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THE
SLAYER'S
GUIDE
TO

DERRO

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J Miller




Derro



SHILLMAN'S 2003



The
Slayer's Guide
To
Derro



J Miller

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INTRODUCTION

The dwarven races are quite diverse, but perhaps the most deviant, both physically and mentally, is the derro. Though seen as corrupt and malignant by most of their kin, derro perceive themselves as superior to their brethren. They scoff at their brethren's naïve notion of blind obedience to kin and kith. For derro, it is power that should be respected and nothing else. Guided by this precept, the derro follow the powerful not out of any sense of loyalty toward them but because it is from them that power can be derived. This lust for power drives derro from birth to death in a never-ending struggle for personal glory and honour.

Since their inception, the derro have struggled against the sun. It has been an impediment to their will for centuries but as time has passed they have found ways to circumvent the sun. Now, the derro prepare for battle with the world above and when it comes, a great lamentation shall rise from the world above as the derro press their foes both day and night. With cruel cunning they shall cause confusion and despair in their opponent's ranks. Besieging their adversaries from above and below,

assaulting both over and under the walls of their enemies. They shall slaughter those who stand in their way and enslave those who yield. Man, woman and child, human and humanoid alike, shall taste defeat and lie at the feet of their new masters.

Lurking just below the surface, derro have been, for most players and Games Masters, an unseen menace. This Slayer's Guide shall remedy that situation. No longer shall derro be ignored as a race buried beneath the ground or an adversary caged in the caverns of the hidden world below. The sun cannot keep the derro from what is rightfully theirs forever.

Adventurers beware! For the derro are on the rise and you, may be all that stands in their path...

THE SLAYER'S GUIDES

This series of supplements, designed for use in all fantasy-based D20 games systems, takes an exhaustive look at specific monster races, detailing their beliefs, society and methods of warfare. Typically, these will be the races all but ignored by Games Masters and players alike who pay little heed as countless thousands get slaughtered during the acquisition of new levels and magic items.

DERRO - SERVANTS OF THE TORMENTOR

Within these pages, you will find information on derro physiology, habitat and society, giving you a fundamental understanding of how this malevolent race operates. Their methods of war are detailed in such a way as to allow both Games Master and player characters an insight into what their capabilities are in both skirmish and mass combat. Games Masters are also given guidelines on how to play derro in their games, along with special prestige classes, feats and spells available to derro. Scenario hooks and ideas are presented to Games Masters as well and may be integrated into existing campaigns with minimal effort. Finally, a complete derro outpost is detailed for use either as an extended encounter, the basis for a complete set of scenarios or even just an illustration of what derro are capable of, given enough time.



DERRO PHYSIOLOGY

Derro have little in common with their dwarven brethren when it comes to physiology, with perhaps the most noticeable exception being their size. Like their kin, derro stand about four to five feet tall; unlike other dwarves, they are wiry and lithe instead of burly and thickset. This striking difference is perhaps the reason for the derro's stealthy, unconventional tactics.

Strikingly sallow hair staggers down the average male derro's shoulders, matted with grime and grease, while anaemic moustaches or short beards often adorn their faces. Their eyes are ashen-white, drained of any hint of colour, while an almost indiscernible pupil resides just beneath the eye's surface. Perhaps the most repulsing feature of the derro is their bulbous nose, pock marked and often abscessed.

When it comes to their appearance female derro are only slightly less abhorrent than their male counterparts. Their hair is by far better kept and their noses are much less blemished. The most disturbing trait of the derro female is her misshapen fingernails and stunted hands.

An almost colourless skin shrouds all derro from head to toe revealing the bluish veins and coppery arteries flowing beneath. While this translucent tissue provides little protection from the sun, which can kill an average derro in less than a day, it does offer a puzzling resistance to magic. This natural resistance has no known cause but is likely linked to the derro's epidermis. With this in mind, it is perhaps ironic that this almost transparent skin is both the greatest barrier and boon to the derro's desire to subjugate the other races to their will. Only time will tell if the derro will be able to overcome this irony or be overcome by it.

No matter the sex, derro are a quite perceptive race, able to see short distances in even the darkest conditions. They are also eerily aware of their immediate surroundings; thereby, having the ability to fight effectively in an environment that would leave others blinded. Finally, derro share the dwarven sixth sense for stone work, allowing them great insight into the workings of the earth.

Psychologically speaking the derro are much less stable than their dwarven kin. They care little for rules, though they have a deep-rooted respect for power and authority, even if it is oft times tested. There is an old saying amongst the derro, 'The strongest lead; the weakest are left behind.'

Derro have no qualms about taking the lives of their fellows if it will further their own individual goals. They do so sparingly and only under some pretext or when no one else is looking. When it comes to other races though they hold nothing back, attacking them mercilessly, maliciously and murderously. Taking only enough prisoners to replace the labourers lost from their work camps and restock their stores.

OF ORIGINS

The origin of the derro is shrouded in mystery with scholars and students alike having tried throughout the ages to decipher the riddle that is the derro's past. Each has their own hypothesis with its own strengths and weaknesses.

The first of these hypotheses is that the derro are in fact the direct descendants from the pairing of a dwarf and a hag. The strength of this argument lies in the similarities between the hag's comparable ability to resist magic and fight in darkness, their deceiving sickly and putrid appearance and the derro female's misshapen fingernails. The weakness of the argument is that there are just as many differences and no provable direct link.

Another theory is that the derro are descended from a clan of dwarves who were cursed. As for who or what cursed them, no conclusive theories have been presented. Only hearsay and conjecture, no real evidence is available to support this hypothesis.

The final theory, which the derro hold to be true, deals with a more mundane if malicious intermingling of dwarven and human bloodlines. Told throughout their history in the epic work known as *The Violation of the Brunann*, the myth tells the tale of a mysterious human tribe that long ago enslaved a dwarven clan and with the aid of dark powers bred with the captive clanswomen. The offspring from this ruinous union were the derro, who upon their coming of age slaughtered their human overlords. Thereupon they freed their dwarven brethren but to the derro's dismay their kin would have nothing to do with them. While this is perhaps not as bizarre a hypothesis than the aforementioned, it has no solid proof to back it up and no explanation for the derro's magical

resistances but then again perhaps the derro know more about their origins than we do.

DIET AND RELATED MATTERS

Derro are omnivores, able to eat both plants and animals. Their staple food is the fungus cultivated by slaves under the oversight of a taskmaster. Other types of vegetation are consumed by derro but not in as much quantity as fungus. Flesh, on the other hand, is a rare delicacy, usually stripped from those slaves that either perished in the fungus farms or were considered to have no use to the clan beyond the fire pit. Derro have a preference for humanoid meat but are not opposed to eating more domesticated animals if they are available.



THE LIFE CYCLE OF THE DERRO

Derro thrive on three things: food, drink and power, the first two out of necessity and the last out of ambition. There is an old derro adage that says, 'Food and drink keep you alive but power is what lets you live.' This proverb is ingrained in the psyche of the derro and it is this maxim that guides their every action.

There is no such thing as family life in a derro clan. The derro are, in fact, a family of one. Though they may be bonded by blood, it is unheard of for a male derro to take an interest in his offspring and females are little better.

The gestation period of a derro female is about six months and typically results in the birth of one to four infants. Derro females are fertile for about fifty years between their seventieth and one hundred and twentieth year. Males on the other hand are fertile for almost a century from their fiftieth year to their one hundred and fiftieth year. It should also be noted that male and female human captives are often used for breeding purposes and always yield a derro offspring.

Often left unattended for days, derro children learn to fend for themselves from their very first breath. As babies, if they do not scream out for food and milk, they get none. As toddlers, if they do not forage for themselves, they starve. More passive children almost always die before reaching adolescence, either by starvation or extermination by their peers. Needless to say, the mortality rate amongst derro children is quite high with only one out of every three children surviving to adulthood.

Derro who are lucky enough to survive into adulthood continue their struggle to survive. Most derro that reach this age die in combat with other humanoid races or with their own clansmen. It is a rare thing indeed for a derro to die of old age, especially when the elderly, with the exception of the savants, are seen as a drain on the clan's resources and made to prove their worth on an almost daily basis.

If a derro does survive to old age he usually lives between three to four hundred years and after his passing is honoured by their peers by having his name written down in an ancient book known as *The Tome of Forbidden Names*. No derro may ever take the deceased derro's name again and those who have the same name must immediately change it, flee from their clan or be buried in a nameless grave. A derro may also be added to the brittle pages of the tome for performing some great service to the clan that resulted in their death. The most powerful of the clan's savants keeps *The Tome of Forbidden Names* under their protection, the loss of such a revered item can result in the dissolution of a clan.

PHYSICAL VARIATIONS

There is very little physical variation among the derro with the notable exceptions of the Chosen, also known as Sun-bravers and Shade-stalkers.

Sun-bravers are derro who are born with a greater tolerance of the sun. Sun-bravers have a less sickly appearance, their hair is thicker and blonde, their eyes have red irises and discernable pupils, their noses are less misshapen and their skin is an almost healthy alabaster. Over time some Sun-bravers can build up a complete immunity to the murderous effects of the sunlight.





Less than ten percent of derro have this genetic mutation, those who do are often chosen as leaders or become savants. It is worth noting that unlike most derro children, Sun-bravers are afforded much more care and in turn have a much higher survival rate. This care is born more out of recognition of the child's import to the clan rather than any true affection.

Shade-stalkers are derro born with the same vulnerability to the sun as their kin but unlike other derro, with an improved ability to see in complete darkness. Some Shade-stalkers also develop the ability to *see* with their other senses, allowing them to operate effectively without ever relying on their eyes.

New Feats

Sun-braver (Unique)

Prerequisite: Constitution 15+

Benefit: You no longer suffer from the effects of *Sunlight Vulnerability* instead you suffer from *Light Sensitivity*. *Light Sensitivity* causes you to suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Special: You may only take this feat at first level.

Gifted Shade-stalker (Unique)

Prerequisite: Shade-stalker

Benefit: You gain the *Blindsight* extraordinary ability with a range of 10 feet.

Shade-stalker (Unique)

Prerequisite: Wisdom 13+

Benefit: You increase your *Darkvision* range from 30 to 60 feet.

Special: You may only take this feat at first level.

Seasoned Sun-braver (Unique)

Prerequisite: Sun-braver

Benefit: You no longer suffer from *Light Sensitivity* and suffer no penalties while working in bright sunlight or within the radius of a *daylight* spell.

PSYCHOLOGY

The Derro are taught from an early age that only the fittest survive. As children they struggle to stay alive as individuals and groups. They learn quickly to recognise the strongest among them and follow their lead. Power is respected among the

derro, while weakness is a call to be culled from the clan.

Derro are told from childhood of their inherent right to rule over all the lands, below and above. They believe themselves to be the fittest of all the races and the natural rulers of the world. The only thing that holds them from their rightful position is the cursed sun, a problem they have spent generations struggling against.

It is perhaps for these reasons that savants and Sun-bravers are so revered amongst the derro. They represent both the power and the promise that one day the world above will be theirs.

Also ingrained into the derro psyche is the pursuit of battle by stealth and diversion. Derro leaders and savants are masters of harassment and confusion. Direct combat is avoided at all costs; preferring instead to strike at an enemy's weakest points.

When successful raids or conquests return derro are unconcerned for their captives' well being, putting them to work in their fungus farms, mines and labour camps, immediately. Perhaps slaves who cannot handle the hard labour are, in the final analysis, better off.

HABITAT

In general, derro prefer to live in warmer climes than their dwarven kin, often settling near steam vents, hot springs or lava flows. Derro communities also thrive in areas that grow mushrooms and other fungi. Defensibility is also taken into consideration when settling an area. Special attention is paid to ambush points and derro frequently surround their settlements with traps and labyrinthine passageways to misdirect and confuse their enemies. The average derro clan has about one hundred members, though their settlements can be larger or smaller depending on a number of constituent clans.

BETWEEN THE OVEREARTH AND UNDERDEEPS

Wherever there is darkness, there may also dwell derro. Primarily living within underground caverns, abandoned mines, dark ravines and any other places between the overearth and underdeeps. From the far north to the distant south derro make their homes in the shadows, waiting for the day when they will hold dominion over the world; above and below.

With the likes of drow, mind flayers, troglodytes below and humans, elves and dwarves above, the derro's dream of conquest is far from being a certainty. It has long been debated among the clans whether or not they should strike against the underdeeps or the overearth first. Thankfully, the debate still rages and keeps most clans from working together towards their goal.

RESETTLEMENT

Derro settlements are long term affairs, only moving when the local area becomes too hostile to live in. This may happen by natural means such as a steam vent cooling down, a hot spring drying up, a lava flow that rises or sinks too far for the derro's comfort or food shortages. It may also happen due to incursion by other races, monsters or even a band of powerful adventurers bent on the derro's ultimate destruction. It should be noted however that derro

rarely relocate and only with the consent of the majority of the clan's Sava, or council of savants.

As long as the clan is not under any immediate threat of extinction, the Sava selects a group of the clan's finest scouts, Sun-bravers and Shade-stalkers alike and sends them off to gather information on suitable sites for the clan's relocation. The derro's scouts usually work in groups of four, a pair of Sun-bravers and a pair of Shade-stalkers, allowing them to scout effectively above and below the ground. Scouts concentrate their efforts on finding an area that is both capable of supporting the clan with foodstuffs and materials and provides protection from the elements and enemies alike.

The scouts are typically given only a limited amount of time to find an appropriate place for the clan to settle. They are to return by that time or not return at all. This gives the scouts a deadly focus upon their work and has proven an efficient method



HABITAT

of gathering the greatest amount of information in the least amount of time.

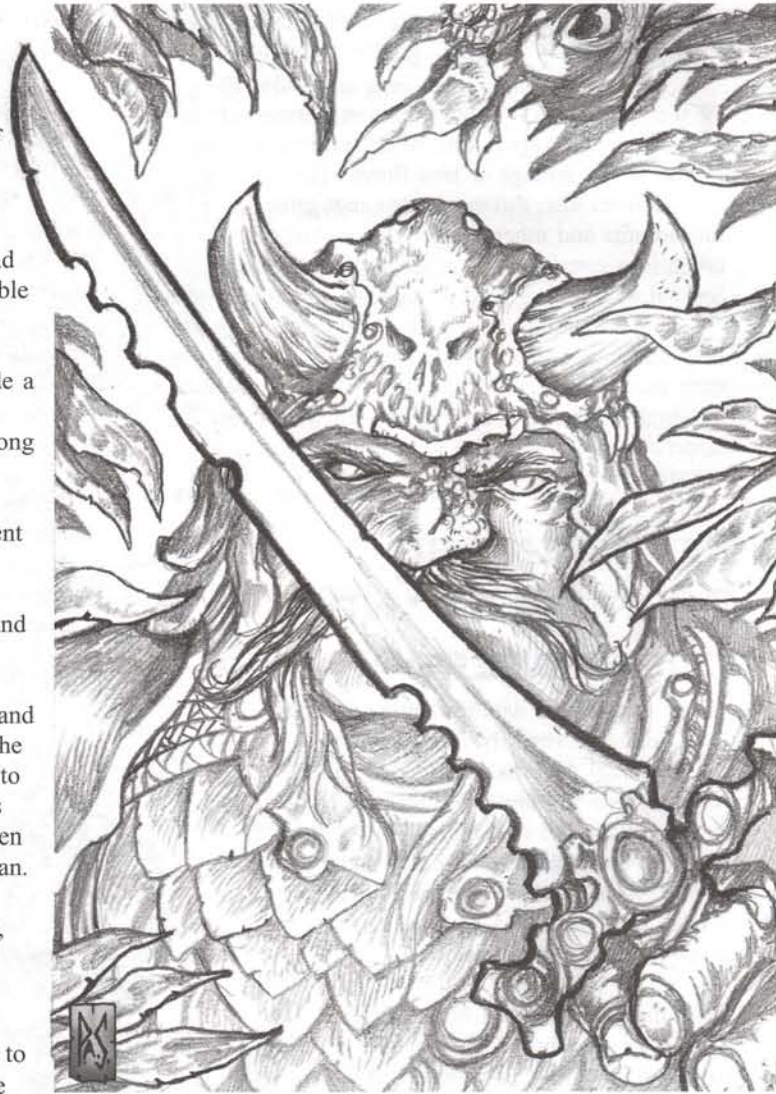
Once the Sava receives the reports of the returning scouts they convene an assembly of their number and choose a new site to settle. Once this is done the Sava inform the clan's leadership of their decision and preparations to move begin. All supplies are packed up and the slaves are culled back to a more manageable number.

Whilst all of these preparations are being made a platoon of the clan's best warriors, led by a savant and two apprentices, are sent ahead along with the original scouting party to secure the settlement site. Any resistance in the area is dealt with mercilessly before the scouts are sent back, once again to the clan.

With the securing of the new settlement site and return of the scouts, the clan is now ready to move. A vanguard comprised of a savant, apprentices, a persecutor, a squad of warriors and a dozen or so workers and females are left at the old settlement site, if possible and instructed to wait for scouts to return for them. If no scouts return they are to assume that the tribe has been lost and strike out upon their own as a new clan. After parting from the vanguard, the main portion of the clan sets out to their new home, foodstuffs, wares and slaves in tow.

This is a most vulnerable time for the clan, neither here, nor there. The derro make haste to their new settlement at a forced march. Those who do not keep up with the clan, derro and slaves alike, are left behind or killed. Derro children are the exception to this rule; it is one of the few times in derro society when children are treated with care and consideration. This may perhaps be due to the recognition that at this fragile time in the clan's history there is a need to protect its future. Children are, therefore, usually helped or put on pack animals for the majority of the journey.

Once the clan arrives at their new home, anywhere between twenty to one hundred miles away from their previous settlement, they begin work in earnest, quickly making their new dwelling place liveable and sanitary. They kill all the vermin within the local area, a job begun by the warriors who were sent ahead and begin shaping the area to their requirements and fortify the clan's position within the surrounding area.



Only when the Sava feels secure enough in the clan's position are the scouts sent back to the old settlement to escort those left behind. The Sava also grants the military head of the derro, known as the Mandare, permission to resume raiding activities replenishing the clan's slave stock and supplies. Such raids are usually carried out by groups of up to thirty derro warriors under the command of a savant and two apprentices. Raids are usually concentrated in the local area and slowly expand outward as plunder becomes sparser

Any improvement in the derro's ability to withstand and work in the sunlight can only lead to more and more settlements growing nearer the surface and their daylight raids becoming much more frequent.

DERRO SOCIETY

Derro government is formed around two tenets: the acquisition of power and the attainment of glory. With these guiding principles in place it is only natural that a caste system has formed over the years with those recognised to hold the greatest power and renown holding the highest of positions. The clan's savants and their apprentices populate the highest caste, followed by the Mandare, Sun-bravers and Shade-stalkers. The third caste is made up of clansmen known as taskmasters and persecutors. The workers and warriors make up the next caste and represent the majority of the clan. Children, women, elderly and lame make up the lowest caste and receive very little care or attention, with exceptions being made for those that are Sun-bravers or Shade-stalkers. Last are the slaves, part of no caste; they have no rights under derro society.

SAVANTS

The savants are the members of the derro's highest caste and renowned for their extensive knowledge. They are adept sorcerers able to wield the clan's store of magical items with ease. They are also scholars, each savant a master of one or more fields of study. With this combination of magic and learning the savants command great respect among the other derro. In fact, the savants are considered sacrosanct and cannot be touched by anyone except with their expressed permission. Any who dare touch a savant without that permission immediately forfeits their life, this of course does not hold true for other savants, for they usually avoid contact with each other anyway.

The savants also serve as caretakers of the clan's history and literature. The most important work kept by the savants is called *The Tome of Forbidden Names*, which serves as both a recorded history of the clan and a unifying totem. It allows them to cast arcane spells without material

components and acts as a divine focus for divine spells. The book can also be used to call upon certain magical spells to help defend the clan, gain knowledge and punish offenders.

New Magical Item

The Tome of Forbidden Names (Wondrous Item)

This leather bound and rune emblazoned book is imbued with both arcane and divine magic which makes it act as a divine focus for divine spellcasters and allows arcane spellcasters to cast spells without material components (although any experience point costs must still be paid by the spellcaster). The book also allows the wielder to cast the following spells, once per day, as if by an 8th level caster of the appropriate class: *bestow curse*, *bless*, *darkness*, *detect magic*, *desecrate*, *detect thoughts*, *dispel magic*, *doom*, *expeditious retreat*, *lesser geas*, *identify*, *imbue with spell ability*, *haste*, *minor globe of invulnerability*, *read magic*, *speak with dead*, *whispering wind*. Only derro savants and persecutors may use the powers of the book.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, *bestow curse*, *bless*, *darkness*, *detect magic*, *desecrate*, *detect thoughts*, *dispel magic*, *doom*, *expeditious retreat*, *lesser geas*, *identify*, *imbue with spell ability*, *haste*, *minor globe of invulnerability*, *polymorph*, *read magic*, *speak with dead*, *whispering wind*; Market Price: 50,000gp; Weight: 3 lbs.

SAVA: THE COUNCIL OF SAVANTS

The Sava is the most powerful entity in derro society; making most of the clan's decisions and wielding complete control over the other castes. In general the council is made up of five to nine savants, their apprentices, the Mandare and the clan's persecutors. The Mandare sits as the arbitrator, only casting a vote in case of a while and the persecutors act as advisers.

Almost every decision that must



be made about the clan is made within the confines of the council. Heated debate is not uncommon among savants and their apprentices, but such debate is kept within the council for outside the council's chambers each savant must proclaim the decision of the council as unanimous and absolute.

A savant who does anything less than speak the council's will is immediately expelled from the council along with any of their apprentices, until such time as the council decides to reinstate them. In order to be reinstated the aberrant savant and their apprentices must perform some service for the council. This service usually has some amount of risk involved and must be undertaken by the savant and apprentices alone, no other derro may accompany them or lend aid.

All civil disputes are settled by the Sava who holds an open court once a month. This is the only time when council proceedings can be seen by those not of the savant's caste. This open court serves two purposes in derro society; it settles disputes between clansmen and punishes those who bring trouble to the clan. A simple accusation is enough to bring most derro in front of the council with the exception of those who are savants or persecutors, who cannot bring accusations against other derro, nor be accused by them. It should be noted that a savant's apprentice may bring charges against someone else, though this is rare due to the intense scrutiny the student would be put under.

Once the accuser and accused enter the presence of the Sava, they are both assumed guilty of some falsehood or transgression against the other and assigned a persecutor. The persecutor for each side is given full reign over their ward and allowed to use any means necessary in order to determine the truth of the matter, including the use of their clerical powers and torture. It is up to the accuser and accused to acquit themselves of any wrongdoing during the trial by convincing the persecutor assigned to them of their innocence. If the accuser is found guilty the council exiles them from the tribe and their possessions are given to the aggrieved party. If the accused is found guilty the accuser is free to determine the punishment and the council is bound to enforce it. If both are found guilty, then the council sets a punishment for both and dismisses the case.

MANDARE: HEAD OF THE CLAN

The Mandare is the military head of the clan responsible for the martial decisions and preparations. Considered to be the near equal of the savants, commanding nearly as much respect from the rest of the clan. One of the only a few members of the clan allowed to meet with the Sava in their private chambers the Mandare acts as the voice of the rest of the clan.

The Mandare is chosen by the Sava from among the ranks of the clan's Sun-bravers and Shade-stalkers. Once elected the new Mandare takes immediate command of the clan's military and retains that authority until his death or his dismissal by the council.

Mandare range from brutal butchers to cunning tacticians. Some Mandare command from the fore, others command from the rear. No matter what the Mandare's personal style of leadership or abilities they all have one trait in common, the drive to persevere, a drive that lies at the heart of every derro clan.

SUN-BRAVERS AND SHADE-STALKERS: THE CHOSEN

Known as the Chosen, the birthright of the Sun-bravers and Shade-stalkers is a life free from want but filled with duty. Their every need is catered to and each desire fulfilled. Almost every position of importance is given to these types of derro with the notable exception of the savants and taskmasters, which may or may not be Sun-bravers or Shade-stalkers. In any case, these derro are afforded much in the clan, but at the same time they are asked for much in return. They serve under the complete control of the Sava and the Mandare and follow without question, for not to do so would mean exile from the clan. Though most Sun-bravers and Shade-stalkers do not fear exile, they grow accustomed to the incentives that come from being part of this clan.

PERSECUTORS: WEARERS OF THE MASK

Derro clerics are known as persecutors and are perhaps the most feared members of the clan. They wear masks as a sign of their devotion to the deity known as The Tormentor and act mainly as the clan's

police force and interrogators. Ruthless and relentless in their pursuit of knowledge and power, persecutors have no qualms about the use of torture and are experts in its nuances. They are adept at brainwashing and programming others for the clan.

Persecutors are rare in derro society, but their influence is immense. In general, a clan has only two to four persecutors in its ranks. The Sava selects candidates for the position early in their youth, usually choosing from the ranks of Sun-bravers and Shade-stalkers. Needless to say over half of those chosen die before reaching adulthood, mostly at the hands of their fellow candidates. Those aspirants who survive to adulthood are then brought forth to the council and given their masks in the rite of Unguera.

New Magical Item Mask of the Tormentor (Wondrous Item)

This bronze mask is fashioned with three eyes made of onyx. It confers upon the wearer darkvision up to a range of 120 feet. It also grants the wearer the ability to cast the following spells three times a day, as if by a sorcerer of 8th level: *detect thoughts*, *see invisible*, *clairaudience/clairvoyance* and *arcane eye*. Only derro persecutors may use the powers of the mask.
Caster Level: 8th;
Prerequisites: Craft Wondrous Item, *detect thoughts*, *see invisible*, *clairaudience/clairvoyance* and *arcane eye*;
Market Price- 36,000; *Weight-* 5 lb.



responsibilities to the clan. Overseeing all the mundane work and slaves as it is they who are held accountable for the work done by them. Usually brutal and merciless in their role, they have no place for weakness or fatigue. It is the taskmaster who metes out punishment for idleness or error among their workers, decides when slaves have outlived their usefulness or declares a worker too elderly or lame to continue. Those chosen by the Sava to become taskmasters must endure thirteen lashes, administered by one of the clan's persecutors, from a magical barbed whip known as a bonding whip.

Those that survive this trial are given the whip used to strike them, 'The taskmaster and his whip are bonded by blood to forge the flesh.'

New Magical Weapon Bonding Whip (Exotic Ranged)

Barbs crown the head of this +1 whip and are meant to bite into the victim's flesh and even pierce armour. The whip itself deals subdual damage, while the head deals regular damage. It deals no slashing damage to any creature with a +2 armour bonus or a natural armour bonus of +4. Although the whip is kept in hand it is treated as a projectile weapon with a maximum range of 15 feet and no range penalties. Because the whip can wrap around an enemy's leg or other limbs, trip attacks can be made. If a character is tripped while making their trip attempt, the whip can be dropped to avoid being tripped. When using a whip, add a +3 bonus on the opposed attack roll when attempting to disarm an opponent

(including the roll to keep from being disarmed if the character fails to disarm the opponent). Note this is not a double weapon, just a weapon that deals two types of damage. A bonding whip has no other innate special qualities, however in the hands of its bonded

TASKMASTERS: MASTERS OF THE BARBED WHIP

To be a taskmaster is to be the revered servant of the clan. They are as well treated as those of the higher classes, everything is provided for them. Like the other castes above them, they also have many

taskmaster it gains magical powers.

Cost: 2,602 gp; **Damage:** 1d2+1(S)/1d2+1; **Critical:** x2/x2; **Range Increment:** 15 ft.; **Weight:** 2 lb.;

Type: Slashing and piercing.

WORKERS AND WARRIORS

The majority of any derro clan resides in this caste and appears little more than slaves making do with the scraps that are left behind by their more gifted fellows. The strongest or most adept of the workers and warriors are given more than the weaker or delinquent. It is by this process that troublemakers and weaklings are rooted out of the clan. It should be noted that this caste is perhaps the most chaotic in nature and it is not uncommon for workers and warriors to perish in the night by the hands of their fellows due to disagreement or posturing for promotion.

CHILDREN, WOMEN, ELDERLY AND LAME

The lowest caste of derro encompasses the children, women, elderly and lame. Those derro that belong to this caste are, first and foremost, the servants of the clan and work in its kitchens, slave pits and labour camps. They serve an important purpose in this support role; they free up the most capable of the clan to do more significant tasks. Of all the derro in this caste, the children and women are perhaps the most provided for, but they are no more than possessions of the clan to be used as seen fit by the Sava. The elderly and lame on the other hand must constantly prove their worth to the clan lest they be discarded like broken wares and made to fend for themselves outside the clan.

SLAVES

Slaves belong to no caste in derro society and are seen solely as possessions. They have no rights and may be killed by any derro, although the owner of the slave must be paid recompense for their lost labourer or concubine. Slaves are separated by sex and are usually kept in communal pens and fed whatever leftovers remain after the lowest caste eats. Each sex serves their own purpose in derro society, the men serve as labourers and the women as concubines. Any race that is not fit to reproduce with the derro are usually killed and fed to the clan at the next meal. Perhaps the only slaves that are treated decently in derro society are those of the savants. They, like their masters, enjoy the position

of being sacrosanct among the derro and always live within the savant's dwelling, away from the slave pens and their torment. It should be noted that some clans choose to control their slaves less with a whip and more with magic and frequently slaves found among them will be under some form of mind influencing enchantment.

TECHNOLOGY AND INDUSTRY

Efficiency runs the derro's technologic and industrious nature. Every work produced by a derro's hand is the epitome of practicality. Whereas most dwarves seek to make masterpieces, derro seek simplicity and utility. There are no artists among the derro—only labourers who need to meet their taskmaster's quota. This of course does not mean that the derro are not creative, just that their creativity is placed not in finery or ornaments, but in inventions that make their work easier and more efficient.

Like their dwarven kin the derro are renowned for their stonework. Derro defensive construction is for the most part meant to confuse and confound their enemies, allowing many different angles of attack and ambush while presenting as many obstacles to attackers as possible. Derro are also recognised as adept miners, metal workers and tanners, such talents prove useful both commercially and militarily.

Farmers and breeders make up a large portion of the derro's industry. Without these workers any clan would be in dire straits, as in excess of seventy percent of the derro's diet is derived from the fungus and meat they provide while the other thirty percent or so of the derro's diet comes from their slave pens and raiding parties.

Raiding parties and slavers also provide a large portion of the derro's commerce. It is through raids and slaves that the derro support the clan with the minimum of effort. There is an old derro adage, 'If the work can be done by a slave, go get one.' This is a saying that most clans take to heart. It is quite common for derro raiding parties to strike out on an almost daily basis and equally common for them to return with slaves and spoils.

Workers and warriors alike are responsible for the upkeep of the tools of their trade. To neglect one's tools, weapons, or armour is a serious crime in derro society and usually results in the culprit being labelled 'lame.' Typically, the punishment for such laxy is the breaking the offender's fingers and the

loss of the rights of their caste. Such harsh penalties inspire even the most slovenly derro to fastidiousness.

RELIGION AND SPIRITUAL MATTERS

Derro, if it can be said that they worship anything other than power and glory, venerate the god known as The Tormentor, a god of magic and malice. It is said that the Tormentor is the cause of all the trials and tribulations of derro life. Why then do they venerate him? As the derro say, 'Do not anger the one who can make life more difficult and dangerous.'

All derro are required to pray to The Tormentor six times a day and pay a weekly tithe of their earnings. Failure to do so is almost always detected and punished by the clan's persecutors. Needless to say not many derro test the razor thin patience of The Tormentor and his clerics.

The Tormentor's temples are usually utilitarian and well kept serving as both places of worship and a torture chamber. The worship area is a barren chamber empty of anything except the altar upon which sacrifices to The Tormentor are made.

There are three kinds of sacrifice in the derro society. The first and most common is the Skapa, an annual sacrifice meant to placate The Tormentor for the next year. One slave for each clan member, including women, children, the elderly and the lame, must be sacrificed during the Skapa. This is a quite involved ceremony taking days to complete. If interrupted the ceremony must begin again with new sacrifices for each clan member. Needless to say adventurers who interrupt this ceremony usually are the first to be sacrificed.

The second sacrifice is known as the Tria, or sacrifice of victory. After a successful raid, conquest, or defence of the clan three slaves are set-aside and offered up to The Tormentor by his clerics. Only the savants and the Mandare witness this ceremony and little is known about its details, only that the screams of the sacrifices can be heard for an entire day.

The final sacrifice is rarely performed in derro society and is the rite of initiation into the role of persecutor. The rite of Unguera is an open ceremony witnessed by all the derro of the clan that are available. In it the



persecutor-to-be must ritualistically scar his face with the symbol of The Tormentor and smear the blood that seeps from his wounds upon the rest of his body. After doing so they are given the *mask of the tormentor* and considered a fully-fledged persecutor. To culminate this rite the persecutor flays a slave alive in offering to The Tormentor. It is thought by some scholars that this final part of the rite is meant more to intimidate the clan than represent any kind of offering to The Tormentor, but only the persecutors know for certain.

RELATIONS WITH OTHER RACES

Over the years derro have attracted the ire of many of the races, both below and above the surface. Derro have, in accordance with their histories, a deep seeded enmity with humans since their inception as a race and actively seek to destroy and enslave human settlements. Dwarves are another subject of loathing, presumably due to the slight that derro suffered at the hands of their forefathers. As for derro relations with other races it can be said that the derro see them as prospective slaves or vermin to be killed and not much more. Derro do make pacts, alliances and treaties with other races, but do so only when it is in their best interest and will immediately break such ties as soon as an opportunity presents itself.

METHODS OF WARFARE

Though fully capable of massed combat the derro prefer small unit or squad actions and avoid open battle if at all possible. They are instead the masters of the raid and ambush. In general, squads of derro are semi-independent units that work toward the military goals set by the Mandare, but in their own way. It should be noted that the Mandare usually chooses derro squads for missions based upon their previous experience, reputation and methods.

The Mandare leads the clan in times of war with the Sava rarely interfering in his decisions. He delegates objectives and draws up standing orders for those under his command. He may even request the use of savants to lead his squads in battle. There is no requirement that the Mandare participate in battle but most do, especially when the clan's territory is attacked, which happens frequently once a derro settlement has been discovered. Defeat of a clan in either heated battle or subtle raid can be cause for the Sava to dismiss the current Mandare and so this Mandare rarely engages in any activity that does not have a high probability of success.

Attacking a derro settlement is a dangerous undertaking and brings out their truly treacherous nature. Seen as sacred ground, the violation of derro territory is justification for the total eradication or enslavement of any offender. With complex crawlways, moving walls and predetermined ambush points the invasion of an established derro settlement can be a near impossible task without a good amount of planning involved. Of course surprising derro is not an easy task either, especially with their hidden sentry stations and alarms.

SQUADS AND PLATOONS

The Mandare usually takes great care in choosing the right unit for any mission. Less experienced units are given easier assignments, while veterans must face greater, more deadly challenges. There are a number of different types of squads and platoons at the Mandare's disposal ranging from scout squads to assault platoons.

The smallest unit is the scout — squad. Comprised of four derro, typically a pair of Sun-bravers and another of Shade-stalkers, this unit is able to work effectively both above and below ground. Scout squads are employed in a variety of ways. Most commonly to determine targets for raids and ambushes. They are also used to find new locations when a clan has need to resettle. Scout squads are to avoid combat if at all possible.

Another squad that is commonly used is the skirmish squad. Skirmishers usually number a dozen derro of varying types. Their mission capabilities are a mixture between reconnaissance and raiding. Unlike scouts who are to avoid combat, skirmishers are specifically meant to test the strengths and weaknesses of an enemy frequently engaging others in battle.



Outrider squads are also frequently used and are comprised of six to ten derro cavalry riding reptera, giant lizards. Outriders have similar mission capabilities as skirmishers and are used to probe an opponent's defences. They also act as patrol and tracking units ensuring that other races or wild creatures that violate derro territory are found and either enslaved or executed.

The raiding squad is the most common type of unit in the derro military. In general comprising of between twelve and thirty members, mostly warriors and led by one of the Chosen caste. Some clans have daylight raiding squads, made up entirely of Sun-bravers, but these are exceedingly rare. The purpose of the raiding platoons is to acquire foodstuffs and other goods. Raiding parties rarely take prisoners.

Another type of unit is the slaver squad. Although similar to raiding squads, slavers have additional support from derro cavalry. Slavers prefer non-lethal weapons though they are not opposed to killing a prospective slave if seems too dangerous to 'tame'.

A derro clan typically has a single assault platoon that can be raised at a moment's notice. Assault platoons are the derro's shock troops and are usually made up of the clan's strongest and toughest warriors. They are the leading element of any offensive against a massed enemy or fortified position.

Sentry platoons are tasked with defending the clan from intruders and can number up to three-dozen warriors. They patrol the derro's territory guarding against trespassers, manning the clan's guard posts and providing personal protection to the savants. Though not the most rewarding of tasks, it is perhaps the safest that a warrior can be assigned and is the duty most often received by green troops.

Another unit at the Mandare's disposal is the sapper platoon, which is used to undermine an enemy's fortified position. A sapper platoon is the only military unit that is made up primarily of non-combatants. About two-dozen workers make up the platoon supported by a half dozen warriors. Derro sappers are experts at what they do, as mistakes can have lethal consequences.

Pioneer platoons are perhaps the most dangerous units in the Mandare's arsenal. They are rarely formed, but when they are they comprise the clan's most lethal and cunning warriors. Led by a savant and two apprentices, pioneer platoons consist of a squad of scouts, a skirmish squad and an outrider

squad. Outfitted with whatever the Mandare believes to be essential for their mission, pioneer platoons have a wide variety of tasks, none so important as securing a new settlement site for the clan. It is up to this unit to clear the clan's path to a selected site and to ensure that the immediate area surrounding it is safe for the clan to colonise. Pioneer platoons are also used to secure positions for outposts and mining sites.

ARMS AND EQUIPMENT

In general, derro warriors and sentries wear spiked bucklers and studded leather allowing them to use their agility with the least amount of interference from their armour. They also use daggers in close combat and repeating light crossbows that fire poisoned bolts. The poison used upon the bolts usually comes from one of two sources, greenblood oil and witherweed extract. No matter where the poison comes from they usually use greenblood oil against enemies they wish to eradicate and witherweed extract against those they wish to enslave.

New Poison

Witherweed Extract (Extraordinary)

Witherweed is a fungus that can contaminate underground plants, especially other fungi. It dies upon exposure to sunlight or the *daylight* spell. Although the poison itself is not destroyed by sunshine, victims do gain a +2 circumstance bonus to their Fortitude saving throws to avoid damage if in direct sunlight or under the area of effect of a *daylight* spell. **Type:** Injury DC 14.

Initial Damage: 2d6 Str. **Secondary Damage:** 2d6 Str. **Market Price:** 250 gp per dose.

As for equipment used by derro cavalry, they prefer to use light lances poisoned with greenblood oil and barbed nets poisoned with witherweed extract. They usually ride giant subterranean lizards, known as reptera, into combat with special saddles that allow them to stay in their seat even while the lizard is climbing wall faces. They also don dark green scale mail made of reptera hide.

New Item

Climbing Saddle

A climbing saddle includes a harness that keeps the rider in the saddle, adding a +10 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a climbing saddle, he or she has a 90% chance to stay in the saddle (compared with 50% for a riding



saddle). It takes a full-round action in order to get out of a climbing saddle and does provoke an attack of opportunity.

Market Price: 50gp

Scouts, skirmishers and slavers are outfitted similarly to warriors, but with a few extra items for their use, these include tanglefoot bags, smokesticks, thunderstones and knockout bolts. These derro also frequently receive a magical item as well from the clan's savants, which is expected to be returned upon completion of an assignment. Derro who lose magical items while in the field are banished from the clan until the item is returned.

New Item

Knockout Bolts

Bolts with rounded clay heads that contain an alchemical mixture of chemicals that release a small cloud of gas upon exposure to the air. Usually fired from a crossbow a bolt discharges a 5 foot by 5 foot cloud when it strikes a surface or creature that renders anyone in the area unconscious for 1d4 rounds. A Fortitude save (DC 15) negates the effects of the gas. **Market Price:** 40 gp per bolt.

Assault platoon members wear either chainmail or a breastplate. As for their armaments, they typically wield an akave, a weapon with a wedge shaped head that acts as either a battleaxe or warhammer depending upon which side is used. They also use

masterworked javelins to soften up their enemies before actual engagement in melee combat.

New Weapon

Akave (Exotic Melee)

Though the akave has the ability to be used as either a battleaxe or warhammer it is not a double weapon due to the way it is designed.

Cost: 22 gp. **Damage:** 1d8. **Critical:** x3.

Range Increment: – **Weight:** 10 lb. **Type:** Bludgeoning or slashing.

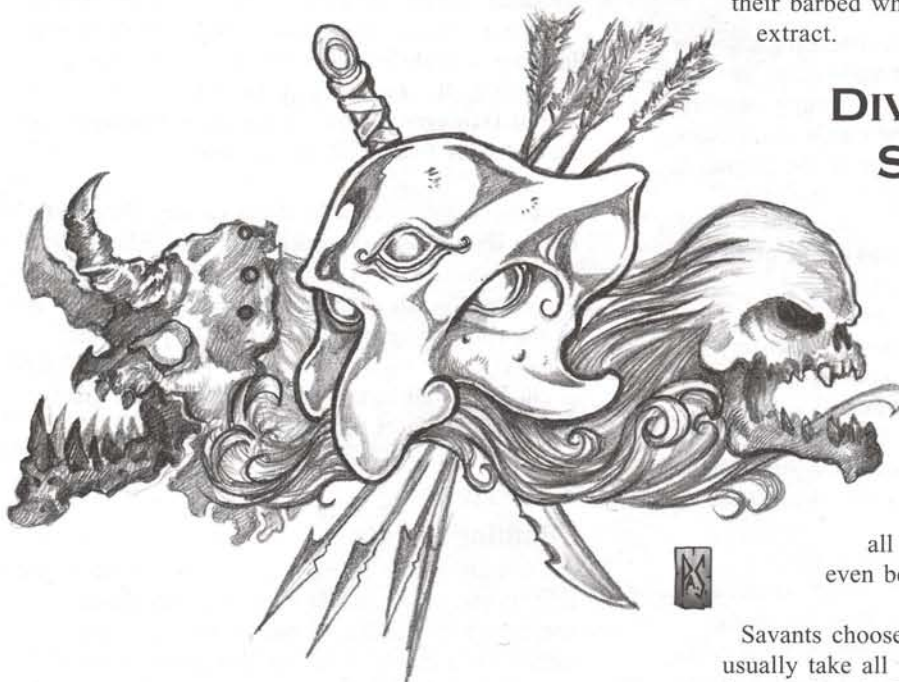
The Mandare and those of the Chosen caste are outfitted in the clan's best equipment. Magical and masterworked weapons abound amongst these derro and make it difficult to determine any commonality in the use of a single weapon type. It is, however, possible to say that whatever the weapon, it will be much more effective than those made for the clan's common warriors. Armour is also similarly diverse and always of high quality.

The clan's savants, taskmasters and persecutors also occasionally participate in battle, especially if the clan itself is in grave danger or a task requires their skills. Though unarmoured savants are far from defenceless, typically using magical items and spells to protect themselves. Taskmasters prefer studded leather, while persecutors typically wear chainmail. Savants and persecutors favour daggers as their weapon of choice, while taskmasters use their barbed whips poisoned with witherweed extract.

DIVISION OF THE SPOILS

The division of spoils among the derro, as one might expect, begins with the highest caste and filters down from there. The spoils are gathered together and brought to the Sava for distribution. Anyone found hoarding even the smallest of treasures will typically lose all of their possessions and may even be exiled from the clan.

Savants choose first among the spoils and usually take all the non-martial magical items that are found. They also receive three-tenths of the treasure taken. Then the Mandare



chooses a magical item and takes one-tenth of the plunder. The Sun-bravers and Shade-stalkers choose the remaining magical items and take three-tenths of the spoils. The clan's Persecutors take one-tenth of the plunder. Finally the warriors receive the remaining two-tenths of the treasure to divide

amongst themselves. Taskmasters and workers gain no spoils, although they frequently see much of the treasure as those who received plunder spend it. Those of the lowest class rarely see a copper of what is taken.

Tabborne spotted the intruders torchlight just before they rounded the tunnel's corner. He nudged Narre, his runner, awake and whispered, 'Intruders... three... no four of them. Warn Hagarte and his men. I'll trigger the trap and be right behind you.'

Without a word Narre slipped into the side passage to run his message to the next sentry station.

Tabborne waited until the last of the intruders was directly under the trap and pulled the release lever.

A barbed net fell from the ceiling and caught Cain completely of guard. Hearing their comrade's cry the party stopped and looked back to find Cain laying helpless upon the ground in a web of barbed netting.

Kurgan immediately moved to help his fallen companion. Ridgewold stopped him.

'Hold on Kurgan,' said the dwarf. 'Make sure you don't prick yourself with any of the barbs. They are poisoned most likely.'

'But who would...' started Gale.

Ridgewold peered at the tunnel's walls with a wary eye. 'Derro would.'

'Then we must have found the reason...'

'We have found trouble, boy,' finished Ridgewold. 'That is what we have found and I suggest we head back to the surface before it follows us.'

'Gale help me get this netting off of Cain,' said Kurgan. 'Ridgewold watch our backs.'

'Will do,' replied the dwarf already in his battle stance.

Tabborne finished his report.

The battle-hardened derro studied the youngster before him, 'So... they are retreating to the surface?'

'Yes, master Hagarte,' replied Tabborne. 'I watched them toss their fallen comrade onto the shoulder of the dwarf that was with them and begin heading back the way they came.'

'Hmmm... three humans and a dwarf,' Hagarte stroked his mustache. 'Before you return to your post I have need of a messenger.'

'What is the message, master Hagarte?' asked Tabborne a feeling of pride welling up within.

'You are to go to Mandare Ugoloth and request a slaver squad, preferable with a few of the Chosen in its ranks. We have need of a few more slaves here and do not need the attention that will come if these Overearthers get word of our presence to the surrounding area.'



ROLEPLAYING WITH DERRO

The key to portraying derro is to keep in mind that they are usually self-interested and constantly seeking power and glory by whatever means are at their disposal. They may not be as strong as other races nor as charismatic, but they are agile, tough and devious. Derro rarely fight to the death preferring instead to retreat and fight another day on more advantageous ground if faced with a superior foe.

Derro are disciplined by the fear of being banished from the clan or worse. They realise that power and glory depend upon there being others around to recognise them. In this way the welfare of the clan becomes a very real concern for most derro, because without it there would be no one to share their exploits.

Games Masters should also keep in mind the strengths and weaknesses of the derro race as a whole. They have all the traits that dwarves have with the addition of an innate spell resistance and an ability to fight blind. Also of interest is their vulnerability to sunlight and short-ranged darkvision, both of which are liabilities that the derro have spent centuries trying to circumvent.

Finally, Games Masters should make full use of the derro specific items, prestige classes, spell presented in this Slayer's Guide to reveal the unique derro character.

DERRO IN YOUR GAMES

Games Masters might at this point have a lot of questions as to how to depict derro in their own campaign. How do I portray the Chosen, Persecutor or Taskmasters? The following paragraphs will hopefully provide you with enough information to get started without being overwhelming.

Savants and their students are zealous scholars who believe that knowledge is power. They spend almost all their private time in pursuit of understanding the secrets of some field of study. They are also quite obsessed with magic and the creation of magical items. Savants rarely use anything that is mundane if they can help it. Though they prefer to avoid combat, savants will not shy away from it. When in combat savants prefer to use non-lethal magic to

confuse, confound and incapacitate their enemies, these can later be used as slaves or examples. A savant's pupils usually wield a single magical item tailored to the student's area of interest. A savant and his students are considered inseparable and anything said or done by one is considered the actions of the other.

The Mandare is typically a middle-aged derro with decades of experience and victory under his belt. It is the Mandare's belief that military force is the true path to power. While the savants study their texts, the Mandare studies his weapons for their strengths and his enemies weaknesses. Cunning and brutality are common traits among Mandare, with the best among them having an abundance of both.

The Chosen are quite elitist in their view of the common derro. They see themselves as true derro and those who are not Chosen as their lessers. They believe that power and glory are their birthright. Chosen rarely tolerate an injustice or slight against their person and will actively seek the ruin of those who cross them.

Persecutors are perhaps the most sinister of the derro to portray. They believe true power arises from possessing the hearts and minds of others and will stop at nothing short of complete domination. Persecutors have no qualms about torturing and brainwashing individuals, in fact they do so on a regular basis. Every persecutor has there own 'eyes and ears' throughout the clan and it is not uncommon for persecutors to test their abilities out on another persecutor's victim. Persecutors are devoid of emotion, as the process to become one weeds out those with even a notion of sentiment.

Whereas persecutors are the most sinister to portray, taskmasters are the most brutal. They care not for the workers and slaves they watch over. In fact, all that they care about is that the work is completed on time and their quotas met. Similar to persecutors, taskmasters believe that power lies in the dominance of others; however, unlike the persecutor he has only the ability to subjugate the bodies of those under his whip. Taskmasters pride themselves on their expertise with the barbed whip and often use it on others for the slightest of reasons and sometimes for no reason at all. Taskmasters are usually middle-aged workers who have risen to the position due to their brutal and efficient nature.

Workers and warriors are quite similar to each other in their demeanor and nature. They are almost always looking out for themselves and for ways to get ahead in the clan. This self-interest is, however,

is tempered by the clan's caste system and the Sava, both of which make sure that openly self-interested derro are dealt with quickly. Due to this constant surveillance, workers and warriors, therefore, are quite civic minded.

Derro children are quite active in and around derro settlements. They are constantly busy with plots and plans against each other. It is not uncommon for derro children to die in 'accidents' engineered by their peers. As for women they have their own schemes and even though the majority of derro consider them possessions, they are dangerous nonetheless, perhaps more so because they are ignored. The elderly are usually bitter and isolated. They live on whatever they saved during their lives and receive no help from other derro. They usually perish as soon as their savings are gone. The lame rarely survive long in derro society, they usually have little in the way of savings to keep themselves alive and even less ability to protect themselves from those who wish to simply take their savings from them.

Finally, there are the slaves. The majority of which are either charmed, if they are female, or brainwashed, if they are male, sometimes both. No matter the sex, all slaves are considered possessions and treated as such. Slaves live tough lives under derro rule with little food and rest. It is a rare individual that has the strength of mind to retain their sense of humanity during their imprisonment in a derro labor squad.

DERRO NAMES

Games Masters may wish to name their derro Non-Player Characters for many reasons. So it is only proper to give examples of derro names. In general, derro names should be vowel intensive, substitute k for c and q and end in an -e for males and an -a for females. Below are a few examples:

Male Names

Bakborne
Mangere
Obsidenne
Regnarre
Stelte

Female Names

Kuandra
Lanka
Polva
Skrubba
Vasha



PERSECUTORS

To be a persecutor is to be a master of manipulation and torment. It is to hold the very keys to the minds of men and to hold their very hearts in your hands. To be a persecutor is to be the instrument of The Tormentor, an extension of His divine will that determines whether life shall be satisfying or sorrowful.

-An excerpt from *The Tome of Forbidden Names*

Alignment: Any evil.

Requirements:

Race: Must be derro.

Ability Scores: Intelligence 11+, Wisdom 11+ and Charisma 11+

Event: Must perform the Unguera ceremony.

Hit Die: d8.

Class Skills: The persecutor's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int) and Use Rope (Dex).

Skill point at 1st level: (4 + Int modifier) x 4. Note that this is only for derro whose first level is in the persecutor class.

Skill points at each level: 4 + Int modifier.

Class Features:

Armour and Weapon Proficiency:

Persecutors are proficient with all simple weapons. Persecutors are proficient with all types of armour (light, medium and heavy) and with shields.

Domains: Choose two of the following domains: Chaos, Destruction, Evil and Trickery.

Spells per Day: A persecutor casts divine spells. A persecutor may prepare and cast any spell on the cleric's spell list, provided he can cast spells of that



level. The Difficulty Class for a saving throw against a persecutor's spell is 10 + the spell's level + the persecutor's Wisdom modifier.

Each persecutor must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a persecutor can prepare spells.

In addition to his standard spells, a persecutor gets one domain spell of each spell level, starting at 1st. When a persecutor prepares a domain spell, it must come from one of his two domains, chosen from amongst the following: Chaos, Destruction, Evil and Trickery.

Spontaneous Casting: A persecutor can convert prepared spells into inflict spells (inflict spells are those prefixed with 'inflict' in the title). A persecutor can't use spontaneous casting to convert domain spells into inflict spells. These spells arise from the particular powers of The Tormentor, not divine energy in general. **Chaotic, Evil, Good and Lawful Spells:** A persecutor can't cast spells of an alignment opposed to his own or to The Tormentor's alignment.

Staggering Touch: With a successful touch attack a persecutor can cause the victim to suffer 1d6 points of subdual damage for a number of rounds equal to his wisdom modifier. During the rounds a victim is

affected by staggering touch the persecutor can make Intimidate checks at a +1 circumstance modifier for each point of damage. A successful Will save negates half the damage and all of the circumstance modifiers. The Difficulty Class for a saving throw against the persecutor's staggering touch is 10 + the persecutor's level + the persecutor's Charisma modifier. Staggering touch can only be used a certain number of times per day (determined by level).

Tormenting Touch: With a successful touch attack a persecutor can cause the victim to suffer 1d6 points of normal damage for a number of rounds equal to his wisdom modifier. Intimidate checks at a +2 circumstance modifier for each point of damage. A successful Will save negates half the damage and all of the circumstance modifiers. The Difficulty Class for a saving throw against the persecutor's tormenting touch is 10 + the persecutor's level + the persecutor's Charisma modifier. Tormenting touch can only be used a certain number of times per day (determined by level).

Rebuke Undead: A persecutor may use this ability a number of times per day equal to three plus the persecutor's Charisma modifier. The persecutor turns undead as a cleric of two levels lower would. A persecutor may attempt to rebuke undead a number of times per day equal to three plus his Charisma modifier.

The Persecutor

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Spontaneous Casting, Staggering Touch 1/day
2	+1	+3	+0	+3	Tormenting Touch 1/day
3	+2	+4	+1	+4	Rebuke Undead
4	+3	+4	+1	+4	Charming Voice 1/day
5	+3	+5	+1	+5	Staggering Touch 2/day
6	+4	+5	+2	+5	Tormenting Touch 2/day
7	+5	+6	+2	+6	Programming Voice 1/day
8	+6/+1	+6	+2	+6	Charming Voice 1/day
9	+6/+1	+7	+3	+7	Staggering Touch 3/day
10	+7/+2	+7	+3	+7	Tormenting Touch 3/day

Spells per Day

Level	0 th	1 st	2 nd	3 rd	4 th
1	2	1+1	—	—	—
2	3	1+1	—	—	—
3	3	2+1	—	—	—
4	4	2+1	1+1	—	—
5	5	2+1	1+1	—	—
6	5	3+1	2+1	—	—
7	6	3+1	2+1	1+1	—
8	7	4+1	2+1	1+1	—
9	7	4+1	3+1	2+1	1+1
10	8	4+1	3+1	2+1	1+1

Charming Voice: With a successful Intimidation check the persecutor can charm (as if by the spell of that name) a single humanoid. A successful Will save negates the effects. The Difficulty Class for a saving throw against the persecutor's charming voice is 10 + the persecutor's level + the persecutor's Charisma modifier. Charming voice can only be used a certain number of times per day (determined by level).

Programming Voice: Once per day a persecutor may attempt to program a simple instruction (no longer than twenty-five words) into the subconscious of a single humanoid. In order to be successful the persecutor must succeed at a number of Intimidation checks equal to the HD of the humanoid being programmed. A single successful Will save negates the entire process and forces the persecutor to wait until the next day. The Difficulty Class for a saving throw against the persecutor's programming voice is 10 + one-half of the persecutor's level + the persecutor's Charisma modifier.



SAVANTS

To be a savant is to be the master of the clan. It is to have the secrets of the ages at your fingertips and it is to weave the very fabric of the world to your will. To be a savant is to be the instrument of The Tormentor, to be an extension of His divine will that determines if life shall be filled with power or empty of promise.

-An excerpt from *The Tome of Forbidden Names*

Alignment: Any non-good.

Requirements:

Race: Must be derro.

Skills: Knowledge (arcana): 8 ranks.

Feats: At least one Item Creation feat.

Hit Die: d4.

Class Skills:

The savant's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int),

Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features:

Weapon and Armour Proficiency: Savants are proficient with all simple weapons. They are not proficient with any type of armour, nor with shields.

Spells per Day: When a savant gains a level, the character 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 other benefit a character of that

The Savant

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Magical Attunement	+1 level of existing class
2	+1	+0	+0	+3	—	+1 level of existing class
3	+1	+1	+1	+4	Lore	+1 level of existing class
4	+2	+1	+1	+4	Improved Crafting	+1 level of existing class
5	+2	+1	+1	+5	—	+1 level of existing class
6	+3	+2	+2	+5	Greater Lore	+1 level of existing class
7	+3	+2	+2	+6	—	+1 level of existing class
8	+4	+2	+2	+6	Improved Crafting (2)	+1 level of existing class
9	+4	+3	+3	+7	—	+1 level of existing class
10	+5	+3	+3	+7	True Lore	+1 level of existing class

The Taskmaster

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus Feat, Weapon Focus
2	+2	+3	+0	+0	Weapon Specialization
3	+3	+4	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Enhancement Bonus +2
5	+5	+5	+1	+1	
6	+6/+1	+5	+2	+2	Bonus Feat, Enhancement Bonus +3
7	+7/+2	+6	+2	+2	
8	+8/+3	+6	+2	+2	Enhancement Bonus +4
9	+9/+4	+7	+3	+3	Bonus Feat
10	+10/+5	+7	+3	+3	Enhancement Bonus +5

class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats and so on). This essentially means that he adds the level of savant to the level of some other spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Magical Attunement: Savants are capable of using any magical item or weapon even if the savant would not normally be allowed to do so.

Lore: At 3rd level, savants gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge. The savant adds his level and his Intelligence modifier to the Knowledge check.

Improved Crafting: Each time a savant gains this ability he is able to decrease the time needed to create a single type of magical item by one-fourth (rounded-up). Note that this may be taken twice for the same type of magical item.

Greater Lore: At 6th level, a savant gains the ability to identify magic items, as the spell, as an extraordinary ability. This ability can only be used once per item.

True Lore: At 10th level, once per day a savant can use his knowledge to gain the effects of a legend lore spell or an analyse dweomer spell. True lore is an extraordinary ability.

Ability Scores: Strength 11+, Dexterity 11+, Constitution 11+.

Event: Must be chosen by the Sava and receive the blessing of The Tormentor from a persecutor.

Hit Die: d4.

Class Skills: The taskmaster's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str) and Use Rope (Dex).

Skill points at each level: 2 + Int modifier.

Class Features:

Weapon and Armour Proficiency: A taskmaster is proficient with all simple weapons. Additionally, he is proficient with all types of whips. Taskmasters are proficient with light and medium armour.

Bonus Feats: At 1st level and every three levels thereafter, the taskmaster gains a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Combat Reflexes, Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack, Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialisation*.

Some of the bonus feats available to a taskmaster cannot be acquired until the taskmaster has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A taskmaster can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A taskmaster must meet all prerequisites for a feat, including ability score and base attack bonus minimum.

Weapon Focus: At 1st level the taskmaster gains the Weapon Focus (bonding whip) feat for free. This feat is only usable with the taskmaster's own bonding whip and no other.

Weapon Specialisation: Upon achieving 2nd the taskmaster gains the Weapon Specialisation

TASKMASTERS

To be a taskmaster is to be the master of the worker and the slave. It is to have the power to make men kneel before you and bow their heads to your will. To be a taskmaster is to be the instrument of The Tormentor, to be an extension of His divine will that decides the granting or deprivation of life.

-An excerpt from *The Tome of Forbidden Names*

Alignment: Any non-good.

Requirements:

Race: Must be derro.

(bonding whip) for free. Weapon Specialisation (bonding whip) adds a +2 damage bonus to each damage roll of the taskmaster's bonding whip. This feat is only usable with the taskmaster's own bonding whip and no other.

Enhancement Bonus: As a taskmaster increases in power, so does the bonding whip that he uses. Starting at 4th level and every two levels thereafter, the taskmaster's bonding whip gains an extra +1 magical enhancement bonus.

DERRO SPELLS

Derro savants and persecutors have spent centuries delving into the mysteries of magic, both arcane and divine. Their studies have created many unique spells to serve their clan and The Tormentor. Games Masters should make a point of having each savant and persecutor in his game have some distinctive spell of his own design. The following spells are the most commonly used derro specific spells due to their usefulness to the clan.

Blind-Sight

Transmutation

Level: Clr 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Derro touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell grants a derro the benefits of the Gifted Shade-stalker feat for a limited amount of time. This spell only affects derro who do not have the Gifted Shade-stalker feat.

Day-Seer

Transmutation

Level: Clr 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Derro touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell grants a derro the benefits of the Seasoned Sun-braver feat for a limited amount of time. This spell only affects derro who do not have the Seasoned Sun-braver feat.

Day-Walker

Transmutation

Level: Clr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Derro touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell grants a derro the benefits of the Sun-braver feat for a limited amount of time. This spell only affects derro who do not have the Sun-braver feat.

Name of the Dead

Necromancy

Level: Clr 2, Sor/Wiz 2
Components: V, S, Special (see text)
Casting Time: 1 hour
Target: One dead derro
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

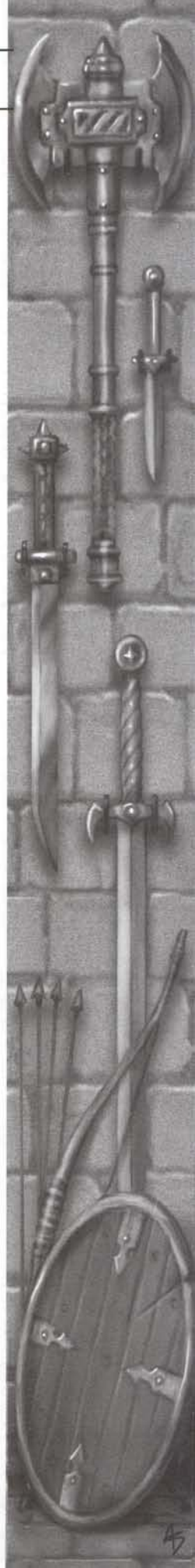
The caster calls upon the spirit of a deceased derro whose name is written in The Book of Forbidden Names, allowing it to answer several questions that the caster puts to it. The character may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the deceased has been subject to a name of the dead or speak with dead spell within the past week, the new spell fails. Any deceased derro that has been turned into an undead creature can't be spoken to with this spell. The caster must be using The Book of Forbidden Names as his divine focus.

Night-Stalker

Transmutation

Level: Clr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Derro touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell grants a derro the benefits of the Shade-stalker feat for a limited amount of time. This spell only affects derro who do not have the Shade-stalker feat.



SCENARIO HOOKS AND IDEAS

Derro are the perfect encounter for almost any group of adventurers that is traversing the Underdeeps be they low level neophytes or high level veterans. Games Masters should also have the occasional Overearth encounter with the derro just to keep the players on their guard and to make it perfectly clear that the derro are active both below and above the earth. With the wide variety of derro squads and platoons to choose from Games Masters have the ability to tailor derro encounters to an appropriate level for their players. Provided below is a list of scenario hooks and ideas that Games Masters can use to both introduce and highlight the derro in his existing campaign.

MISSING MERCHANT

A well-known and respected merchant and his caravan have gone missing. He is two weeks overdue and local authorities are worried that something has happened to him and his caravan in the mountain passes. The players can either hear tell of this and investigate themselves or can be approached by the merchant's family or the local authorities and hired to look into the disappearance. Ambushes and cave delving should abound as the players find clues that lead them to a recently resettled derro lair and their newly acquired slaves, the merchant's caravan.

VANGUARD

A derro vanguard unit has not received word from the main tribe of its successful relocation. The savant has decided that the vanguard must move on and assume the worst. They head out to the secondary site, an abandoned dwarven outpost set into the side of a mountain. It is not the best of locales, but it will have to do until this vanguard can become a clan in its own right. The players in this scenario either by having them come across the dwarven outpost and its fledgling derro clan during their travels or hear tell of a legendary treasure held within the ruined walls of the outpost. When the players arrive it is at an inconvenient time for the fledgling clan. Their savant and persecutor are in

the final stages of crafting *The Tome of Forbidden Names* for their new clan.

RAIDERS, RAIDERS EVERYWHERE

Constant raids from a derro tribe have hounded the local population for the last month and seem to be growing in both number and audacity. Upon the players' arrival, the local authorities request help dealing these raiders a serious blow. A local ranger has discovered the cave from which the derro make their forays each evening and needs help in setting up an ambush. Of course, as soon as things look bad for them the derro will retreat back into the caves and begin fighting a defensive, at least for a little while. If the players follow the retreating forces they should meet ever-increasing traps and derro. Those who do not know when to retreat will most likely find themselves the servants of the derro. At this point if any derro has seen the players and survived to report back to the Mandare, then it will be the Mandare's primary goal to see an end put to these 'meddlesome overearthers.'

DERRO IN THE DAYLIGHT

In a strange twist of fate a single derro clan has had an abundance of Sun-bravers born into its ranks over the past hundred years. With this sudden influx of Sun-bravers the clan has been preparing for its first daylight raid into the surrounding region. A Sun-braver savant and his students are to accompany the raiding party to assess their success. If things go well the derro will begin to operate day and night in the local area and even attempt to take and hold fortifications on the surface. The clan believes that The Tormentor has blessed them with an opportunity to begin the conquest of the Overearth. The players happen to be in the area when this daylight raid is to take place. If they soundly defeat the raiders they will have set back the clan for a while, but eventually it will try again. The only way to truly stop this clan will be to exterminate them from the area, but doing so will be difficult and will doubtless bring about the enmity of the clan.

FINNIUS'S MINE

THE LEGEND

Every legend begins with a name and that name happens to be Finnius Graple. Finnius was a prospector who first discovered and worked the caverns now known as Finnius's Mine. He did well for himself over the years and slowly expanded his operation to include a dozen or so men from the nearest town. Finnius would send his fellow miners home each winter to rest and enjoy their year's gains with family and friends, while he remained at the mine in a small cabin he had built near the entrance. Occasionally, old Finnius would strap on his mining boots and do some digging to keep warm. One winter he did just such a thing and to his amazement he found a cavern full of the fabled material known as mithril. To say he was elated would be an understatement. He immediately extracted a small lump of mithril from the wall and made his way back to his cabin and his ledger.

His ledger reads:

'Discovered mithril today. The cavern is pristine. Untouched. I almost wept when I saw it. Vein after vein of mithril crisscrossing the entire cavern. My lantern lit the room in a dazzling shimmer of silver. I have a piece. When the boys return in the spring we will all be rich!'

This is the last entry in the ledger that was found by Finnius's returning miners. His cabin was unlocked and his piece of mithril was nowhere to be found. A group of Finnius's miners searched the mine for their fallen comrade, but found most of the tunnels they had been working on collapsed. Only one tunnel was left to search and the miners sent a team to investigate it. Moments later the miners heard the echoing screams of their comrades and then sudden silence. The team sent down the tunnel never returned and none of the surviving miners wished to find out what happened to them. The legend continues even today with the occasional party of adventurers delving into Finnius's Mine and never returning.

Important Note: If you are not the Games Master you should stop reading here.

THE REAL STORY

What Finnius found was much more than just a cavern made of mithril, it was a mining chamber of a full-fledged derro settlement and needless to say the derro were not pleased by Finnius's intrusion. As it happened Finnius was lucky that he had found the cavern when he did. The derro had only recently discovered it and were not yet actively mining the area. Unfortunately for Finnius he never thought to investigate the other tunnel leading into the cavern. Otherwise he would have noticed that it was a mining tunnel not unlike his own. Upon one of his trips down to the mithril cavern Finnius heard the sound of digging and strange voices. When he investigated, Finnius found himself staring at a derro mining crew made up of a dozen different races. Rendered unconscious from a well-delivered knockout bolt, he awoke to find himself a slave of the derro and working in the mithril chamber he had 'discovered'. The team of miners sent to look for Finnius suffered a similar fate and were put to work in the derro mines beside their old boss. There have been a few minor incursions from adventurers, but thus far there has not been anything that the derro could not handle.

THE CLAN

The clan inhabiting Finnius's Mine is fairly large and well organised. It has had almost a century of uninterrupted growth and prosperity, at least until Finnius came along.

The clan is much more interested in the Underdeeps than the Overearth at the moment and is currently led by Mandare Ugoithe, a Shade-stalker known for his cunning and subterfuge. Ugoithe makes his home in an unworked mithril chamber where he plots and plans his next moves into the Underdeeps.

The Sava of the clan numbers nine, not including apprentices and is quite influential in determining where the clan spends its non-military resources, especially mithril. For the most part however the Sava have had little to worry about and this has helped them to concentrate on their true pursuit, knowledge. The savant's council chambers are large and act as dining hall and court depending upon the occasion. Each savant also has his own personal bedchamber and study, as do his students.

The clan has also been graced with almost twenty-five percent of its numbers being either Sun-bravers or Shade-stalkers. These Chosen make up a good number of the clan's Sava and a notable minority of



the clan's warriors. The Chosen sleep in separate rooms, but share a single dining and recreation area.

Three persecutors oversee the clan's spiritual needs. The temple they have built to The Tormentor holds an altar made of mithril upon which they make the clan's sacrifices. The persecutors have done well for themselves and have gained immense power from their god.

The clan also has four taskmasters who oversee differing assignments from the Sava. Two of the taskmasters oversee separate mining efforts one for mithril and the other for gold. The other two taskmasters direct the harvesting of fungus and the

The Clan's Military Strength

The clan's military strength and unit breakdown is as follows:

Mandare Ugoloth: 9th level fighter.
 9 Savants: 5th level sorcerers/1st-10th level savants.
 18 Apprentices: 1st-5th level sorcerers.
 3 Persecutors: 1st-10th level persecutors.
 4 Taskmasters: 1st-10th level taskmasters.
 15 Sun-bravers: class varies, but primarily 1st-5th level fighters.
 10 Shade-stalkers: class varies, but primarily 1st-5th level rogues.
 80 Warriors: 1st-3rd level warriors
 24 Reptera



forging of gold and mithril. Each taskmaster has his own quarters, though they are usually quite austere.

The majority of the derro fall into the worker and warrior castes. They dine in common with one another and have small cells dug into the earth for private quarters. Those warriors or workers that have done well for themselves typically have larger cells than those who have not.

Most children, females, elderly and lame reside just outside of the slave pens in a common room. They serve meals to workers and warriors, bring water and bread to the slaves and run errands between those of importance. Though not much better off than slaves those of this lowest class have plenty of food due to the prosperity of the clan.

Slaves are put into holding pens and given whatever their taskmaster sees fit to give them, which usually is not much.



With a little over one hundred warriors at his disposal Mandare Ugoloth has made good gains in the

Underdeeps and is securing another vein of mithril to use to outfit his warriors. He has garnered the promise of the Sava to begin using the mithril for more military means. As a sign of this promise the savants have granted Ugoloth the right to use some of the mithril from his chamber to make a weapon for himself. He has already given the mithril to the taskmaster in charge of the forge and has requested that a dagger be made from it.

Thus far Ugoloth has faced no major challenges to his leadership because of his sterling record and the lack of any real threat to the clan for some years. Even if the clan was dealt a minor setback he would still have the blessing of the Sava, however a series of defeats might lead to his dismissal or worse.

TODAY

The log cabin still stands before Finnius's Mine. Finnius's last ledger still hangs inside the doorway. Not much has changed on the outside but inside the mines it is quite different. All the tunnels have been collapsed by the derro except the one that leads to the mithril cavern. Of course the mithril has long since been stripped from the walls and now adorns the derro's temple and council chambers.

The cavern now serves as a checkpoint and guardhouse for the derro to keep out unwanted 'overearthers'. There is a single sentry post further up the tunnel that leads to Finnius's mithril chamber and this is as close to the surface as the derro usually get.

As for the actual derro lair, it is a series of worked and natural caverns that have been shaped and constructed to suit the clan's needs. In the center of the lair lie the three most important quarters: the council chamber, the temple and the Mandare's room. Of all of the areas of the lair these three are the most refined.

During the daylight hours the majority of derro are asleep with the exception of those who are on guard or patrol. At night however the derro's lair is bustling with activity. Savants and their students discuss the secrets of things, persecutors make their sacrifices and taskmasters make sure that their workers are filling their quotas. Workers and warriors go about their nightly business. Children run rampant through the tunnels and those of the lower castes beg for food and money.

Currently the majority of the clan's military is away from the clan securing a mithril cavern from a small tribe of kobolds. This has left the clan temporarily

vulnerable to attack from an outside source, however with the lack of any real threats to the clan's safety Ugoloth has become much more daring in his use of the military. This hardly means that the clan is defenceless however. In fact, the clan still has over three-dozen warriors of differing levels of experience and training at its disposal.

USING FINNIUS'S MINE

If you are thinking of using Finnius's Mine in your campaign it is assumed to be set in an out of the way place that has no major towns or roads near it. This is to keep the mines isolated and thus keep the derro focused much more on the Underdeeps than the Overearth. Finnius's Mine can be anything from a simple side-trek adventure to a full-blown campaign against the derro depending on the actions of the players and Games Master.

Games Masters should feel free to use or dismiss anything that is said about Finnius's Mine. If mithril doesn't exist in a campaign world then replace it with something else. Finnius's Mine will work well with one of the other scenario hooks or ideas presented earlier.

Mandare Ugoloth

Medium-Size Humanoid (Derro)

9th level Fighter

Hit Dice: 9d10+ 27 (76 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 17 (+2 Dex, +6 *Scale mail* +1)

Attacks: *Dagger* +1 +13/+8 melee; or *repeating crossbow* +1 +12/+7 ranged

Damage: *Dagger* +1 1d4+5 plus poison (witherweed extract); or *repeating crossbow* +1 1d8+1 plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18

Saves: Fort +8, Ref +5, Will +4

Abilities: Str 15, Dex, 14, Con 17, Int 10, Wis 12, Cha 10

Skills: Listen +7, Ride +5, Spot +7

Feats*: Alertness, *Blind-fight*, Combat Reflexes, Gifted Shade-stalker, Improved Critical (*dagger*), Shade-stalker, Quick Draw, Weapon Focus (*dagger*), *Weapon Proficiency (repeating crossbow)*, Weapon Specialization (*dagger*)

Challenge Rating: 9

Treasure: *Dagger* +1, *Repeating Crossbow* +1, *Scale mail* +1

Alignment: Lawful Evil.

* Feats in italics are granted by race.



FINNIUS'S MINE

'Thank the heavens,' exclaimed Kurgan as the party stepped into the sunlight. 'We are safe.'

'I will feel much safer when we have put some distance between us and these infernal mines,' declared the dwarf. 'It will be night soon and they may send out a squad to track us down.'

'First things first,' said Kurgan. 'We need to fasten Cain to his horse's back so that he doesn't fall off while we lead him back to the village.'

'I've got some rope in...' started Gale before he saw Ridgewold pull a bundle of rope out of his own saddlebags. 'Never mind.'

With Cain securely fastened to his mount, the party left behind the abandoned mine.

Vintare moved through the underbrush with the rest of his warriors. They had all received the blessing of a savant before they made their mission and though it had only just turned dark they had been able to follow their prey throughout the day. Now that it was night and they would make their move.

'Nothing like a fire to keep an old dwarf warm,' stated Ridgewold as he breathed in the campfire's smoke.

'So do you think we put enough distance between us and the derro?' asked Kurgan as he took a sip of tea.

'My guess is that they would just be starting out of their caves if they were sending anyone after us,' said Ridgewold. 'The sun has an adverse effect on derro and we have a good head start on them. I'd suggest that we only rest for a few hours though just to be safe.'

'Ridgewold...'

'Yes, Gale,' replied Ridgewold as he turned to his companion. 'What is it?'

'Did you hear...'

Before Gale could finish his sentence he collapsed in a clump on the ground. Kurgan and Ridgewold stood, but it was far late...

Vintare presented his report to Hagarte. Three humans captured, one dwarf dead.

'What happened to the dwarf?' asked Hagarte.

'He,' replied Vintare with a sinister smile. 'Unlike the rest, refused to come peacefully.'

'I see,' said Hagarte wondering if Vintare was telling the whole truth. 'Unfortunate... take the humans to the holding cell, requisition picks for them and send them to taskmaster Korne.'

'They already have picks master Hagarte,' stated Vintare. 'We found them tucked into one of the human's belts.'

'Well then,' said Hagarte with a snort. 'That saves us the trouble of using our own.'

DERRO REFERENCE LIST

MANDARE

Medium-Size Humanoid (Derro)

7th Level Fighter

Hit Dice: 7d10+14 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 17 (+2 Dex, +4 Scale mail, +1 Spiked buckler)

Attacks: *Dagger* +1 +11/+6 melee; or *repeating crossbow* +1 +10/+5 ranged

Damage: *Dagger* +1 1d4+5 plus poison (witherweed extract); or *repeating crossbow* +1 1d8+1 plus

poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, (Sunlight Vulnerability- only if Mandare is a Shade-Stalker)

Saves: Fort +7, Ref +4, Will +3

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

Skills: Listen +6, Ride +5, Spot +6

Feats*: Alertness, *Blind-fight*, Combat Reflexes, (Sun-braver or Shade-Stalker), Quick Draw, (Gifted Shade-Stalker or Seasoned Sun-braver), Weapon Focus (dagger), *Weapon Proficiency (repeating crossbow)*, Weapon Specialization (dagger)

Challenge Rating: 7

* Feats in italics are granted by race or class.



Attacks: *Dagger* +1 +3 melee; or *repeating crossbow* +1 +6 ranged

Damage: *Dagger* +1 1d4 plus poison (witherweed extract); or *repeating crossbow* +1 1d8+1 plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, (Sunlight Vulnerability- only if savant is a Shade-Stalker)

Saves: Fort +2, Ref +3, Will +8

Abilities: Str 8, Dex, 15, Con 13, Int 14, Wis 12, Cha 10

Skills: Alchemy +12, Concentration +11, Knowledge (arcana) +12, Spellcraft +12

Feats*: *Blind-fight*, Craft Magic Arms and Armour, Combat Casting,

(Sun-braver or Shade-Stalker), *Weapon Proficiency (repeating crossbow)*.

Spells Known (Spells per Day):

Level 0 (6): *daze*, *detect magic*, *detect poison*, *flare*, *mage hand*, *read magic*, *resistance*; Level 1

(6): *charm person*, *Sun-braver*, *mage armour*, *Shade-Stalker*, *sleep*; Level 2 (6): *glitter dust*, *hypnotic pattern*, *mirror image*;

Level 3 (4): *dispel magic*, *greater magical weapon*.

Challenge Rating: 7

* Feats in italics are granted by race or class.

PERSECUTOR

Medium-Size Humanoid

(Derro)

5th Level Persecutor

Hit Dice: 5d8+5 (27 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 16 (+1 Dex, +5 Chainmail)

Attacks: *Dagger* +1 +5 melee; or *repeating crossbow* +4 ranged

Damage: *Dagger* +1 1d4 plus poison (witherweed extract); or *repeating crossbow* 1d8 plus

poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision

30 ft., Dwarven Traits, Spell resistance 18, (Sunlight Vulnerability- only if persecutor is a Shade-Stalker)

Saves: Fort +7, Ref +2, Will +7

Abilities: Str 8, Dex, 13, Con 14, Int 12, Wis 15, Cha 12

Skills: Bluff +9, Concentration +10, Intimidate +11, Knowledge (religion) +9, Spellcraft +9

SAVANT

Medium-Size Humanoid (Derro)

5th Level Sorcerer/2nd level Savant

Hit Dice: 7d4+7 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft.; **AC:** 12 (+2 Dex)

Feats*: *Blind-fight*, (Sun-braver or Shade-Stalker), *Weapon Finesse* (dagger), *Weapon Proficiency* (repeating crossbow).

Spells Prepared (Domains- Destruction and Evil): Level 0: *detect magic*, *detect poison*, *guidance* (x2), *read magic*; Level 1: *cause fear*, *command*, *deathwatch*; Level 2: *death knell*, *desecrate*.

Challenge Rating: 5

* Feats in italics are granted by race or class.

TASKMASTER

Medium-Size Humanoid (Derro)

5th Level Taskmaster

Hit Dice: 5d10+14 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 15 (+2 Dex, +3 Studded leather)

Attacks: *Bonding Whip* +2 +9 melee; or repeating crossbow +7 ranged

Damage: *Bonding Whip* +2 1d2+4(S)/1d2+4 plus poison (witherweed extract); or repeating crossbow 1d8 plus poison (witherweed)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, Sunlight Vulnerability

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 14, Dex, 15, Con 16, Int 10, Wis 12, Cha 10

Skills: Intimidate +8, Listen +9, Spot +9, Use Rope +10

Feats*: Alertness, *Blind-fight*, Combat Reflexes, Power Attack, Quick Draw, *Weapon Focus* (bonding whip), *Weapon Proficiency* (repeating crossbow), *Weapon Specialization* (bonding whip).

Challenge Rating: 5

* Feats in italics are granted by race or class.

CHOSEN RAIDERS

Medium-Size Humanoid (Derro)

1st Level Fighter

Hit Dice: 1d10+1 (6 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +3 Studded leather, +1 Spiked buckler)

Attacks: Dagger +3 melee; or repeating crossbow +3 ranged

Damage: Dagger 1d4-1 plus poison (witherweed extract); or repeating crossbow 1d8 plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, (Sunlight Vulnerability- only if fighter is a Shade-Stalker)

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 9, Dex, 14, Con 13, Int 10, Wis 10,

Cha 6

Skills: Listen +2, Spot +2

Feats*: *Blind-fight*, (Sun-braver or Shade-Stalker), *Weapon Finesse* (dagger), *Weapon Proficiency* (repeating crossbow).

Challenge Rating: 1

* Feats in italics are granted by race or class.



CHOSEN SCOUTS, SKIRMISHERS, AND SLAVERS

Medium-Size Humanoid (Derro)

1st Level Rogue

Hit Dice: 1d6+1 (4 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +3 Studded leather, +1 Spiked buckler)

Attacks: Dagger +2 melee; or repeating crossbow +2 ranged

Damage: Dagger 1d4-1 plus poison (witherweed extract); or repeating crossbow 1d8 plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, (Sunlight Vulnerability- only if scout is a Shade-Stalker)

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

Abilities: Str 9, Dex, 14, Con 13, Int 10, Wis 10, Cha 6

Skills: Balance +8, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6, Use Magic Device +2, Use Rope +6; **Feats*:** *Blind-fight*, (Sun-braver or Shade-Stalker), *Weapon Finesse* (dagger), *Weapon Proficiency* (repeating crossbow).

Challenge Rating: 1

* Feats in italics are granted by race or class.

AKAVE FIGHTER

Medium-Size Humanoid (Derro)

1st Level Fighter

Hit Dice: 1d10+1 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 15 (+1 Dex, +, +Chainmail)

Attacks: Akave +4 melee; or javelin +2 ranged

Damage: Akave 1d8+3/1d8+3; or javelin 1d6+2 plus poison (greenblood oil)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, Sunlight Vulnerability

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

Abilities: Str 14, Dex, 12, Con 15,

Int 10, Wis 10, Cha 6

Skills: Listen +2, Spot +2

Feats*: *Blind-fight*, Exotic

Weapon Proficiency

(akave), Weapon

Focus (akave),

Weapon

Proficiency

(repeating

crossbow).

Challenge

Rating: 1

* Feats in italics are granted by race or class.



Feats*: *Blind-fight*, Mounted Combat, Weapon focus (light lance), *Weapon Proficiency (repeating crossbow)*.

Challenge Rating: 1

* Feats in italics are granted by race or class.

REPTERA

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (Dex)

Speed: 30 ft., climb 15 ft.

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: Bite +7 melee

Damage: Bite 1d8+7

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

Special Qualities: Darkvision 90 ft.,

Scent

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 21, Dex, 12, Con

17, Int 2, Wis 12,

Cha 2

Skills: Climb +15, Hide

+7*, Listen +5,

Move Silently +7*,

Spot +5

* Reptera receive a

+4 racial bonus to

Hide and Move

Silently checks.

Challenge Rating: 3

DERRO

OUTRIDERS

Medium-Size Humanoid (Derro)

1st Level Fighter

Hit Dice: 1d10+1 (6 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +3 Studded leather, +1 Spiked buckler)

Attacks: Light lance +1 melee; or net +3 ranged

Damage: Light lance 1d6-1 plus poison

(greenblood oil); or net plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, Sunlight Vulnerability

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 9, Dex, 14, Con 13, Int 10, Wis 10,

Cha 6

Skills: Handle Animal +4, Ride +4



WARRIORS

Medium-Size Humanoid (Derro)

1st Level Warrior

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +3 Studded leather, +1 Spiked buckler)

Attacks: Dagger +3 melee; or repeating crossbow +3 ranged

Damage: Dagger 1d4-1 plus poison (witherweed extract); or repeating crossbow 1d8 plus poison (witherweed extract)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., Dwarven Traits, Spell resistance 18, Sunlight Vulnerability

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 9, Dex, 14, Con 13, Int 10, Wis 10,

Cha 6

Skills: Listen +2, Spot +2

Feats*: *Blind-fight*, Weapon Finesse (dagger),

Weapon Proficiency (repeating crossbow).

Challenge Rating: 1

* Feats in italics are granted by race or class.

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THE
SLAYER'S
GUIDE
TO

DERRO

Servants of the Tormentor

The dwarven races are quite diverse, but perhaps the most deviant, both physically and mentally, is the derro. Though seen as corrupt and malignant by most of their kin, derro perceive themselves as superior to their brethren. They scoff at their brethren's naïve notion of blind obedience to kin and kith. For derro, it is power that should be respected and nothing else. Guided by this precept, the derro follow the powerful not out of any sense of loyalty toward them but because it is from them that power can be derived. This lust for power drives derro from birth to death in a never-ending struggle for personal glory and honour.

Lurking just below the surface, derro have been, for most players and Games Masters, an unseen menace. This Slayer's Guide shall remedy that situation. No longer shall derro be ignored as a race buried beneath the ground or an adversary caged in the caverns of the hidden world below. The sun can not keep the derro from what is rightfully theirs forever.

Inside You Will Find:

Derro Physiology	Roleplaying with Derro
Habitat	Scenario Hooks and Ideas
Derro Society	Finius's Mine
Methods of Warfare	Reference List

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