

Return of the

# DROW



ADVANCED RACIAL HANDBOOK

By Rick Hershey





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## ADVANCED RACIAL HANDBOOK

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# DROW

Cursed souls beneath the earth, depraved and castoff cousins of the goodly elves, drow are feared and hated by all other races. They are well-known for their remorseless cruelty, their deadly efficiency, and their passions for vice and excess.

Despite their selfish and evil natures, drow are also famed for the disturbing beauty of their art and architecture and the peerless quality of their crafts.

## PERSONALITY

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Little fazes a dark elf. Jaded and cynical in the extreme, drow take shocking events in stride and manage to maintain an air of detachment even when embroiled in deadly circumstances.

This cold-hearted distance is necessary in a treacherous and volatile environment; despite their long life spans, drow know that death can come at any moment. All understand that each step taken is part of an intricate and intimate dance on the edge of destruction. Thus, they take every threat seriously. Even the most innocuous joke could be seen as reason for deadly vengeance, and for drow, vengeance is more than an idea—it's an art form.

## PHYSICAL DESCRIPTION

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Drow are short and slim by human standards, being slightly smaller than surface elves and often weighing less. Their height ranges from 4 to 5 1/2 feet, but most dark elves are about 4 1/2 feet tall. They typically weigh 75 to 125 pounds; drow are as light on their feet as they appear.

Drow features are slightly more angular than are those of surface elves, but they retain an alien beauty. Their skin ranges from jet black to a bruised blue, and even some have dark ash tones. Their hair tends to be a stark white, although some drow have very pale blond, greenish-white, pale blue, or light lavender hair. Dark elves' eyes usually range from a sickly orange to a crimson red color, but some drow have bright blue or even purple eyes. They favor dark clothes of intricate design, and prefer to impress with detail and texture

rather than colors. Black is the natural clothing choice, but purple, deep red, and dark shades of other colors aren't uncommon. Drow rarely wear bright colors or reflective metals, which make them too noticeable if exposed to light.

Altogether, drow present a stunning and imposing image. Some humans and elves find them beautiful, but such fools are like moths attracted to a dark flame.

## RELATIONS

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Motivated to do all the evil that mortals are capable of, it's a wonder that dark elves have any relationship other than all-out war with other races. Drow view all other creatures, no matter how powerful, as inferior. Regardless of how cordial a dark elf behaves toward a particular creature, the drow secretly harbors designs for its degradation, subjugation, and destruction.

Drow hate elves with an unreasonable passion. Derro they view as disgusting grubs that should be expunged from the earth. Duergar compete with drow for resources, and their spell-like abilities make them troublesome. Other sorts of dwarves make decent slaves but are good for little else. Surface gnomes are viewed with derisive humor, but svirfneblin are hated almost as much as duergar. Drow see halflings as a minor nuisance to be enslaved or eliminated. Humans are naive and easily manipulated, simple tools to be used before their destruction. Dark elves view half-orcs, orcs, and goblinoids as humans do wild dogs: useful when properly trained and carefully managed, but otherwise to be killed when encountered. Aboleths and other aberrations are alien and unpredictable creatures, to be used, eliminated, or ignored, as circumstances dictate. Araneas, ettercaps, the drow subraces, and other related creatures are gifts of the Spider Queen, servants and tools. Driders are hated examples of drow weakness.

These views represent common opinions held by most drow, but individuals might have their own take on how to deal with other races. Some might even find it possible to form friendships with individuals of another race, able to deal fairly and in good faith with them—or so they say.





## ALIGNMENT

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Drow are almost universally evil, lawful or lawless as necessary to achieve their goals. Some rare individuals have no particular drive to do evil, but rarer still are those who feel they must do good—such drow are often eliminated or exiled from dark elf society.

## DROW LANDS

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Drow kingdoms are often small, usually no larger than a metropolis on the surface world. The dangerous wilds of the Underdark and the limited quantity of large open space force drow settlements to be scattered widely or spread over a series of linked caverns. Little exists to inform travelers that they approach a drow city. A patrol or guard outpost might be a creature's only warning before it stumbles into a cavern filled with hundreds or thousands of dark elves. Drow often divide their cities into Houses, fortresses owned by powerful families. Weaker families own smaller enclaves or serve in the fortress of a more powerful family.

## RELIGION

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The patron goddess of the drow, the Spider Queen, rules her people from the cradle to the grave—or so it has always been thought. In truth, the dark elves worship a multitude of deities, of which *She of Spiders* is the most prominent. Together these gods make up a small but vicious pantheon.

## LANGUAGE

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Drow speak their own language, which is similar in many respects to the language of surface elves but uses a unique symbology for written words. In addition, all dark elves speak Undercommon, a trade tongue developed to allow creatures of the Underdark to communicate. Written works tend to be highly religious or utilitarian. Works of fiction, philosophy, or poetry are viewed as frivolous unless they achieve a political goal.

## NAMES

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Drow names reflect the history of their language, having an elven sound but with the hard consonants and sibilant sounds adopted by the race. Unlike surface elves, drow usually have one given name at birth and keep that name throughout life. Names can be very important in dark elven society; they indicate a drow's position in her family, what House the family serves, and that House's position in the city. Drow who abandon their names often do so to break from their House and gain power for themselves.

Drow names have four distinct parts: *personal name*, *family name*, *House name*, and *position House name*. There are certain leading Houses within a drow city, listed in the position House name to indicate which that drow's House serves. The drow of the most powerful Houses all serve the leading House.

These names are divided by certain qualifiers or prefixes that indicate position and rank.

### A Drow Name Glossary

**Do'**: A common qualifier meaning "of," used to indicate a certain House or family. This does not indicate position, so it is mostly used between drow who are very familiar and with outsiders who might be confused by other qualifiers.


**D'**: Used before a family name or House name, this prefix translates to "higher of" or "leader of." It indicates that the drow is a member of the elite in his family or that his family is a member of the elite in his House. This prefix is also used when the drow's House leads the city. In such cases, the drow would replace the position House name with the city's name.

**Du'**: Meaning "servant of," this prefix appears before family names, House names, and position House names. It indicates a middle rank.

**Dre'**: Meaning "slave of," this prefix describes the lowest rank of a family's or House's service. It is never used for position House names except in mockery.

**Sif'**: This signifies that the drow is a priest or druid. It is used before family or House name to indicate to which the drow owes the most





loyalty. Sometimes drow use *Sil'* before the name of their deity, abandoning family, House, and position House names, to show they have chosen to serve the god first. Such individuals are seen as dangerous wild cards or tractable tools, depending on the power and independence of the god's church in the city.

**Zan':** This prefix indicates "servant of" and is used in the same way as *Du'* but with the secondary meaning that the service is outside the boundaries of the drow's House or family rank. Mercenaries commonly use this prefix, as do members of Houses or families who are shifting their support to another House. Using this prefix can be a dangerous business, but such risks come naturally to dark elves.

**Ze':** This qualifier means that the drow is an arcane spellcaster of some kind. It's used

exactly like *Sil'*, except that instead of a god, a drow might list a college of magic to which he is in service.

**Zru':** This prefix identifies the drow as a member of the standing army of a House or family. All drow are called upon to defend from or attack foes, but *Zru'* indicates that the drow's main duty is to guard that family or House. Rank is shown by using other prefixes, and service to a particular drow can be indicated by inserting that drow's name in one's own.

Most drow know when a word indicates a name, family, House, or city, but when dealing with creatures unfamiliar with their home city's structure, they sometimes employ a second set of prefixes that come after the first to help clarify. A': "Of the family."

## EXAMPLE DROW NAMES

Used properly, a drow's name can reveal a great deal about her motives, outlook, and social position. Drow know this and introduce themselves in ways calculated to intimidate or to ingratiate themselves with other drow, depending on the situation. Being introduced by or introducing another drow adds a whole new layer of complexity to the situation. Initial introductions can cause a lifetime of enmity or provoke a deadly fight, depending on how well a drow judges the expectations and feelings of others. For this reason, drow often avoid introductions altogether in simple social interactions, such as bartering for items or buying a meal. Asking for a drow's name or telling your own can be viewed as a threat or a challenge. No longer can you rely on anonymity and indifference for protection—suddenly it's personal.

### ***Graxxek D'A'Uldren Dre'Ur'Uzra Zru'Du'Ur'Exarz***

Graxxek's name tells us that he is an elite member of a low-ranking family (Uldren) in service to House Uzra. From his name we know that as part of that service, he serves in the standing army of the powerful House Exarz. Speaking to a drow familiar with the House structure of his city, Graxxek might state his name as "Graxxek D'Uldren Zru'Exarz" or simply "Graxxek D'Uldren."

### ***Levilresh Sil'Demzer Zan'Ur'Tezan D'Che'Brekathra***

Levilresh is a priestess of Demzer, the god of Enchantment, serving as a mercenary to the powerful House Tezan, leader of the city of Brekathra.

### ***Druz Zan'Ze'Sus'Braxa Ze'D'A'Uzra D'Ur'Uzra Du'Ur'Exarz Du'Ur'Tezan D'Che'Brekathra***

When Druz presents his name in this way, it announces that he is an arcane spellcaster in service to the arcane spellcaster named Braxa. Braxa is then described as a high-ranking member of the Uzra family, leader of a House that serves the powerful House Exarz, which in turn serves Tezan, the leading House in Brekathra. Druz's own family name and House name are not mentioned. Were Druz to be more humble, such as when facing a superior wizard from the house of Tezan, he might introduce himself as "Druz Zan'Braxa."



*Che'*: "Of the city."

*Sus'*: The words that follow state the name of another drow.

*Ur'*: "Of the House."

A drow might also extend his name to explain the rank of the person he serves or the House his family serves. This is done upon the request of a more powerful dark elf, to impress with rank, or to explain the drow's position to an outsider.

#### **Drow Male Names**

Brakka, Druzzd, Graxxek, Illitoreth, Ronox, Quizorus, Siltoruz, Timox, Xanazu, and Zreezdonor.

#### **Drow Female Names**

Kaxanna, Ballistra, Dretta, Levilresh, Quolathirathay, Ravillen, Sillilzoress, Tarrarun, Zarrundra, and Xansizi.

#### **House Names**

Brozen, Drakuno, Exarz, Omat, Saruda, Tezan, Uden, Uzra, Xuxim, and Zandra.

#### **City Names**

Brekathra, Kathkatluth, Illitorrazuz, Nellethorud, Reayzakatra, Suskurazazz, Tezzuran, Uthtillatorien, Tyrrynythol, and Zedratazuz.

### **ADVENTURERS**

Drow take up adventuring for many reasons. Some are more comfortable facing the physical dangers of the Underdark than the deadly social and political climate of drow cities. Others seek to win fame or power they can bring home, and still more take up a life of adventure to break free from a constrictive social position. Many are forced to

### **DROW RACIAL TRAITS**

**+2 Dexterity, +2 Charisma, -2 Constitution:** Drow are nimble and manipulative.

**Elf:** Drow are humanoids with the elf subtype.

**Medium:** Drow are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Drow have a base speed of 30 feet.

**Darkvision:** Drow can see in the dark up to 120 feet.

**Drow Immunities:** Drow are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

**Keen Senses:** Drow gain a +2 racial bonus on Perception checks.

**Poison Use:** Drow are skilled in the use of poison and never risk accidentally poisoning themselves.

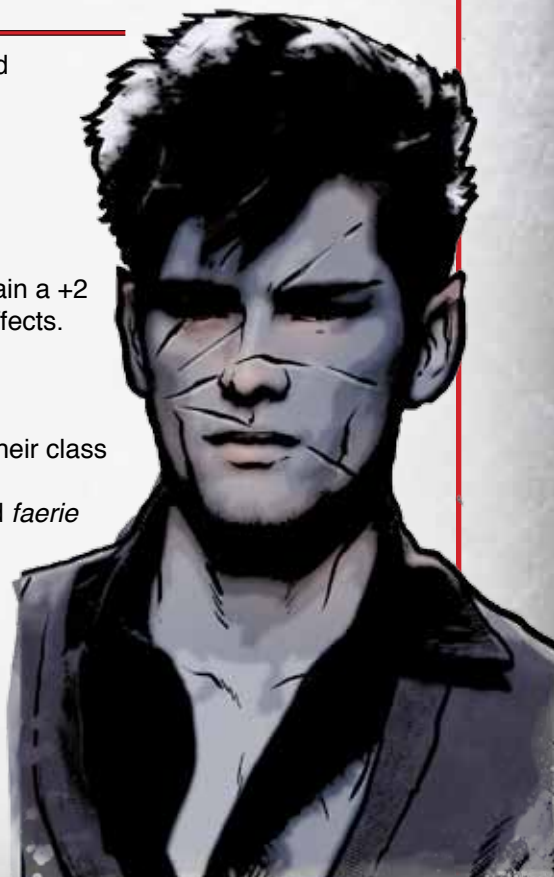
**Spell Resistance:** Drow possess spell resistance equal to 6 plus their class levels.

**Spell-Like Abilities:** A drow can cast *dancing lights*, *darkness*, and *faerie fire*, once each per day, using her total character level as her caster level.


**Light Blindness:** Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

**Weapon Familiarity:** Drow are proficient with the hand crossbow, rapier, and short sword.

**Languages:** Drow begin play speaking Elven and Undercommon. Drow with high Intelligence scores can choose from the following languages: *Abyssal*, *Aklo*, *Aquan*, *Common*, *Draconic*, *Drow Sign Language*, *Gnome*, or *Goblin*.







take the adventurer's path to escape the destruction of their family or House. Exiled dark elves become adventurers because the alternative is death.

## ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing drow racial traits. Consult your GM before selecting any of these new options.

**Ancient Heritage** Some older drow houses still continue to teach the ancient ways. They gain proficiency in the *elven curve blade*. This replaces the normal drow weapon familiarity.

**Arachnid Empathy** Though drow often relate poorly to humanoids, some share an affinity with baser creatures. These drow gain the ability to communicate with arachnids as if under the effects of a *speak with animals* spell (caster level equal to 1/2 the drow's Hit Dice). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these drow initiate an exchange, arachnids begin with a starting attitude of indifferent. This is a supernatural ability. This racial trait replaces the normal drow spell-like abilities.

**Capture Alive** Selling a slave is better business than killing a slave, sometimes. Once per day, if they are dealing nonlethal damage with a weapon, they maximize this weapon's damage. Do not roll for damage—the weapon deals maximum nonlethal damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If these drow confirm a critical hit when dealing nonlethal damage, they instead increase their weapon's critical multiplier by 1. This replaces the normal drow weapon familiarity.

**Darkdancer** A few drow come from a line of sword masters and are trained from birth to handle

such weapons. Once per day, when using a sword to make a combat maneuver check, these drow can roll twice and take the better result; they must decide to use this ability before the roll is attempted. This ability replaces poison use.

**Dark Pact** Some drow possess a special connection to the eternal darkness that surrounds them at all times grants. Drow with this racial trait are treated as 1 level higher when casting spells with the darkness descriptor or using granted powers of the Darkness domain, or the bloodline powers of the abyssal bloodline or casting spells granted through the witch's shadow patron. This ability does not give the drow early access to level-based powers; it only affects powers the drow could use without this ability. This racial trait replaces the keen senses racial trait.


**Demon Seed** Not all drow inherit the same spell-like abilities. A drow with a demon ancestor or born under the influence of Abyssal magic gains different spell-like abilities. A drow with this racial trait can cast *bleed*, *death knell* and *doom* each once per day, using his total character level as his caster level. This replaces the spell-like abilities racial trait.

**Drow Noble House** You were born to a noble house of the drow and carry their brand upon your flesh. Once per day when making a Diplomacy check you may roll twice, choosing the best result; you must declare the use of this ability before the roll. You also start with the maximum amount of starting wealth at 1st level or +10% if starting at a level higher than 1st. This racial trait replaces keen senses.

**Evil Incarnate** Few creatures rival the abject malignancy of drow. Drow embody this in their flesh. A drow with this racial trait gains DR equal to 1/4 their character level. Good-aligned attacks by pass this resistance.. This replaces the spell resistance racial trait.

**Fearless** The only thing more horrific than what the drow do to each other, is what they do to





others. Drow with this racial trait have seen their share of the grotesque and gain a +2 racial bonus on all saving throws against fear. This racial trait replaces keen senses.

**Ghost Echoes** Some drow have the ability to manipulate sounds rather than light and darkness, a useful ability in the long, echoing corridors of the Underdark. A drow with this racial trait can cast *ghost sound*, *magic mouth* and *ventriloquism* each once per day, using his total character level as his caster level. This replaces the spell-like abilities racial trait.

**Horror in the Dark** Some drow have suffered at the hands of torturers or were disfigured by a rival. In a society that embraces beauty and pain, these drow stand out with their marks of agony. Drow with this racial trait gain a +2 racial bonus on Intimidate checks. This racial trait replaces keen senses.

**Hunter in the Dark** Like the spider who hunts the fly, some drow are gifted with patience and deadly accuracy. This drow gains a +2 racial bonus to attack rolls with readied attacks made with a ranged weapon. This racial trait replaces the drow immunities racial trait.

**Manipulative** Drows are practiced liars. A drow with this racial trait gains a +2 racial bonus to Bluff checks. This replaces keen senses racial trait.

**Masochist** Pleasure and pain often defines a drow's existence. A drow with this racial trait associates both states with its opposite and gains the ability to better resist non-lethal damage. This drow adds his Constitution score to his current hit point total when determining whether or not he gains the staggered condition from non-lethal damage. This replaces the spell resistance racial trait.

**Monstrous Empathy** Be it spiders, oozes, or bizarre aberrations, some drow societies admire and worship a particular type of creature with the *any* or *underground* ecology. If these drow have


at least 7 HD, they can, once per day, use *charm monster* as a spelllike ability on a creature of the type that matches the one they have selected, even if that creature is normally immune to that spell. They can only have one charmed creature at any one time, if they charm a new creature, the effect upon the previous creature ends. This racial trait replaces drow immunities and keen senses.

**Pain is Pleasure** Drow society loves to inflict pain and many of the more repressed members have come to embrace pain as a form of pleasure. These drow reduce all nonlethal damage they take by 5 regardless if it is a physical assault or spell; in addition they reduce all numeric penalties due to entangled, exhausted, fatigued, grappled, sickened and pain effects (*tormenting touch*, *symbol of pain* etc.) in half (rounded down). This racial trait replaces drow immunities and poison use.

**Poisoner** Toxins are a normal part of drow life. Constant use and exposure to poison inures some drow to its effects. Drow with this racial trait gain a +2 bonus to saves against poison. Also, if this drow fails four saves against one type of poison he is thereafter immune to that poison. This racial trait replaces the normal drow resistance racial trait.

**Paranoid** Drow are a suspicious, paranoid race. They suspect everyone lies as a matter of course, and only tell the truth when they have something to gain. A drow with this racial trait gains +2 racial bonus to Sense Motive checks. This replaces the keen senses racial trait.

**Skulk** Some drow are naturally stealthy and can blend easily into their environments, and move with surprising grace. Drow gain a +2 racial bonus on Stealth checks, and take only a -5 penalty on Stealth checks made to hide from creatures they have distracted with a Bluff check (rather than the normal -10 penalty). This racial trait replaces the normal drow spell-like abilities.





**Spider Touched** The spider queen sometimes bestows powers on a drow infant. A drow with this racial trait can cast *detect poison*, *spider climb*, and *summon monster I* (giant spider) each once per day, using his total character level as his caster level. This racial trait replaces the normal drow spell-like abilities.

**Taskmaster** Slavery is an important aspect of drow culture, and some are raised from birth in the art of lashing the enslaved. Drow with this racial trait gain proficiency with whips and a +1 racial bonus on combat maneuver checks made to disarm or trip with a whip. This replaces the normal drow weapon familiarity.

**Vengeful** Some drow cannot be satisfied until they have paid back their aggressors in full. Whenever a creature inflicts damage to these drow reducing them to below half their hp total, or inflicts a permanent injury that cannot be healed naturally (such as ability drain, or the loss of a limb) their strikes become fueled with a white-hot need for revenge. They gain a +1 racial bonus to attack and damage rolls against that creature until the end of their next turn. This replaces the normal drow weapon familiarity.



## FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a drow has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all drow who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Add one extract formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.

**Cleric:** Add a +1 bonus to concentration checks when casting necromancy spells or spells with the evil descriptor.

**Fighter:** Chose a weapon from the following list: *hand crossbow*, *elven curve blade*, *rapier* or *shortsword*. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Inquisitor:** Add a +1 bonus to Intimidate checks.

**Monk:** Add +1/4 to the monk's ki pool.

**Ranger:** Choose one of your favored enemies with the humanoid type. Add a +1 bonus to CMB on attempts made to grapple or to continue a grapple against this type of creature.

**Rogue:** Add a +1/2 bonus to Craft (poison making) and a +1/2 bonus to Stealth checks made against other drow.

**Sorcerer:** Select one bloodline power granted at 1st level that is normally usable for a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

**Summoner:** Add +1/4 to the eidolon's evolution pool.

**Witch:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

**Wizard:** Add +1 on caster level checks made to overcome the spell resistance of outsiders.





# DROW CHARACTER TRAITS

## Blasphemed Nature

An ancestor of yours performed some act will a hellish entity. The exact nature of this deal is unknown, but your family has been rewarded. You gain a +2 trait bonus to Spellcraft checks regarding spells with the darkness, death, evil, or fear descriptors. Spellcraft is always a class skill for you.

## Child of Darkness

You come from a long line of dark magic users and the taint of your blood is strong. Practicing dark magic causes you to surge with unnatural vigor. For one round after you cast any spell with a darkness, death, evil, or fear descriptor, you gain a +1 trait bonus to Armor Class.

## Demoncaller

You are a demoniac well-practiced in the arts of summoning. Creatures with the demon subtype that you call with a conjuration (summoning) spell gain a number of additional hit points equal to the level of the spell used to conjure them.

## First Blood

At an early age a group of rivals or siblings tried to murder you, either way you drew first blood and ended the situation. You have learned to face down unfavorable odds and still emerge victorious. You gain a +1 trait bonus to attack rolls in melee combat when you are threatened by more than one foe.

## Hell-Tongued

Your young life involved the teaching and studying of ancient manuscripts, authored in strange languages, these texts demanded special knowledge. Consequently, you've gained insight into the language and psychology of certain unnatural creatures. Choose one bonus language from this list: *Abyssal*, *Aklo*, *Draconic*, or *Infernal*. You gain a +1 trait bonus to Diplomacy checks when interacting with creatures whose native

tongue is the language you chose for a bonus language.

## Rebellious Beauty

You are strikingly attractive, and you know it. You've learned to use your good looks and self confidence to get your way. Choose either Bluff or Intimidate. You get a +1 trait bonus to checks on a character is that is (or could be) sexually attracted to you with your chosen skill. You get a +1 trait bonus to Will saves against compulsions.

## Sensing the Enemy

When danger strikes without warning, you act with speed and determination. You gain a +2 trait bonus to initiative checks and a +1 trait bonus to attack rolls when able to act during a surprise round.

## Spider Skirmish

Movement confuses the enemy and keeps you alive long enough to attack. You slip by your enemies with practiced ease in order to gain advantageous ground or position. You gain a +2 trait bonus to Armor Class when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this trait's bonus.

## Tempter

You have a knack for divining the secret desires of others. You gain a +2 trait bonus on checks made to convince a charmed creature to do something it normally wouldn't.

## Traitorous Instincts

Like so many of your kind, treachery comes naturally to you. You gain a +1 trait bonus on attack rolls against drow.

## Voice of Pain

Words have power, and you know this better than many. Whenever you cast a spell that inflicts hit point damage and that has a verbal component, the spell's save DC gains a +1 trait bonus (if applicable). Also, choose one of the spell's target who can hear you cast the spell. Against this target, the spell gains a +1 trait bonus to damage.





## DROW FEATS

### ART OF SUBTLETY

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*You can subtly spin gracious proposals and veiled threats into ordinary conversation.*

**Prerequisites:** Bluff 6 ranks, Sense Motive 6 ranks, drow

**Benefit:** You can make a Bluff skill check in order to perform a Diplomacy or Intimidate skill check with such subtlety that it appears to all other observers as though you were simply engaging in polite and ordinary conversation. This application of the Bluff skill is similar to delivering a hidden message, and eavesdroppers and onlookers observing the attempt are entitled to a Sense Motive skill check to see your discourse for what it is. A creature possessing this feat gains a +4 bonus on this type of Sense Motive skill check.

### DARKLANDS ELITE [TEAMWORK]

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*You are part of a highly-trained drow strike force.*

**Prerequisites:** base attack bonus +1, drow

**Benefit:** Whenever you successfully use the aid another action to improve the attack rolls or Armor Class of an allied drow who also possesses this feat, you gain a bonus on attack and damage rolls with attacks of opportunity equal to the number of allied drow within your reach that also possess this feat.

### DEMONIC CONSULAR

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*You depend on the profane counsel of your demonic familiar.*

**Prerequisites:** Improved Familiar (quasit), drow

**Benefit:** Whenever your quasit familiar uses its commune spell-like ability on your behalf, you gain a +2 profane bonus on all Intelligence-based skill checks and on initiative checks for 1 hour. After the first hour, your will is wearied by the influx of power, and you take a -1 penalty on Will saving throws for 1 additional hour.

### POISONOUS SPELL [METAMAGIC]

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*You can suffuse a spell with a dose of venom.*

**Prerequisites:** drow

**Benefit:** You may alter a spell that you cast so that the spell is infused with a single dose of poison (which is consumed as a material component during the casting). The spell must target one or more creatures, and must include a saving throw to negate or reduce the effects. Targets that fail their saving throws are exposed to the poison. For each target beyond the first, the DC of the poison is reduced by 1. A poisonous spell takes up a spell slot two levels higher than the spell's actual level.

### SLY DRAW [COMBAT]

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*You have learned to conceal the drawing of a small object behind that of a larger one.*

**Prerequisites:** Quick Draw, Sleight of Hand 3 ranks, drow

**Benefit:** You can draw or palm a smaller object when you draw a larger one. The object must be no bigger than an appropriately-sized dagger, and you may draw the item as a part of the same action of drawing another object or weapon of equal or larger size. As this feat gives you no ability to wield or use more than one item in one hand, you may not wield or use either object until you drop one or the other, or until you transfer one or the other to a free hand. Creatures that witness your sly draw may notice the smaller object if they succeed on a Perception skill check opposed by your Sleight of Hand skill check, made as a free action as a part of the same action required to draw that object.

### SPIDER-SPEAKER

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*You can empathically influence arachnid creatures.*

**Prerequisites:** wild empathy, drow

**Benefit:** You can influence arachnids and arachnid monsters (such as phase spiders) with your wild empathy ability.





# RACIAL ARCHETYPES

## THE HARUSPEX (DROW ORACLE ARCHETYPE)

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The grim and gruesome haruspex is more than a tremendously capable diviner – these rare drow oracles pursue obscure, mysterious, and often otherworldly avenues of power. Though often mistrusted, none doubt the terrible power that the haruspex wields.

***A haruspex has the following class features.***

**Haruspex Hex (Su):** A haruspex practices a number of suspiciously occult traditions and practices. The haruspex may choose one hex from the list of hexes available to members of the witch class. He gains the benefits of that hex as though he were a witch with a class level equal to his oracle level. At 11th level, the haruspex gains access to a grand hex in an identical fashion.

This ability replaces the revelation gained at 1st level and the revelation gained at 11th level.

**Divinatory Disembowelment (Su):** At 7th level, the haruspex gains the ability to perform an obscure and gruesome divinatory ritual in which a recently-slain creature is disemboweled and its entrails are strewn and read. This ritual requires 1 minute to perform and must incorporate the physical remains of a once-living creature, which are destroyed in the process of reading the remains. At the conclusion of the ritual, the haruspex must immediately begin casting one of the following spells: augury, divination, or any divination spell with a percentile chance to reveal information. Any such percentile chance is improved by a number equal to the Hit Die of the creature sacrificed in this manner.

This ability replaces the revelation gained at 7th level.

## THE MALUS (DROW MAGUS ARCHETYPE)

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The malus consorts with darker powers than do traditional magi. Some muse that it was demonic conference which brought the tradition to the drow, but whatever their origin, there can be no doubt that the malus is truly a paragon of wickedness.

***A malus has the following class features.***

**Alignment:** any evil

**Armor Proficiency:** A malus gains no ability to cast magus spells in medium or heavy armor.

**Malus Arcana (Su):** A malus adds the following abilities to the list of magus arcana that he may choose from.

**Bloodthirsty Blade (Su):** The malus can spend 1 point from his arcane pool as a swift action to imbue his weapon with the power to inflict bleeding wounds. If the weapon strikes a creature within 1 minute, that creature takes 1 point of bleed damage each round until the effect is stopped. The bleeding wound resists healing spells as if the target possessed spell resistance equal to 10 + the malus' class level. The bleeding can be stopped by normally nonmagical means.

**Cruelty (Su):** The malus can select one cruelty from the list of cruelties available to members of the antipaladin alternate class. The malus must have a class level equal to the antipaladin level required to gain access to that cruelty. By spending 1 point from his arcane pool, the malus may imbue his weapon with the ability to afflict any cruelty that he knows. The save DCs for a malus' cruelties are equal to 10 + half the malus' class level + his Intelligence modifier. His malus levels count as antipaladin levels for the purposes of determining the effects of the malus' cruelties.

**Malicious Abjurations (Su):** At 5th level, a malus adds protection from good to his spell list as a 2nd-level spell. At 11th level, a malus adds magic circle against good to his spell list as a 4th-level



spell. At 17th level, a malus adds dispel good to his spell list as a 6th-level spell.

This ability replaces all bonus feats.

**Hex Pool (Su):** At 7th level, when a malus prepares spells, he may decide to spend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point that he expends the magus gains the ability to use a single hex, chosen from the list of basic hexes available to members of the witch class, usable once only. If the magus does not use these abilities before he next prepares spells, he loses access to those hexes. The magus may only gain access to hexes with activated abilities. Hexes which do not require an action to use may not be accessed in this way.

This ability replaces medium armor and knowledge pool.

**Major Hex Pool (Su):** At 13th level, when a malus prepares spells, he may spend 2 points from his arcane pool to gain access to a single major hex, gaining access to the one-time use of that hex in a fashion identical to that granted by the hex pool ability. Major hexes which do not require an action to use may not be accessed in this way.

This ability replaces heavy armor.

## THE MALEFICIUM (DROW WITCH ARCHETYPE)

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While most witches favor manipulation and subtlety over more obvious schemes, the maleficium is satisfied to see her enemies writhing in agony at her feet, defeated and overwhelmed with pain.

**A maleficium has the following class features.**

**Spells:** A maleficium removes all spells with the (healing) subtype from her witch spell list. Conversely, the maleficium casts inflict spells and the harm spell at a caster level one level higher than usual.

**Wracking Blight (Su):** A maleficium can cause a single creature within 60 feet to be wracked with pain as a standard action. The creature takes 1d4 points of nonlethal damage, and is entitled to a Fortitude saving throw for half damage. A creature that fails its saving throw experiences an excruciating magical side effect, as any previously-trivial bruises or injuries that the creature might have recently suffered bloom into painful gashes and sores. In addition to receiving nonlethal damage, a creature that fails its saving throw against the wracking blight converts an amount of preexisting nonlethal damage equal to the nonlethal damage received by this ability into lethal damage. Once a creature has succeeded on a saving throw against the wracking blight, it cannot be affected by this ability again for 24 hours. This ability is a pain effect.

At 3rd level and again at every odd-numbered level thereafter, the amount of damage dealt by this ability is increased by 1d4, to a maximum of 10d4 at 19th level.

This ability replaces the hex gained at 1st level.

**Wrack and Ruin (Su):** At 8th level, whenever a creature within 60 feet fails a saving throw against one of the maleficium's hexes, the witch may subject that creature to her wracking blight ability as a free action. A creature that has succeeded on a saving throw against her wracking blight within the past 24 hours may not be subjected again in this way.

This ability replaces the hex gained at 8th level.

**Harm (Sp):** At 16th level, a maleficium can cause any creature within 60 feet that is currently affected by one of her hexes to suffer the effects of a harm spell as a standard action. Doing so ends the duration of any of the maleficium's hexes currently affecting the target. Whether or not the save is successful, a creature cannot be the target more than once per day. This is a spell-like ability with a caster level equal to the maleficium's class level.

This ability replaces the hex gained at 16th level.



## DROW SUBRACES

Generations of cruel experimentation and inter-species breeding has led to several diverse racial offshoots of the drow. A few of these subraces have managed to remain alive and even thrive in a world where their creators would rather see them extinct.

A player may choose one of the following drow subraces for her drow character in place of the traditional drow racial features. Each subrace presents an overview of the subrace, new racial traits, as well as a description of physical appearance.

### DREY

Fierce cousins to the drow, drey are the first creation of the Spider Goddess. Chaotic and vengeful to the extreme, drey barely muster enough order to form a society and continue their race. Females dominate the species, using and abusing males at their whim, making little distinction between them and the short-lived slaves they take.

Superficially similar to drow, drey resemble black-skinned elves with white-dreaded hair. Their eyes are blank voids of white, and their features are harder and more angular than drow's, somehow making them more beautiful nonetheless. They are typically taller and more muscular than drow. Males can, and often do, grow facial hair.

**Ancestry** Ancient Drow

**Typical Alignment** CN

**Ability Modifiers** +2 Str, +2

Cha, -2 Wis

**Special:** n/a

#### Racial Traits

The following are racial traits for the drey.

**Feral** The drey are wild and untamed, degenerated to a more primitive state. The drey gain a +1 racial bonus on damage rolls with melee weapons.

This racial trait replaces the poison use and weapon familiarity racial traits.

**Wrath** While drow may hate elves and dwarves, drey hate singular individuals, even dumb animals, to the point of insanity. When someone does injury to them, they cannot be satisfied until they have paid the attacker back in full. Whenever a creature inflicts damage on them, their strikes become fueled with a white-hot need for revenge. They gain a +1 racial bonus to attack and damage rolls against that specific creature until they inflict the same amount of damage, condition, or ultimately kill or destroy that opponent. They do not gain the use of this ability again against any other creature until one of those circumstances is met. This racial bonus increases to +2 at 4th level, +3 at 8th level, +4 at 12th level, and reaches a maximum bonus of +5 at 16th level. (This is an unnamed bonus: It stacks with itself and with all other bonuses to attack and damage rolls.) This racial trait replaces spell resistance and spell-like abilities traits.

### SPIDERLINGS

In the narrow tunnels of the wild Underdark, whose tight confines are rarely traveled by sentient creatures, the spiderlings thrive. They are a strange and secretive race of creatures that look like miniature driders. Created by magical experimentation on malformed drow children long ago, the spiderlings have since developed into a full-fledged race of their own, inventing their own culture from the tatters of their makers.

Castoff experiments, spiderlings are a fusion of drow and spider that have scuttled throughout the Underdark, populating its hard-to-reach spaces. Spiderlings were created to be a servant race, but their small stature made them of little use in the harsh drow society.

Spiderlings look like dog-sized spiders with little drow torsos protruding from where the head of the spider would be. Similar in proportions to





halflings, they have the coldly beautiful features of dark elves.

**Ancestry** Spider/Drow  
**Typical Alignment** CN  
**Ability Modifiers** +2 Dex,  
+2 Int, -2 Str

**Special:** Spiderlings are a small race and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

#### Racial Traits

The following are racial traits for the spiderlings.

**Quadruped** Spiderlings possess eight legs and two arms, granting them a +12 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed. This racial trait replaces the spell-like abilities traits.

## VUPDRAX

Dropping from the ceiling in a great flapping of wings is a black-skinned elf with leathery black wings extending from its shoulders.

Vupdrax are another failed and castoff drow experiment that managed to survive and carve out a place in the Underdark. Magical alteration of drow and unexplainable interbreeding with dire bats eventually produced fertile hybrids: the vupdrax. Unfortunately for their creators, they were a failed experiment: They lack the drow intellect.

Vupdrax are taller and more heavily built than drow. Their ears are large and batlike, and they have huge bat wings that span 15 feet. These wings fold up tightly behind their backs when they're not flying, and ignorant surface dwellers have mistaken vupdrax at a distance for drow wearing bulky cloaks. Vupdrax have the facial features of drow but are often bald. They have



long fingers tipped with sharp claws, and well-formed lips hide fanglike incisors. Among themselves, vupdrax are very community-minded. Personal items and personal space are strange ideas to them. When a vupdrax requires an item from its fellow, the other surrenders the item because it doesn't need it now, or the two fight. Such conflicts are rarely to the death.

**Ancestry** Dire Bat/Drow  
**Typical Alignment** NE  
**Ability Modifiers** +2 Dex, +2

Wis, -2 Int

**Special:** n/a

#### Racial Traits

The following are racial traits for the drey.

**Flight** Vupdrax have a base speed of 30 feet on land. They also have a fly speed of 30 feet (clumsy). This racial trait replaces the spell-like abilities traits.

**Blindsense (30 Feet)** Using their acute hearing, vupdrax notice things they cannot see. Vupdrax usually do not need to make Perception checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. A creature that the Vupdrax cannot see still has total concealment against these drow, and they still have the normal miss chance when attacking creatures that have concealment. Visibility still affects the movement of the vupdrax, and they are still denied their Dexterity bonus to AC against attacks from creatures they cannot see. This racial trait replaces spell resistance and weapon familiarity traits.



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