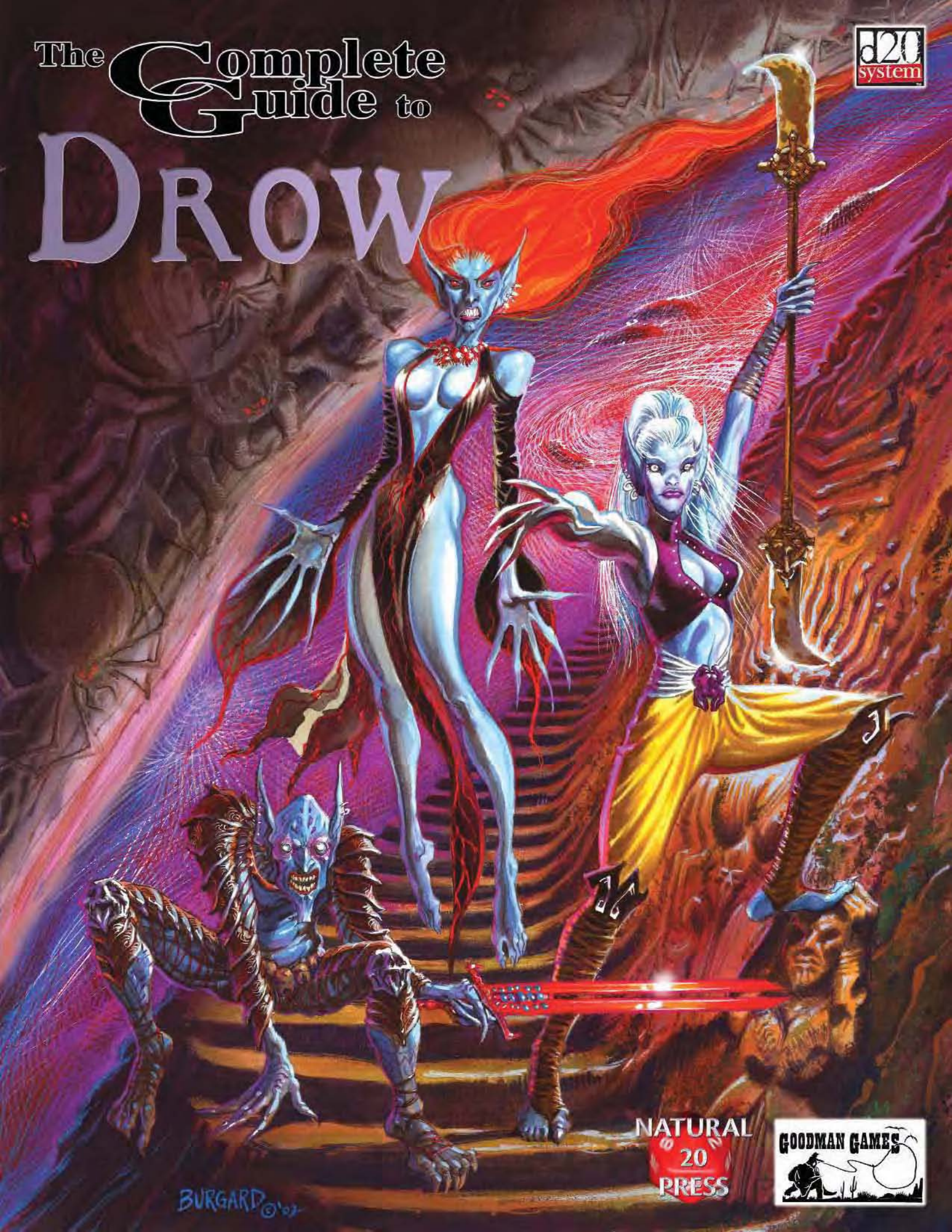


The Complete Guide to DROW



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The Complete Guide to DROW

Credits

Writer: Jeffrey Quinn
Cover Artist: Tim Burgard
Interior Artist: Brad McDevitt
Copy Editor: Joseph Goodman
Graphic Designer: Joseph Goodman
Playtesters: Melissa Brophy, Arthur Gardiner, Darry Husky, Darcy “Frosty” Martin, Brian “Little B” Mellem, Susie Quinn, Cassandra Roma, Alexandra “Sparky” Sloan, Teresa Stanton.

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Introduction

The fierce and terrible drow have haunted the history of the elves since time began. Many of the surface races that have ventured into the dark realms underground have found an unfriendly reception by these hated dark elves. Few return to the lands of the sun and sky to tell their terrible tales of the perverted drow world.

This book offers a complete guide to the drow. It covers everything you need to role-play them in your campaign: social structure, cultural habits, combat strategies, and guidelines for creating individuals and families. This book is world-neutral, and the information found within can be used in any campaign. You should find it easy to alter the setting to suit whatever campaign world you use.

While this book does cover a great deal of new source material specifically for drow characters, the drow are inherently strong in the arcane and devout in the divine arts. Future publications will cover their magical prowess in greater detail. For more information, and previews of other books in the Complete Guide series, please visit www.goodman-games.com.

On the cover: The cover depicts three drow denizens of the underdark halls: Bralda, the drow blood druid wearing a lance flower dress; Fratia, the drow adamantite warrior wielding a drow double glaive; and Nalda, the urbam dark blade wielding a blood marked scissor-bladed sword. More about these NPCs can be discovered on the pages within.

The Origins and Physiology of the Drow

The wars that ripped the elven nations and tribes asunder were known as the Kindred Wars. During those wars, a select group of alpine elves grew in power and began to sing their battle hymns to the darkest gods then known to the elves. The ben'docian was the name of this sub-race of elf. They were tall, fierce and very proud. They clung to the cliffs and crags of their mountainside citadels, reigning terror and death down on the grey and high elves that assaulted them. To the grey and high elves, the ben'docian were called the drouin, elfen for "dark elves".

As the Kindred Wars progressed, and the drouin began to call even darker powers from the depths of the chaotic Abyss, humans and dwarves allied with the other elves to exterminate this hated foe. The drouin fortresses were shattered by the combined strength of the mighty human, dwarven and elven armies that chased the merciless drow, as the humans called them, from the mountains.

As the years stretched into decades, the drow searched for a place to call home. They split into three nations. Two of these nations of drow settled in the tropical jungles and arid deserts. They began falling back to the nomadic ways of their ancient ancestors. They still carried the six-foot ben'docian height, purple eyes and

platinum blonde hair of their relatives, but they also began to conform to their new environments with other subtle changes.

The ben'docian that moved to the jungle began to exhibit green-colored skin. Their ears elongated, almost becoming double their original size. They discovered that their attunement to arcane magic was beginning to shift to a more nature-based aspect. They still called to the dark gods for guidance and support, but of these dark powers few answered them. Their strength increased, even as their numbers began to dwindle to constant attacks by dinosaurs, aranea, and other elves. Soon the last of the true ben'docian elves died off, leaving a legacy of forgotten and deadly shrines to very fierce and evil gods in the most inhospitable jungles of the world.

The ben'docian that moved to the desert took the name of the drouin, as remembrance of what their cousins had done to them. As they roamed the deserts, they darkened in coloration to deep caramel and rich brown hues. They moved faster than they had before; generations of running across the sandy dunes strengthened their legs and hardened their hearts. They became nomadic bandits, feared by all who crossed their path. But their line did not end in bloodshed. Instead, they



were bred out of existence by mixing their bloodlines too often with the humans that called the desert their home. This became the root of the Bedouin tribes that inhabit the desert to this day.

It was the third group that retreated to the deep halls and caverns under the surface of the earth that we now call drow. This group was lead by a few strong warrior-priestesses that had escaped the genocide of their mountain fortresses. Under their iron leadership and careful plotting, the drow came to settle the deepest corridors of the underdark that even the dwarves feared to mine.

After a few generations of hard work and by the dark blessings of the evil gods above, the drow forged themselves into a society based around the hate and vengeance they felt in their collective hearts against their surface cousins. With this hatred and newfound devotion to their gods came physical changes. The first

was that their skin darkened. Unlike the assumed standard, all drow are not solid black in color. As a drow grows older she begins to take on an ashen sheen to her skin. This makes her appear to be a very dark grey.

Because of their environment, a thick mane of stark white hair and glowing red eyes replaced the formerly platinum hair and blue to purple eyes. Their tall height was replaced with an average 4 to 5 feet height, with females being between 4-and-a-half and 5-and-a-half feet tall. Their muscled bodies are tight and corded from their cramped cavern homes. Their fingers are long and have an additional joint in them to accommodate their silent hand language.

After the dust of eons have settled, from the ashes of war, chaos and death walks a race of horror and resilience. Welcome to the secret life of the drow.

Social Structure

Families

Family is as important to the drow as it is to the dwarves and to their surface elf cousins. The families of the drow are ruled over by the matriarch of the house. This housemother is the center of the family's religious and tactical life style.

Following the housemother in family power is the eldest daughter-priestess. One day this eldest daughter will assume control over the family after the current matriarch dies from either old age or by intrigue. Most often this intrigue is begun by the eldest daughter seeking to secure her place as the family's new matriarch.

A family's power is gauged not only by how many members they can deploy in battle, but also by how many of their number are faithful followers of the drow gods. If a family defeats another in the field of battle, the losing family normally surrenders their priestesses and priests to the victor. This brings the winning family closer to the drow gods and further into their favor.

Of the other members of a drow family, wizards and fighters are also highly prized. A favored wizard that performs well in the name of the family will often be allowed greater personal freedom to pursue their own

dark goals. Fighters that exhibit a natural aptitude for defeating a family's enemies and keeping the internal security of the family intact can eventually earn the respect and favor of the females of the house.

Male drow are not expendable, but they are viewed as little better than slaves if they are of common stock. All families try to keep the number of males to a minimum and view multiple male births to be a sign of ill favor in the eyes of the drow gods.

Drow Names

Drow have alien and distinct names. These names go back to a time when the primordial elven language was still in its rudimentary base. The names on the tables on the next page are common given names to drow males and females.

Drow family names are also brought from the time of those ancient days. Each family has its own distinct name and house symbol. Normally the house army wears these badges so that the dead can be separated; in powerful houses these symbols are ensorcelled. The table on the following page holds a short list of the thousands of drow family names.



Common Female Drow Names

Holdiril	Elca	Nómion	Ertárië	Nóran	Eldarinquë	Nercarien
Aldecar	Elónetil	Vangóre	Itelmil	Yaluranwë	Ainelundúya	Angonnil
Norion	Linyaron	Urantirnë	Firamo	Emeldur	Fëalucil	Rungironwë
Lómion	Illindë	Lirramo	Mirtisolmo	Testilúmë	Calastinindë	Eäralistámo
Vanya	Mandil	Eärámë	Márior	Melerassë	Aryoril	Oiomonwë
Anirel	Ainondë	Ondenirnë	Landosar	Arnerion	Quernil	Cirdil
Tálemo	Eldandiril	Illirivë	Núlion	Íremo	Telpalin	Artenel
Itanarnë	Anyon	Laourossil	Erien	Naurendë	Tyámo	Iterenya Emba
Carteril	Andalin	Nendë	Fëarandil	Carahtámo	Tyelminwë	Fardanirya
Teryendur	Arolirel	Moncil	Ambarto	Curenne	Neracilmo	Arcámion
Elessil	Norquelië	Ormanya	Oiolossë	Inquë	Illassalmo	Hyarfilmen
Firehtil	Rauco	Fanyon	Varalúré	Nonondil	Cindil	Elotenar

Common Male Drow Names

Toonil	Bradrim	Arinarg	Lurormand	Inormane	Glak	Sodril
Glugrith	Fasarmane	Onganarg	Ugrirthiel	Arerthorn	Irangruk	Sarmun
Kangrorn	Tharthak	Tarmun	Tarongrane	Toruk	Zasorthane	Sarmog
Magrak	Drartheon	Kumararg	Vorarg	Corarg	Siraldrom	Thirmad
Thargrim	Onvinil	Miguxor	Orurtharg	Ugramane	Glarthorn	Groon
Sarthur	Thoringrand	Thielak	Umgard	Carongruk	Igrath	Ugorthorn
Harkun	Bormuk	Farangrarg	Thorogril	Othonorn	Logorak	Ilareon
Ugrogroon	Torodrane	Lormand	Torormog	Girmorn	Droon	Athanil
Tasarthane	Urorim	Hudrath	Oringrarg	Gormeon	Kinorarg	Tharirak
Marg	Thorongrane	Obonarg	Mingath	Fangrand	Thorogrin	Halangrarg
Odrarg	Cahagrane	Falormad	Karugrorn	Briel	Thangard	Vorkor
Thulak	Halangriel	Anvarthand	Ithonarg	Thirthad	Imgorthim	Bogarthak
Mareon	Gliorn	Gladrane	Hatresh	Lororane	Sirorthim	Ganadrane
Driroon	Thororarg	Shiorn	Orthorn	Valdrom	Iraeon	Thorelay

Drow House Names

Alkathân	Tarân-Girân	Bazar	Bellanunâth	Benâth	Athullôni	Imrazîr
Zanâth	Nimir	Belunidân	Nilbazarân	Azrimindar	Batân	Zendanâth
Nidanitân	Gimlê	Phazîr-Ginâth	Agamarân	Nazimrâk	Yôzar	Amlû
Avramîn	Zardûn	Amulzibêth	Arân Giranâth	Aminilû	Gimrizân	Zenal
Zigar	Phalkumân	Ninirazân	Yônârik	Nizar	Gimîrân	Girân
Gimlanunâth	Ilêth	Zenalbanâth	Tarik	Imrâ	Zôri	Aganuzar
Abêthâni	Girinâth	Idân	Zimrân	Abrinal	Aphanuzîr	Imrithôr
Alkamân	Âthi	Abêrâma	Minulnâth	Athân	Belthurân	Zigirmîn
Kazar	Tâmar	Avalbanâth	Zinittarun	Avrazân	Ginal	Zirun
Muruk	Minâth	Zinâth	Barzî	Amrê	Imân	Tânal
Banuzamân	Imrizgân	Inzilêth	Urkazîr	Abrazân	Nâte	Abrizanâth
Izumân	Avalê	Abazrâbal	Azân	Abâr	Gimrinal	Zibarân
Zagân	Amitthôrush	Târuk-Benâth	Izridas Zigân	Armî	Agânâte	Alkamar
Yandân	Azradî	Barik	Gimalzigar	Minallêth	Zimillêth	Amalbârik



ly she and Tororthun are confused to be the same goddess in different forms. They say that the Spider Queen created the drow from a weeping wound that she suffered during the struggle between the gods as the elves fought the Kindred Wars. She can cast the dreadful curse of the drider on those drow whose faith wavers from her dark designs and she is a hate-filled and poisoning deity. Drow clergy of the Spider Queen have access to the Drow, Poison, and Spider domains. Their favored weapon is the whip.

Tororthun

When the drow priestesses reach up to the cavern ceilings of their ancient underground homes for strength from the earth itself, it is the great Queen Tororthun that reaches down to aid her chosen followers. She is called the Stone Spider, the Eight Legs of the World, and the Queen of the Damned. Some say that Tororthun is the lucid form of the Spider Queen, when she is not raving in madness while sitting on her great web of betrayal in the Abyss. Tororthun watches over the artisans, house priestesses, and any other drow who live in her womb in the earth. Drow clergy of Tororthun have access to the Drow, Earth, Poison, and Spider domains. Her favored weapons are the longsword and the hand crossbow.

Drow Cities

The cities of the drow are great and awesome works of art. Stalactites and stalagmites are both used in conjunction to maximize living space in the extremely close quarters of the underdark caverns that the drow inhabit. The cities are normally sectioned off into quarters where they keep the different classes of inhabitant separate.

Normally a house of significant power will watch over a section of the city, governing the lawless streets with a form of mock society of morals. This creates the illusion of security in the dark and terrifying streets of the city. Daggers and swords are common even among the slaves and visitors to a drow city, since the streets are rarely safe, even if policed by drow patrols (most

often it is these same patrols that must be defended against).

The streets of the drow may owe their allegiance to the priestesses of the temples and the matriarchs of the most powerful houses in the city, but the renegade nobles and thieves' guilds that will always follow corruption and deceit own them. Rogue drow are not normally found in the houses; instead they are left on the streets of the city to fend for themselves. Those that can survive for more than a year are found by their families, trained in the arcane arts, and returned to places of power within the family, normally as assassins and dark blades.

The artistry that goes into the creation of a drow city would take the younger races of human, gnome and halfling centuries to even begin to comprehend. The vaulting ceilings and flowing rock escarpments are all decorated, carved, and magically transformed into a truly mocking reflection of their elven heritage. These works of "art" show how perverted the drow mind has become.

Trade With Other Races

While drow are normally attacked on sight, the other races of the underdark welcome drow traders into their cities. Even the dour dwarves and the insightful illithids allow drow merchants to trade. Drow goods range in quality from fair to exceptional, armor and magical items being the most highly prized of these goods. In the black market regions of all underdark societies, drow merchants can be found peddling their poisons and radioactive weapons of war.

The drow are not so eager to allow outsiders into their cities, however, even if the goods that are carried may be of great need to the whole city. Drow prefer to trade with the other races at outposts and specially designed markets that are easily defended from attack. The purpose behind this is two-fold: the drow do not wish to allow the other races to influence their common public with their ideologies and rumors, and they fear theft. In the chaotic world of the drow, paranoia is not only madness but also a survival tactic.



Drow at War

Depending on situation and numbers, drow use various tactics in their combat against the other races that call the dark halls of the underdark their home. Whether in single combat in the shadows, or marching to war in waves under the banner of their house, the drow are tacticians to the extreme. They use their environment, equipment, abilities, slaves, and constructs to deadly efficiency that has never seen its equal on the surface since the Kindred Wars that sent the drow to their underground homes.

Family Armies

The armies of the drow are normally divided down into banners under the matriarch of each family. These drow are fierce and dutiful, following the tenets of a strong and god-favored matriarch to the letter, while others plot in the darkness against a weak or ill-favored leader. Drow armies consist of numerous types of units. These units break down into four distinct categories: the command staff, the elite or shock troops, the regular army, and finally the fodder.

Command Staff

The command staff of a drow army consists of the matriarch of the house, a minimum of two priestesses in good standing with their deities, an arcane spellcaster, the current patriarch of the house, and any demonic or elemental aid their god may have sent to aid them. An average matriarch of a house is a cleric of 10th level who worships the goddess Tororthun, and the priestesses that support her are either her own daughters or priestesses of her faith. These support priestesses have a total number of levels equal to half the matriarch's. The arcane spellcaster is normally a male wizard of at least 8th level who is related to the matriarch either by blood or is betrothed to one of the support priestesses. The patriarch of the house leads the regular army and commands them from the platform with the matriarch; he also performs special missions (example: attacking the command staff of the opposing army or assassinating the matriarch of a rival house). Demon advisors are also not uncommon in the command staff.

Elite Troops

A small unit of black guards, assassins, adamantine warriors, or dark blades will normally support and spearhead the attack on a rival fortification. These are the warriors that have had special training and will be difficult to replace if they are destroyed. Clerics of gods other than the matriarch's deity, can be found in with the elite forces as support troops for them.

Regular Army

Standard drow fighters and warriors. These drow are considered to be typical rank and file drow with no additional special abilities. Their deaths are not considered to be losses until more than 50% of these troops have been killed. Clerics are available to animate these warriors so they can continue to fight for their house.

Fodder

Slave troops, hired mercenaries, orc and goblin allies and smaller drow houses that are supporting a stronger house are all considered to be fodder. These troops are meant to die in combat. Priestesses are on hand to animate the dead fodder so that they can continue to fight long after their own death.

Sieges

The drow mindset is not one for prolonged attacks and strategically sound sieges. Their chaotic natures get the better of them when they go against a fortified position and they will leave the field of battle if their initial strikes are unsuccessful in crippling the defenders. However, the drow do have the capacity to hold a siege with their superior magical and technological advances.

Drow use the undead against all defended positions. If these shock troops cannot breach the fortification, adamantine soldiers, black guards, dark blades, wizards, and priestesses come to the line to break down the opposition. If this does not work, or if the attacking drow take more than 25% casualties, they will leave the field of battle as quickly and quietly as they appeared.

Engines of War

Only when their gods or housemothers decree that a fortification must fall, will the drow show how truly destructive they can be. In these cases, wizards and cler-



Typical Armies by House Size

	Small House	Medium House	Large House
Command	M:10; 2P:5; A:8; F:8	M:12; 3P:6; 2A:8; F:10; 1D	M:15; 6P:8; 3A:8; F:12; 2D
Elite	2d12 AW	3d12 AW; 2d12 BG	4d12 AW; 3d12 BG; 2d12 DB
Regular	4d20 T	6d20 T	10d20 T
Fodder	4d20 G; 2d20 O	6d20 G; 4d20 O; 1 SH	10d20 G; 6d20 O; 1d4 SH

Matriarch (M): The number after the matriarch code is her cleric level. As the house size gets larger the probability of having a multi-classed cleric/fighter is increased. In addition, the matriarch will also have 2d4 additional drow bodyguards (drow fighters of half her level) to protect her.

Priestesses (P): The number before the code is the number of priestesses present in the command staff; the number after indicates their cleric levels.

Arcane (A): The number before the code is the number of arcane casters present in the command staff; the number after indicates their wizard or sorcerer levels.

Patriarch (F): The number after the patriarch code is his fighter level. As the house size gets larger the probability of having a patriarch with a prestige class of assassin, black guard or dark blade is increased.

Demons (D): The number before the code indicates the number of demons in the command staff. The GM should randomly determine the type of demon. This demon command will typically have an additional 2d12 subordinate dretch tanar'ri for its personal guard.

Adamantine Warrior (AW): Randomly determine the number of adamantine warriors in your elite unit.

Black Guard (BG): Roll randomly to determine the number of black guards in your elite unit.

Dark Blade (DB): Roll randomly to determine the number of dark blades in your elite unit.

Typical Troops (T): The number of typical drow fighters in your army. For every ten drow fighters, there is one drow cleric to support and lead them in battle. For every two supporting clerics, there is one arcane drow spellcaster and a higher-level drow fighter who coordinates with the priestesses.

Goblin Slaves (G): The number of goblin slaves in your army. For every twenty goblin slaves, there is a drow priestess and a drow fighter to support them. If there are more than forty goblins on the field, there is also a higher-level drow priestess that all subordinates report to for coordination.

Orc Slaves (O): The number of orc slaves in your army. For every twelve orc slaves, there is a drow priestess and a drow fighter to support them. These drow report directly to troop command.

Smaller House (SH): This is the number of smaller houses that may join in a battle as allies. Each of these smaller houses follows the rules of the next smaller house (example: a large house has one to four medium houses as support, or a medium house that has one small house as support).

gy summon outsiders or control undead and constructs that can breach a fortified position. Drow warriors charge onto the battlefield riding in *animated conveyances*, the hollowed-out bodies of undead spiders and beetles. The drow will also use the deadly and magical *spider ballistae* if they have them at their disposal.

The animated conveyances move into combat as heavy troop support, and no more than a dozen of these abominations are ever fielded at a time. These undead beasts are controlled by the drow riding inside them. They move quickly and can climb sheer surfaces like a living spider can. In addition to their mobility, an ani-

mated conveyance can also create a blast of magical force once per round. This magical force deals 2d8 points of damage to anything hit (a successful Reflex save, DC 15 for half damage). If the rider is killed or incapacitated, the undead creature will cease to function until another rider takes his place. If the rider wishes to make any attacks, he must have the Mounted Combat feat.

Animated Conveyance: Large Undead; CR 2; HD 4d12+3; Init -1; Spd 40 ft., climb 40 ft.; AC 11; Atks force blast +4 ranged (2d8 of magical force damage); Face/Reach 5x5 ft./10 ft.; SA Force



blast; SQ Undead, partial actions only; AL N; SV Fort +1, Ref +0, Will +4. Str 17, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

See page 49 for the full statistics block.

Likewise, the magical spider ballistae number four or less and are controlled by a single keeper or by the house-mother. The ballistae have eight legs and can climb walls as a spider can. They can fire a ball of energy once per round for 4d8 points of sonic damage (Reflex save, DC 20 for half damage). If the drow controlling the ballistae is killed or incapacitated, then all spider ballistae under his control become inert.

Spider Ballista: Medium Construct; CR 2; HD 2d10; Init +0; Spd 50 ft., climb 50 ft.; AC 14; Atks sonic ball +1 ranged (4d8 points of magical sonic damage); SA Sonic ball; SQ Construct; AL N; SV Fort +0, Ref +0, Will -5. Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1.

See page 52 for the full statistics block.

Poisons

Drow use poisons on most of their weapons. Since they use stealth and need to overcome the spell resistance of some of their mightier foes, poison is the perfect solution.

Most drow poisons are distilled from insects, arachnids and fungi that grow deep underground. Insectoid poisons are good for causing convulsions and seizures. Arachnid poisons cause internal damage to organs and can kill. Fungal poisons cause their targets to hallucinate, sleep, or otherwise become incapacitated without harming them for long periods of time. The following poisons are unique to the drow and are very expensive to obtain anywhere else (double the listed price in non-drow communities, triple on the surface).

Blood of the Cave Flea: While cave fleas are not much more than an annoyance for most creatures, once a year they do gather for their mating season and can be deadly to those caught in their mating warrens. It is during this mating season, every year, that blood druids go into the dark wilds in search for these dens. It takes nearly 200 cave fleas to make a single dose of poison from their pressed bodies. Once their blood has been extracted, the blood is boiled and separated so only a thick, red, tar-like substance remains. This is then

applied to weapons.

Blood of the Cave Flea: Injury, DC 18; *Initial Damage* 2d6 Dex; *Secondary Damage* 0; *Price* 250 gp.

Cave Locust Spittle: Cave locust feed on moss and fungi underground. They are as destructive and noisy as their surface cousins, but their spittle is highly prized by the blood druids and wizards of drow communities. It takes the spittle of 10 of these small insects to create one sticky dose of poison that can be applied to any weapon. Priestesses of Corith sometimes coat their spider-fang daggers with this poison during their inquisitions of suspected spies.

Cave Locust Spittle: Contact, DC 16; *Initial Damage* 1d4 Int; *Secondary Damage* 1d4 Wis; *Price* 500 gp.

Deepspore: Deepspore are actually a hollow, living fungus that is carefully cultivated in drow gardens. The stem of this fungus is picked, and the cap is removed and replanted. The hollow stem then acts as the delivery method for this potent poison by blowing through one end. On the first round, the living spores coat the lungs and throat. One minute later, the spores begin to take root in the victim's respiratory system, causing immediate death. There are enough spores in one stem for a single dose of poison.

Deepspore: Inhaled, DC 15; *Initial Damage* 1d6 Con; *Secondary Damage* Death; *Price* 2,500 gp.

Lance Flower Extract: A lance flower is the underground relative to the surface tiger lily. These blue and yellow flowers are one of the few nocturnally blooming plants in the world that can survive in lightless underground caves. Drow herbalists and blood druids cultivate these flowers for their potent pollen. This pollen is then mixed with fatty oils and applied to crossbow bolts. It takes the pollen of 12 fully matured lance flowers to make enough poison for a single dose.

Lance Flower Extract: Injury, DC 17; *Initial Damage* Unconsciousness; *Secondary Damage* Death; *Price* 1,500 gp.

Slumbermoss: Slumbermoss is a type of rare non-phosphorescent lichen that grows on deposits of feldspar underground. In its natural state, this lichen is a dull pinkish color with black spots. Drow alchemists harvest slumbermoss and then boil it down to a resin-like consistency. When it reaches this slightly pink, sticky state it can be applied to weapons to induce sleep



for 1d4 hours.

Slumbermoss: Injury, DC 14; *Initial Damage* 0; *Secondary Damage* Sleep; *Price* 200 gp.

Widow's Tears: Blood druids carefully milk venom of the giant black widow spider twice a year in a special ceremony that honors Tororthun, the Spider Queen. This thick venom is very toxic and is used by

the clergy of Tororthun on their weapons. It is highly illegal for any drow that is not a practicing member of Tororthun's faith to own this poison. Being caught with this poison is punishable by death (with a subsequent animation into undeath).

Widow's Tears: Injury, DC 15; *Initial Damage* 1d4 Con; *Secondary Damage* 1d4 Str; *Price* 180 gp.

Drow Characters

Drow as a Character Race

Drow are an underground sub-race of elf. They are black-hearted and chaotic as a standard, feared by most other races below and above the surface of the world. As a character race, they are not much different.

There have been tales whispered in dark taverns and late night inns of lone drow figures that stalk the surface of the world. Some of these tales tell of the lone dark figure on the road that offered assistance to those in trouble. Other stories tell of the renegade murderer, kept away from his underground home. No matter what the tale told, they are always told with an aura of fear and mystery.

Drow that walk the surface world are normally renegades that have renounced their ancestral homes for a chance at a new life. Sometimes that is as a champion of law and justice, but it's more likely as a lone killer for hire that stalks the humans and elves of the surface. The lone drow can be either male or female, but is rarely a priest of any drow deity.

Male drow are the most likely candidates for the life of an adventuring loner. In a female-dominated society, there are few places for a lone drow male to call home. Some males are left on the surface after raids, either as punishment for a minor infraction or left for dead by the rest of the raiding party. Male drow have all the special racial traits of their kind, but are much less charismatic than their female counterparts.

Female drow are rarely renegades. If a female drow is caught alone on the surface, she is most likely a priestess that has been cast out of her family for some indiscretion towards her deity. These instances are rare. Some female drow warriors find that they were left

behind after raiding parties, or were captured by their surface elf cousins. Female drow are more charismatic than their male counterparts and have all of the normal drow racial traits.

Drow Racial Traits

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma (male characters have a -2 Charisma penalty): Drow are intelligent and have finely honed reflexes from years of living in the dangerous bowels of the world.
- Medium-size: As Medium-size creatures, drow have no special bonuses or penalties due to their size.
- Drow base speed is 30 ft.
- Drow are immune to *sleep* spells and effects, and receive a +2 racial saving throw bonus against Enchantment spells or effects. This is in addition to their +2 racial bonus to Will saves against all spells and spell-like abilities.
- Drow have a spell resistance of 11 + class level.
- Spell-Like Abilities: 1/day – *dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow's character level.
- Darkvision: Drow can see in the deepest blackness and lightless deep halls of their underground home. The drow's ability to see in the dark extends out to 120 feet.
- +2 racial bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actually looking for the door. A drow's ability to detect these doors is so keen that other races underground can rarely hide from these deadly foes.



- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.
- Automatic Languages: Undercommon and Elven. Bonus Languages: Common, Draconic, Dwarven, Gnoll, Gnome, Goblin, Orc, and Terran. Drow commonly know the languages of their enemies as well as the few races that they call allies, including Goblin and Orc, which are considered to be slave races.
- Challenge Rating: +1.
- Favored Class: Cleric (or Wizard if male). A multi-class drow's cleric (or wizard) class does not count when determining whether she suffers an XP penalty for multiclassing. Priestesses of the dark drow deities are common and some even multiclass as fighter/clerics.

Social Status

In the chaotic world of the drow, where you rank on the social ladder is almost as important as serving your god faithfully. When creating a drow character, refer to the following table to determine where your character lies.

D100	Social Status
01-10	Renegade
11-30	Merchant family
31-70	Average
71-75	Craftsman
76-80	Nobility, fallen
81-90	Slave
91-100	Nobility, good standing

Average: There are no bonuses or penalties to being part of an average drow family.

Craftsman: This drow comes from a tradesman's family. The character starts the game with 3d4x10 gp in cash and may take a Craft skill for free. The character must be willing to undertake missions for his family in lieu of any other business, unless that business is directly related to the church of one of the drow gods.

Merchant Family: This drow comes from an influential trader or merchant family in a drow bazaar. Characters with this status start the game with 3d4x10 gp in

cash. The minimum Charisma score for someone who is part of a merchant family is 12 and the character may take the Profession (merchant) skill for free. The character must be willing to undertake missions for his family in lieu of any other business, unless that business is directly related to the church of one of the drow gods.

Nobility (Good Standing): These drow live to please the drow gods. They begin play with an *additional* 3d4x10 gp in cash and may take the Knowledge (religion) skill for free.

Nobility (Fallen): Fallen drow nobles do not last long in the society of the drow. They are hunted at every turn and are seen as cursed by the drow gods. These drow may take the Wilderness Lore skill and start play with an *additional* 1d4x10 gp in cash.

Renegade: Ties to the underworld of the drow. Most starting drow characters of neutral or good alignment will be of this type. There is a 50% chance that this character is hunted by either his former family or by associates that he has left behind. The skill Wilderness Lore may be taken by the character for free.

Slave: These poor unfortunates begin play with no money! They can take either two Craft or two Profession skills of their choice for free.

Drow Mutations

Drow males and females are known throughout the underdark for their promiscuity. Slaves are rewarded (or punished) by their harsh drow masters with a traditional turn at their bedside. While the exotic and alluring drow may seem to be a tempting offer to these servitor races, rarely does the slave come away alive from the encounter. When the slave does come away from the dalliance, however, some come away with a new half-drow offspring in tow. While these mutations are normally destroyed, along with the unfortunate parent, some of these offspring do survive and strike off into the frightening unknown of the caverns beyond.

Some drow seek to enhance their bloodline by welcoming the union of dark demons and unnamed powers to their bedsides. With the aid of strange rituals and blood magic, fell drowic demons are born to lead family armies into battle. Of these demonic offspring a new subraces of drow have emerged.



Búrol

Of the naturally born half-drow mutations, the búrol are the least common. Búrol literally means “the broken mind” in Undercommon, since these beings are born of the strange union between a mind flayer and a drow. They are naturally psychic, like their mind flayer parent, but also possess their drow heritage’s grace and cunning.

Búrol are tall, compared to their drow parent, at an average of over six feet tall. They are rake thin and weigh little more than 90 pounds. Their skin is a deep violet color, with long jet-black hair. Their blind eyes range in color from a milky white to a filmy cataract grey. Their fingers are very long and each has an extra joint, with only three fingers and a thumb on each hand, and their tri-tentacle mouths are rimmed with nearly perfect black teeth.

Those, thankfully, few búrol that walk the deep caverns hold a smoldering hatred for all life. Since brains are their food of choice, these sleepless hunters are always looking for sentient creatures to feed from. If encountered in the wild, all caution should be given to not disturb the búrol if it is feeding, or it will fly into a frenzy that many drow scouting parties have not returned from.

Búrol Racial Traits

- +4 Dexterity, +2 Intelligence, +2 Wisdom, -4 Charisma: Búrol are cunning and quick, leading them to be very capable hunters.
- Medium-size: As Medium-size creatures, búrol have no special bonuses or penalties due to their size.
- Búrol base speed is 30 ft.
- Búrol are immune to *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects. This is in addition to their +2 racial bonus to Will saves against all spells and spell-like abilities.
- Búrol have a spell resistance of 11 + class level.
- Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds. Búrol often hunt using this power and then drag off one or



two of their stunned victims to feed upon.

- Psionics (Sp): At will—*charm monster*, *detect thoughts*, *levitate*, and *suggestion*. These abilities are as the spells cast by a sorcerer equal to their class level.
- Improved Grab (Ex): To use this ability, the búrol must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent’s head. A búrol can grab a Huge or larger creature, but only if it can somehow reach the foe’s head. After a successful grab, the búrol can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the búrol gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent’s turn.
- Extract (Ex): A búrol that begins its turn with all three tentacles attached and successfully maintains its hold automatically extracts the opponent’s brain, instantly killing that creature.
- Telepathy (Su): Búrol can communicate telepathically with any creature within 100 feet that has a language.



- Automatic Languages: Undercommon. Bonus Languages: Common, Draconic, Dwarven, Elven, Gnome, Goblin, Orc, and Terran.
- Challenge Rating: +5.
- Favored Class: Ranger. A multiclass búrol's ranger class does not count when determining whether she suffers an XP penalty for multiclassing.

Drider

Drider are the cursed of the drow. Those who fail the tests of piety in drow society find themselves cast into the tortured world of the drider. (For more information about the drider, refer to the MM.)

Drider Racial Traits

- +2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom, -2 Charisma: Drider prefer to attack from the shadows in an ambush with their natural spell-like abilities and then to hit hard and fast with their natural physical prowess.
- Large: Driders gain a -1 size penalty to AC and attack rolls, but they must use larger weapons than humans use, and their lifting and carrying limits are twice of those of Medium-size creatures.
- Drider base speed is 30 ft., climb 15 ft.
- Spell-Like Abilities: *1/day-dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, and levitate*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).
- Once per day a drider cleric can additionally use *clairaudience/clairvoyance, discern lies, dispel magic, and suggestion* as a 6th-level caster.
- Poison (Ex): Bite, Fortitude save (DC 16), initial and secondary damage 1d6 temporary Strength.
- Skills: A drider receives a +4 racial bonus to Hide and Move Silently checks.
- Automatic Languages: Drow, Common, and Undercommon. Bonus Languages: Dwarven, Draconic, Dwarven, Gnome, Goblin, Orc, Terran, and Troll.
- Challenge Rating: +2
- Favored Class: Cleric. A multiclass drider's cleric

class does not count when determining whether he suffers an XP penalty for multiclassing.

Shatúrug

Orcs that survive a drow "reward" may come away with a shatúrug offspring. This half-orc/half-drow is kept hidden away and safe from the drow by the orc's tribe. They are reared and taught how to fight by the best of the orc warriors and often find themselves at the head of orc war parties. They are stronger, faster, and far more intelligent than any orc in the tribe. This sometimes leads the shatúrug into wandering the caverns alone to challenge all that would oppose him. Drow slavers sometimes capture these crossbreeds to fight in their arenas for sport, or breed them with other shatúrug in an attempt to make a stock of elite troops.

Shatúrug normally stand between five and six feet tall. They have smooth, hairless black skin and large yellow teeth. Their eyes are blood red with flecks of gold and are highly reflective, appearing as two points of red light in the darkness.

Shatúrug Racial Traits

- +4 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom, -4 Charisma: Shatúrug are strong and intelligent warriors, leading tribes of orcs or drow house armies to victory.
- Medium-size: As Medium-size creatures, shatúrug have no special bonuses or penalties due to their size.
- Shatúrug base speed is 40 ft.
- Shatúrug are immune to *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects. This is in addition to their +2 racial bonus to Will saves against all spells and spell-like abilities.
- Darkvision: Shatúrug can see in the deepest blackness and lightless deep halls of their underground home. The shatúrug's ability to see in the dark extends out to 120 feet.
- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds shatúrug for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and



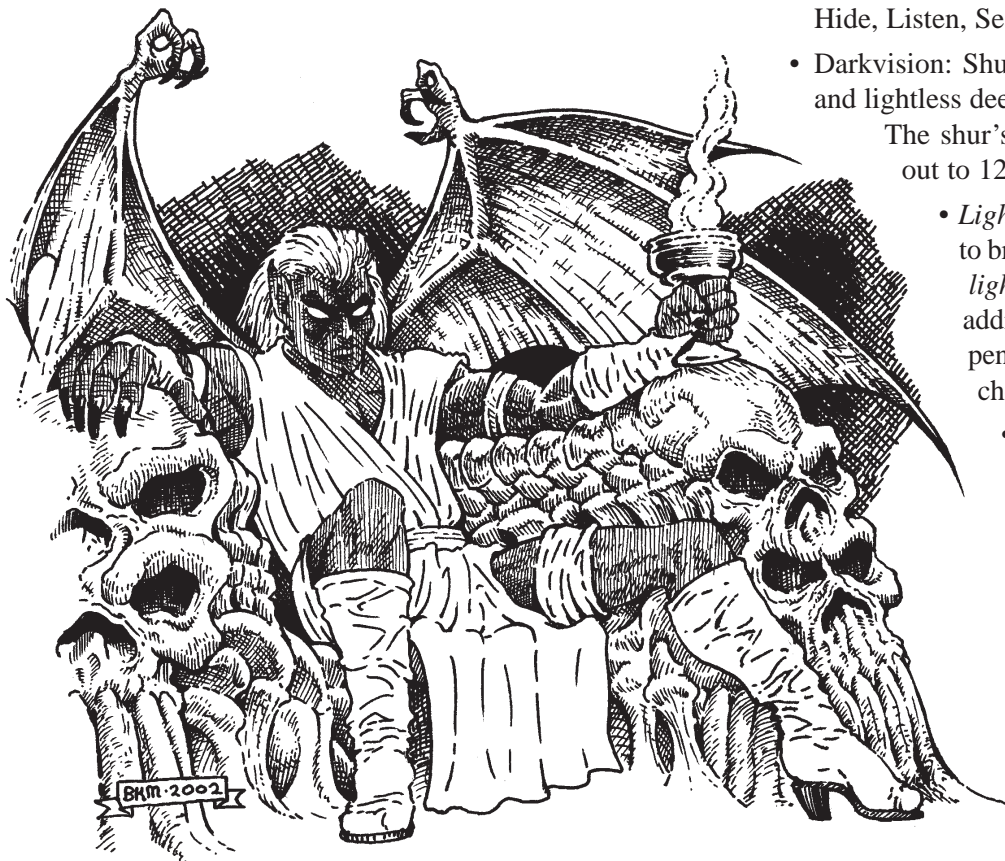
checks while operating in bright light.

- Automatic Languages: Undercommon and Orc. Bonus Languages: Common, Draconic, Dwarven, Elven, Gnome, Goblin, and Terran.
- Challenge Rating: +1.
- Favored Class: Fighter. A multiclass shatúrüg's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Shur

The shur are a deadly magical crossbreed of demon and drow. They are commanders and magicians of the highest order. They hold no drow as master and consider only the drow gods to be their equal or better. They are considered by many surface dwellers, the few that survive encounters with them, to be touched by the planes as the aasimar and tiefling are.

Shur are demonic looking drow with large bat-like wings and off-white fangs. They otherwise look and act much like drow do, if not more aggressive and sure of their own actions.



Shur Racial Traits

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma: Shur are leaders and avengers for the drow.
- Medium-size: As Medium-size creatures, shur have no special bonuses or penalties due to their size.
- Shur base speed is 30 ft, fly 60 ft.
- Shur are immune to *sleep*, poison, and electricity spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects. This is in addition to their +2 racial bonus to Will saves against all spells and spell-like abilities.
- *Resistances (Ex)*: Shur have cold, fire, and acid resistance 20.
- Shur have a spell resistance of 11 + class level.
- Spell-Like Abilities: At will – *darkness*, 1/day – *dancing lights*, *faerie fire*, and *melf's acid arrow*. These abilities are as the spells cast by a sorcerer of the shur's character level.
- *Telepathy (Su)*: Shur can communicate telepathically with any creature within 100 feet that has a language.
- Skills: Shur receive a +2 racial bonus to Bluff, Hide, Listen, Search and Spot checks.
- *Darkvision*: Shur can see in the deepest blackness and lightless deep halls of their underground home. The shur's ability to see in the dark extends out to 120 feet.

- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds shur for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

- Automatic Languages: Undercommon and Elven. Bonus Languages: Common, Draconic, Dwarven, Gnome, Goblin, Orc, and Terran.
- Challenge Rating: +3.
- Favored Class: Black Guard. A multiclass shur's black guard class does not count when determining whether she suffers an XP penalty for multiclassing.



Urbam

Feared by their goblin parent and reviled by their drow masters, the urbam is the unsuccessful and insane cross between the two. These crazed goblinoid drow are kept in drow houses for amusement only. They make terrible slaves and are too chaotic to be standard part of any house army. However they are devastating and breed very quickly, always producing more urbam whether they are combined with another of their kind or a normal goblin.

These cannibalistic humanoids scuttle around on all fours, mumbling in their goblin tongue. They hold the same skin tones and physical appearance as their fair-looking drow parent, but are knobbed and warty, often with open sores or cracked and bleeding wounds on their bodies. Very few of these creatures survive long enough to become of any use to the drow, except as blood sport in the arena or to be released as suicidal cannon fodder for the house army. Many drow priestesses use the urbam as practice victims in their torture chambers.

Urbam Racial Traits

- +4 Dexterity, -4 Wisdom, -4 Charisma: Urbam are quick and suicidal, preferring to die in the cause given to them by their drow masters.
- Small: Urbam gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Urbam base speed is 30 ft.
- Skills: Urbam receive a +2 racial bonus to Listen, Search and Spot checks.
- Darkvision: Urbam can see in the deepest blackness and lightless deep halls of their underground home. The urbam's ability to see in the dark extends out to 120 feet.
- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds urbam for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.
- Automatic Languages: Undercommon and Goblin. Bonus Languages: Common, Draconic, Dwarven, Elven, Gnoll, Gnome, Orc, and Terran.
- Challenge Rating: +0.
- Favored Class: Barbarian. A multiclass urbam's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing.



Classes & Prestige Classes

Drow society is full of secret societies and prestigious orders of faith. What follows is a sample selection of the most common groups that a drow may belong to. In addition to these, it is also common to find a drow Assassin, Black Guard, and Loremaster (see the DMG for more information on these prestige classes).

ADAMANTINE SOLDIER

The adamantine soldier is the perfect combination of deadly drow grace and mechanical genius. These soldiers are the ultimate shock troops and a few of these fearless warriors are commonly found in drow patrols near hostile enemy territory (excluding surface raids). The adamantine soldier hates bright lights and needs the warping radiation of the drow's deep halls in order to function. They commonly use heavy weapons in their eternal fight against the hostile denizens that they share the underdeep with.

Hit Die: d10.

Requirements

To qualify to become an adamantine soldier, a character must fulfill all the following criteria.

Alignment: Any evil.

Race: Drow or half-drow.

Base Attack Bonus: +6.

Special: The character must have at least one functional, mechanical, adamantine limb (see page 16 for more information about the options for these limbs).

Class Skills

The adamantine soldier's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the adamantine soldier prestige class.

Weapon and Armor Proficiency: An adamantine soldier is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Adamantine Saves: An adamantine warrior applies a +2 bonus to all of his saves per artificial limb at 1st-level. However, his spell resistance drops by 5 points per artificial limb he possesses. This increase to saves, and decrease in spell resistance, is due to the magical properties found in the adamantine alloys that are used in the construction of the artificial limbs. If an artificial limb is ever struck by direct sunlight or the *daylight* spell, the limb may be destroyed (Fortitude save to resist, DC 20 + 1 per round of exposure).

Reflexive Blocking: The adamantine soldier receives the Reflexive Blocking feat as a free feat that does not count against his total number of feats.

Hammer Hand: When the adamantine soldier hits

Table 1-1: Adamantine Soldier Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Adamantine Saves, Reflexive Blocking
2nd	+2	+3	+0	+0	Hammer Hand +1d6
3rd	+3	+3	+1	+1	-
4th	+4	+4	+1	+1	Graft Weapon
5th	+5	+4	+1	+1	Shield Arm
6th	+6	+5	+2	+2	Hammer Hand +3d6
7th	+7	+5	+2	+2	Melee Arm
8th	+8	+6	+2	+2	Power Arm
9th	+9	+6	+3	+3	-
10th	+10	+7	+3	+3	Hammer Hand +5d6



with his adamantine limb, he does additional magical damage with the strike. He can only use this ability one time per day for every two adamantine soldier levels, rounded up (example: a 5th-level adamantine soldier will be able to attack 3/day). At 2nd-level, this damage is +1d6 points of magical force damage. At 6th-level, this damage is increased to +3d6 and then to +5d6 at 10th-level. The adamantine soldier's mechanical limb glows with a faint white-purple flame of magic when this ability is activated. The "times per day" allotment is used up only if the soldier hits his target or if a number of rounds equal to his Constitution modifier passes, whichever comes first. This supernatural ability can only be used once per round.

Graft Weapon: At 4th-level, the adamantine soldier can connect any melee weapon or shield to his artificial limb. This grafting takes one combat round to complete, during which time the adamantine soldier can only defend himself. This ability is activated by the silent will of the soldier and can be interrupted only if the soldier fails a Concentration skill check (DC 15). When the grafting is complete, he cannot be disarmed, if grafted to a weapon, or can use the Shield Block feat for free, if grafted to a shield. Normal weapons and shields do not get a save against this ability. However, magical items require a Fortitude save (DC 15) or that item cannot be grafted to that soldier. If the item's save fails, the soldier may graft that item without it needing to save again.

Shield Arm: At 5th-level, the adamantine soldier is able to change the form of his artificial limb into that of a small shield. This transformation takes one round and is by silent act of will alone. The limb then acts like a small adamantine shield +2 in regards to Armor Class. The soldier also gains the Deflect Arrows and Shield Block feats for free while his limb is in the form of a shield. The limb that changes into the shield cannot grasp a weapon, or use another shield. Anything held the hand or worn on the arm that changes is immediately dropped. Changing the limb back to its original form takes one round (only defensive actions may be taken during this round as well). This ability is considered to be a supernatural ability.

Melee Arm: At 7th-level, an adamantine soldier can change the form of his artificial limb into any weapon he is proficient in. This weapon is considered to

be a magical version of +2 enhancement bonus. It takes one round to change the arm into and from the weapon and is accomplished by the silent will of the soldier. Only defensive actions may be taken during the rounds of transformation.

Power Arm: At 8th-level, the adamantine soldier can channel the natural radiation of his underground environment through his artificial limb. This channeling results in a cone of magical force energy that extends out to 100 feet, terminating in a 10 foot-wide mouth. This magical force energy deals 8d6 points of damage + 1d6 per bonus point of Constitution, if any. This supernatural ability can be used once per day per bonus point of Constitution, and no more than once per round. This is considered a full round attack action that can provoke an attack of opportunity. The attack is triggered by the silent will of the adamantine soldier.

Special Note: There are many aberrations of this prestige class amongst the sentient races of the world. Dwarves have the great mithril warriors, surface elves have their darkwood avengers, and even the feral orcs have the gruesome bloodstone fists. The core abilities for this prestige class do not change. However, it is up to the Game Master as to how the Adamantine Saves ability works with each of these variations.

BLOOD DRUID

(variant Druid core class)

Deep in the bowels of the earth lies a doomed sect of drow druids, forever forbidden from walking in the light and clean air of the surface. They plot and let their anger boil like a festering cancer in the heart of the underdeep. When the need arises to summon these hideous perversions of the natural world to aid in the defense of drow communities, it is as if the very earth itself vomits them to the thick of the battle. In drow society, the blood druids are master diplomats, secretive assassins, and necromantic geniuses. To earn the ire of a blood druid is folly; to earn the ire of a conclave is death.

Game Rule Information

Blood druids have the following game statistics.

Abilities: Since blood druids are diplomats and advisors, a good Charisma and Intelligence score is



helpful in aiding them in day-to-day life.

Alignment: All blood druids must be neutral evil in alignment. If their alignment ever changes, they lose all of their abilities and cannot cast spells until they atone for their transgression.

Class Skills

The blood druid's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the blood druid.

Hit Die: d8.

Weapon and Armor Proficiency: Blood druids are proficient with all simple weapons. They are not proficient with any type of armor, or with shields. Armor of

any type interferes with a blood druid's spellcasting ability, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A blood druid casts divine spells as a druid does. A blood druid may prepare and cast any spell on the blood druid spell list (see below) provided that he can cast spells of that level. He prepares and casts spells the way a normal druid does. To prepare or cast a spell, a blood druid must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a blood druid's spell is 10 + the spell's level + the blood druid's Wisdom modifier. Bonus spells for blood druids are based on their Wisdom scores. Because of the blood druid's unique spell list and habitat, they are restricted from wearing any armor while casting spells. Wearing armor increases the chances that a blood druid will miscast his spell. This is per the arcane spell failure chance that a sorcerer or wizard contend with and follows the listed penalties for the armor worn. The number of spells per day for a blood druid is equal to his current divine caster's level + his blood druid level (as per Table 5-2: Blood Druid

Table 1-2: Blood Druid Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1st	+0	+2	+0	+2	Nature sense, animal companion	3	1	-	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Rite of binding	4	2	-	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Trackless step	4	2	1	-	-	-	-	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Resist nature's lure	5	3	2	-	-	-	-	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Dark form (1/day)	5	3	2	1	-	-	-	-	-	-	-	-	-	-
6th	+4	+5	+2	+5	Dark form (2/day)	5	3	3	2	-	-	-	-	-	-	-	-	-	-
7th	+5	+5	+2	+5	Dark form (3/day)	6	4	3	2	1	-	-	-	-	-	-	-	-	-
8th	+6/+1	+6	+2	+6	Dark form (Large)	6	4	3	3	2	-	-	-	-	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Immune to poisons	6	4	4	3	2	1	-	-	-	-	-	-	-	-
10th	+7/+2	+7	+3	+7	Dark form (4/day)	6	4	4	3	3	2	-	-	-	-	-	-	-	-
11th	+8/+3	+7	+3	+7	Dark form (Tiny)	6	5	4	4	3	2	1	-	-	-	-	-	-	-
12th	+9/+4	+8	+4	+8	Dark form (dire)	6	5	4	4	3	3	2	-	-	-	-	-	-	-
13th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	-	-	-	-	-	-
14th	+10/+5	+9	+4	+9	Dark form (5/day)	6	5	5	4	4	3	3	2	-	-	-	-	-	-
15th	+11/+6/+1	+9	+5	+9	Dark form (Huge), timeless body	6	5	5	5	4	4	3	2	1	-	-	-	-	-
16th	+12/+7/+2	+10	+5	+10	Dark form (outsider 1/day)	6	5	5	5	4	4	3	3	2	-	-	-	-	-
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	-	-	-	-
18th	+13/+8/+3	+11	+6	+11	Dark form (6/day, outsider 3/day)	6	5	5	5	5	4	4	3	3	2	-	-	-	-
19th	+14/+9/+4	+11	+6	+11	Fire and earth resistance	6	5	5	5	5	5	4	4	3	3	-	-	-	-
20th	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4	-	-	-	-



Advancement Table).

Rite of Binding: When the apprenticeship period for the blood druid candidate is over, the master that he trained under strips him to nakedness and bids him to kill his own animal companion. While the warm blood of the blood druid's animal companion is still steaming on his hands, the candidate then calls out to the drow goddess Corith for her blessing. This blessing comes in the form of the blood druid's animal companion returning from the dead as a fully bonded diabolic companion (see the Diabolic Companions sidebar for more information).

Dark Form: At 2nd-level, a blood druid gains the spell-like ability to *polymorph self* into a Small or Medium-size animal and back again once per day as the *wild shape* druid ability. The blood druid can use this ability more times per day at 3rd, 4th, 7th, and 8th. In addition, the blood druid gains the ability to take the shape of dire animals 1/day at 5th-level.

At 10th-level, the blood druid gains the ability to take on the form of any Small or Medium-size normal or dire animal while also adding the fiendish template to those animals (see the MM for the fiend monster template) and to return to his own form 1/day. While in this fiendish form, the blood druid gains the use of all of the abilities normally associated with a fiendish creature of his level, Intelligence, and Wisdom.

Immune to Poison: At 6th-level, blood druids become completely immune to all forms of natural, manufactured and magical poisons, toxins and drugs. This is due to the blood druid's close relationship with all poisons and their creation and distribution.

Fire and Earth Resistance: At 9th-level, the blood druid gains fire, acid and earth resistance 20.

Drow Blood Druid Starting Package

Armor: None.

Weapons: Club (1d6, crit x2, 10 ft., 3 lbs., Medium-sized, Bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int. modifier. Refer to the table at right.

Feat: Alertness.

Gear: Backpack, waterskin, 1 day's trail rations, bedroll, sack, various mushrooms and fungi.

Gold: 1d6 gp.

Diabolic Companions

The blood druid's bonded diabolic companion is much like the arcane caster's familiar. These two beings are magically linked together to think and act as extensions of each other. These companions resemble their normal animal counterparts, except that they have 1d4 diabolic traits, as given on the Diabolic Companion Traits table below.

Diabolic Companion Traits

Trait	Special Ability
Horns	The companion gets a gore attack at its best melee attack modifier
Flaming eyes	The companion has double its normal darkvision range
Mange	The companion can give a chosen victim the mummy rot disease, 1/day
Forked tail	The companion can make an extra melee attack each round with its tail
Scales	The companion has +2 to its natural armor class
Multiple eyes	The companion has darkvision that extends to 360 degrees around itself

These special abilities stack with themselves if taken more than once.

In addition to these traits, the diabolic companion follows all of the rules for familiars (as set forth in the PHB).

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Animal Empathy	4	Cha	
Concentration	4	Con	
Wilderness Lore	4	Wis	
Diplomacy	4	Cha	
Handle Animal	4	Cha	
Knowledge (nature)	4	Int	
Listen (cc)	2	Wis	
Spot (cc)	2	Wis	



DARK BLADE

The dark blade is the ultimate combination of the shadowy arcane arts and the assassin. The drow utilize these elite troops in their family armies to eliminate the enemy command structure, often allowing their dark blade agents to infiltrate rival drow families years in advance as scouts. Wise dark blades have learned to be mercenaries and have learned the ways of the underdark like few others. They own the shadows of the drow streets and they own the twisting corridors that lead to their home cities. When the greater need arises to vanquish a foreign foe from a drow city, it is the dark blade that is the first to the field, and the last to leave.

The drow are not the only race to call upon the dark blades' power. Surface and other underdark races have utilized drow dark blades in upsetting the course of a nation's history. These drow taught their abilities to these trusted allies, creating a brotherhood of dark blades that blankets the shadowy corners the world over.

Hit Die: d6.

Requirements

To qualify to become a dark blade, a character must fulfill all the following criteria.

Alignment: Any neutral (NG, LN, N, CN, NE).

Base Attack Bonus: +5.

Bluff: 7 ranks.

Sense Motive: 7 ranks.

Wilderness Lore: 7 ranks.

Feats: Track.

Class Skills

The dark blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (anatomy) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dark blade prestige class.

Weapon and Armor Proficiency: The dark blade focuses his weapons training on those that can be easily concealed and used in a sneak attack. Dark blades are proficient with the crossbow (light or hand), dagger (any type), dart, rapier, sap, shortbow (normal or composite), and short sword. Dark blades are proficient with light armor but not with shields.

Spells: Beginning at 1st level, a dark blade gains the ability to cast a small number of arcane spells. To cast a spell, the dark blade must have an Intelligence score of at least 10 + the spell's level, so a dark blade with an Intelligence of 10 or lower cannot cast these spells. Dark blade bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the dark blade's Intelligence modifier (if any). When the dark blade gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the dark blade gets only bonus spells. A dark blade without a bonus spell for that level cannot yet cast a spell of that level. The dark blade's spell list appears below. A dark blade prepares and casts spells just as a wizard does.

Sneak Attack: Any time the dark blade's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the dark blade's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 4th level, +3d6 at 6th level, +4d6 at 8th level, and +5d6 at 10th level. Should the dark blade score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less (see the Death Arrow ability below).

With a sap or an unarmed strike, the dark blade can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalties, because he must make optimal use of his weapon in order to execute the sneak attack.

A dark blade can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits



Table 1-3: Dark Blade Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+0	+2	+2	+0	Sneak attack +1d6, improved critical	0	-	-	-
2nd	+1	+3	+3	+0	Death arrow, evasion, shadow walk	1	-	-	-
3rd	+2	+3	+3	+1	Uncanny dodge (Dex bonus to AC), combat mastery	1	0	-	-
4th	+3	+4	+4	+1	Sneak attack +2d6	1	1	-	-
5th	+4	+4	+4	+1	Critical strike, combat mastery	2	1	0	-
6th	+5	+5	+5	+2	Sneak attack +3d6, uncanny dodge (can't be flanked)	2	1	1	-
7th	+6	+5	+5	+2	Weapon specialization, combat mastery	2	2	1	0
8th	+7	+6	+6	+2	Sneak attack +4d6	3	2	1	1
9th	+8	+6	+6	+3	Improved evasion, combat mastery	3	2	2	1
10th	+9	+7	+7	+3	Sneak attack +5d6	3	3	2	1

is similarly immune to sneak attacks. Also, the dark blade must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The dark blade cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a dark blade gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Improved Critical: When the dark blade begins his career, he chooses a weapon in which he will devote all of his time to in the future. At that point, the dark blade receives the Improved Critical feat in that weapon as a free bonus feat that does not count against his normal feats. This ability does not stack with additional Improved Critical feats, nor does the dark blade need to meet the prerequisite requirements in order to use this ability.

Death Arrow: When the dark blade reaches 2nd level, he is able to make sneak attacks with a ranged weapon. These sneak attacks do not suffer any range penalty and can therefore be made at the full range of the missile weapon he is using, instead of at 30 feet or less.

Evasion: If a dark blade makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the dark blade instead takes no damage. Evasion can only be used if the dark blade is wearing light armor or no armor.

Shadow Walk: To use the shadow walk ability, the dark blade must be in an area of heavy shadows (as the *shadow walk* spell, except for the following modifications). The dark blade is then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect

is largely illusory, but the path is quasi-real. Only the dark blade can go on this journey that can last up to 10 minutes per level of the dark blade.

In the region of shadow, the dark blade can move at a rate of up to four miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a dark blade can use this ability to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The dark blade knows where he will come out on the Material Plane. This ability does not allow travel to the other planes that border on the Plane of Shadow.

Uncanny Dodge: At 3rd level and above, the dark blade retains a Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the dark blade can no longer be flanked. A rogue at least four levels higher can still flank.

Combat Mastery: On achieving 3rd level and every other level thereafter (5th, 7th, and 9th), a dark blade chooses combat mastery abilities from among the following:

Combat Senses: At the beginning of combat, the dark blade chooses a target. Against this target, the dark blade rolls a Sense Motive check (DC is equal to the attacker's attack roll). If successful, the dark blade can add a +1 deflection bonus to his AC per level. Only one target can be chosen per round; however, this target can be changed from round to round.

Crippling Strike: When the dark blade damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Feint: The dark blade can disorient his foes with a dazzling display of weapon mastery. With a successful



Bluff skill check, the dark blade can cause his foe to believe he will attack from one direction, while he is actually attacking from another. If the feint is successful, the dark blade adds his level to all damage scored by the feint attack. A feint must be called before the dice are rolled and is considered to be a full round action.

Opportunist: Once per round, the dark blade can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the dark blade's attacks of opportunity for that round. Even a dark blade with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Feat: A dark blade may gain a feat in place of a special ability.

Critical Strike: At 5th level, the dark blade assumes total control over his ability to hit a target in its most vital areas. His critical multiplier is now one class higher than normal (example: a longsword normally has a critical multiplier of x2, but with this ability it becomes a x3 multiplier).

Weapon Specialization: On achieving 7th level, the dark blade receives the Weapon Specialization feat as a free bonus feat. Weapon Specialization adds a +2 damage bonus with the weapon he chose when he began his career. The dark blade does not need to have Weapon Focus with that weapon to use his Weapon Specialization ability. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the dark blade strike precisely enough to hit more effectively.

Improved Evasion: This extraordinary ability, gained at 9th level, works like evasion (see above). The dark blade takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, he takes only half damage even if he fails his saving throw, since the dark blade's reflexes allow him to get out of harm's way with incredible speed.

KEEPER

When the need arises to summon and bind demons in the defense of a drow family or home, it is the keeper who is called upon. The knowledge that these male and female drow possess makes them formidable opponents with a will of iron and a spirit for adventure. The trivial matters of family squabbles rarely bother the keeper, since a house's priestesses fear their abilities to use the denizens of the lower planes as allies.

Hit Die: d6.

Requirements

To qualify to become a keeper, a character must fulfill all the following criteria.

Alignment: Any evil.

Race: Drow.

Base Will Save: +6.

Knowledge (arcana): 8 ranks.

Knowledge (demonology): 8 ranks.

Knowledge (the planes): 8 ranks.

Spellcraft: 10 ranks.

Feats: Dual Casting and Iron Will.

Spellcasting: Ability to cast 3rd-level divine or arcane spells.

Class Skills

The keeper's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (demonology) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the keeper prestige class.

Weapon and Armor Proficiency: Keepers are proficient with all simple weapons. They are not proficient with any type of armor, or with shields. If a keeper wears armor of any type or uses a shield, they cannot use their spell-casting abilities (as per armor arcane spell failure). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket,



Table 1-4: Keeper Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Communion of the Damned, Binding, Demon Summoning I	+1 caster level
2nd	+1	+0	+3	+3	Demon Summoning II	+1 caster level
3rd	+2	+1	+3	+3	Demon Summoning III	+1 caster level
4th	+3	+1	+4	+4	Demon Summoning IV	+1 caster level
5th	+3	+1	+4	+4	Harvest the Soul, Demon Summoning V	+1 caster level
6th	+4	+2	+5	+5	Demon Summoning VI	+1 caster level
7th	+5	+2	+5	+5	Demon Summoning VII	+1 caster level
8th	+6	+2	+6	+6	Demon Summoning VIII	+1 caster level
9th	+6	+3	+6	+6	Demon Summoning IX	+1 caster level
10th	+7	+3	+7	+7	Blessing of the Damned	+1 caster level

and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: At each new level of experience, the keeper gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits from leveling in that character class. This effectively adds the keeper's new level to his spellcasting class level in regards to spells per day and caster level.

Communion of the Damned: Beginning at 1st-level, the keeper can use the *contact other plane* spell once per day. The keeper is able to use this spell one additional time per day at 3rd (2/day), 5th (3/day), 7th (4/day), and 9th-levels (5/day).

Binding: Beginning at 1st-level, the keeper is able to use the various versions of the *binding* spell to a limited degree. At 1st-level, the keeper may use the "chaining" effect on any living creature 1/day. At 2nd-level, the keeper may use the *binding* ability of "slumber" 1/day and the chaining effect 2/day. At 3rd-level, the keeper may use the "bound slumber" effect 1/day, slumber 2/day, and the chaining effect 3/day. At 5th-level, the keeper can employ the "hedged prison" effect 1/day, bound slumber 2/day, slumber 3/day, and chaining 3/day. At 7th-level, he can now use the "metamorphosis" effect 1/day, hedged prison 2/day, and bound slumber, slumber, and chaining 3/day. Finally, at 9th-level he may use the "minimus containment" effect 1/day, metamorphosis 2/day, and hedged prison, bound slumber, slumber, and chaining 3/day.

Demon Summoning: Beginning at 1st-level, the keeper may employ his most powerful ability, demon summoning, once per day. Because of the knowledge that all keepers hold about demons, they can classify

their ability into nine distinctive categories, as follows.

Demon Summoning I can summon one 3HD or less abyssal or fiendish outsider (further referred to here as "demon").

Demon Summoning II can call one 4 to 6HD demon, or 1d3 type I demons.

Demon Summoning III can summon one 7 or 8HD demon, 1d3 type II demons, or 1d4+1 type I demons.

Demon Summoning IV can summon one 9 or 10HD demon, 1d3 type III demons, or 1d4+1 type I or II demons.

Demon Summoning V can call forth one 11 or 12HD demon, 1d3 type IV demons, or 1d4+1 type I to III demons.

Demon Summoning VI can summon one 13 or 14HD demon, 1d3 type V demons, or 1d4+1 type I to IV demons.

Demon Summoning VII can summon one 15 or 16HD demon, 1d3 type VI demons, or 1d4+1 lesser type demons.

Demon Summoning VIII can summon one 17 or 18HD demon, 1d3 type VII demons, or 1d4+1 lesser type demons.

Demon Summoning IX can summon one 19HD demon, 1d3 type VIII demons, or 1d4+1 lesser type demons.

This ability does not give the keeper control over the demon, keep him safe from an angry demon, or allow for verbal communication if the keeper does not already know the demon's language. The duration of the summons is equal to one day per character level of the keeper. At the end of this duration the demon is sent back to its original plane of existence. This ability acts like the various *summon monster* spells in all other aspects.



Harvest the Soul: At 5th-level, the keeper is able to join any spell together with the soul of a type I to type III demon to create a more powerful spell effect once per day. The spell will always be considered to be an evil or unholy spell, regardless of what other sub-types it may already have (example: a keeper uses his harvest the soul ability while casting a *burning hands* spell; not only does this spell cause fire damage, the damage is also considered to be evil/unholy damage). Depending on the type of demon used as the material component of this spell, the spell will gain a +2 (for a type I demon), +4 (for a type II demon), or +8 (for a type III demon) bonus to its spell save DC. You may also add this modifier to the caster level check to overcome spell resistance. The effective caster level of the spell cast using this method is equal to the keeper's caster level plus double the demon's type (example-a type I demon would raise the effective caster level by +2). The demon used in a harvest of soul is utterly destroyed and will never be able to be reformed again.

Blessing of the Damned: The keeper's final ability is the total understanding of the demonic world. He immediately gains a +10 insight bonus to all Knowledge (demonology) skill checks and with all Knowledge (arcana) skill checks involving demons or their handiwork. In addition to this ability, his brush with the abyssal and infernal creatures he summons physically warps the keeper. He now has a +5 natural armor bonus and damage reduction 20/+2. He gains a +5 bonus to spell resistance and his type changes from humanoid (drow) to outsider (drow, evil). He can also now command demons as an evil cleric commands undead.

SOULLESS

When a drow priest or priestess loses faith in their god, they become a soulless. They are the wandering beasts of suicidal power, aching for the day that they are slain and will be able to put their mortal torment to rest. While they may feel that they have fallen from the favor of their god, the soulless are far from it. They are the exemplary drow who have proven their worth to their god and are being tested by the fickle deity. These drow are dangerous, even by drow standards. Their powers no longer come from the gods, but from a natural well-spring within themselves that only the soulless seem to comprehend.

Hit Die: d8.



Requirements

To qualify to become a soulless, a character must fulfill all the following criteria.

Alignment: Any evil.

Race: Drow.

Character Level: 6+.

Feats: Dark Blessing.

Spellcasting: Ability to cast divine spells.

Special: A soulless character must have lost faith with their god, renouncing worship after being granted the Dark Blessing feat. Few drow will ever accomplish this goal, since the favor of the drow gods is a fickle thing.

Class Skills

The soulless' class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (any, taken as separate skills) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.



Table 1-5: Soulless Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Improved Spell Resistance +2
2nd	+1	+0	+3	+0	Soul Casting I
3rd	+2	+1	+3	+1	-
4th	+3	+1	+4	+1	Soul Casting II
5th	+3	+1	+4	+1	Improved Spell Resistance +4
6th	+4	+2	+5	+2	Soul Casting III
7th	+5	+2	+5	+2	-
8th	+6	+2	+6	+2	Soul Casting IV
9th	+6	+3	+6	+3	Improved Spell Resistance +8
10th	+7	+3	+7	+3	Redemption

Class Features

All of the following are class features of the soulless prestige class.

Weapon and Armor Proficiency: Soulless characters are proficient with all simple weapons. They are not proficient with any type of armor, or with shields. If a soulless wears armor of any type or uses a shield, he cannot use his Soul Casting abilities. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Improved Spell Resistance: Soulless characters are more resistant to magic than other drow are. Their god looks over these testing children with a careful eye, granting them an increased resistance. Starting at 1st-level, the soulless gains a +2 bonus to his natural spell resistance. This is increased to a +4 bonus at 5th-level, and increased to a +8 bonus at 9th-level. This ability stacks with the Enhanced Spell Resistance feat.

Soul Casting: At 2nd, 4th, 6th, and 8th-levels the soulless gains the ability to cast a few divine spells as a natural spell-like ability. At each increase, a new list is gained for use once per day and an additional use per day of each previous spell grouping is gained (example: at 4th-level, the soulless gains the ability to cast from the Soul Casting II list 1/day and can cast from the Soul Casting I list 2/day). The individual lists are as shown on the table below.

Redemption: At 10th-level, the soulless gains a unique perspective on life as a drow and, more importantly, his place in the order of his god. The character may choose to either ascend to sit at the feet of his original patron god as a chosen demonic servant, or may continue to adventure. If the character chooses the latter, he gains the full use of all of his divine spellcasting class abilities at his current character level (minimum of 16th-level) and gains the fiendish creature template (see the MM). If he chooses to ascend to sit at the feet of his god, he becomes an NPC in control of the GM.

Soul Casting Spell Lists

Soul Casting I

create water
curse
endure elements
protection from good
resistance
virtue

Soul Casting II

cause paralysis
detect good
detect law
resist elements
shield
silence

Soul Casting III

cause blindness/deafness
contagion
magic circle against good
meld into stone
searing light
shadow blade

Soul Casting IV

dispel good
dispel magic
freedom of movement
nondetection
polymorph self
unholy sword



WEAVER OF POWER

The weaver of power constructs the deadly and graceful artificial limbs employed by the adamantite warriors of a drow city. These male and female drow are master craftsmen to a degree that could make most mortals weep in appreciation of their artistry. Items, both magical and mundane, created by a weaver of power are sought throughout the underdark for their beauty and power.

Hit Die: d8.

Requirements

To qualify to become a weaver of power, a character must fulfill all the following criteria.

Alignment: Any.

Race: Drow.

Craft (artificial limb): 10 ranks.

Craft (weaponsmithing): 6 ranks.

Feats: Craft Limb plus any two Item Creation feats.

Spellcasting: Ability to cast 4th-level arcane spells.

Class Skills

The weaver of power's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the weaver of power prestige class.

Weapon and Armor Proficiency: Weavers of power are proficient with all simple weapons. They are

not proficient with any type of armor, or with shields. Armor of any type interferes with a weaver of power's spellcasting ability, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: At each new level of experience, the weaver of power gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits from leveling in that character class. This effectively adds the weaver's new level to his spellcasting class level in regards to spells per day and caster level.

Bind Power: Beginning at 1st level, the weaver of power can temporarily imbue any item with a magical spell. The item that is granted the magic spell must be worth at least 1 gp and be a permanent object (example: no liquids or food). Any spell of up to 3rd level can be bound into the item. The spell will remain in the item for one hour per caster level of the weaver of power, or until the spell's trigger is uttered. When the spell is placed in the object, the weaver of power gives the spell a trigger phrase that releases the spell. The item that is bound to the magic is destroyed when the spell is used, or if the duration is exceeded.

Inscribe Symbol: The weaver of power is able to make any spell become a physical symbol. These symbols can be inscribed on any metallic or stone item of a value equal to three times the spell's level in gold pieces (example: a 5th level spell would need to be inscribed into an item of 15 gp value or more). This spell lasts for

Table 1-6: Weaver of Power Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bind Power, Inscribe Symbol	+1 caster level
2nd	+1	+0	+0	+3	-	+1 caster level
3rd	+1	+1	+1	+3	-	+1 caster level
4th	+2	+1	+1	+4	Improved Craft	+1 caster level
5th	+2	+1	+1	+4	-	+1 caster level
6th	+3	+2	+2	+5	-	+1 caster level
7th	+3	+2	+2	+5	Craft Marvel	+1 caster level
8th	+4	+2	+2	+6	-	+1 caster level
9th	+4	+3	+3	+6	-	+1 caster level
10th	+5	+3	+3	+7	Perfect Craftsmanship	+1 caster level



24 hours per caster level, or until it is used. The weaver of power gives the symbol a certain trigger condition. When the trigger condition is met, the spell effect is used.

Improved Craft: The weaver of power gains a +5 competence bonus to all Craft skill checks when attempting to create an item to be used in the making of a magic item; this includes arms, armor, clothing, jewelry, wands, rods, staves and rings. In addition to the competence bonus, the weaver of power also needs to spend only 50% of the required amount in gold pieces and experience points to create magic items.

Craft Marvel: At this level of mastery, the weaver of power is able to create masterful works of craftsmanship. Any Craft skill check, that is not a failure, results in a masterwork item. In addition, any magic item that has charges will have 50% more charges than

normal; this includes all rods, staves, and wands.

Perfect Craftsmanship: The weaver of power can create works of perfection. He gains a +20 competence bonus to all Craft skill checks. In addition to this competence bonus, the weaver of power also is able to make more effective use of his magical abilities when creating magic items. All spells used in the creation of a magic item are considered to be at a caster level equal to the weaver of power's caster level plus 50%. Example: a 20th-level weaver of power attempting to cast *bull's strength* into a command-activated ring would use his caster level of 20 for the purpose of the spell (giving the spell a duration of 20 hours per activation). However, he would use a caster level of 30 if casting the spell to create the ring (giving the *bull's strength* a duration of 30 hours per activation).

Feats

The following is a short list of new feats available to drow characters. This list shows General, Item Creation, Metamagic, and Special feats.

General Feats

- Combat Intuition
- Enhanced Darkvision
- Enhanced Spell Resistance
- Improved Alertness
- Rapid Fire
- Rapid Healing
- Reflexive Blocking
- Retaliation
- Shield Block
- Snap Shot
- Speed Load

Item Creation Feats

- Craft Limb

Metamagic Feats

- Dual Spell

Special Feats

- Dark Blessing

Combat Intuition [General]

You react faster than others in combat.

Bonus: You gain a +2 to all initiative checks and Armor Class. The bonus to initiative from this feat stacks with the Improved Initiative feat.

Dark Blessing [Special]

One of the drow gods has granted you their favor.

Prerequisite: This feat is only available to drow who have 6+ character levels as a divine spell caster, who are of an evil alignment, and have performed a special service in the name of one of the drow gods (Game Master's discretion). The drow gods grant the favor of the Dark Blessing feat only to their most dedicated servants, so you must perform an exceptional service to attract their interest.

Bonus: You gain a +2 bonus to attack rolls, damage, initiative, skill checks, and saves.

Special: Some drow who have displeased their god and have the Dark Blessing feat have a cursed version of it. This cursed version imparts a -2 penalty to all the above rolls, instead of the +2 bonus.

Craft Limb [Item Creation]

You can create magical arms and legs that have magical effects.

Prerequisite: Any two Craft feats.

Bonus: You can create any magical limb whose prerequisites you meet. Crafting a magical limb takes 1 day for each 1,000 gp in its base price. To craft a magical limb, you must



spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some magical limbs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the magical limb's base price.

Dual Spell [Metamagic]

You can cast two spells in the same round.

Prerequisite: Any two Metamagic feats.

Bonus: You may cast two spells in the same round. These spells are cast at half your normal caster level (example: if a 10th-level wizard casts *magic missile* and *web* in the same round, he would be casting these spells as a 5th-level wizard). This half-level casting ability only affects numeric variables dependant on level for the spell, including what spell level is available for casting (example: a 10th-level sorcerer can normally cast up to 5th-level spells; when using this feat he would only be able to dual cast spells of up to half his normal caster level, 2nd-level spells).

Enhanced Darkvision [General]

You can see further when using your darkvision than others of your kind.

Prerequisite: Darkvision 60+ ft.

Bonus: You gain a bonus of +50% to the range of your darkvision (example: a drow with darkvision of 120 feet would have his vision increased to 180 feet).

Enhanced Spell Resistance [General]

Your natural spell resistance is greater than normal.

Prerequisite: Spell resistance 12+

Bonus: You gain a +4 to your natural spell resistance.

Special: You may take this feat multiple times.

Improved Alertness [General]

You senses are honed to a fine edge.

Prerequisite: Alertness

Bonus: You get a +2 bonus on all Listen, Search, and Spot skill checks.

Special: The bonuses from this feat stack with the bonuses acquired from the Alertness feat.

Rapid Fire [General]

You can fire a crossbow multiple times in a round.

Prerequisite: Dex 13+, Snap Shot, Speed Load

Bonus: You can draw a hand crossbow or light crossbow and fire in the same action without provoking an attack of opportunity a number of times as determined by your Speed Load feat.

Rapid Healing [General]

You heal faster than others.

Prerequisite: Con 13+

Bonus: On a successful Constitution check (DC 15) you gain back twice the normal amount of hit points from resting.

Reflexive Blocking [General]

You can use your body to defeat your enemy's attacks.

Bonus: Whenever an attack is successful against you, you may roll a Reflex save (DC is equal to 10 + damage). If the save is successful, you are able to throw your arm up in time to deflect some of the blow. This allows you to take only half damage from the attack. You may use this ability a number of times equal to your Dexterity bonus per round. If the Reflex save is failed, you take full damage from the hit.

Retaliation [General]

You can strike an opponent if they miss you in combat.

Prerequisite: Base attack bonus 3+, Combat Reflexes

Bonus: Whenever a melee attack misses you in combat by 5 or more, you may make an immediate counter attack at your best melee attack bonus. You can use this feat a number of times equal to your Dexterity bonus per round.

Shield Block [General]

You know how to use your shield to a greater defense.

Prerequisite: Shield proficiency

Bonus: When using a shield for defense, the bonus you gain to your Armor Class is doubled.

Snap Shot [General]

You can draw your ranged weapon and fire it at the same time.

Prerequisite: Dex 13+

Bonus: You can draw a short bow, hand crossbow, or light crossbow and fire in the same round without provoking an attack of opportunity.

Speed Load [General]

You can load a crossbow much faster than others.

Prerequisite: Dex 13+

Bonus: You can load any crossbow without provoking an attack of opportunity. In addition, this feat allows you one additional shot with any hand or light crossbow in a round if permitted by your normal number of attacks.

Special: You may take this feat multiple times, gaining an additional attack to the maximum of your normal number of attacks.



Drow Magic

Items

Drow are noted for their mastery over magic and for creating some very wicked devices to use against their enemies. These items, both mundane and magical, range from exotic weapons and armor to wondrous items of strange power.

Normal Items

Chitin Armor: This armor is made of plates of giant insect hide. The armor appears to make the wearer look alien and fearsome and comes with a helmet (made from the insect's head) and greaves. The chitin is sewn to a backing of soft cloth for maximum silence and mobility.

Chitin Armor: Medium Armor; *Cost:* 100 gp; *Armor Bonus:* +4; *Maximum Dexterity Bonus:* +4; *Armor Check Penalty:* -3; *Arcane Spell Failure:* 20%; *Speed (30 ft.):* 20 ft., *(20 ft.):* 15 ft.; *Weight:* 20 lb.

Drow Double-Glaive: A drow double-glaive 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 fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a troll using a drow double-glaive can't use it as a double weapon.

Drow Double-Glaive: Large Exotic Melee Weapon; *Cost:* 100 gp; *Damage:* 1d10/1d10; *Critical:* x3; *Range Increment:* -; *Weight:* 25 lb.; *Type:* Slashing.

Scissor-Bladed Axe: This is a common weapon amongst the shatúrug. The large blade of this weapon is flexible and split down the center, giving it the appearance of a doubled blade.

Scissor-Bladed Axe: Medium-size Exotic Melee Weapon; *Cost:* 45 gp; *Damage:* 1d10; *Critical:* 19-20/x3; *Range Increment:* -; *Weight:* 15 lb.; *Type:* Slashing.

Scissor-Bladed Dagger: This is the dagger variation of the scissor-bladed axe (see above). The blade is flexible and designed to be thrown to greater distances than its common dagger cousin.

Scissor-Bladed Dagger: Tiny Exotic Melee Weapon; *Cost:* 15 gp; *Damage:* 1d4; *Critical:* 19-20/x3; *Range Increment:* 20 ft.; *Weight:* 5 lb.; *Type:* Slashing.

Scissor-Bladed Longsword: When a crazed urban is allowed into the ranks of the dark blades, it normally wields this split-bladed weapon. These longswords leave devastating wounds in their victims and are per-



fect for the urbam's sense of cruelty.

Scissor-Bladed Longsword: Medium-size Exotic Melee Weapon; *Cost:* 30 gp; *Damage:* 1d8; *Critical:* 19-20/x3; *Range Increment:* -; *Weight:* 10 lb.; *Type:* Slashing.

Spider-Fang Dagger: These daggers are double bladed with two long, piercing spikes. These spikes are hollow and deliver a deadly toxin that is kept in a poison well in the grip. The type of poison in the spider-fang dagger is up to the wielder, but common types are greenblood poison, lance flower extract, and widow's tears. The well is large enough to carry 10 doses of poison.

Spider-Fang Dagger: Small Exotic Melee Weapon; *Cost:* 150 gp; *Damage:* 1d4 plus poison; *Critical:* 18-20/x2; *Range Increment:* 10 ft.; *Weight:* 1 lb.; *Type:* Piercing.

Magical Items

Book of Bargúl: The *book of Bargúl* is a religious text to those that follow the drow goddess of the undead and death, Bargúl. When any character of an evil alignment employs this book, they are able to *create undead* (as the spell of the same name) and control them as an evil 12th-level cleric would. They can use this ability three times per day, and can create up to 12 HD of undead for each use. Clergy of Bargúl gain double this number of created undead per usage. Using this book counts as an evil act. Any good-aligned character attempting to use this book gains two negative levels per usage. A neutral-aligned character gains one negative level per usage. These negative levels cannot be regained until the book has been destroyed and a cleric of a higher level has given the character *atonement*. The negative levels then return at a rate of one level per day of full rest.

Underdark Radiation

Due to the presence of the large deposits of adamantine and mithril ore in the drows' underdark home, magical radiation is a very real energy type. If the magical works of a drow are brought too far from these radioactive effects (e.g., above ground), then they begin to lose their magical qualities. The rate at which this deterioration occurs depends on both the type of item and its strength. Refer to the following table for the deterioration rates of magic items.

Magic Item Type	Rate of Deterioration
<i>Armor and Shields</i>	Loses 1 AC (starting with any magical bonuses) per week away from radiation, until it crumbles to dust
<i>Weapons</i>	Loses 1 point of damage (starting with any magical bonuses) per week away from radiation, until it crumbles to dust
<i>Potions</i>	Potion becomes a poison and is spoiled if more than 24 hours away from radiation
<i>Rings</i>	Begins to deteriorate at a rate of 250 gp value per day away from radiation; ceases to function if the item has less than 1,000 gp value remaining; crumbles to dust when no value is left
<i>Rods</i>	Loses four charges per day away from radiation, until it crumbles to dust
<i>Scrolls</i>	Scrolls disintegrate after 24 hours away from radiation
<i>Staves</i>	Loses four charges per day away from radiation, until it crumbles to dust
<i>Wands</i>	Loses four charges per day away from radiation, until it crumbles to dust
<i>Wondrous Items</i>	Begins to deteriorate at a rate of 250 gp value per week away from radiation; ceases to function if the item has less than 1,000 gp value remaining; crumbles to dust when no gp value is left



Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *create undead*; **Market Price:** 6,400 gp; **Weight:** 10 lb.

Dread Glaive: The dread glaive is a magic +2 drow double-glaive, enchanted to cause those who gaze upon their wielder to become frightened. When wielded, the *dread glaive* casts *fear* on all those within a 30-foot radius, as if cast by a sorcerer of 12th-level (Will save, DC 16). The wielder of the glaive cannot choose whom the *fear* effect targets.

Caster Level: 12th; **Prerequisites:** Craft Arms and Armor, *fear*; **Market Price:** 9,280 gp; **Weight:** 25 lb.

Artificial Limbs

Some artificial limbs bestow magical properties and powers to those that use them. Very few limbs have charges. Any character can use an artificial limb, if attached by a person with a Craft (mechanical limb) skill.

Only three magic limbs can be used at any time; additional limbs serve their purpose (a leg aids in movement or an arm aids in lifting) but the magical properties of the fourth and successive limbs are lost on the wearer.

Physical Description: Artificial limbs have no effective weight modifier to the wearer's total weight

carried. For the purpose of encumbrance, the limb is a part of the character's natural body. Artificial limbs are normally crafted from magical metal, but the drow prefer the radioactive nature of adamantine. A limb has an AC of 15, 60 hit points, a hardness of 20, a break DC of 27, and adds a +1 deflection bonus to the wearer's AC per limb worn.

Activation: Normally, a limb's ability is continual or activated by a command word (a standard action that does not provoke attacks of opportunity). Some limbs have exceptional activation methods, according to their descriptions.

Random Generation: To randomly generate an artificial limb, roll on Table 1-7: Artificial Limbs. There is an equal chance that the limb will be either an arm or a leg (50% chance for each). The limbs indicated on this table are not the only artificial limbs in existence. Be diabolically creative when determining what powers your drow's limbs may have.

Special Qualities: Roll d%. A 01 result indicates that the limb is intelligent, 02-31 indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and occasionally also have extraordinary powers and special purposes.

Arrow Deflection: This magic arm allows the wearer to use the Deflect Arrows feat. Only an artificial arm can be enchanted with this ability, otherwise this item is exactly like the magic shield of the same type.

Caster Level: 5th; **Prerequisites:** Craft Limb, *shield*; **Market Price:** 4,180 gp.

Bashing: This limb was meant to bash opponents (like a shield bash attempt). No matter what the size of the attacker, this magic limb deals 1d8 points of damage plus Strength modifiers and acts as a +1 weapon in regards of what it can affect when used to bash.

Caster Level: 8th; **Prerequisites:** Craft Limb, *bull's strength*; **Market Price:** 2,090 gp.

Controlling Undead: This limb, either a leg or an arm, allows the wearer the ability to control undead as

Table 1-7: Artificial Limbs

Medium	Major	Artificial Limb	Market Price
1-10	-	Protection (+1)	1,100 gp
11-20	-	Bashing	2,090 gp
21-30	-	Sneaking	2,090 gp
31-40	-	Speed	2,750 gp
41-50	-	Arrow Deflection	4,180 gp
51-60	-	Controlling Undead	4,180 gp
61-70	-	Spell Resistance (13)	4,180 gp
71-80	1-10	Protection (+2)	4,400 gp
81-90	11-20	Spell Resistance (15)	9,360 gp
91-94	21-30	Protection (+3)	9,900 gp
95-97	31-40	Power (+4)	16,500 gp
98-99	41-50	Spell Resistance (17)	16,540 gp
100	51-60	Protection (+4)	17,600 gp
-	61-70	Spell Resistance (19)	25,720 gp
-	71-80	Protection (+5)	27,500 gp
-	81-90	Power (+6)	37,000 gp
-	91-98	Protection (+6)	39,600 gp
-	99	Protection (+7)	53,900 gp
-	100	Protection (+8)	70,400 gp



an evil cleric rebukes undead of the same level.

Caster Level: 5th; **Prerequisites:** Craft Limb, an evil cleric with the ability to rebuke undead; **Market Price:** 4,180 gp.

Power: These powerfully built adamantine arms appear to be enameled black and studded with spikes. The pair of arms adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6. These magic items are only available as arms, only come in pairs, and are useless if found singly.

Caster Level: 10th; **Prerequisites:** Craft Limb, Craft Wondrous Item, *bull's strength*; **Market Price:** 16,500 gp (+4) or 37,000 gp (+6).

Protection: These artificial adamantine arms appear to be covered in a wood-like pulp. They surround the wearer with an invisible field of force, granting him an armor bonus of +1 to +8. Both arms must be worn for the magic to be effective.

Caster Level: 7th; **Prerequisites:** Craft Limb, *mage armor*, creator's class level must be twice that of the bonus placed in the bracers; **Market Price:** 1,100 gp (+1), 4,400 gp (+2), 9,900 gp (+3), 17,600 gp (+4), 27,500 gp (+5), 39,600 gp (+6), 53,900 gp (+7), or 70,400 gp (+8).

Sneaking: This magic leg is magically constructed so that it not only makes little sound, but it dampens sound around it. It adds a +10 circumstance bonus to its wearer's Move Silently checks.

Caster Level: 5th; **Prerequisites:** Craft Limb, *silence*; **Market Price:** 2,090 gp.

Speed: The wearer of these artificial legs moves at double her normal speed. This mechanical limb only comes as a leg. If more than one of these legs is worn, the effects are increased to moving triple normal speed.

Caster Level: 3rd; **Prerequisites:** Craft Limb, *expeditious retreat*; **Market Price:** 2,750 gp.

Spell Resistance: These enchanted limbs grant their wearer spell resistance while worn. The spell resistance can be SR 13, SR 15, SR 17, or SR 19, depending on the armor. If the creature already has spell resistance, then use the higher of either the limb or its natural resistance.

Caster Level: 15th; **Prerequisites:** Craft Limb, *spell resistance*; **Market Price:** 4,180 gp (SR 13), 9,360 gp (SR 15), 16,540 gp (SR 17), or 25,720 gp (SR 19).

Spells

Spells in the following spell lists that are in *italics* come from the PHB. Spells in ***bold italics*** are new spells found in this book.

Cleric Domain Lists

Combat Domain

Deities: Gamakh

Granted Powers: You receive a +2 bonus to all ranged and melee attack rolls.

Combat Domain Spells

- 1 *True Strike*
- 2 *Spiritual Weapon*
- 3 ***Shadow Blade***
- 4 *Greater Magic Weapon*
- 5 *Cloudkill*
- 6 *Blade Barrier*
- 7 *Stoneskin*
- 8 ***Chaos Hammer***
- 9 ***Axe of Gamakh***

Drow Domain

Deities: Bargúl, Tororthun

Granted Powers: You can cast drow spells at +1 caster level. Drow spells are considered to be all new spells located in this book and all the spells found in this domain list.

Drow Domain Spells

- 1 *Bane*
- 2 *Silence*
- 3 *Deeper Darkness*
- 4 *Commune*
- 5 *Circle of Doom*
- 6 *Harm*
- 7 *Word of Chaos*
- 8 *Antimagic Field*
- 9 *Energy Drain*

Poison Domain

Deities: Tororthun

Granted Powers: You can use the *poison* spell, three times per day. This ability can only be used once



per round and is considered to be a spell-like ability.

Poison Domain Spells

- 1 *Detect Poison*
- 2 *Delay Poison*
- 3 ***Venom***
- 4 ***Poison Armor***
- 5 ***Venom Arrow***
- 6 ***Poison Fog***
- 7 *Spell Resistance*
- 8 ***Rain of Poison***
- 9 ***Hand of Tororthun***

Spider Domain

Deities: Corith, Tororthun

Granted Powers: You may rebuke or command spiders as an evil cleric rebukes undead. You use this ability a total number of times per day equal to 3 + your Charisma modifier.

Spider Domain Spells

- 1 *Pass Without Trace*
- 2 *Spider Climb*
- 3 *Web*
- 4 *Freedom of Movement*
- 5 *Insect Plague (spiders only)*
- 6 ***Speed of the Spider***
- 7 *True Seeing*
- 8 *Phase Door*
- 9 ***Summon Soul Spider***

Undead Domain

Deities: Bargúl

Granted Powers: You may create undead minions with the *animate dead* spell, once per day. These undead minions are under your control and have a +2 turn resistance. The total number of undead Hit Dice that can be created and controlled by you is equal to your cleric level x 2.5.

Undead Domain Spells

- 1 *Detect Undead*
- 2 *Desecrate*
- 3 *Speak With Dead*
- 4 *Enervation*
- 5 *Unhallow*
- 6 *Create Undead*

- 7 *Finger of Death*
- 8 *Create Greater Undead*
- 9 *Wail of the Banshee*

Blood Druid Spell List

0-Level Spells

- Cause Minor Wounds*
- Create Water*
- Cure Minor Wounds*
- Daze*
- Detect Magic*
- Detect Poison*
- Guidance*
- Know Direction*
- Mending*
- Purify Food and Drink*
- Read Magic*
- Resistance*
- Virtue*

1st-Level Spells

- Cause Fear*
- Cause Light Wounds*
- Chill Touch*
- Cure Light Wounds*
- Detect Animals or Plants*
- Detect Snares and Pits*
- Endure Elements*
- Faerie Fire*
- Invisibility to Animals*
- Magic Fang*
- Obscuring Mist*
- Pass Without Trace*
- Ray of Enfeeblement*
- Summon Dark Ally I***

2nd-Level Spells

- Blur*
- Charm Person or Animal*
- Chill Metal*
- Corrupting Darkness***
- Delay Poison*
- Detect Thoughts*
- Ghoul Touch*
- Heat Metal*
- Hold Animal*
- Lesser Restoration*
- Obscure Object*



Produce Radiation

Resist Elements
Scare
Shatter
Soften Earth and Stone
Spectral Hand
Speak with Animals
Summon Dark Ally II
Summon Swarm
Web

3rd-Level Spells

Cause Moderate Wounds
Contagion
Cure Moderate Wounds
Diminish Plants
Dominate Animals
Greater Magic Fang
Meld Into Stone
Neutralize Poison
Plant Growth
Poison
Protection From Elements
Remove Disease
Snare
Spike Growth
Stone Shape
Summon Dark Ally III
Vampiric Touch
Water Breathing

4th-Level Spells

Antiplant Shell
Cause Serious Wounds
Control Plants
Cure Serious Wounds
Dispel Magic
Enervation
Fear
Freedom of Movement
Giant Vermin
Quench
Repel Vermin
Rusting Grasp
Scrying
Spike Stones
Summon Dark Ally IV

5th-Level Spells

Animal Growth

Animate Dead
Awaken
Cause Critical Wounds
Control Winds
Cure Critical Wounds
Death Ward
Insect Plague
Magic Jar
Summon Dark Ally V
Transmute Mud to Rock
Transmute Rock to Mud
Unhallow
Wall of Radiation
Wall of Spikes

6th-Level Spells

Analyze Dweomer
Antilife Shell
Circle of Death
Find the Path
Greater Dispelling
Healing Circle
Ironfist
Repel Radiation
Spellstaff
Stone Tell
Summon Dark Ally VI
Transport Via Plants
Wall of Stone

7th-Level Spells

Changestaff
Control Undead
Creeping Doom
Finger of Death
Greater Scrying
Harm
Heal
Radiate
Summon Dark Ally VII
Transmute Metal to Wood
True Seeing
Wind Walk

8th-Level Spells

Clone
Command Plants
Finger of Death
Horrid Wilting
Repel Metal or Stone

Reverse Gravity
Summon Dark Ally VIII
Word of Recall

9th-Level Spells

Antipathy
Earthquake
Elemental Swarm
Energy Drain
Foresight
Mass Heal
Shapechange
Summon Dark Ally IX
Sympathy

Dark Blade Spell List

1st-Level Spells

Detect Secret Doors
Shadow Hands
Shadow Mist
Shadow Strike
Sleep
Ventriloquism

2nd-Level Spells

Blindness/Deafness
Blur
Darkness
Darkvision
Protection From Arrows

Shadow Bolt

3rd-Level Spells

Nondetection
Phantom Steed
Shadow Blade
Shadow Wall
Speak With Shadows

4th-Level Spells

Enervation
Freedom of Movement
Shadow Conjuraton
Shadow Sight
Shadow Trap



New Spells

Axe of Gamakh

Evocation [Force]

Level: Combat 9

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Effect: Magic axe of force

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The few drow that worship Gamakh use this final Combat domain spell as the ultimate weapon against their foes. By means of this spell, a magic axe of great power comes into being. The *axe of Gamakh* is considered to be a magic greataxe of a +5 enchantment in regards to what it can hit. It is totally weightless. The axe deals 2d12 points of damage on a successful strike against an opponent plus two points of damage per level of the caster (maximum +40). If the opponent is an undead or an outsider, all of the damage is tripled.

The *axe of Gamakh* cannot be given to another creature, and fades from existence if the wielder is ever disarmed or knocked unconscious.

Hand of Tororthun

Necromancy [Poison]

Level: Poison 9

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This terrible spell is the highest honor that any worshiper of Tororthun can receive. When this spell is cast, a great explosion of poisonous energy is released from the caster towards a single living target. If the target fails a Fortitude save, the creature dies in a hideous explosion of entrails and globs of sticky poison. A creature killed in this manner cannot be resurrected by any means short of a *wish* spell. The explosion requires all creatures within a 10-foot radius to make a Reflex save.

If this save fails, those creatures receive 2d12 points of damage from flying bone fragments and an additional 10d6 points of poison damage. Those who succeed at this second save take no damage. Creatures who die from this poison damage can be raised from the dead normally.

Ironfist

Transmutation

Level: Blood Druid 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster only

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Ironfist causes one of the caster's hands to become as solid and resilient as iron. This allows the caster to make melee attacks with a closed fist as if having the Improved Unarmed Combat feat for the duration of the spell. The ironfist is considered a +3 magic weapon in regards of what creatures take damage from it and causes 1d8 points of physical damage plus one point per level (maximum +20) plus any Strength modifiers. Example: Anindórë, the 11th-level drow blood druid, has a Strength score of 14. She has cast ironfist on herself and is attacking a goblin. When rolling damage, Anindórë would do 1d8+13 (+11 points from her level, plus +2 points of damage from her Strength) points of damage to the goblin. This is more than sufficient to destroy the poor creature.

Poison Armor

Conjuration (Creation) [Force, Poison]

Level: Clr 5, Sor/Wiz 5, Poison 4

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



A green-colored field of force surrounds the subject of *poison armor*, providing five points of poison resistance per caster level and a +2 deflection bonus to AC. Like the spell *mage armor*, the armor created by this spell does not have an armor check penalty, arcane spell failure, or speed reduction. Since this armor is made of force, ethereal creatures cannot bypass it like they do normal armor.

The poison resistance comes in a form of damage reduction, removing five points per caster level from the total damage dealt to the subject of a *poison armor* spell. These are considered to be virtual hit points that can only be used against poison damage. If a type of poison attack has effects other than hit point damage, this armor provides the wearer a +1 enhancement bonus per caster level to the save.

Focus: A venom sack from a spider, and a beetle's carapace.

Poison Fog

Conjuration (Creation) [Poison]

Level: Poison 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads 30 ft. wide and 30 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell generates a bank of fog, similar to the *fog cloud* and *cloudkill* spells except that the cloud appears as a poisonous mold-green. This spell kills any living creature with 6 or fewer HD (no save) and causes creatures of greater than six HD to make a Fortitude save or die. Those that make their save take 1d6 points of poison damage plus one point per caster level (maximum +20) for each round that they remain in the poison fog.

Like the *cloudkill* spell, the *poison fog* rolls away from you at a speed of 10 feet per round. The cloud is heavier than air and will always seek the lowest point to move across, even pouring down small holes or fissures. The fog can also move across water at this rate of speed, but cannot be cast underwater.

Produce Radiation

Evocation [Radiation]

Level: Blood Druid 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Radiation in your palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You are able to harness and create balls of underdark radiation in your hand. You can hurl or touch enemies with them. The dim light given off by the radiation illuminates an area of up to 10 feet, and does not harm your open hand or your equipment.

You can strike opponents with a melee touch attack, dealing radiation damage to 1d4+1 point per two caster levels (maximum of +10). You can also hurl the radiation up to 120 feet as a thrown weapon. When doing this, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. The radiation reappears in your hand after it is hurled.

Radiate

Evocation [Radiation]

Level: Blood Druid 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a ball of radioactive energy that can be hurled at opponents, dealing 1d10 points of radiation damage per caster level (maximum 20d10) to all creatures in a 20-ft.-radius area. Unattended objects also take this damage and get no save against the effect.

The ball of radioactive energy appears in the palm of your hand and you throw it, determining the range and height at the time of the throw. The blue-green ball then races out to the desired target location and explodes in a brilliant green-purple explosion, causing damage to everything within the area. If the ball collides



with a physical barrier before it reaches its destination, the ball explodes prematurely, causing damage to the object struck and everything else within its 20-ft.-radius explosion. Outsiders caught in the explosion take double damage from the blast.

Material Component: A small shard of adamantite that is destroyed during casting.

Rain of Poison

Evocation [Poison]

Level: Clr 9, Poison 8

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 30 ft. radius cloud of poisonous rain

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a cloud of poisonous vapors that pours a rain of poison down on all those below it. The cloud moves through the air at a speed of 30 feet per round. You can concentrate on controlling the cloud's every movement or specify a simple routine, such as move straight ahead, circle, or the like. Directing the cloud's movement or changing its routine is a standard action for you. The cloud always moves during your turn in the initiative order. If the cloud moves beyond the spell's range, it will move in a random direction for 1d6 rounds and then dissipate.

The poison that rains down from the cloud is deadly to all those that come into contact with it. A successful Reflex save against your spell DC allows the creatures under the cloud to jump out of the area of effect for that round. If the save is failed, the creatures in the rain are poisoned. This poison deals 2d6 temporary points of Constitution damage immediately and another 2d6 points of temporary Constitution damage one minute later. This poison damage has no save (just the initial Reflex save to get out of the way of the cloud). Spell resistance does keep a creature from being harmed (roll spell resistance normally).

Creatures that are reduced to a Constitution score of 0 by means of this spell can be reanimated by an *animate dead* spell as a special type of undead called a venom zombie (see Appendix 1: New Monsters).

Repel Radiation

Abjuration [Radiation]

Level: Blood Druid 6

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All radioactive elements or objects are pushed 10 feet away from you. Fixed radioactive objects larger than six inches in diameter and loose objects weighing more than 500 pounds are not affected by this spell. Anything else, including animated objects and creatures, is moved away from you.

Radioactive objects such as drow armor and weapons are pushed back, dragging their bearers with them. Even magic items that have been enchanted with radioactive effects are repelled, although an *antimagic field* blocks the effects.

Shadow Blade

Evocation [Force, Shadow]

Level: Sor/Wiz 3, Combat 3

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: Magic sword of shadow

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A sword made of pure shadows appears in your hand that you are able to immediately attack with. It deals 1d8 points of damage per hit and cannot be stopped by physical armor or shields, passing through them as if they were not there. Armor and enhancement bonuses to AC do not count against this weapon, because the sword passes through them. Dexterity, deflection, dodge, natural armor, and other such bonuses still apply to AC. A *shadow blade* cannot harm undead, constructs, and objects.



Shadow Bolt

Evocation [Shadow]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A dark missile of shadow energy flies from your fingertips to strike its target. The missile deals 1d4 points of damage per your caster level (maximum 10d4).

Like the closely related *magic missile* spell, the *shadow bolt* strikes its target unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of the creature cannot be singled out, and inanimate objects cannot be damaged by this spell.

For every two levels of experience, the missile can harm someone with a greater magic resistance. For every two levels, the missile grants the target a magical -1 penalty to spell resistance (maximum of -5).

Shadow Hands

Transmutation [Shadow]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Effect: Semicircular burst of shadows 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A wave of murky blackness shoots from your hands. You must hold your hands together and then pull them apart quickly, to either side of you. The sheet of blackness is nearly as thick as your hand. Any creature in the area of the blackness takes 1d4 points of cold damage per your caster level (maximum of 5d4). This spell is closely related to the *burning hands* spell of the surface world, but is considered more practical in a lightless environment and has served the drow dark blades very well in the past.

Shadow Mist

Conjuration [Shadow]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Effect: A cloud of jumping and leaping shadows that is centered on you spreads 30 ft. wide and 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Shadows begin to jump and leap out from around you. Once created, this area of absolute shadow is stationary and cannot be moved. The mist obscures all vision, including darkvision, beyond five feet for everyone entering the area, except for the caster. Any creature that is five feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Any light stronger than torchlight which touches the shadow mist, will disperse it in four rounds. Direct daylight or the *sunlight* spell will disperse the mist in one round.

Shadow Sight

Divination [Shadow]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You may see into and listen to the plane of shadows from the prime material plane. You must succeed at a Scry check to do so (DC 15). You may also see into the material plane from the plane of shadows. This also requires a Scry skill check (DC 17). The location being looked at with this spell is the planar mirror of where the caster is currently standing.



Shadow Strike

Divination [Shadow]

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round

The plane of shadows has granted you an insight into your enemy's next course of action. Your next initiative roll is at a +4 insight bonus. In addition to this, you also gain a +10 insight bonus to your next single attack roll (within the duration of the spell). You are not affected by the miss chance that is applied to attacks against a concealed target.

Focus: Your melee weapon is the focus of this spell.

Shadow Wall

Evocation [Shadow]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A curtain of inky black shadow appears, giving creatures behind the wall a 9/10 concealment bonus. It is one foot thick and is very resilient. The side of the shadow wall that is facing the caster is always translucent enough for the caster, and anyone else on that side, to see through the wall without being hampered by the darkness. A shadow wall cannot form in an area occupied by physical objects or creatures. The wall deals 2d6 points of negative energy damage +1 point of negative energy damage per caster level (to a maximum of +20) to any creature passing through it. Undead, both corporeal and incorporeal, are healed instead of damaged by the wall. A Fortitude save will reduce this damage to one-half.

If any five-foot portion of the shadow wall takes 20 points of damage from light spells or effects in one round, the wall fades from existence. A *light* or *continual light* spell deals 1d4 points of damage/level of the

caster against the wall, burning holes through it.

Material Component: A small lantern icon that has been painted black.

Speak With Shadows

Divination [Shadow]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You can comprehend and communicate with shadows, including shadow creatures and normal shadows cast by objects and beings. You are able to ask questions of and receive answers from shadows. A normal shadow's sense of reality is subjective, since the shadows change with the approaching darkness or light, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions outside of what it may have been able to witness in its immediate vicinity.

This spell does not make shadow creatures any friendlier or cooperative. Wary and cunning shadow creatures are likely to lie and be evasive, while unintelligent shadows (a shadow of an object, for example) will make inane comments. If the shadow creature is friendly, it may perform a service for you (as determined by the GM).

Speed of the Spider

Transmutation

Level: Sor/Wiz 7, Spider 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

The transmuted creature becomes faster and can move up walls as a spider does (see the *spider climb* spell). The spell grants an enchantment bonus to speed of 5 ft./level to your base movement speed. This spell also grants the recipient the ability to climb and walk



along walls and ceilings as if the spell *spider climb* had been cast, except that movement is equal to double the character's normal movement rate and he does not need to have bare hands or feet.

Material Component: A drop of spider ichor on the tongue of the creature enchanted.

Summon Dark Ally I

Conjuration (Summoning) [see text]

Level: Blood Druid 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a fiendish version of a natural creature that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its abilities. If you can communicate with the creature, you can give it direction in battle. 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 Dark Ally table. All the creatures on the table are evil unless otherwise noted.

Summon Dark Ally II

Conjuration (Summoning) [see text]

Level: Blood Druid 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally III

Conjuration (Summoning) [see text]

Level: Blood Druid 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same type, or 1d4+1 1st-level creatures of the same type.

Summon Dark Ally

1st level

Baatezu, lemure
Tanar'ri, dretch
Dire rat
Fiendish beetle
Fiendish spider
Fiendish viper (tiny)

5th level

Fiendish displacer beast
Baatezu, barbazu
Dire wolverine
Elemental (medium)
Fiendish viper (huge)
Salamander (medium)

9th level

Elemental (elder)
Tanar'ri, balor
Baatezu, pit fiend

2nd level

Baatezu, imp
Fiendish badger
Fiendish bat
Fiendish dire rat
Tanar'ri, quasit
Fiendish viper (small)

6th level

Elemental (large)
Xorn (medium)
Tanar'ri, bebilith
Fiendish dire wolverine
Baatezu, cornugon

3rd level

Fiendish viper (medium)
Baatezu, kyton
Dire badger
Dire bat
Dire weasel
Elemental (small)

7th level

Elemental (huge)
Xorn (large)
Tanar'ri, glabrezu

4th level

Fiendish dire badger
Xorn (small)
Fiendish dire bat
Fiendish dire weasel
Fiendish viper (large)
Baatezu, hellcat

8th level

Elemental (greater)
Salamander (large)
Tanar'ri, marilith
Baatezu, gelugon



When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally IV

Conjuration (Summoning) [see text]

Level: Blood Druid 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally V

Conjuration (Summoning) [see text]

Level: Blood Druid 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally VI

Conjuration (Summoning) [see text]

Level: Blood Druid 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally VII

Conjuration (Summoning) [see text]

Level: Blood Druid 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally VIII

Conjuration (Summoning) [see text]

Level: Blood Druid 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Dark Ally IX

Conjuration (Summoning) [see text]

Level: Blood Druid 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

As *summon dark ally I* except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Soul Spider

Conjuration (Summoning)

Level: Spider 9

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d4 summoned soul spiders

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No



This spell summons 1d4 soul spiders (see Appendix 1: New Monsters) to do the bidding of the caster. The soul spiders appear where you designate and act immediately, on your turn. They will attack your opponents to the best of their ability. Summoned soul spiders act normally on the last round of the spell and disappear at the end of their turn.

Venom

Necromancy

Level: Sor/Wiz 4, Poison 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch (see below)

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The drow have a natural affinity for spiders. When this spell is cast, the caster's teeth begin to drip with evil green venom. By making a successful bite attack, the character can envenom a living target with a debilitating poison. This venom deals 1d6 points of temporary Strength damage immediately and another 1d6 points of temporary Strength damage one minute later. Each time this spell is used, it can be negated by a Fortitude save (DC equal to the caster's spell save DC).

Focus: The venom sack of a small spider (can be replaced by a holy symbol if cast by a divine spellcaster).

Venom Arrow

Conjuration (Creation)

Level: Sor/Wiz 6, Poison 5

Components: V, S, M, F/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of poison

Duration: Instantaneous

Saving Throw: Fortitude negates poison effects

Spell Resistance: Yes

A magical arrow of venom is created and streaks towards its target. You must succeed at a ranged touch attack to hit your target. The arrow deals 1d4 points of magical damage and forces the target to make a Forti-



tude save. If the save is failed, the character is affected by the venom spell.

Material Component: Petal of a lance flower.

Focus: A dart (can be replaced by a holy symbol if cast by a divine spellcaster).

Wall of Radiation

Evocation [Radiation]

Level: Blood Druid 5

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of radiation up to 20 ft. long/caster level or a ring of radiation with a radius of up to 5 ft./two caster levels, either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

The *wall of radiation* spell brings an immobile wavering, multi-colored wall of radioactive energy into being. One side of the wall, selected by you, sends out waves of this radioactive energy, dealing 3d6 points of radiation damage to creatures within 10 feet and 1d6



points of radiation damage to those creatures between 10 and 20 feet. The wall deals this damage beginning on its first round of existence and for every round after that that the creature remains in range. In addition to this damage, the wall also deals 3d8 points of radiation damage plus one point per level of the caster (maximum +20) to any creature passing through the wall. The wall deals triple damage to outsiders.

If the wall is created in a space occupied by creatures, these creatures take damage as if passing through the wall. Each creature can avoid this damage by rolling a successful Reflex save against your spell DC. If the creature succeeds in its Reflex save and ends up on the side of the wall that emits the radioactive energy, it takes damage as usual.

Wall of Spikes

Conjuration (Creation)

Level: Blood Druid 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of stony spikes, up to one 10-ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Like its druidic counterpart, *wall of thorns*, the *wall of spikes* spell creates a barrier of sharp thorn-like rock

protrusions and tangles of vine-like rocks. Any creature forced to go through a *wall of spikes* takes 20 points of damage per round spent moving through the walls' rocky tresses. In addition to this damage, the creature moving through the area also receives one point of temporary Constitution damage per round. The damage is reduced by one point per point of the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. If the damage dealt is reduced to 10 or fewer points, the creature does not lose the one point of temporary Constitution damage.

Creatures can force their way through a *wall of spikes* by making a successful Strength check (DC 24). The creature can move through the area a number of feet equal to the Strength check result minus 23, so a creature that rolled a Strength check of 28 would be able to move five feet in that round.

Attempting to chop through the *wall of spikes* will result in a damaged weapon. Only bludgeoning weapons can safely destroy the rock-like tendrils and spikes. All other weapons must succeed at a Fortitude saving throw (DC equal to the spell DC) using the wielder's Fortitude save bonus or take 15 points of damage. Refer to the DMG for hit points for weapons and other items. A *shatter* spell also works well against a *wall of spikes*, disintegrating the wall into a fine dust.

The *wall of spikes* spell follows all the other rules of the *wall of thorns* spell.



Campaigns

Settings

Throughout this book, we have looked at drow strictly through the eyes of a fantasy-based campaign setting. But the drow can lend themselves to futuristic, cyberpunk, and even modern day campaigns. They can be the traditional dark clan of assassins that stalk the night seeking to topple corporations, volatile space pirates that ride in specially designed ships created from binding demons into the engines, or even a genetically enhanced research project gone terribly awry. The possibilities of the drow in other campaigns is endless. Imagine how you can bring the drow to life in your games:

- Drow space pirates have hijacked a transport bringing needed supplies to a local moon colony
- In the concrete jungle a family of drow have been hired to eliminate a rival corporation that develops much needed bio-ware technology
- A military genetics lab explodes while conducting experiments; the only survivor is the creature that the scientists have code named “drow”
- Street samurai have been turning up dead, and only an ebony-skinned elf has been seen leaving the scene of these terrible murders

The rest of this section continues to deal with the drow in a fantasy-based campaign setting, but let your imagination soar with the endless string of possibilities the drow can bring to your game.

Drow Motivations

Adventurers have been coming into contact with the drow since their flight to the underworld. Hunting the evil drow is a main plot for numerous campaigns into the underdark. Surface dwellers go into the lonely halls where only the dark elves have no fear to tread in search of gold, magic, or vengeance. On the other hand, the drow themselves have reason to come into direct conflict with adventuring parties as well.

Raiding parties of drow come to the surface or to other subterranean locations in search of slaves and

plunder. Often these raiding parties follow known and dangerous paths to the surface from their cities. These underdark exits can appear anywhere on the surface, but can normally be found near a settlement. These settlements send out word to adventurers and authorities to come and save them from the raiders. This is why a drow party comes to the surface, not to attack frolicking fey in a wooded glade or an outlying farmstead in wilderness. They come to the surface to attract attention to themselves, bringing those that have greater magic with them. They then wait to ambush these hapless foes, drawing them into their web and seizing their power.

The chaotic world of the drow lends numerous political motivations to a campaign as powerful houses jockey for favor in their dark gods’ eyes. When the drow gods command a house to go to war with another house, often the reverberations of the conflict can be felt on the surface. When drow are about to go to war, they marshal all of their resources and send out diplomats to gain knowledge and equipment that can give their house a distinct advantage over their opponent. This causes the drow to use illusion magic as they enter dwarven strongholds and gnomish settlements in search of anti-drow equipment and possible reinforcements.

Political intrigue is not merely the arena for house wars and inter-city disputes over water or trade routes. These plots also fall within the families and power groups of the drow. Strong priestesses of one drow goddess attempt to claw their way into favorable position by stepping on the others around them. This can bring our surface adventurers into direct conflict of the drow, as priestesses look for outside agents to wreak havoc on their opponents and thus secure a favorable position within their faith’s hierarchy. Priestesses and drow nobles will sow rumors as far as their whispered voices can be heard in the attempt to lure powerful surface dwellers into direct confrontation with their enemies. And when the surface dwellers have completed their chosen duty, they instigator will step in as the savior of all, destroying or enslaving the adventurers.

Some adventurers fall into drow plots without knowing whom the dark masters behind the scenes are. The drow never intended to snare the group in their web of deceit and do not know the cause of their sudden misfortune. It is during these times that the adventuring



group has the upper hand over the drow. The clouded and murky rumors and interruptions the characters cause to the drow's machinations could topple the drow from a place of power into the depths of betrayal, abandonment, or even death. When the drow discovers that the characters are the ones to unravel her plot, normally after she has escaped into the underdark as a renegade hunted by the rest of the drow and marked for death, she will come to find the characters and destroy them.

Adventure Hooks

While the motivations above can give the drow many entry points into your campaign, there are other options, as well. Here are some unique adventure hooks for drow in your game.

- A caravan has been struck by dark-skinned raiders in the night.
- A dwarven mining outpost has been under attack by drow.
- In a large city, a recent surge of assassinations points to a cult of one of the drow gods.
- A group of deep gnome explorers have not come back from their trip into the underdark.
- Undead are spilling up from the bowels of the earth to destroy everything in their path.
- A remote wizard's tower has suddenly crumbled in on itself when a group of drow sappers undermined it.
- A call to arms has been voiced by numerous small villages that live in the shadow of a great mountain. It seems that an entrance to the underdark has been recently discovered and they want to take no chances with drow raiding them.
- Six barbarian tribes have sent their leaders to a hengerot (chieftain's meeting); all six chieftains are now missing. The only clue to what happened to them is a single dark-fledged dart covered in poison.
- Two drow houses are going to war. In an attempt to lure adventurers against their rival house, one house has sent word to the surface of a great horde of magical treasure to be found in the underdark.
- An influential city merchant is suddenly able to sell some exotic wares from the underdark. He never reveals his sources, but rumors say that he is actually a drow in disguise.

Designing Drow Families

The following guidelines let you randomly generate drow families. You can actually roll the dice if you'd like, or you can use these as guidelines for creating your own families. There are four steps to designing a drow family: Social Structure, Symbol, NPCs, and House Army.

Step One: Social Structure

Adults: Drow families can have as few as three or as many as 30 adult members. These adult family members are those that are genetically related to the current ruling head of the family, her children, her spouse, and the spouses of her children. Roll 3d10 to determine how many adult family members there are.

Children: At the GM's discretion, the family may include juveniles (up to 10 years in age) and adolescents (between 11 and 75 years old) equal to up to one quarter of the adult population. Assume that half the child population is juveniles who are basically noncombatants. Adolescents are similar to adults in profile, but have half the hit points and a -2 penalty to all ability scores.

Rivalries: Some families are broken into factions, groups that scheme together in the dark corners of their underground home on how to become the ruling head of the family. Roll 1d6+1 to determine the number of factions in the family. One faction will always be the house mother, her bodyguards, spouse, and their young children. Each of the remaining factions is led by an ambitious female vying for the house mother's spot (only rarely will a male drow ever consider fighting against the house mother).

You can flesh out these rivalries if you'd like. Although simple ambition is the root of most rivalries, in some cases there are deeper causes that add a twist to the story. You can develop an NPC to lead each faction by rolling 1d6 below. In a hack-and-slash adventure the rivalries won't come into play, but any role-playing interaction with the family may bring out the rivalries.



Drow Family Rivalry Table

d6 Motivation for Rivalry

- 1 **Vendetta.** The drow has a vendetta against a far-away enemy who is too powerful for her to face alone. The enemy could be another family, another religious order, or a powerful group that destroyed her first family. Regardless, the drow is out for blood. She wants a family of her own simply so that she can hunt down this enemy and take her revenge.
- 2 **Religious Differences.** The drow worships a deity other than the house mother's deity.
- 3 **Hawk vs. Dove.** The drow believes that the current house mother is too passive. She believes more aggressive action must be taken against the family's enemies. (Or vice versa.)
- 4 **Power.** The drow believes that the position as house mother carries additional supernatural powers and abilities. She covets these abilities as her own.
- 5 **Zealot.** The drow believes that the house mother is too lax in her belief to her god. She wishes to replace the faithless house mother for one who is stronger in the faith.
- 6 **Simple Ambition.** The drow wants nothing more than to be the head of the family.

House Rank: There is a base 90% chance that the family is part of a city; otherwise, it is an independent family outpost on its own. If the family is a part of a city, roll 2d20. This number represents the number of other influential drow family houses in the city. You may then choose where your drow family ranks in this order, or you may roll randomly to determine their hierarchy. If your drow house is ranked in the top three families in any given city, the size of the house is increased. Make adjustments to the family, according to the following table:

Major House Family Adjustments

Rank Adjustment

- 1 Multiply the number of family adults by eight. House wealth is multiplied by twenty.
- 2 Multiply the number of family adults by four. House wealth is multiplied by eight.
- 3 Double the number of family adults. House wealth is doubled.



Step Two: Symbol

Symbol: All drow families have some sort of symbol that identifies them on the field of battle. Common symbols include sacred images, demonic sigils, or totemic monsters. The symbol is usually related to the family's involvement with the rest of drow society, though not always. The Si'Arcteci family, for example, live in a drow cavern city where works of architectural ingenuity are highly prized, thus their symbol is that of a stalagmite tower with numerous web-thin buttresses and fluted balconies. They carry *wands of stone shape*,



an act that identifies them as architectural artisans.

The following table lets you randomly determine a motif. Or you can design one appropriate to your campaign.

Drow Family Symbol Table

d8 Symbol

- 1 *Sacred Image.* This family holds a certain glyph or symbol as sacred. It could have any meaning and appear as any type of design, including: a series of lines, a stylized spider or beetle, a mangled and bound hand, or any other strange swirls and patterns.
- 2 *Local Animal.* The family models itself after a local animal. The animal might represent some greater virtue (e.g., a spider for wisdom).
- 3 *Local Plant.* The drow identifies with a local plant, usually one that is unique to the area, has special properties (poisonous, hallucinogenic, etc.), or is carnivorous.
- 4 *Sacred Deity.* The family has its own sacred deity or religion. Its imagery consists of pictures of the deity and her characteristics.
- 5 *Demonic Sigil.* These families use the drow sigils for the names of demons as their personal symbol. This demon could be a part of the drow family's command staff (see page 8).
- 6 *Mythical Creature.* At some point in the family's history, many generations ago, it encountered a mythical creature. The family was so impressed that it modeled itself after the creature.
- 7 *Local Terrain.* The family identifies with a special cavern, stand of giant fungus, or an underdark lake or ocean.
- 8 *Other.* Make up something appropriate to your campaign. Maybe their priestesses wield magic whips that have been passed down for generations, so their symbol is a whip. Maybe they have a long-running feud with a nearby clan of dwarves, so their symbol is bearded skull of a dwarf.

Special Abilities: A family's combat tactics are modeled after its beliefs as reflected by its symbol. In some cases, the family may develop special combat tactics to emulate their symbol. The Si'Arcteci family, for

example, uses their *wands of stone shape* to cause the rock walls and ceilings to collapse on their enemies.

You can reflect this special ability by granting a single feat to every member in the family. This is something of an exception to the usual rules, and requires some leeway on the game master's part; drow PCs should not get the free feats at first level. Moreover, depending on the power of the feat, you may have to re-evaluate the family's CR.

Step Three: NPCs

Leader: The family's house mother has class levels as a cleric. The house mother's class level will be 1d6 for every 10 drow in the family. NPC drow with class levels generally have some ability scores that are higher than average, as indicated by the class descriptions.

Not all house mothers have bodyguards, but some do. The house mother may have up to three personal bodyguards for every 10 drow in the family. These drow have 1d4 class levels as drow fighters. Depending on the balance of power, characters may be able to change the loyalties of the bodyguards.

Clerics: For every drow adult in the family, there is a cumulative 5% chance that the family will have additional clerics. The clerics will have 1d4 levels for every 12 drow in the family. For every two class levels, the cleric will have one acolyte of the same faith. If there is one acolyte, it will be first level; if there are two, one will be first level and the other second level; and so on.

For example, a family of 24 drow has a 60% chance of having two clerics. The clerics will be level 2d4. If one cleric is level 1, she has no acolytes. If she is level 2, she has one first-level acolyte. If she is level 4, she has one first-level acolyte and one second-level acolyte.

Renegades: Renegades aren't part of a family. However, there is a 10% chance that there is a renegade who occasionally works with the family as a special henchman.

Step Four: House Army

The family army and house compound designs depends mostly on the terrain. Next most important is the size of the family, then the personalities of the house mother and other priestesses. Design the compound as you would any dungeon or city and follow the guidelines given on page 9 for army construction.



Appendix 1 – New Monsters

Drow have been known to employ magical constructs and animals that they have specially trained in the defense and expansion of their underground realms. The following creatures can be found working with, or for, the drow.

ANIMATED CONVEYANCE

Large Undead

Hit Dice: 4d12+3

Initiative: -1 (Dex)

Speed: 40 ft., climb 40 ft.

AC: 11

Attacks: Force blast +4 ranged

Damage: Force blast 2d8

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

Special Qualities: Undead, partial actions only

Saves: Fort +1, Ref +0, Will +4

Abilities: Str 17, Dex 8, Con –, Int –, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any underground

Organization: Always with rider (2-6 animated conveyances plus 2-6 drow pilots)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: –

Even in death, the drow's insect companions continue to serve their masters on the battlefield. The drow use their necromantic magic on the large beetles and spiders to create these

walking, undead war machines. Through a process known only to the weavers of power, the undead insect is changed into a mighty machine that can fire blasts of magical force from specially designed turrets dug out of their carapace. A drow soldier sits in the hollowed out section of the animated conveyance, firing the force blast at the enemy.

The animated conveyance appears like any giant-sized beetle or spider, albeit decayed and a little worse for wear. It walks with halting and jerky steps, but moves quickly across the battlefield. Drow houses normally paint their conveyances with house symbols and markings so that they can be differentiated on the field.



Combat

Force Blast (Sp): Once per round, when the rider of the conveyance activates it, the animated conveyance fires off a blast of magical force (much like the *magic missile* spell) at the enemy. This blast looks like a ball of blue-green energy that launches across the battlefield to slam into opponents. This blast has a range of 120 feet and explodes in a 10-foot radius. All beings in that explosive radius take 2d8 points of magical force damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Animated conveyances have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

GOLEMS

	Carapace Medium-size Construct	Rockslide Small Construct	Spider Large Construct
Hit Dice:	7d10 (39 hp)	10d10 (55 hp)	8d10 (44 hp)
Initiative:	+1 (Dex)	-1 (Dex)	+5 (Dex)
Speed:	30 ft. (can't run)	20 ft. (can't run)	40 ft. (can't run), climb 40 ft.
AC:	23 (+1 Dex, +12 natural)	25 (-1 Dex, +1 size, +15 natural)	22 (+5 Dex, -1 size, +8 natural)
Attacks:	2 slams +10 melee	Slam +15 melee	8 slams +12 melee; or bite +3 melee
Damage:	Slam 2d6+5	Slam 3d4+7	Slam 2d6+7; or bite 2d8+7 plus poison
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./2 1/2 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	Impale	Pelt	Poison
Special Qualities:	Construct, magic immunity, damage reduction 10/+1	Construct, magic immunity, damage reduction 25/+3	Construct, magic immunity, damage reduction 30/+2
Saves:	Fort +2, Ref +3, Will +2	Fort +3, Ref +2, Will +3	Fort +2, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con -, Int -, Wis 11, Cha 1	Str 25, Dex 8, Con -, Int -, Wis 11, Cha 1	Str 25, Dex 20, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any underground	Any underground	Any underground
Organization:	Solitary or gang (2-4)	Solitary or gang (2-4)	Solitary or gang (2-4)
Challenge Rating:	5	7	12
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	8-12 HD (Large); 13-20 HD (Huge)	6-12 HD (Medium-size); 7-18 HD (Large)	9-16 HD (Huge); 17-24 HD (Huge)

The drow employ the use of golems as special guardians and shock troops in their armies. Only under extreme circumstances will a drow ever allow one of these golems to wander without a master.

Instead of the usual Elemental Earth spirit that is normally bound into a golem, the drow bind earth-based demons into their golems. These demons make the golems stronger and more resistant to magic than their surface counterparts, and give them unique abilities.

Combat

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, the golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple program to govern its actions in his or her absence.

Golems do not need to breathe and are immune to most forms of energy.



Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Golems completely resist most magical and supernatural effects, except where otherwise noted below.

Construction

The cost listed for each golem includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it.

Understanding the rituals requires a character of the required level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the golem's body, the creator can perform the building and rituals together. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but XP spent are not. The golem's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate XP from the creator and requires casting any spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

CARAPACE GOLEM

The carapace golem looks like a humanoid insect. It has large bulging eyes and large spikes that cover its chitinous body. It stands a mere six feet tall, but is very broad and powerful looking.

Combat

Impale (Ex): The armor of a carapace golem is covered in large spikes. When the golem enters combat, it will attempt to use these spikes to impale smaller opponents. With a successful grapple attack, the golem will deal 1d8 points of piercing damage (x3 crit).

Magic Immunity (Ex): Carapace golems are immune to all spells, spell-like abilities, and supernatu-

ral effects, except as follows. Fire- and cold-based effects slow them (as the spell) for 3d6 rounds, with no saving throw. A sonic effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a carapace golem hit by a *sonic vibration* spell cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against sonic effects.

Construction

The golem costs 60,000 gp to create, which includes 1,500 gp for the construction of the body. Assembling the body requires a successful Craft (armor smithing). The creator must be 14th level and able to cast druid or blood druid spells. Completing the ritual drains 1,200 XP from the creator and requires *animal growth*, *giant vermin*, *spike stones*, and *summon nature's ally III* or *summon dark ally III*.

ROCKSLIDE GOLEM

The rockslide golem stands only three to four feet tall. They look like a small drow made of earth and stone, with glowing green eyes. For its size, the rockslide golem is very powerful, the demon within it always looking to do battle and to destroy its master's enemies.

Combat

Pelt (Ex): The rockslide golem is allowed to use a modified version of the *magic missile* spell once per round. This version causes small rocks to launch from the golem's hand to strike a single target. Treat these rocks exactly like the *magic missile* spell in all other aspects, as if a 16th level sorcerer cast the spell.

Magic Immunity (Ex): Rockslide golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* cast directly at a rockslide golem stops it from moving that round and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.



Construction

The golem costs 80,000 gp to create, including 2,000 gp for the construction of the body. Creating the body requires a successful Craft (sculpting or masonry) check (DC 15). The ritual requires a 16th-level creator who can cast divine spells. Completing the ritual drains 1,400 XP from the creator and requires *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*.

SPIDER GOLEM

The spider golem stands over 10 feet tall and weighs in at nearly 600 pounds of adamantine alloy. It has been shaped to resemble a large spider with swirling patterns of runes and glyphs across its body. Even though it is made of metal, the eyes of this golem appear to glow with the same green radiation that permeates the underdark caverns and corridors around drow cities. These golems are used to protect noble families, temples, and common gathering places from attack and are never used as an offensive weapon of war.

Combat

Poison (Ex): When a spider golem bites an opponent, it injects the target with potent venom. Treat this poison as the *venom* spell as if a sorcerer of 16th level cast it.

Magic Immunity (Ex): A stone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construction

The golem costs 80,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 17). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *venom*.

SPIDER BALLISTA

Medium-size Construct

Hit Dice: 2d10

Initiative: +0

Speed: 50 ft., climb 50 ft.

AC: 14

Attacks: Sonic ball +1 ranged

Damage: Sonic ball 4d8

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

Special Qualities: Construct

Saves: Fort +0, Ref +0, Will -5

Abilities: Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1

Climate/Terrain: Any

Organization: 2-6

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: –

The spider ballista looks like a large crossbow with eight spider-like legs. It walks around by the command of the person that created it, attacking what the creator wishes with its sonic ball of energy.

Combat

Spider ballistae attack their opponents by launching balls of sonic energy at them, once per round. These balls of sonic energy deal 4d8 points of damage on a successful strike. All those within 20 feet of an exploding sonic ball need to succeed at a Fortitude save (DC 15) or become deafened, as the spell *deafness*.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



SPIDER, SOUL (TANAR'RI)

Small Outsider (Chaotic, Evil)

Hit Dice: 16d8+32 (102 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft., climb 40 ft.

AC: 29 (+8 Dex, +1 size, +10 natural)

Attacks: 8 legs +26 melee, or bite +16 melee

Damage: Legs 1d4+4, or bite 2d6+4 plus poison

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

Special Attacks: Poison, web, steal soul

Special Qualities: Damage reduction 30/+3, plane shift, tanar'ri qualities

Saves: Fort +12, Ref +20, Will +11

Abilities: Str 19, Dex 26, Con 15, Int 14, Wis 12, Cha 6

Skills: Climb +28, Hide +28, Jump +24, Listen +21, Move Silently +28, Search +21, Sense Motive +21, Spot +21

Feats: Improved Initiative, Lightning Reflexes, Multi-attack, Weapon Finesse (leg), Weapon Focus (leg)

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always chaotic evil

Advancement: 17-23 HD (Medium-size); 24-30 HD (Large); 31-36 HD (Huge)

The soul spider is from the same plane as the rest of the tanar'ri demons it resembles. They hunt down the lost and damned souls of evil mortals when they are on their home plane of the Abyss. They then trap and torment these souls for their own perverted amusement or they work with stronger demons to bring those souls to pay their penance.

Soul spiders look like normal giant spiders, except they have a white body covered in a very tough chitinous casing and their mandibles are twice their normal size. Soul spiders have large eyes that look vaguely humanoid in appearance and are very intelligent.

Soul spiders can speak Abyssal and Undercommon.

Combat

Soul spiders always attempt to attack by surprising their victims with their blinding speed and agility. They can use all eight of their legs in combat, slamming and cutting their opponents with the shell that covers their legs. If their prey doesn't fall to this onslaught, the soul spider then attempts to bite, letting its poison slow the creature until it can steal its soul away.

Poison (Ex): Bite; Will save (DC 20); initial damage *slow* (as the spell), secondary damage 2d6 temporary Constitution.

Web (Ex): Six times per day a soul spider can shoot webs from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 20, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Steal Soul (Su): Four times per day a soul spider may trap a victim's soul within its web. This attack is like the *trap the soul* spell, using the web as a trigger object. The soul spider must roll a touch attack against the opponent; if this attack is successful the creature's soul will be trapped in the soul spider's web (no save or spell resistance applies).

Plane Shift (Su): This ability affects only the soul spider. It is otherwise similar to the spell of the same name.

Tanar'ri Qualities: Like all tanar'ri, the soul spider has the following qualities:

Immunities (Ex): Tanar'ri are immune to poison and electricity.

Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language.



VENOM ZOMBIE

	Small Venom Zombie Small Undead	Medium Venom Zombie Medium-Size Undead	Large Venom Zombie Large Undead
Hit Dice:	1d12+3 (9 hp)	2d12+3 (16 hp)	4d12+3 (29 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	12 (-1 Dex, +1 size, +2 natural)	12 (-1 Dex, +3 natural)	12 (-1 Dex, -1 size, +4 natural)
Attacks:	Slam +1 melee, or spittle +1 ranged	Slam +2 melee, or spittle +2 ranged	Slam +5 melee, or spittle +4 ranged
Damage:	Slam 1d4 plus poison, or spittle	Slam 1d6+1 plus poison, or spittle	Slam 1d8+3 plus poison, or spittle
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Contact poison, spittle	Contact poison, spittle	Contact poison, spittle
Special Qualities:	Undead, partial actions only	Undead, partial actions only	Undead, partial actions only
Saves:	Fort +0, Ref -1, Will +2	Fort +0, Ref -1, Will +3	Fort +1, Ref +0, Will +4
Abilities:	Str 11, Dex 8, Con -, Int -, Wis 10, Cha 3	Str 12, Dex 8, Con -, Int -, Wis 10, Cha 3	Str 16, Dex 8, Con -, Int -, Wis 10, Cha 3
Feats:	Toughness	Toughness	Toughness, Weapon Focus (slam)
Climate/Terrain:	Any underground	Any underground	Any underground
Organization:	Squad (6-10) or mob (11-20)	Gang (2-5), squad (6-10), or mob (11-20)	Solitary, gang (2-5), squad (6-10), or mob (11-20)
Challenge Rating:	1	2	3
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	-	3 HD (Medium-size)	5-7 HD (Large)

A venom zombie is the product of a living creature felled by the effects of the *rain of poison* spell. They are mindless and terrifying creatures to behold, twisted mockeries of their former selves.

Their flesh is pulled taught and has a greenish pallor to it. Holes are burned into their bodies by the *rain of poison* spell that created them. Their muscles are torn and their bones jut out of their skin. There is a green glow behind their eyes and a slick green fluid that runs across their bodies and drools from their mouths.

Combat

Venom zombies choose to attack their opponents with their mangled bodies in a slamming attack. When this slamming attack is successful, the zombies' poisonous touch continues their deadly work.

Contact Poison (Ex): Whenever a venom zombie touches or is touched by an opponent (e.g., from an Unarmed Strike attack), a Fortitude save is required or

the creature will become poisoned. The DC is variable, depending on the size of the venom zombie: Small DC 13, Medium-size DC 15, or Large DC 18. The poison that is used is exactly like the *poison* spell.

Spittle (Ex): Stream of poison 5 feet high, 5 feet wide, and 30 feet long, once every round; Contact (Fortitude, DC 20), Initial Damage 1d6 Con, Secondary Damage 2d6 Con. Venom zombies do not use this ability unless they are desperate or frustrated. They most often spittle when reduced to fewer than half their hit points or when they have not successfully slammed an opponent.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Venom zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).



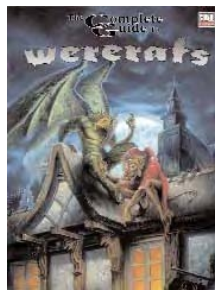


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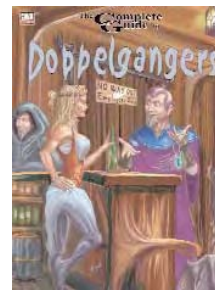
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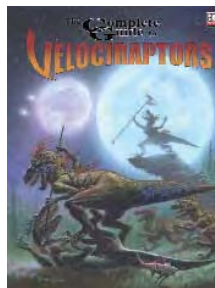
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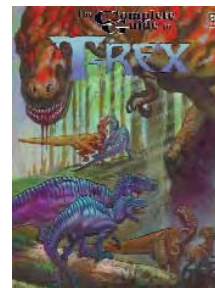
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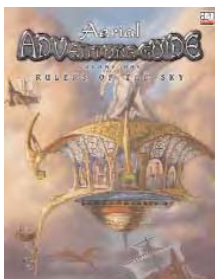
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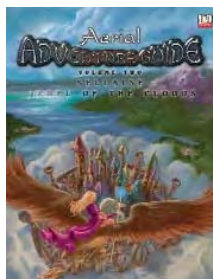
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Venom Zombies

By Jeff Quinn

A venom zombie is the product of a living creature felled by the effects of the *rain of poison* spell. These twisted, putrid creatures are mindless parodies of their former selves. They resemble normal zombies, but their eyes glow a tainted shade of green, and a slick green fluid runs across their bodies and dribbles from between their teeth. They are tainted by a powerful poison, and are all too happy to share that taint.

The basic venom zombie template presented in *The Complete Guide to Drow* is a great way to generate new and unexpected allies for your drow villains. Here are five more examples of the potential for this new kind of foe. For full details on venom zombies, see page 47 of the *Complete Guide to Drow*.

	Wyvern Venom Zombie Large Undead	Gray Render Venom Zombie Large Undead
Hit Dice:	14d12+3 (94 hp)	20d8+3 (133 hp)
Initiative:	+0	-1
Speed:	20 ft. (4 squares; can't run), fly 60 ft. (poor)	30 ft. (6 squares; can't run)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20	16 (-1 size, -1 Dex, +8 natural) touch 8, flat-footed 16
BAB/Grapple:	+7/+16	+10/+21
Attack:	Slam +11 melee (2d6+7 plus poison) or talons +11 melee (2d6+5 plus poison)	Bite +16 melee (2d6+7 plus poison) or slam +16 melee (1d8+10 plus poison)
Full Attack:	Slam +11 melee (2d6+7 plus poison) or talons +11 melee (2d6+5 plus poison)	Bite +16 melee (2d6+7 plus poison) or slam +16 melee (1d8+10 plus poison)
Special Attacks:	Contact poison, spittle (DC 12)	Contact poison, spittle (DC 20)
Special Qualities:	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +4, Will +9	Fort +6, Ref +5, Will +12
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	Toughness	Toughness
Environment:	Warm hills	Temperate marshes
Organization:	Any	Any
Challenge Rating:	6	8
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–20 HD (Huge)	None
Level Adjustment:	—	—





	Bugbear Venom Zombie Medium Undead	Ogre Venom Zombie Large Undead	Minotaur Venom Zombie Large Undead
Hit Dice:	6d12+3 (42 hp)	8d12+3 (55 hp)	12d8+3 (81 hp)
Initiative:	+0	-2	-1
Speed:	30 ft. (6 squares; can't run)	40 ft. (8 squares; can't run)	30 ft. (6 squares; can't run)
Armor Class:	16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16	15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
BAB/Grapple:	+3/+6	+4/+14	+6/+15
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3 plus poison) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9 plus poison) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5 plus poison) or slam +10 melee (1d8+5 plus poison)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3 plus poison) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9 plus poison) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5 plus poison) or slam +10 melee (1d8+5 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Contact poison, spittle (DC 13)	Contact poison, spittle (DC 14)	Contact poison, spittle (DC 16)
Special Qualities:	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +2, Ref +2, Will +5	Fort +2, Ref +0, Will +6	Fort +4, Ref +3, Will +8
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate mountains	Temperate hills	Underground
Organization:	Any	Any	Any
Challenge Rating:	4	5	6
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

COMBAT

Contact Poison (Ex): Whenever a venom zombie touches or is touched by an opponent (for example, from an unarmed strike), a Fortitude save is required or the creature will become poisoned. The DC is variable, depending on the size of the venom zombie: Small (or smaller) DC 13, Medium DC 15, or Large (or larger) DC 18. The poison is exactly like that of the *poison* spell.

Spittle (Ex): Line of poison 5 feet high, 5 feet wide, and 30 feet long, once every round; stats as contact poison, above; Ref to dodge (DC 10 + 1/2 zombie's HD, as indicated in profile). Venom zombies do not use this ability unless they are desperate or frustrated. They most often spit when reduced to fewer than half their hit points or when they have not successfully slammed an opponent.

Single Actions Only (Ex): Venom zombies have poor reflexes and can perform only a single move action or attack action each round. A venom zombie can move up to its speed and attack in the same round, but only if it attempts a charge.





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The Complete Guide to DROW

The House of Azrán

By Joseph Goodman

This web enhancement for the Complete Guide to Drow is an example of a detailed drow household, constructed according to the book's guidelines.

House Azrán is a drow family with deep roots and shallow standing. The house symbol is a stylized spider crawling downward beneath a steep triangular mountain, a reference to the house's origins: it claims a direct descent from the high priestess of the ben'docian, the alpine elves whose defeat in the Kindred Wars ultimately spawned the drow. But the mighty have fallen. House Azrán's current status is quite low, thanks to the inept diplomacy of the present matriarch.

Firaril, the matriarch, is an ancient drow priestess whose powers are dwindling as she succumbs to the senility of old age. For her entire life, Firaril has suffered from two competing character traits, which have combined to drag her house's status ever lower. First, she is ambitious to a fault, desiring status and power over all things. But she is coarse, rude, and simple-minded. She lacks *all* the traits that could have helped her in the political struggles that comprise day-to-day drow life. Her ceaseless ambition has led her to repeat-

edly attempt diplomacy and chicanery that she can never pull off, and this constant bungling has cost her.

Vanya, eldest daughter of Firaril, has watched her mother's missteps with horror. Vanya, too, has the ambition of heritage within her breast. But, unlike her mother, she is endowed with more than a modicum of charisma and intelligence. For decades they have clashed, as Vanya asserts her growing power in an attempt to stifle her mother's inept maneuvers.

Unfortunately, Firaril favors her second daughter, Elca, over Vanya. Elca is like her mother: tactless and unperceptive. Although drow heritage dictates Vanya should rule the household when Firaril passes, Elca seems to have other ideas. What's worse for Vanya is that Elca's social deficiencies are more than made up by an innate talent for divine spellcasting. Despite their age difference, Elca has exceeded Vanya in personal power.

Were it not for Firaril's attempts to "keep peace," Elca would have challenged Vanya to a death match by now. Firaril's pride in her house's deep roots gives her a strong appreciation for tradition, and it is probable that on her deathbed she will hand over the housemother



position to Vanya, despite their differences. She certainly doesn't want her two daughters bickering. But in day-to-day life she still favors Elca, and no one can be sure of her true intent.

Interaction With Others

House Azrán has its own walled compound, which you can place in any drow city in your campaign. The compound is quite large and once held more than 250 house members and half as many slaves. Sadly, it has become nearly empty in recent years as members desert to other houses. Now less than half of the compound is occupied.

At one time, the males of House Azrán trained as armorsmiths, and the house earned a steady income trading its masterwork armor. Now the best armorsmiths have left or died, and those that remain produce only mundane pieces.

The house's treasury has been draining steadily. This economic disadvantage has only compounded Firaril's bids for power. Firaril's most recent exploits include several especially bad decisions. Most notably, she was approached by a small drow house from a distant city seeking to share her half-empty keep. The other house, known as House Barzek, was known for the arcane research of its male wizards. But Firaril, from her self-important perspective, could only see the fact that they had no deep hereditary claims, nor any other great status. Disdaining even to ask why they needed to share her keep, she sent them away with the barest courtesies. Only later did she learn the basis for their request: they had captured a prestigious (and powerful) magical relic in combat with duergar, and wanted to form an alliance to make sure they held on to it.

Shortly thereafter, Firaril attempted several alliances of her own, only to mis-assess the situation and approach houses who, by the standard of "the enemy of my enemy is my friend," were most certainly *not* her friends. Then she ruined a promising agreement to secure access to a newly discovered vein of dwarven adamantine when she failed to pick up on a dwarf clansman's hints regarding a bribe.

Firaril has long considered the use of a force as a means of last resort, and in the past, she has used violence to her favor. But even though she herself is quite powerful, her troops are demoralized and outnumbered, and there is little chance of battlefield success.

House Profile

House Azrán is a small house, per the guidelines given on page 7 of the Complete Guide to Drow. However, its makeup is rather atypical since it was once much larger and has dwindled to its current size. The house's army consists of:

Matriarch: Firaril, Clr13.

Priestesses: Vanya, Clr8; Elca, Clr9; one other daughter, Clr7; one captured priestess, Clr5.

Arcane: One male Wiz8.

Patriarch: None. He long ago deserted the house.

Elite soldiers: 15 adamantine warriors; 8 black guard; 1 dark blade.

Regular soldiers: 57 drow troops.

Fodder: 48 goblin slaves; 33 orc slaves.

Prominent NPCs

Firaril

Firaril is a very old drow priestess on the edge of senility. She has white hair, coarsened with age, that hangs limp and lusterless. She always wears ornate black tunics trimmed with precious stones and the long, red scales of certain underground beetles. In combat she dons magical chitin armor dyed black and adorned with the same vivid red scales.

Firaril's mind is governed by self-interest. She evaluates new acquaintances strictly by how useful they can be. If she determines them useful, she then decides how to act to best turn them to her uses. With some, she will be strong and commanding; with others, humble and modest.

Or so she thinks. In reality, Firaril isn't insightful enough to fully perceive all the subtleties of most situations, nor charismatic enough to convince others of her sincerity. Almost without fail, Firaril comes across as unctuous, insincere, and dishonest.

Nonetheless, Firaril is experienced enough to persuade lower-level characters with some measure of success, even if they end up not liking her. In the company of her peers, Firaril is a boor; but in the company of those weaker, she can still (sometimes) be compelling.

Firaril's deficiencies are all the more surprising given the usually intelligent, strong-willed nature of the drow. Were it not for the strong household she inherited



from her own mother, she would never have become a leader in drow society. Though the privilege of heritage sustained her for some time, those days ended long ago, and the household she will pass on to her own daughter is but a shadow of what it once was.

Deep down, Firaril is aware of her failures. She is strongly lawful for a drow, primarily because she has had to lean heavily on tradition and heritage in order to justify her status. She knows she has no hope of retaining her position without such claims.

Firaril is a cleric of Bárgul. Her social status is nobility in low standing (it was good standing at one time, but not anymore). The profile below indicates the treasure she carries on her person. The house treasury is located in a secret vault attached to her bedroom; it contains valuables worth additional 4,400 gp – the last of the house's once great fortunes. Half is in silver and copper, with the remainder in art, furniture, weapons, armor, and other objects, most inscribed with the house symbol.

Firaril, Female Drow Clr13: CR 14; Medium-size Humanoid (4 ft. 7 in. tall); HD 13d8; hp 67; Init +2; Spd 20 ft.; AC 20 (+2 Dex, +6 +2 *chitin armor*, +2 *bracers of armor* +2, +2 large wooden shield); Atk +11/+6 melee (1d8+2/crit 19-20, +2 longsword); SQ drow traits, spell resistance 24, *dancing lights* 1/day, *darkness* 1/day, *faerie fire* 1/day, darkvision, light blindness, senility; AL LE; SV Fort +8, Ref +6, Will +11; Str 10, Dex 15, Con 11, Int 8, Wis 17, Cha 7.

Skills: Concentration +4 (+8 on defensive), Diplomacy +3, Heal +7, Knowledge (religion) +0, Listen +5, Search +1, Spellcraft +3, Spot +5.
Feats: Brew Potion, Combat Casting, Dual Spell, Heighten Spell, Maximize Spell.

Spells Prepared (6/6/6/5/5/4/3/2): 0 – *cure minor wounds* x2, *detect magic*, *detect poison*, *guidance* x2; 1st – *bane**, *cause fear*, *command*, *divine favor*, *inflict light wounds*, *protection from chaos**; 2nd – *enthrall*, *hold person* x2, *silence**, *undetected alignment*, *zone of truth*; 3rd – *animate dead*, *cure serious wounds*, *inflict serious wounds* x2, *magic circle against chaos**; 4th – *commune**, *discern lies*, *divination*, *giant vermin*, *inflict critical wounds*; 5th – *circle of doom**, *flame strike*, *healing circle*, *slay living*; 6th – *forbiddance*, *geas/quest*, *harm**; 7th – *dictum**, *resurrection*.

* Domain spell. **Domains:** Law (cast law spells at +1 caster level); Drow (cast drow spells at +1 caster level).

Possessions: +2 *chitin armor*, large wooden shield, *bracers of armor* +2, +2 *longsword*, wand of *cure light wounds*, wand of *summon monster III*, potion of *spider climb*, potion of *cure serious wounds* x3, gem-encrusted tunic (250 gp), pouch with 40 gp.

SQ – Drow traits: Firaril is immune to *sleep* spells and effects and receives a +2 racial saving throw bonus against enchantment spells or effects. This stacks with her +2 racial bonus to Will saves against all spells and spell-like abilities.

SQ – Senility: Firaril is getting on in her years. Each day there is a 5% chance that she will wake up in a senile state. For the rest of that day, she sporadically acts as if under the influence of a *confusion* spell – lucid for one minute, *confused* the next. Firaril is not aware of her senility and thinks she is perfectly lucid at all times. As a result of her weak mind, she suffers a –4 circumstance penalty to resist all *confusion*-like effects.

Vanya

As Firaril's eldest daughter, rule of House Azrán is Vanya's by inheritance but not necessarily by fact, thanks to the rivalry of her younger sister Elca.

Vanya is a striking, healthy drow in the prime of her life. Her eyes are two different colors: the left yellow, the right red. This is immediately obvious upon meeting her. She accentuates this natural fact with red and yellow highlights in her otherwise dark clothing.

Vanya's inheritance includes not just a decaying house, but ambition. Unlike her mother, she is highly intelligent and quite charismatic. Were she in charge of the house, she would be on the way to restoring its lost glory.

In almost every situation, Vanya is at odds with her mother. In any interaction with PCs where both are present, it is highly likely that Vanya will disagree with her mother's actions. In most cases, Vanya will bite her tongue, or voice these disagreements tactfully, to little avail. In emotional or perilous situations, however, the tension will break through to the surface.

Despite her hatred of her mother, Vanya needs her.



She knows that Elca is rapidly exceeding her in power. Elca doesn't dare confront Vanya while Firaril still lives – or at least, while Firaril still has the power to reign in Elca – which gives *both* sisters an incentive to eliminate their mother. But Vanya will only do so *after* Elca is taken care of.

Vanya is very pragmatic. She does not put her ego in the way of her plans. She is acutely aware of her house's diminishing reputation, and will go to any lengths to repair it, regardless of her pride.

Vanya is a 8th level cleric of Bǫrgul with high Intelligence and Charisma. We leave it up to you to flesh out her stats.

Elca

Younger than Vanya, Elca is nonetheless more powerful. She has an innate talent for spellcasting and has raced ahead of her sister's ability. It is clear that she will someday be far more powerful than the rightful heiress of House Azrán, a fact that is lost on no one.

Elca is heavily favored by Firaril. They share common goals and common deficiencies. Both are ambitious, and neither is particularly intelligent. Both are vain in relation to their house's once-proud name (the tarnish on which they refuse to acknowledge). Although Elca is smarter than her mother, she is not in the same league as Vanya, who routinely plots strategies that would be far more successful than Elca's. But Vanya rarely gets to enact her strategies, thanks to Firaril's favoritism toward Elca.

Elca bides her time, certain that she will rule House Azrán in the end. Although she has a strong incentive to kill her mother, whose reliance on tradition means there's a good chance she will bequeath housemother status to Vanya, their close relationship prevents her from attempting such a thing. Elca is certain that she will be able to engineer Vanya's death once her mother is gone.

Elca is a 9th level cleric of Bǫrgul with exceptionally high Wisdom and low Charisma. We leave it up to you to flesh out her stats.

Adventure Hooks

Despite its problems, House Azrán is an interesting source of adventure hooks, because its rulers are desperate. Firaril's ambition leads her to make stupid decisions about unachievable goals. She is more than ready to recruit adventurers to her side, and clever characters may manage to take the upper hand. Vanya and Elca are both in the same situation, though their recruits will more likely be aimed at each other rather than outsiders.

Here are some means to get House Azrán into an ongoing campaign.

- The simplest hook: Vanya has recruited the adventurers to kill Elca. Alternatively, Elca may hire them to eliminate Vanya. Remember that Vanya won't attempt to eliminate Firaril until she has destroyed Elca, because if Firaril dies first, Elca will most certainly wrest power from Vanya. But if Vanya can arrange for Elca's death before Firaril's demise, her path to power is secure.
- If the characters are visibly wealthy, Firaril could arrange some excuse to entertain or hire them, then await an opportunity to murder them and steal their gold.
- The PCs encounter drow adventurers. Formerly of House Azrán, the adventurers are now destitute. They're willing to take a chance as mercenaries rather than watch their house go to ruin under Firaril's rule. The drow describe the house's situation, including what remains of the treasury and its rapidly diminishing ranks of defenders.
- Desperate for cash, Firaril has been selling her armor to the usual vendors – then hiring the characters to steal it back so she can resell it to someone else. The characters are given extremely helpful information about the best way to make the theft (e.g., Firaril's knowledge of ancient secret tunnels or hidden entrances to another house's compound). The PCs get to keep any valuables they find as long as they return the armor.
- Sensing the weak state of House Azrán, another house is preparing to attack. The PCs hear of the impending assault early and, due to a landslide on a major underdark route, are caught in the middle.



Who do they side with? Do they sell their knowledge to House Azrán, or try to remain neutral?

- Vanya is recruiting adventurers for some errand of Firaril's... but Vanya wants the errand to fail so that Firaril's current scheme (whatever it is) does not succeed. Vanya hires the characters then secretly does everything in her power to make sure they fail.
- As a variation on the previous ideas: The House has recruited the PCs for some task. When they return to claim their pay, Firaril informs them that she won't have the money until her next shipment of armor has sold – and now the characters must accompany that shipment to keep it safe.
- Firaril has arranged a meeting with another house to discuss trade arrangements that Vanya is desperately opposed to. Vanya hires the characters to disrupt the meeting. Elca has also arranged to disrupt the meeting then pin the blame on Vanya, completely unaware that Vanya really is trying to disrupt the meeting.



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