DROW ERRATA

PAGES 14-19, Drow domain

The drow domain has undergone extensive changes.

Remove shadowcast, loom large, form of shadow, dancing shade, shadow shackles, shadow raising, Naraneus' fangs

Add shadowskin, shadow knives, shadow stinger, shadow forcefield, shadow manacles, shadow zombies, fangs of the spider goddess

Modify In addition to the changes to the drow domain spell list, the underworld sight domain ability has changed.

Underworld Sight (Su) At 6th level, you may give in to the shadows inside you in order to view the world more clearly. By inflicting 1d4 points of force damage on yourself as a swift action, you either double the range of your existing darkvision or gain low-light vision. At 9th level you may instead gain *arcane sight* (per the spell) as a spell-like ability, or be able to *see invisibility* (per the spell) as a spell-like ability. These effects cannot be dispelled and last a number of rounds equal to the amount of force damage taken.

Shadowskin [replacing shadowcast]

School abjuration; Level assassin 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (scrap of black silk) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance no A field of blackness summoned from the heart of the Plane of Shadow of

A field of blackness summoned from the heart of the Plane of Shadow covers the body of the target, granting a +1 deflection bonus to AC. For the purposes of Intimidate checks, melee weapon damage, and combat maneuvers, the target is treated as one size category larger. For Stealth checks, AC, and ranged attack rolls, the target is treated as one size category smaller. This spell makes no actual change to your size category.

With the exception of creatures with the see in darkness supernatural ability, sonar (such as a vestraadi), or *true seeing*, creatures with sight-based vision treat the target as having 30% concealment (regardless of feats and weapon enchantments that negate concealment).

Shadow Knives [replacing loom large]

School conjuration (shadow); Level assassin 3, bard 3, cleric 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M/DF (piece of glass) Range close (25 ft. + 5 ft./2 levels) Target 1 creature/3 levels Duration instantaneous Saving Throw none; Spell Resistance no

When you cast this spell, knives made of the Plane of Shadow's ephemeral substance appear in the air and fly in dizzying spirals at your opponents. You conjure one shadow knife per three caster levels (to a maximum of 5 shadow knives at 15th level) and make ranged attacks using your base attack bonus + spellcasting attribute modifier against the flat-footed AC of creatures you target with the shadow knives. Shadow knives deal 1d4 points of piercing damage plus your spellcasting attribute modifier. If you have the sneak attack class feature, the shadow knives also deal sneak attack damage. Scrolls, wands, and other magic items that create *shadow knives* cost double the normal amount to scribe, construct or purchase.

Shadow Stinger [replacing form of shadow]

School conjuration (shadow); Level assassin 4, bard 4, cleric 4, druid 4, sorcerer/wizard 4 Casting Time 1 swift action

Components V, S, M/DF (piece of obsidian)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round (see text)

Saving Throw Fortitude negates (see text); Spell Resistance no

You briefly tear a hole into the Plane of Shadow, creating a small gateway between it and the Material Plane—on the other side is a unearthly arachnid waiting to strike the creature on the other side of the portal. Choose one square within range of the spell and a direction facing from that square; at any point during a creature's turn, if the *shadow stinger* is facing its square, the spell attacks with 2 bites (melee touch, 2d6+6 plus poison) using your base attack bonus + spellcasting attribute modifier to determine its attack bonus.

Shadow stinger poison; Injury—save DC 14 + spellcasting attribute modifier, frequency 1/round for 6 rounds, effect 1d4 Dex, 1d4 Con, cure one save.

Shadow Forcefield [replacing dancing shade]

School abjuration; Level cleric 6, druid 6, sorcerer/wizard 6 Casting Time 1 standard action

Components V, S, M/DF (a piece gold string)

Range personal

Target you

Duration 1 round/level (see text)

Saving Throw none (harmless); Spell Resistance no (harmless)

This spell causes your shadow to form into a partially corporeal field of energy that covers your entire body. You have total concealment (regardless of feats and weapon enchantments that negate concealment) against all creatures with visual-based sight (with the exception of creatures with the see in darkness special ability, sonar, or *true seeing*).

This shadowy shield can absorb up to ½ the caster's current hit points upon casting the spell before disappearing. This protection can absorb physical attacks, cold damage, and light-based rays such as *searing light*, but not area effect spells (like *fireball*) or non-light-based rays (like *scorching ray*). Area effect spells are not hindered in any way. If the spell reaches the end of the duration before absorbing the maximum number of hit points, the spell expires and the caster suffers no ill effects.

If the shadow absorbs the maximum amount of hit points possible, the shadow dissipates, leaving the caster with no shadow (possibly causing them to be mistaken for undead) for a number of days equal to caster level and having the *staggered* condition for a number of rounds equal to the number of rounds the shield lasted. If the caster has the drow domain, they lose access to their drow domain spells and abilities until their shadow returns.

Shadow Manacles [replacing shadow shackles]

School conjuration; Level cleric 7, druid 7, sorcerer/wizard 7 Casting Time 1 standard action

Components V, S, M/DF (length of black chain) **Range** medium (100 ft. + 10 ft./level)

Target one creature

Duration See text

Saving Throw Will negates, Fortitude half (see text); **Spell Resistance** Yes (harmless) You cast the target of this spell into a set of shadowy manacles, one on each arm and leg. These manacles pull the target partially onto the Plane of Shadow, dealing 3d6 points of negative energy damage per round and turning them incorporeal for the spell's duration. *Shadow manacles* have an AC of 18, hardness 5, and 20 hit points per manacle. As long as one manacle remains on the target, the target continues to take damage. An initial Will save negates being manacled and a successful Fortitude save each round halves the damage sustained while manacled. The subject may also attempt an Escape Artist check to extricate themselves from a manacle (as a standard action) at the same DC as the spell.

This spell continues until it is dispelled, all shackles are broken, or the creature held either falls unconscious or dies. Upon falling unconscious or dying, the subject is released back onto the Material Plane. Subjects under the effects of *dimensional anchor* are not affected by *shadow manacles*. The material component for this spell is a length of black chain which the caster wraps around his wrist. Undead cannot be targeted by *shadow manacles*.

Shadow Zombies [replacing shadow raising]

School necromancy (shadow); Level cleric 8, druid 8, sorcerer/wizard 8 Casting Time 1 round

Components V, S, M/DF (statuette of black clay)

Range close (30 ft. + 5 ft./2 levels)

Target one or more dead creatures

Duration permanent

Saving Throw Will negates; Spell Resistance no

This spell taps into the negative energy of the Plane of Shadows and allows the spellcaster to animate a number of dead creatures within range (of a total accumulated hit dice no greater than caster level), resurrecting them as "shadow zombies."

Shadow zombies gain a number of bonus hit points equal to the caster's spellcasting modifier. Shadow zombies are under the control of the spellcaster and retain AC, attack bonuses, special attacks, supernatural abilities, armor and weapon proficiencies, special abilities, and base speed, but can only make one move action and one standard action per round. A shadow zombie uses its Charisma score in place of its Constitution score (as normal) but you do not recalculate its saves or hit points (though it is animated at full hp in addition to the bonus hit points above).

If a shadow zombie was a spellcaster and had spells per day or prepared spells remaining, it retains those spells (but cannot learn new spells; this includes any spells modified by metamagic feats.) These undead spellcasters can cast any spell with a casting time of one standard action or less.

Shadow zombies act on the spellcaster's turn immediately after the spellcaster and do so until either the spellcaster is killed or the zombie itself is destroyed. A body cannot be used for this spell more than once.

Fangs of the Spider Goddess [replacing Naraneus' fangs]

School illusion (shadow); Level cleric 9, druid 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M/DF (black silk ribbon with drow house insignia)
Range two-three 60-ft. cones
Effect one shadow web per 6 levels

Duration 1 round/level

Saving Throw see text; Spell Resistance yes

Upon completing the casting of this spell, you fire out several shadow webs. Shadow webs are cone-shaped emanations that extend 60 feet. Creatures in a square with a shadow web are considered entangled (no save; shadow webs are never considered to be anchored or tethered) and suffer the following effects: 1 point of force damage per two caster levels (Reflex save halves), 1d4 points of ability damage of the caster's choice (Fortitude halves, minimum 1), 1d4 negative levels as energy from the Plane of Shadow draws the life out of the target (Will halves, minimum 1).

For every point of force damage inflicted this way, the caster gains a temporary hit point. For every point of ability damage or negative level dealt by *fangs of the spider goddess*, the caster heals 5 hit points. A Will save at the original spell DC removes the negative levels after 24 hours.