadows (or plane of the dead) is very unstable for simple mortals and the quantity of energy can vary. To know the energy's quantity, roll a d10 and see the appropriate modification in the charts of the Defiler :
1-barren terrain, 2 to 4-infertile, 5 to 7-fertile, 8 to 9-abondant, 10-lush. An intelligence check is required to know how many spells that the Shadow Wizard can learn in one day.

Weapon proficiencies : like a normal wizard

Non-weapon proficiencies : bonus : planelore
recommended : astrology, direct sense, meditation, mental armor, reading/writing, spellcraft

Special advantages : at level 5 (once per day), the Shadow Wizard can transform one of his hands in a living shadow. At level six, the shadow Wizard can transform his arm in a shadow, at level seven the half of his body. Everyone who touch the shadowed part of the body of the wizard suffers the effects of the spell **chill touch**. At level 7, the Shadow Wizard can communicate with all creatures who are from the plane of Shadows.
At level 9, the wizard is unaffected by the attacks of the undead (but he is affected by magic, like the spells of a lich).

The Shadow Wizard can not be viwed by creatures using infravision. A Shadow Wizard have a cold skin...

Limitations : The Shadow Wizards are surrounded by an aura of shadow and frost and they have some penalties on their reaction's adjustments : First level : no penalty, 2nd level : penalty is -1, 4th level : the penalty is -2...
When there is no obscurity, the mage have no access to the Negative plane and to the Plane of Shadows and must learn his spells like a normal wizard of the PHB.

Starting Cash : like a normal wizard

New Warrior Kits

Drow Blade Master

The Blade Masters are the drow elite warriors.

They train the other warriors of the noble houses and they are often very important in the wars against other noble houses. There is few Blade Masters, because the requirements are high. Here, there is a list of some well known Blade Masters (all dead) : Zaknafein Do'Urden, Duagolth Mizzrym, Dantrag Baenre, Uthengetal Armgo. For the majority of the Blade Masters, the life is short and the death is violent, for many reasons (there is many rivalties between the Blade Masters). The majority of the Blade Masters worship Kiaransalee, Marckarius of Lloth. There is some renegade Blade Masters who worship Elistraee, but they are very rare.

Requirements : 15 dex, 13 str, 11 con

Weapon proficiencies : free specialisation, free 2 weapons style. When he is created, the blade master can choose only 2 weapons. He have a bonus of +1 to thaco and damages with one of them, and it is his weapon of choice, hius favorite weapon. At level 4, he can be a Weapon Master (+3 to thaco and damages) at the cost of only one weapon proficiencie. At level 5, he can be High Weapon Master (can do criticals hits when he rolls a 16, 17, 18, 19 or 20 when he attacks), at the cost of one weapon proficiencie. At level 9, he can be Grand Weapon Master (one more attack, and the damages are improved. Ex : the damages of a long sword are 1d8/1d12, but in the hands of a Grand Weapon Master its become 1d10/1d20).

Non-weapon prof.: bonus : blind combats, thumbling.

Équipement : all free, provided by the noble houses.

Advantages : Blade Masters are feared and well respected by the normal drow warriors.

They often occupy the highest rank in the mal hierarchy for a male warrior (Weapon Master and/or Master at the Academy) and they are often cruised by the drow females (there is few females Blade Mistresses)

Disadvantages : their life is often short and brutal. They are well checked by the Matron Mothers because every Matrone Mother want to have the better Blade Master.

Starting Cash : if member of a nobl House : 5d4x100 gp.

If not : 5d4x10 gp.

Drow Soldier

They are the most common warriors in the Wolrd of the Drows. They are respected only by the drows of lower ranks.

Requirements : 11 str, con 11

Weapon proficiencies : must choose their weapons in the following list :
hast weapons, long/short swords, scimitars. Free weapon specialisation.

Non Weapon proficiencies : like normal warriors

Advantages : they are feed by the noble houses or the Merchants Houses

Limitations : like in a normal army

Starting Cash : 4d4x10 gp

Drow Crossbow-man

Role : they are the elite crossbow men. They are often used in the drow armies and feared because they often use poisons.

Weapon proficiencies : bonus : 2 free units for one type of crossbow

Non weapon proficiencies : bonus : can make their own crossbows and munitions

Equipment : free crossbows and munitions.

Advantages : can shoot twice per round and move normally. They are very quick : they have a bonus of 2 for their initiatives rolls with a light crossbow and a bonus of 3 when they use a hand crossbow. Finally, they have a bonus of 1 to thaco per 3 levels of experience and have a bonus of +1 to damages when they use their own equipment.

Limitations : long/short sword and dagger are the only melee weapon that they can use, and they use it with a malus of 1 to thaco. They have not the stretch and elven bonuses when they use it.

Starting cash : 5d4x10 gp, they must buy their equipment at a cost that is 150% higher than normal equipment.

Lizrider

Role : Lizriders are the elite drow cavalry and they ride lizards. They are well respected among the drow armies...

Weapon proficiencies : required : spear for riders (excuse me, but my weapon's list is only in french).

Nonweapon proficiencies : bonus : riding, animal lore, animal training (only for lizards)

Equipment : as a normal soldier

Special benefits : the lizrider haven't any special realtion with his lizard (like rangers, etc...) : it's only a drow soldier with a gread riding talent on a reptile... The lizrider can, usually, control with magical mean his lizard with an amulet made by the wizard of the house (this amulet works only with the lizards of the house). A lizrider have a +3 thaco bonu per 3 levels of experience when fighting on a lizard. They can use throwing weapons when they ride their lizard without penalty. Any riding proficiencie check is made with a +3 bonus. Lizrider can begin with a free lizard or not (to the DM's choice). A riding lizard costs 200 gp and a war lizard costs 500 gp...

Special limitations : malus of 1 to thaco in normal melee fights (when not on their lizards)

Starting cash : 5d4x10 gp

Creation of a drow character

1) Social class

d100	Social Class
01-10	outlaw, renegade
11-30	trader
31-70	average class
71-74	craftsmen
75-80	fallen noble
81-90	slave
91-00	noble

Outlaw, renegade : no bonus, often members of « criminals assotiations ». +1000 px when the character is created (to have survived as an outlaw in the drow society).

Marchand : 3d10x10 gp (starting cash, without regards to the class), non-drow languages in bonus, min 13 of charisma

Average class : no bonus

Craftsmen : 1 free craftsman proficiencie + « don artistique » (don't know how to say it in english). -1 level at the creation of the character (all the time of the craftsmen is vowed to their art). Min dex of 16

Fallen noble : 2d20x10 gp (starting cash, without regards to the class), free weapons and armors (magical bonuses determined by the DM), +1 _ level (all nobles have (had) a hard training in their respectives dissiplines).

Slave : 0 gp (starting cash), no equipement, +1 constitution bonus, -1 _ level (total lack of training)

Noble : 1d100x10 po (starting cash), 1 free weapon proficiencie, free equipement (weapons etc...), +1 _ level (hard training)

2) Magical objects

Social class	% required
Renegade	30%

Trader	35%
Average class	10%
Craftsmen	15%
Fallen Noble	40%
Noble	40%
Slave	1%

Proficiencies

Some proficiencies had changed for the drows, for many reasons (life habits, etc...).

NOTE : proficiencies written *like that* :) are described in this document. You can find the descriptions of the other proficiencies in the *Players's Handbook* and *The Complete Manual to Dwarves* (something like that...)

General	Unit cost	Skill	Adjustement
Mushrooms knowlege	2	Int	0
Engineering	1	Int	0
Underground orienteering	1	Int	0
<i>Radiations craftmanship</i>	4	Dex,Int,Wis	+2/+2/0
Underground survival	1	Int	0
Rope use	1	Dex	-1
Alertness	FREE	NA	NA
<i>Bargain</i>	1	wisdom	-2
<i>Birbery étiquette</i>	1	wisdom	-1
<i>Teaching</i>	1	charisma	-1

Fighters	Unit cost	Skill	Adjustement
Blind eyed combat	1	NA	NA
<i>Armor optimatisation</i>	1	dex	-2

Wizards	Unit Cost	Skill	Adjustement
<i>Plane Lore</i>	2	intelligence	-2
<i>Planetology(? ?)</i>	2	wis	0
<i>Somatic concealement</i>	1	dex	-1
<i>Spellweaving</i>	1	dex	0
Spells Lore	FREE	Int	-2

Rogue	Unit Cost	Skill	Adjustement
Lips reading	FREE	Int	-2

Clerc	Unit cost	Skill	Adjustement
Spells lore	FREE	Int	-2
<i>Plane Lore</i>	2	int	-2
<i>Planetology</i>	2	wis	0
<i>Somatic concealement</i>	1	dex	-1

NOTE : the other proficiencies generally allwoed to these classes remain unchanged.

Skills & Powers™

If you use Skills&Powers, the following charts are for you... but all the proficiencies remain unchanged.

General

Proficiency	Cost	Initial	Ability
Agriculture	3	7	Knowledge
Animal Handling	3	7	Willpower
Animal Training	4	5	Willpower, Leadership
Bargain	3	8	Willpower
Blacksmithing	5	5	Muscle, Knowledge
Bone Working	2	8	Knowledge, Aim
Brewing	3	8	Knowledge
Bribery Etiquette	3	7	Intuition
Carpentry	3	7	Stamina, Knowledge
Cartography	2	7	Aim, Knowledge
Cobbling	3	7	Aim, Knowledge
Contact	3	NA	Willpower
Cooking	3	7	Reason
Dancing	2	6	Balance, Appearance
Defensive Tactics	3	6	Intuition
Engineering	4	5	Reason, Intuition
Etiquette	2	8	Appearance, Intuition
Fire-building	2	8	Intuition, Reason
Gaming	2	5	Intuition, Knowledge
Gardening	2	7	Knowledge
Glassblowing	2	7	Aim
Heat Protection	3	5	Knowledge
Heraldry	2	8	Knowledge
Intimidation	3	7	Leadership
Leather Working	2	8	Knowledge, Aim
Mediation	3	7	Leadership
Mental Armor	3	NA	Willpower
Mining	5	5	Intuition, Stamina
Modern languages	2	9	Knowledge
Musical Instrument	2	7	Leadership
Navigation	3	6	Knowledge, Intuition
Orienteering	3	7	Knowledge
Painting	2	7	Aim Intuition
Pottery	3	7	Aim
Presdigation	3	8	Aim
Psionic Detection	3	5	Intuition
Reading / Writing	2	8	Knowledge
Riding, Airborne	4	5	Willpower, Balance
Riding, Land	2	8	Willpower, Balance

Rope Use	2	8	Aim, Intuition
Sculpting	2	5	Aim, Intuition
Sign Language	3	7	Aim
Singing	2	5	Leadership
Stonemasonry	4	5	Stamina Intuition
Tailoring	3	7	Aim, Reason
Teaching	2	7	Leadership
Water Find	3	8	Reason, Intuition
Weather Knowledge	2	7	Intuition
Weaving	3	6	Reason, Aim

Priest

Proficiency	Cost	Initial	Ability
Administration	3	9	Reason
Alms	3	8	Leadership
Ancient History	3	6	Intuition, Knowledge
Ancient Languages	4	5	Knowledge
Astrology	3	5	Intuition, Knowledge
Bookbinding	3	8	Knowledge
Bureaucracy	3	7	Leadership, Appearance
Ceremony	2	7	Intuition
Concentration	5	6	Willpower
Diplomacy	3	6	Leadership
Dowsing	3	5	Intuition
Healing	4	5	Intuition, Leadership
Herbalism	3	6	Knowledge, Appearance
Investigation	4	6	Reason
Law	3	7	Knowledge
Local History	2	8	Knowledge, Appearance
Observation	3	7	Knowledge
Omen Reading	3	5	Intuition
Oratory	3	7	Appearance, Leadership
Papermaking	2	8	Knowledge
Persuasion	3	5	Appearance, Leadership
Planes Lore	4	5	Knowledge
Planetology	4	7	Knowledge, Intuition
Psionic Mimicry	3	5	Intelligence, Balance
Reading / Writing	2	8	Knowledge
Religion	2	6	Intuition
Sage Knowledge	4	5	Knowledge
Scribe	2	7	Aim
Signature Spell	-	-	<i>Special</i>
Somatic Concealment	3	5	Balance
Spellcraft	3	7	Reason
Tactics of Magic	3	6	Reason
Undead Lore	3	6	Knowledge

Psionicist

Proficiency	Cost	Initial	Ability
Concentration	5	6	Willpower
Gem Cutting	3	6	Aim
Harness Subconscious	4	7	Willpower
Hypnotism	4	6	Leadership
Lens Crafting	5	5	Aim, Knowledge
Meditative Focus	3	8	Willpower
Mental Resistance	3	5	Willpower
Planes Lore	4	5	Knowledge
Planetology	4	7	Knowledge, Intuition
Rejuvenation	2	6	Intuition
Signature Power	-	-	<i>Special</i>

Rogue

Proficiency	Cost	Initial	Ability
Ancient History	3	6	Intuition, Knowledge
Appraising	2	8	Reason, Intuition
Blind-fighting	4	N/A	Intuition, Balance
Cryptography	3	6	Reason, Intuition
Disguise	4	5	Intuition, Leadership
Forgery	3	5	Aim, Willpower
Gem Cutting	3	6	Aim
Information Gathering	2	6	Knowledge
Juggling	3	7	Aim
Jumping	2	8	Muscle, Balance
Local History	2	8	Knowledge, Appearance
Reading Lips	3	7	Knowledge, Intuition
Set Snares	3	6	Aim Intuition
Throwing	2	8	Aim, Muscle
Tightrope Walking	3	5	Balance
Tumbling	3	7	Balance, Muscle
Ventriloquism	4	5	Knowledge, Leadership

Warrior

Proficiency	Cost	Initial	Ability
Animal Lore	3	7	Knowledge, Intuition
Armor Optimization	3	6	Balance
Armorer	5	5	Knowledge, Muscle
Blind-fighting	4	N/A	Intuition, Balance
Bowyer / Fletcher	5	6	Knowledge, Aim
Charioteering	4	5	Balance, Willpower
Endurance	2	3	N/A
Gaming	4	5	Leadership
Hunting	2	7	Intuition
Mountaineering	4	7	Stamina, Willpower
Running	2	5	Stamina, Fitness
Set Snares	4	8	Aim, Intuition
Survival	3	6	Knowledge, Willpower
Tactics	2	8	Reason, Intuition
Tracking	4	7	Intuition
Weapon Improvisation	3	7	Intuition
Weaponsmithing	5	5	Knowledge, Aim

Wizard

Proficiency	Cost	Initial	Ability
Alchemy	5	6	Reason
Anatomy	4	5	Knowledge
Ancient History	3	6	Intuition, Knowledge
Ancient Languages	4	5	Knowledge
Arcanology	4	5	Knowledge
Astrology	3	5	Intuition, Knowledge
Astronomy	2	7	Knowledge
Bookbinding	3	8	Knowledge, Aim
Concentration	5	6	Willpower
Cryptography	3	6	Reason, Intuition
Dowsing	3	5	Intuition
Gem Cutting	3	6	Aim
Herbalism	3	6	Knowledge, Intuition
Hypnotism	4	6	Leadership
Lens Crafting	5	5	Aim, Knowledge
Mental resistance	3	5	Willpower
Omen Reading	3	5	Intuition
Papermaking	2	8	Knowledge
Path Lore	4	7	Knowledge
Planes Lore	4	5	Knowledge
Planetology	4	7	Knowledge, Intuition

Psionic Mimicry	3	5	Intelligence, Balance
Religion	2	6	Intuition
Research	3	6	Knowledge
Sage Knowledge	4	5	Knowledge
Scribe	2	7	Aim
Signature Spell	-	-	<i>Special</i>
Spellcraft	3	7	Reason
Tactics of magic	3	6	Reason
Thaumaturgy	3	5	Knowledge

Armor optimization : +1 to AC

Bargain : if a prof. Roll is succeeded, the character can buy and sold objets 10% more (or less) than the normal cost.

Bribery etiquette

Bribery is an important (vital...) ability in the drow world. With this proficiency, the character will know if the NPC will accept bribe or not (it is very important...). If yes, he have a chance (75%) to know the « cost » of the NPC...

Mushroom lore

This proficiencie help the characters to distinguish if a mushrooms is poisonned or not. It is a vital proficiency when the drow is starving in the Underdark...

Plane Lore

All the nobles learn Plane Lore in their studies (and it's free for them). For each unit spent, the character have a general knowlege of 2 planes (to the DM's choice) : some monsters, weather, etc...

Radiations craftsmanship

This proficiency is very difficult to handle : for the drow societies, this art is vital. With this proficiency, a good craftsmen can give a bonus (taco, dammages **and** speed factor) of 1 per 4 units spent in the proficiency, with a maximum of +4, to weapons, shields and armors. If the character spent 5 units, he will be able to made drows silent boots (he **MUST** have the competence to made normal boots). If he spent 6 units, he will be able to made piwafwies (he must have the proficiency to make normal clothes...)

Drow Equipment & Magical items

Note : po = gp

Weapons

Weapon	Cost
blade +1	1,500 po
blade +2	5,000 po
blade +3	10,000 po
blade +4	50,000 po
blade+5	80,000 po
blade +6	100,000 po
venom's dagger +4 (20 doses of poison, malus of 4 to saving throws)	65,000 po
handcrossbow +1	5,000 po
handcrossbow +2	15,000 po
handcrossbow +3	25,000 po
handcrossbow +4	40,000 po
handcrossbow +5	85,000 po
adamantite mace +1	1,000 po
adamantite mace +2	5,000 po
adamantite mace +3	12,000 po
adamantite mace +4	35,000 po
adamantite mace +5	80,000 po
carrels of power	entre 500 et 1,200 po
death's spear	5000 po

Armors

Armor	Cost
hand buckler +1	4,500 po
hand buckler +2	10,000 po
hand buckler +3	35,000 po
chain mail+1*	5,000 po
chain mail +2*	20,000 po
chain mail +3*	50,000 po
chain mail +4*	70,000 po
chain mail +5*	100,000 po

Miscellaneous items

Item	Cost
piwafwi	10,000 po
drow boots	10,000 po
anti-venom ring	12,000 po
tentacle staff	20,000 po
~~~~~ , red	20,000 po
~~~~~ , jade	30,000 po
spider's stick	20,000 po
Bracelts of lightning strikes	20,000 po
drift disk	20,000 po
spider's mask	8,000 po
potion of magical resistance	1,000 po
protection's scroll against earth and stone	10,000 po
ring of spider's control	4,000 po
stick of acid spheres	20,000 po
stick of darkness	30,000 po
jade spider	65,000 po
light's bullet	50 gp each
cape r�de-dessus	12,500 po
floatin chest	1,500 po
walking chest	10,000 po
gems of fire elementals	30,000 po
duo-dimension's globe	20,000 po
radiator of signalisation	75 po
ionic stones	2,500 po each
stone of luck	12,000 po
stone of enlementals control	6,000 po
figurines of wondrous power	ivory goat (10,000 po) ; ebony fly (40,000 po) ; onyx dog (10,000 po)
oil of stone pass	4,000 po

Magical blades

Hellblades

It was rumored many a year ago that during the great wars when the Elves united to battle the Dark Elves and to cause them to flee to the vast underground, Gulgaraith, a well experienced fighter/mage Dark Elf, forged numerous swords of great power to help in those wars. This is how The Hellblades came to surface on the mortal world of man. Nobody knows how many blades were actually forged and enchanted and how many still exist after so many centuries. All that is know is that they are weapons of quite evil power.

Overall Effect

Each sword functions as a modified Sword of Sharpness, they are all +3 weapons and sever a random limb (not neck/head though) on a natural roll of 18-19. They shed light on command of their natural color in a 30' radius. These weapons are so powerful and evilly enchanted that if broken they will simply reform themselves and if

ever torn away from their owner they will simply slide closer to get within the presence of their owner, distance not being a factor, though it may take some time to get to its owner if the distance is very great. However, their most known power is the ability, on a natural 20, to suck the victim's soul from his body, thus killing the victim outright, and feed upon it. The possessor of a Hellblade is also fed by the sword some of the soul's life essence as well. This translates into the victim receiving one of the victim's powers, attributes, etc., as chosen by the DM. The owner is continuously fed the soul and retains the added power as long as he holds onto the sword, letting go of the sword 'breaks' the umbilical cord of the sword to the owner. The swords continuously feeds on the soul until it strikes another victim with a natural 20 where the process starts all over again and the owner loses the power of the old soul and gains another. If a Hellblade sucks an exceptionally powerful soul (10+Level/HD) the possessor must immediately make a Wis-4 check or the sword will become 'frenzied' and cause (actually force) the user to attack for 1d4 rounds the nearest living thing in hope of additional 'feeding'! Those slain by a Hellblade are dead, and cannot be raised or resurrected short of a wish. Note that undead and the like have no soul and on a natural roll of 20 only Sharpness Severing occurs. Each Hellblade also has an ego, Intelligence, and a defensive power to help its owner. Hellblades cannot however talk, use Telepathy, and the like. If a Hellblade ever comes within 50' of another each possessor of the blade must make a Wisdom check at -5 or be forced to slay the other. This save is made per round until one of the other is slain, the swords are separated from the radius, or the swords are some how separated by a different dimension or such (such as putting it in a Portable Hole or Bag of Holding).

Known Hellblades

Souleater

A long sword that glows with a blackish radiance. It has the ability to Ghost Armor its possessor thrice per day at the 12th level of ability. It has an intelligence of 16 and an ego of 10.

Soulsucker

A Longsword that glows with a sickly Greenish/Yellowish radiance. This sword grants its possessor 37% Magic Resistance when held and the ability to Minor Globe of Invulnerability its owner thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 12.

Soulzapper

A cimeterre of pure black Steel, it glows with a bright red radiance of the fires of hell itself. It grants its user Fire Resistance and has the power to Mirror Image its possessor thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 12.

Soulskinner

A Shortsword that glows with a yellowish radiance, it has the ability to Stoneskin its possessor thrice per day at the 12 level of ability. It has an intelligence of 17 and an ego of 10.

Souldrainer

A long sword that glows with a sickly purplish/yellowish radiance. This sword has the ability to Negative Plane Protection its possessor thrice per day at the 12th level of use. It has an intelligence of 17 and an ego of 10.

Lifesucker

A long sword that glows with a whitish radiance. It permanently protects the user as a Resist Cold spell and can Protection From Good its possessor thrice per day at the 12th level of use. It has an intelligence of 16 and an ego of 12.

Hellbearer

A long sword that glows with a colorless radiance! It has three powers that it can grant on its possessor once a day each instead of one power thrice per day. All powers function at the 12th level of ability and are as followed: Improved Invisibility, Alter Self, and Non-Detection. It has an intelligence of 17 and an ego of 14.

Soulswallower

A massive Two-Handed sword that glows with a rainbow multi-colored radiance. It can Anti-Magic Shell is possessor thrice per day at the 12th level of ability. It has an intelligence of 17 and an ego of 15.

Soultaster

A Shortsword that glows with a bluish radiance that can Waterbreathe and Blur its possessor Thrice per day each at the 6th level of use. It has an intelligence of 15 and an ego of 12.

Souldevourer

A cimenterre that glows with a Grayish radiance. The sword can only do once per day Tenser's Transformation on its possessor but at the 13th level of use. It has an intelligence of 16 and an ego of 13.

Lifeater

A Scimitar that glows with a pure ruby radiance and can Haste its possessor thrice per day at the 12th level of use. Note the user is aged two years per use of the Haste power. It has an intelligence of 17 and an ego of 10.

Lifelicker

A long sword that glows with a black radiance. This sword can Raise Dead its possessor only thrice per day at the 12th level of ability. The possessor will simply 'rise' back up from the dead with 1hit point and one constitution less but will still be able to function normally without the needed rest. It has an intelligence of 17 and an ego of 17

Ring of the drow:

This item is made of eight strands of different unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The ring of the drow is only made in the drow homelands by clerics of Lolth. Its purpose is to keep drow-made items the wearer possesses from deteriorating. To do so, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions. As a side effect of the ring's magical aura, a detect magic spell reveals the wearer to radiate magic strongly. In addition, a detect evil shows the wearer of one of these rings as evil, and a know alignment indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the

wearer uses a

psionic power of aura alteration to try to change the aura, the wearer must save vs. spells or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails to save but is already chaotic evil, the psionic power functions normally, and the ring's aura is temporarily changed.

To possess one of these rings is considered an honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a cleric favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.

XP value: 1,000 to drow; Nil to others gp value: 5,000 to drow; 1,000

Demon staff:

[SH] This is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. It allows the wielder to cause fear in whomever it touches--no saving throw, inflict 4-24 hit points of damage which can only be healed by the passage on 1 full day of time per hit point upon any creatures it touches. It may also be used to call forth a Type I demon and/or turn the holder into a Type III demon for five rounds. Each of these functions operates but once per day.

XP value: 8,000 gp value: 35,000

Staff of skills:

[SO] This staff, usable by all classes, can animate skeletal remains. Each such operation, triggered by the word "Arise!", drains 1 charge.

Animated skeletons are under the command of the wielder of the staff (cf. animate dead spell). If the staff should change hands, control of the skeletons goes with it. Skeletons need not be complete, but the skulls must be present, and skeletons lacking parts of course have their actions and/or their mobility impaired. Such animation is permanent, lasting until the magic is dispelled or the skeletons destroyed.

Twenty-five percent of these staves have a secondary function: mending broken bones of both living and dead creatures. This takes one charge, and in a round will reattach a severed limb or digit, although it does not restore lost hp due to the wounds (or can restore hp, DMO). Limbs or bones not belonging to the recipient may be used; thus a heap of bones can serve as "spare parts" for a guard of skeletons. Typically, these staves are of ebony topped with an ivory skull, or constructed of a smooth-polished skull and a thighbone of giant size.

XP value: 900 gp value: 15,000(25% 25,000)

Amulet of powerword-pain:

All creatures within 20 feet of the user must save vs. Rods when the word is intoned, or else suffer wracking pains for 2-8 rounds, causing them to fight at -4 to hit, and making their AC worse by 1 type. The power word can only be used once per day and the amulet must be held in the hand for the power word to work.

XP value: 5,000 gp value: 11,000

Poisons Used By The Drows

Name	Belbol d'Elghinn
Type	F, Injected
Hemotoxin Onset	Immediate
Damage/Result	Death if fail, none if save
Frequency of Active Ingredient	Very Rare
Cost Per Dose	300 gp in Underdark, as much as 1,400 gp elsewhere

Description : This powerful poison, greatly prized by drow nobles for assassination, is also known as *Elash Elghinn*, "Silent Death", after the venomous water serpent of the same name. The venom takes effect immediately, causing damage to the victim's blood vessels and causing dramatic and extensive hemorrhaging. Within minutes, the victim will gush blood from his mouth, eyes, nose and ears. He will have time to develop bruises all over his body before he mercifully dies. Drow find death caused by this venom to be particularly entertaining. However, there are certain individuals who seem to be immune to *Belbol d'Elghinn*, and upon whom it has no effect at all. However, when it does work it causes a spectacular (if regrettably short) show.

Name	Golhyrr del'Ilharess
Type	J, Ingested
Cumulative irritant Onset	special
Damage/Result	Death if fail, 20 if save
Frequency of Active Ingredient	Rare
Cost Per Dose	400 gp in Underdark, as much as 1,800 gp elsewhere

Description : This poison is the flesh of the rare *krashyll* mushroom. Successful administering of this poison to one's enemies is seen as quite a victory of *cuel'a'cul* (the drow ritual of slowly, over time, destroying one's enemy while remaining blameless). It must be given in six stages, its poison slowly building in the body, in doses no more than a two tendays apart. Since drow are a suspicious race, it is easy to see why success with this poison is greatly admired, worthy of the twisted, centuries-long plots of the Matron Mothers. It suggests that it requires the power and subtlety of a Matron Mother to use effectively. After administering the sixth dose, death will strike its victim in half an hour, causing the throat to suddenly close up in massive anaphylactic shock. The victim dies of asphyxiation within minutes unless an antidote or *neutralize poison* spell is used. Note that while choking to death, a priestess cannot cast any spells!

Name	Haszak
Type	Injected
Special Onset	Instant
Damage/Result	As the 5th-level wizard spell feeblemind for 1d6 days, save as spell.
Frequency of Active Ingredient	Very Rare
Cost Per Dose	1,500 gp in the Underdark, 3,000gp elsewhere

Description : This is not strictly speaking a poison, but a very potent creation. Using a certain cluster in the brain of an illithid, the potion is magical in nature. It's cost reflects both the active ingredient and its unusually long duration. It is an effective, if expensive, toxin to use spellcaster, as it acts in almost all respects as the *feeblemind* spell. It does have an interesting though: rather than reduce the victim to a state of retardation, it causes hallucinations and delusions for its entire duration, punctuated only by interludes of catatonia. This is a potion by the sadistic drow.

nerve
rarity of its
against a
variation,
paranoid
dearly loved

Name	Jal wun Jivvin
Type	P, Injected, Debilitative
Irritant Onset	1d3 hours
Damage/Result	All ability scores reduced by half for 1d3 days, no effect if save.
Frequency of Active Ingredient	Uncommon
Cost Per Dose	25 gp in Underdark, as much as 60 gp elsewhere

Description : Compared to some of the other poisons used by drow, this is no more than a warning. It is not directly fatal, though the poisoned one might wish it were otherwise. It could become lethal if the poisoner is able to strike while his victim is weakened. The poison is brewed from the venom pouch of the *rakhyrr*, a blind species of underground toad. The victim is plagued by intense nausea, fever, chills and malaise. A *neutralize poison* spell will take care of it immediately, against the priestesses of Menzoberranzan.

gentle
vomiting,
limiting its usefulness

Name	Khaless
Type	D, Injected
Neurotoxin Onset	1-2 minutes
Damage/Result	sleep as in wizard spell (fail), no effect (save)
Frequency of Active Ingredient	Uncommon
Cost Per Dose	15 gp in Underdark, as much as 50 elsewhere

Description : This is the famous sleep-poison of the drow, used on their crossbow bolts to immobilize an enemy so that he can be killed at leisure. The active ingredient comes from the spores of the mushroom. While the mushroom itself is fairly common, harvesting the spores is not an Still, it is common enough to be almost trademark. The poison attacks the central causing the victim to fall asleep as per the wizard spell for 20 rounds. Unlike the magical are vulnerable to this effect, as it is biological and not magical.

oloth'arr
effortless chore.
nervous system,
version, elves

Name	Orbb'st Ssrin
Type	I, Ingested
Septicemic Onset	2d6 minutes
Damage/Result	30 if fail, 15 if save
Frequency of Active Ingredient	Uncommon to Rare
Cost Per Dose	150 in Underdark, as much as 500 elsewhere

Description : This poison is brewed from venoms of five different spiders. As all spiders are sacred to Lolth, the venoms must be carefully harvested without killing the spiders. All of the spiders used are huge in size, allowing for more easy

harvest of the venom. The collected venoms are then dried to a powder and added or drink, as it does have a slight sour taste. The poison causes chills, fever hours, and, if not halted by a *neutralize poison* spell, does permanent system. This makes the victim more susceptible to disease and poison in the saves and Constitution/Health checks vs. disease), a weakness that can only be of a *heal* spell.

to a strongly-flavored food and prostration for several damage to the body's immune future (-2 to all poison counteracted later by use

Name	Rathrae Dos
Type	O, Injected
Neurotoxin Onset	2d12 minutes
Damage/Result	Victim is completely paralyzed for 2d6 hours, no effect if save
Frequency of Active Ingredient	Uncommon
Cost Per Dose	25 gp in Underdark, up to 75 gp elsewhere

Description : This is a poison greatly favored by Matron Mothers for use in their torture chambers. Brewed from the venom of the *ghostyk*, a strange insectoid creature that resembles a praying mantis, it attacks the central nervous system, rendering its victim completely incapable of movement, though fully capable of feeling pain. Why it should be so prized by the drow should be obvious. Note that this is a biological, not magical or terror-induced effect: elves are fully susceptible.

Name	Velkyn Ogglin
Type	M, Contact
Neurotoxin Onset	1d4 minutes
Damage/Result	20 fail, 5 save
Frequency of Active Ingredient	Rare
Cost Per Dose	175 gp in Underdark as much as 800 elsewhere

Description : This rare poison is taken from the toxin sacs of the uncommon *dakhree* fish that swims in certain Underdark lakes. The brewer must remove the sacs with gloves on his hands if he wishes to avoid being poisoned himself. The sacs are located all over the fish's six-inch body, and are tiny, requiring a steady hand and delicacy to remove effectively, hence the rarity. The *dakhree* fish hunts by rubbing against its prey, releasing the toxin onto its victim. On most fish, the effect is instantaneous, though humanoids take longer. At the time of onset, the poison causes the victim to convulse as the potent substance attacks his nervous system. The victim begins grand mal seizures and suffers spinal damage, his back arching and twisting violently as his body jerks involuntarily. If the poison is not neutralized before it has run its course, the victim will require a *cure erious wounds* spell to recover from the nervous system damage: bed rest alone is not sufficient to cure him of the debilitating aftereffects.

The following is a list of people and place of interest within the city of Menzoberranzan

Example :

Name

Function

Location

Description

<p>Warmfires Rentable Mansion Westwall A very posh venue for parties and orgies</p>	<p>Mritt Shadalun Master Jeweller Narbondellyn Excellent appraiser of gems and other precious stones</p>	<p>Hondel Belek'tyr Gem Merchant Narbondellyn Buyer and seller of fine gems</p>	<p>Thaelara Oblare Gem Dealer Narbondellyn Average and affordable gems and re-cuts</p>
<p>Maershala of the Flowers Perfumer Narbondellyn Florist and perfume merchant</p>	<p>Natlel of the Three Fingers Moneylender Narbondellyn Personal moneylender. Highly regarded</p>	<p>Yuimmith Shulcloak Moneylender Narbondellyn Elderly moneylender. Deals in high risk lending. Large interest rates</p>	<p>Elstearn's Escorts Escort Agency Westwall Highly regarded escorts for parties, orgies and private masseur sessions :o)</p>
<p>Ulavers Wine Goblet Winery and Wine Merchant Narbondellyn Famed for the 'Ulaver wine', highly potent and very tasty</p>	<p>Sh'aun Darnruel Clothing Merchant Manyfolk Fashion Merchant to the rich.</p>	<p>Tlar Quel'tlarn Locksmith and Metalsmith Westwall Expert metal worker. Maker of fine brooches</p>	<p>Rhauvais del'Vgana Weaponsmith Manyfolk Specialises in concealed and poisonous weapons</p>
<p>Lloth's Laughter Massage House Manyfolk Very fine and very, very expensive</p>	<p>The Black Glove Massage House Manyfolk Good reputation, expensive though</p>	<p>Tolkar's Copper Door Massage House Westwall Average quality but very reasonable. Do excellent business</p>	<p>Alessra's Couches Massage House Manyfolk Very poor massage house. Frequented by the seedier faction of the city</p>
<p>Shondarl's Drinking Pit Manyfolk Fine liquer, though expensive. Used by the rich and vain</p>	<p>The Spiderdrink Drinking Pit Manyfolk Average tavern. Good services offered. (built in massage parlour ;o)</p>	<p>The Cup and Lizard Drinking Pit Manyfolk Average.</p>	<p>The Revelling Rogue Tavern/Drinking Pit Eastmyr Seedy tavern. Often frequented by Jarlaxle</p>
<p>Vhurn Bhaelyndryn's Bestiary Bazaar Stall/Beast Merchant Bazaar Sells all types of beasts from both the underdark and the surface</p>	<p>The Battered Beholder Hardware and Weapons shop Eastmyr 'no questions asked', weapons bought and sold. Adventuring equipment available.</p>	<p>Calask's Surgeon/cosmetisist Eastmyr Cosmetics including face lifts. Maps of the Underdark bought and sold</p>	<p>Narbondel's Shadow Rooming House Eastmyr Average room and prices. Humans welcome</p>
<p>Iitree's Rooming House Narbondellyn Good quality. Dark Elves only</p>	<p>Blind Alyss Sculpter/Potter Eastmyr Known contact for Bregan D'Aerthe</p>	<p>Rhouldyn &quot;The Old&quot; Weaponsmith/Trainer Braeryn Ancient fighter. Highly regarded trainer for fighters</p>	<p>Malaric Darkstar Mage-For-Hire Eastmyr Psionicist and magic user. Very skilled and VERY expensive</p>
<p>Phaeril &quot;One-Hand&quot;</p>	<p>Dhaunythe Blaur'duis Potion Vendor</p>	<p>Calauthe Mez'talyth Informant</p>	<p>Drythaera Bryn'Tereth Map Dealer</p>

<p>Guide/Dagger-For-Hire Donigarten One handed guide. Vendor of poisoned daggers. Good rates</p>	<p>Eastmyr Specialises in Love Philtres and healing potions</p>	<p>Braeryn Known drug dealer. Specialises in intoxicating mosses.</p>	<p>Braeryn Deals in maps of the underdark and the surface</p>
<p>Sherzak Mizzrym Merchant/Dealer of Information Qu'ellarz'orl Noble of House Mizzrym. Known for his treachery</p>	<p>Fezool Mage/Investigator Manyfolk 'Finder of things lost', or so says his sign</p>	<p>Ferasee Dinge Arts Dealer Manyfolk Dealer in all 'objets d'art'</p>	<p>Crackus Der'avee Magic Merchant Bazaar Dealer in all things magical. Specialises in spell components</p>
<p>Gorvin Assassin Eastmyr Gorvin is a known traitor and assassin.</p>	<p>Fillius Q'Xorl Wand Maker Qu'ellarz'orl Commoner of the Fourth House. Excellent wandmaker. VERY expensive</p>	<p>Baradoon Belay Spell Merchant Manyfolk Merchant dealing in scrolls and spell books. Very old, and somewhat senile</p>	<p>Geradeen's Pantry Food Merchant Narbondellyn Dealer in food stuffs. Specialises in exotic foods from the surface</p>
<p>Xerooze &quot;The Old One&quot; Clairvoyant/Soothsayer Narbondellyn Clairvoyant, believed to be very good</p>	<p>Izabel the Hag Witch Eastmyr Specialises in 'placing' curses. Very dirty and unhygienic.</p>	<p>Barat'g Sword-For-Hire Easymyr Half Giant. Mostly works as security for the 'Lloth's Laughter'</p>	<p>Felicity Wench/Seducteress Eastmyr Known wench. Very beautiful (except for her rotten teeth)</p>
<p>Feybaj Bjor'Dan Fence/Thief Braeryn Known Fence and thief-for-hire</p>	<p>Killedar Mostleen Thief/Assassin Braeryn Dagger-For-Hire. Very successful but very expensive</p>	<p>Xenon Mirace Negotiater/Merchant Bazaar Excellent barterer. Hired for negotiations and such. Quite expensive</p>	<p>Fayshooze Beriter Cleric-For-Hire Manyfolk Spells cast for a price. Does resurrections. Expensive</p>
<p>Jarlaxle Mercenary ? No comments needed :o)</p>			

Drow names

Forenames, females

Akordia	Geyanna	Nathrae	Umrae
Alauniira	Haeldra	Nedylene	Viconia
Alystin	Halavin	Nulliira	Vierna
Angaste	Halisstra	Olorae	Vlondril
Ardulace	Ilivarra	Pellannisstra	Waevra
Baltana	Imra	Phaere	Wuyondra
Belarbreena	Inidil	Phyrra	Xullrae
Briza	Irae	Qilue	Xune
Burryna	Irruit	Quarra	Yasraena
Chalithra	Iymril	Quave	Zarra
Charinida	Jhaelryna	Rauva	Zabeyana
Chessintra	Jhanniss	Rilrae	Zesstra
Dhaunae	Jhulae	Sabal	Zilvra
Dilynrae	Jyslin	Sabrae	
Drisinil	Laele	Shi'nayne	
Eclavdra	Larynda	ShriNeerune	
Elvanshalee	LiNeerlay	Shurdriira	
Elvraema	Lirdnoly	Shyntlara	
Erleda	Lualyrr	SiNafay	
Faeryl	Malice	Ssapiina	
Felyndiira	Maya	T'risstree	
Filfaere	Micarlin	Talabrina	
G'e ;driia	Minolin	Talice	
Gaussra	Molayas	Triel	
Ginafae	Myrymma	Uluiirala	

Forenames, males

Adinirach	Elkantar	Krondorl	Relonor	Wode
Alak	Filraen	Lesonar	Riklaunim	Yazston
Alton	Galadar	Lyme	Rizzen	Zaknafein
Amalica	Gelroos	Malaggar	Ryld	
Antatlab	Ghaundan	Marckarius	Ryltar	
Baragh	Gomph	Masoj	Sabrar	
Belaufein	Gorlist	Merinid	Seldszar	
Belgos	Gromph	Mourn	Shar	
Berg'inyon	Guldor	Nadal	Solaufein	
Bhintel	Hatch'net	Nalfein	Sorn	
Bruherd	Houndaer	Nhaundar	Szordrin	
Calimar	Ilmryn	Nilomim	Tralyn	
Chaszmyr	Ilphrin	Nym	Thathlyn	
Dantrag	Istolil	Nysstyre	Tebryn	
Dariel	Istovir	Omareth	Tluth	
Dinin	Jaraxle	Orgoloth	Tsabrak	
Dipree	Jeggred	Ostronar	Urlryn	
Divolg	Kalannar	Pharaun	Valas	
Drizzt	Kalafein	Quevven	Vorn	
Duagolth	Kelnozz	Quild	Vuzlyn	
Durdyn	Krenaste	Ranaghar	Welverin	

Last Names

Abaeir	Illistyn	T'orgh
Abbylan	Jhalavar	T'sarran
Argith	Jusztriin	Telenna

Blaerrabban	Khalazza	Tlintarn
Blundyth	Lhalabar	Uloavae
Coborel	LuenYoeg'	Veladorn
Coloara	Mlezziir	Vrammyr
Cormrael	Naerth	Vrinn
Dalael	Olonrae	Waeglossz
Dhuunyl	Ornrivvin	Wyndyl
Elpragh	Pharn	Xarann
Filifar	Philiom	Xiltyn
Gellaer	Quavein	Yaunthlo
Ghaun	Rhomduil	Yoegh'il'rymmin
Glannath	Rrostarr	Zaphresz
Hune	Seerear	Zolond
Hyluan	Ssambra	

Note : The majority of the names are from « The Drow of The Underdark », by TSR. Some are from the novel « Daughter of the Drow », by Elaine Cunningham, and some others are form my own novel (it's not finished), « Deadly Shadows ».

Some drow NPCs of Forgotten Realms

Duagolth Tlintarn

Story : young drow male, Elistraee's worshipper, flew from Ched Nasad under the influence of a priestress of the Dark Maiden. He lives in the Moonsea Region since 10 years to fight the worshippers of Bane/Cyric/Iyachtu Xvim. He gained the friendship from some elves of the elven court.

In play :

Class : warrior

Kit : drow soldier

Level : 7

Alignment : Chaotic good

Hairs : silver

Eyes : black

Height : 5 feet

Weight : 110 lbs

Age : 119 years

Weapons of predilection : scimitars

Natal city : Ched Nasad

Religion : Elistraee, Tymora

Kelnozz Telenna

Story : fervent Vhaeraun's worshipper, Kelnozz was a low caste (but a great fighter) drow who lived in a little drow keep in the world above, in the North of Zhentil Keep. He was an assassin and a spy. With his soliders, he destroyed many villages and caravans near Zhentil Keep. He died by the hands of a Zhentilar commander.

In play :

Class : crusader

Kit : inquisitor

Level : 9

Alignment : chaotic Evil
Hairs : white/grey
Eyes : red
Height : 4 feet 6 inches
Weight : 100 lbs
Age : 149 years old
Weapons of predilection : short swords and daggers (both poisoned)
Native town : the drow keep in the North of Zhentil Keep
Religion : Vhaeraun

Divolg Quavein

Story : he was the greater weaponsmith of Jhachalkhim and he survived the destruction of his city (he fled to Menzoberranzan). All his life, he searched a staff called « The Abyssmal Staff », lost in the world above. In his adventures, he met the avatar of Iyachtu Xvim, confined in a magical jail under Zhentil Keep. He is now a quasi-power. The complete Divolg's story is described in « Deadly Shadows ».

In play :

Class : thief/wizard
Kit : defiler
Level : 14/12
Alignment : neutral evil
Hairs : white
Eyes : green
Height : 4 feet 9 inches
Weight : 119 lbs
Age : 140 ans
Weapons of predilection : long/short swords, daggers
Native city : Jhachalkhim
Religion : Iyachtu Xvim (he was the first Xvim's choosen)

Marckaruis Millithor

Story : he was a noble of the 25th Noble House of Menzoberranzan. He led many massacres on the World Above. His house was destroyed by he survived and fled to the surface. There, he gained power and wealth and he came back to Menzoberranzan, at the head of an army. He bet his drow enemies and he rebuilt the House Millithor. la destruction de la maison Millithor, mais il réussit à s'échapper. Il voyagea beaucoup sous et sur les Royaumes, en compagnie de son demi-frère Dariel et de son cousin Quertus Millithor. Il acquit un pouvoir et une richesse assez grande pour se procurer une armée et relancer la Maison Millithor. During the times of troubles, he tried to kill Lloth, and he was seriously injured during the fight, but he survived. He was healed but he was killed by Quertus, his cousin. For an unknown reason (probably due to the chaos that was during the times of trouble) he became a god and he is now known as The Lord Of Massacres.

In play (before his death) :

Class : warrior
Kit : Blade Master
Level : 25
Alignment : chaotic evil

Hairs : white
Eyes : red/rose
Height : 4 feet 8 inches
Weight : 124 lbs
Age : 143 years old
Weapons of predilection : long swords
Native from : Menzoberranzan
Religion : none

Dariel Millithor

Histoire : young brother (adopted) of Marckarius, he accompanied him in his adventures. At his brother's death, he left the house Millithor with the majority of the army and founded a Mercenary House (3000 soldiers now).

In Play :

Class : warrior
Kit : drow soldier
Level : 22
Alignment : chaotic evil
Hairs : white
Eyes : blacks
Height : 5 feet
Weight : 115 lbs
Age : 139 years old
Weapons of predilection : long swords and hand crossbows
Native from : Menzoberranzan
Religion : Vhaeraun

Quertus Millithor

Histoire : Dariel and Marckarius cousin, he was a great wizard but very ugly : he was completely disfigured by an acid burst. He killed his Marckarius and disappeared shortly after the time of troubles. He was an expert in the extra-planar travels...

In Play :

Class : wizard
Kit : none
Level : 19
Alignment : Chaotic neutral
Hairs : none
Eyes : blacks (before his disfiguration)
Height : 5 feet 3 inches
Weight : 100 lbs
Age : 150 years old
Weapons of predilection : staff of acid burst

Native from : Ched Nasad

Religion : Lloth

Torellan Millithor

Histoire : he is/was the brother of Marckarius but he left the band shortly after the destruction of the Millithor's house. Now, he live in a forest in the South of Silverymoon with Elistraee's worshippers.

In play :

Class : wizard/warrior

Kit : none

Level : 13/12

Alignment : before the destruction of his house : Chaotic evil. After : chaotic good

Hairs : white

Eyes : red

Height : 5 feet

Weight : 125lbs

Age : 122 years old

Weapons of predilection : long swords

Native city : Menzoberranzan

Religion : Corellon Laerethian / Elistraee

Drizzt Do'Urden

Hisoitre : read the books of R.A Salvatore

In play

Class : ranger

Kit : no know...

Level : 15 (he was a warrior of level 18 before his arrival to the World Above)

Alignment : chaotic good

Hairs : white

Eyes : purple (lavander)

Height : 5 feet 2 inches

Age : about 115 years old

Weapons of predilection : scimitars

Native city : Menzoberranzan

Religion : Miellikki

Nalfein Despana

Histoire : Nalfein was a great wizard and the only friend of Divolg Quavvein. He was a fervent worshipper of Vhaeraun and Bhaal. He died during the godly ascent of Divolg.

In play

Class : wizard

Kit : Shadow Mage

Level : 23

Alignment : neutral evil

Hairs : silver

Eyes : amber

Age : 67 years old

Weapons of predilection : Staff & Knife

Native city : Menzoberranzan

Religion : Vhaeraun, Bhaal

Dantrag Despana

Histoire : young brother of Nalfein Despana, he died in a battle against a band of gnolls.

In play :

Class : warrior

Kit : drow blade master

Level : 8

Alignment : Neutral evil

Hairs : silver

eyes : amber

Age : 55 year old

Weapons of predilection : scimitars and daggers

Native city : Menzoberranzan

Religion : Vhaeraun

New wizard spells

Note : all the ranges and effect areas are in meters. 1 m = 3.2808 feet

Spell level : 4

Nalfein's Darkness (Necromancy, Shadows)

Range : 30m + 5 mètres/2 niveaux

Comonents : S

Duration : instantanée

Casting time : 3

Aera of effect : radius of 7m+1m /level

Saving Throw : _

This spell creates a globe of evil darkness. Living creatures recieve 1d6 points of damages / level of the caster. The darkness are very oppressive and the creatures surround by it can be troubled and afraid. If total damages are higher than 30 hp, the globe of darkness have a chance of 10% to become a « Dark Vortex » ; a dark vortex is a tornado of darkness (radius of 1m per sevel of the caster) that destroying all forms of life on its way (no saving throw). Its end after 1d20 day(s).

Effects of a globe of darkness

Level of the caster Effect

6 Fear (as the spell)

10 Panic (victims flee away quickly if they failed a saving throw vs spells during 1d4 hours)

20 Desintegration if a saving throw vs spell is failed

Iron missiles (Invocation)

Range : 20 m / level

Components : V,S

Duration : 2 rounds (after this time, the missile disappear)

Casting time : 2

Aera of effect : special

Saving throw : none

After the incantation, smalls irons missiles (4 inches), sharp as razor blades and pointed as a dagger, fly from the fingers of the caster and attacks the caster's target(s). It's like magic missiles ; missiles can't miss a target, but this target must be saw by the caster before the during the casting. Each iron missile inflid 1d6 hp of damage to the victims. The waizard can cast 1 missile per 2 levels of experience (max 12 missiles). Each missible can pass through the bodies : this « chance » is of 15% + 1% per level of the caster. If a missile pass throught a body, it makes double damages.

Spell level : 7

Nalfein's effacement (Alteration/Necromancy)

Range : 30m

Components : V,S

Duration : permanent

Casting time : 5

Aera of effect : 1 creature

Saving throw : cancel

This terrible spell erases, totally, the memory of the victims and bring them back at the mental age of 2 years old. All level(s), class(es) and memory are lost. They can't talk (or a little), are not clean (hmm... really, I don't know how to say it... the victims « shits » in their pants, etc... excuse me, it's not very polite). A saving throw cancels all the effects

Spell level : 9

Nalfein's horrible death (Necromancy, Alteration)

Range : 2mètres par 2 niveaux

Components : V

Duration : instantaneous

Casting time : 1

Aera of effect : speciale

Saving throw : none

This spell was created by Nalfein Despana to satisfy his sadistics instincts. When he casts, the caster's voice become low and threatening, his eyes become red and seems to glow... his body is surrounded by an aura of darkness. All these elements create an aura of fear : all the creatures who have 10 HD or less must leave the aera

(20m minimum) for 1d10 rounds. Only the principal targe will die. NOTE : the following prossecus takes 3 rounds to occur (during these 3 rounds, the victim can't do anything else than shout and cry) and thanks to the Death Metal band Carcass for this description :) - I hope that you'll not be offended of this...

Eyes explodes and blood gush out of the hears and the nose. The skin rots quickly and a grey pus covers the victim's skin...

Oral eruption...

Rectal extroversion...

Your vagus implodes, as nausea strikes
Savaging your body in a terminal retch
Violent spasms and decaying enzymes
Engulf your throat as you belch

Intestinal disturbance, your ileum turns inside-out
Your duodenum is thrust up towards your mouth
Your pancreas excretes stale septic pus
Your whole digestive system is now a sticky mush

Liquidized oesophagus mixes with bloodied excretion
As you pathetically gasp for breath
The stench of hot faeces scorches your nose
As you violently vomit to death

Your intestines are rising up towards your throat
Stale bile escaping through your bloodied nose
Your colon digested in acidic slush
Your tongue gargling on your dislocated anus
Your inside cooking, steaming and hot

Exploding pus and bile, abdominal saliva sprays
Gouging out your intestines and rubbing them in your face
And, finally, you DIE...

It's horrible huh ? This spell affect only humanoids creatures (ogres and trolls tooo, but not the giants) and victim dies. If a victim have 15 hd or more, she survive if she have a successful saving throw vs magical death. If she fail, she die. If she have a successful saving throw, she must be *healed* (by the spell heal) or die in the following 3 hours (during these hours of pain, she can't cast spells, run or attack). Also, she loose 3 constitution points (cannot regain them)

NOTE : the casting of this spell is an evil act. For this reason, the caster must be evil or neutral.

**This manual was made by Mathieu Laroche (Vhaeraun, on IRC) andt
François Delisle (you played Divolg and Marckarius, thank you !)
Hail !**

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You liked the effects of **Nalfein's horrible death ?** I have taken this description from the lyrics of a song called Vomited anal tract, on the album REEK of Putrefaction, by one of the greatests Death metal band : Carcass. If you want to listen this song, I can give it to you in real audio format...

**Vhaeraun wish to hail his players, Malar, all the people of #Realms and #FR and everyone who like the drows ...
this document is for you all...**