

THE NALBREZU, DEVILS IN DISGUISE

DROW OF PORPHYRA





DROW OF PORPHYRA

THE NALBREZU - DEVILS IN DISGUISE

Credits

Author: Patricia Willenborg
Editing: Perry Fehr
Artist: Gary Dupuis
Cover Artist: Patricia Cavalieri
Porphyra Logo: Rick Hershey
Layout: Mark Gedak
Publisher: Purple Duck Games

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc does not guarantee compatibility, and does not endorse this product.



INTRODUCTION

All beings who love the light learn to dread the realms below their feet, and since the earliest times the Underdeep has repaid all fears in kind. Insectile horrors and stranger things boil up from wounds in the earth without warning anywhere they are least expected. Prisoners are taken so far beyond the reach of the sun that they might as well have never known it at all. And most who venture down in search of glory or revenge meet their childhood nightmares - and then, if they are very lucky, they die.

Because more than anything else, the Underdeep is a place for death.

But these are merely the truths about the Underdeep that surface dwellers believe. Beyond the natural caverns explored by the brave is a world that's been carefully crafted by the bizarre creatures that dwell in it. Miles of winding tunnels have been left behind by ancient empires; magic and slaves have hewn the rest. Flora and fauna from above provide light, defenses, and food, and what should have perished has found ways to flourish. So for every deserted corridor there are caverns teeming with mouths that must be fed.

It's no wonder, then, that the swarms from below seem savage and mindless, even when they are not. They tear away what they can grab before retreating like seasonal storms. Most attacks from the Underdeep are about necessity, not daytime horrors like wars of succession. Survivors hate to lose their loved ones to the endless dark, but at least they can understand why they were taken. They begrudge the lost supplies but have to admire the inventiveness of the desperate. But even the masterful slave raids of the duergar are child's play compared to the machinations of the drow.

The drow inspire a new level of awe in the dark because they bring elven elegance to every empire they forge. Anything the drow pursue becomes an art, from politics to poison brewing, and whatever they master becomes an obsession. Yet no matter how crazed or brutal they seem, they always move with a purpose and their designs are rarely simple. It might take decades for a goal to be reached, but drow nurture intrigues like surface elves tend forests. Unlike their woodsy cousins, however, the drow hold no special reverence for nature. They take their desires to the next level - whatever those desires may be, and whatever it takes to obtain them.

But these truths about dark elves, like all legends of the Underdeep, are only partly true.

Assuming that all drow are alike is usually a dangerous error, but it's an even worse mistake to make in the lands of Porphyra. Up until a thousand years ago, stories about dark-skinned elves were few and far between. They could have been rare births or botched experiments, but nobody feared them or paid much attention to the rumors. Some sages believe that Porphyra had no genuine drow until The Calling. They are right about one thing: When the elves and orcs cried out for new gods and opened their reality to others, they got a lot more than they bargained for.

Why Drow?

Since "ancient times" when a dark subterranean race incited giants to attack the lands of men, the evil breed of elves known as drow has been a favorite adversary of tabletop adventurers, seen with a mix of fear at their eldritch power and the temptation of their myriad treasures and magical secrets. One is always seen as virtuous against the drow, and the necessity of opposing them gives a sense of heroism to many stalwart players. The scale of their society and machinations ensures that they will be a solid challenge that will never lack for twists and turns.

On Porphyra...

The drow are as much a Landed (not native to Porphyra) race as dwarves or málites. The restrictions of past scenarios do not apply, and each sect of drow, though somewhat physically and psychologically similar, come with different loyalties and *raison d'être*, unchained to one another. Drow serve many, wildly different masters on the Patchwork Planet of Porphyra, and struggle to survive after being dragged from their worlds of origin- anything goes now, with the drow... so make sure you don't miss out.

THE NALBREZU, DEVILS IN DISGUISE

First Cut is the Unkindest

Since you've been doing jobs for us and you've finally figured out that you're not working for strangers, it's time I sat down and explained some things. You haven't been calling me 'Uncle Jallorn' this whole time for nothing. You can be a part of something bigger and better than any two-bit thieves' guild anywhere on Porphyra. You're already half-way there because you're not a dark skinned elf; you're a drow planted in a city we needed to know from the inside. Now you just need to know where your blood comes from and what it means to live by our Code before you make the big choice about coming home with me. So this is our story, or as close as you're going to get in a society of professional liars:

Once upon a time, we were as fair and free as elves ever are. We were citizens of the greatest kingdom around and for millennia, life was good. That was basically because the lesser races thought we lived forever and we didn't bother to correct them. We just pretended to be our ancestors when others were around and gave them all the advice and culture they wanted. In exchange, they enjoyed the awe and mystery and paid us in diamonds and pearls. Everyone was happy. Of course, it couldn't last; no con ever does. Eventually a star fell from the sky right on top of the annual meet-and-greet and before we could hide the bodies, the ruse was blown.

All those years of easy living meant we weren't prepared for war, but war was what we got, and fast. Every ungrateful race we'd ever helped crawled out of the woodwork to take their stab at us and watch us bleed. They scooped up our territories, our shipments, and finally our outlying towns. But not all of us suffered right away - the king and his cabinet hid in their strongholds and sent the rest of us out to die instead. They didn't want to admit that we were outmatched and everything would have to change. After spending centuries surrounded by other elves, they just didn't know how to adapt to the world anymore.

Those of us who'd spent time with the short-lived races knew the same old might and magic wouldn't work, but nobody was listening to us. The highest of the high elves weren't desperate enough for *that*. No, they were too busy trying to figure out how to save themselves without

anyone being the wiser, and wouldn't you know it? They kept us busy enough to get their wish. Their stupidity was so *human* that they surprised us for the first time in thousands of years, but it also ended up being the last time we'd take the hit in their place. The king and his court sold us, you see - every last elf they could spare - to keep their precious kingdom.

But at least we went to the highest bidder: the demons of the Abyss.

That's right. We didn't get shipped off to any old group of slobbering underground slavers. We were called together for a grand ceremony and then given to demons the king and his merry elves summoned up. It didn't matter if we ran or fought or bargained; we had already been signed for. They even had a pocket realm set up for us to live in, tucked away where the worst of the Abyss couldn't get at us. It turned out that our king had been bragging about how great we were at pretending and fitting in with other races. For some of us, it was a job; for some of our nobles, it was a game. Truth be told, he was right. We'd gotten good at sneaking around.

And the demons bought us because they needed us. There were elven kingdoms on other worlds where demons had a hard time getting around. Paladins and wards and other tricks kept the outsiders - well, outside, but elves didn't suspect their own kind, so in we went. Our masters stripped away some of our key memories first - from the name of our world to the name of our kingdom - and kept most of us locked in our pit. With no way back and no way forward, we became the Nalbrezu, named after the glabrezu and nalfeshnee that used us to rot elven morals from the inside. After what we'd been through, we didn't really mind.

None of us know how long we were prisoners since they only let us out for missions and kept us on a very short leash. We lived, we died. Some of us gave birth to half-demons but mostly they left us to breed amongst ourselves. That didn't stop us from changing, though. Our skin turned to the darker shades of the Abyss (which didn't make our job any easier, but we found ways around it). We soaked up some magic and started shrugging off the elements, and eventually we made the darkness our friend. For a long time, hiding out in tunnels and sneaking through the night was the only fun we had - but the demons didn't know about it, so it was definitely fun.

What we didn't know was that we were being watched by some very important enemies of our enemies - specifically, devils of a special kind. They weren't just any er-

inyes, showing up to make our dreams of revenge come true. They had a special mission of their own, so we were weighed and tested, and once again we fit the bill. Only this time, the schemers came to us up front and personal, showed us their true faces and laid out some terms. We would get a choice. We would get to haggle. And if we decided to back out, there wasn't much worse anyone could do to us. Of course, by then we knew a deal that was too good to be true when we saw it, and we sent our best of the best to handle the bargain. They were everything our old king and his court didn't have the guts to be.

Because of them, we made it out. It didn't come cheap, but then nobody expected it would.

It just so happened that a god of corruption was in need of some mortal agents who knew how to keep things quiet. The Dark Patron Eshsalqua will give anyone the ugliest of their heart's desires for a hefty price, but even though he'll keep his word, it's not an easy scheme to sell. His Furies found us by accident but roped us in on purpose, arranging our freedom in exchange for the souls and service of our next three generations, no questions asked, no take-backs. I know a few things about dark gods and I can tell you we got off lucky on that score. But the erinyes added their own finder's fee before showing us how to escape.

We agreed to take on some of their work, making revenge one of our specialties - but vengeance was already sacred in the blackened heart of every Nalbrezu, so we were happy to oblige. I know that it's one of my favorite things in any world.

The Empire of Whispers

Don't ask how we got clear of the Abyss. It's not a pretty story, and not all of us made it out.

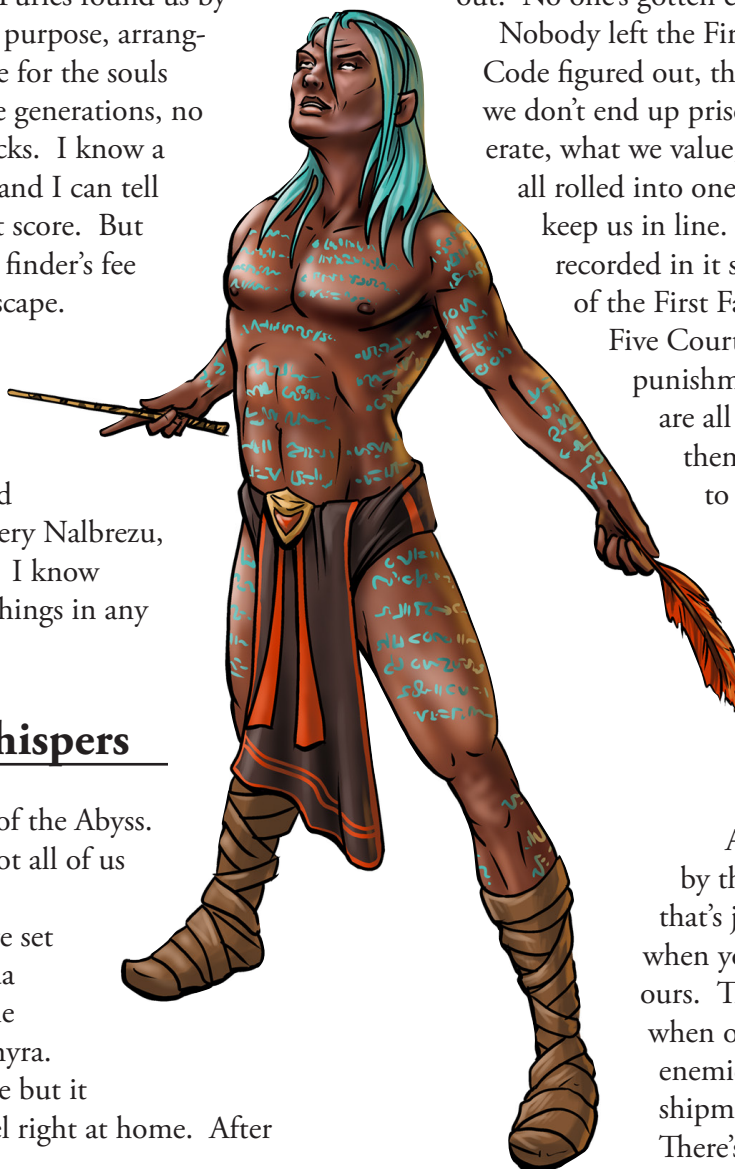
Those of us who lived were set loose on the world Eshsalqua wanted to corrupt first, some sprawling place called Porphyra. We'd never heard of it before but it didn't take long for us to feel right at home. After

all, it was full of targets ripe for duping. And we had free rein about how and when we brought them to the Dark Patron, so we could take our time and enjoy it. We could go anywhere, play with any race, and pull any scheme we wanted. Best of all, we wouldn't be locked up again between jobs. We couldn't wait to try out the tricks we'd learned and plant a new crop of half-bloods to be our eyes and ears on the inside.

But first, we needed a place to call our own. We could have gotten started on the surface, but what's the point of being spies if it's easy to figure out where you live? We were used to being hidden, so we made our way down into the Underbelly - err, Underdeep - of Porphyra and set up shop in the most forsaken corner we could find. There was too much competition for the livable spots and we needed some extra protection, anyway. From then on, it became our way to keep our cities in the places nobody else wanted or thought they could survive in. We import a lot of the necessities, but it all works out. No one's gotten close to us yet.

Nobody left the First City until we had the Code figured out, though. It's how we make sure we don't end up prisoners again. It's how we operate, what we value, and what we have to avoid, all rolled into one set of laws strong enough to keep us in line. Anything worth anything is recorded in it somewhere, from the names of the First Families to the titles of the Five Courts of Corruption. And any punishments worth being afraid of are all laid out where we can see them. Before we make promises to any god or devil, we swear on the Code, which is really just swearing to each other. No matter what happens or what we have to do, Nalbrezu come first. And trust me, all this saves more trouble than it makes.

Anyone who refuses to live by the Code has to die, but that's just the way it has to be when you've got plans as big as ours. There's no room for betrayal when our agents are surrounded by enemies and our cities need every shipment we reroute their way. There's no time for games when



we're busy shaping dynasties and economies, above and below the surface. And the Empire of Whispers is only the first phase. One day we're going to find the descendants of our former king and bathe our homeland in their blood. In the meantime, we're going to find every last demon that taught us to love pain and earn our own kingdom in Hell with their screams.

And we're not exactly exclusive. Pass our tests, pledge yourself to the Code, and you're in. Those half-bloods I mentioned? They can be some of our best operatives once they realize where they come from and what they can be a part of. The other tribes of dark-skinned elves that are running the show underground? The surface dwellers call us all 'drow' because they don't know better, but just because we're different doesn't mean our cousins aren't welcome. Quite the opposite. We offer the Karza and Zuthus the sanity they'll never find at home, and we give the Strivog and Xelusine just about anything they want for their loyalty.

You would, too. They're dead sexy. Get it? See, the Strivog worship death, and the Xelusine... Nevermind. Get to know us some more, and that might be funny.

The Code of the Nalbrezu

Everything in our lives begins and ends with the Code and while that might sound like a pain in the ass, it's always been worth our time. When I say that no one left the First City until the Code was done, I mean it. We had to know that everyone on board was reliable and the temporary lockup was enough to make any traitors try to run. They didn't get far, and neither did anyone who refused to take the oath. That's how it's been ever since. We're all responsible for learning the Code, understanding each part, and making sure everyone toes the line. This is how we can trust and respect each other wherever we are and whatever we're doing - and it works.

In the last thousand years, not much of the Code has been changed. Some cities add a local clause or two but the heart of it is the same, and we've got plenty of original copies left since we stashed them around Porphyra, just in case. We give children the short version while we're teaching them to talk and we tattoo keywords on newcomers until they can recite the whole thing backwards and forwards. But when you strip away the sub-clauses and long explanations, it all boils down to three tiers of laws and penalties that go together and apply to all of us equally, from the highest to the lowest, from our first breath to our last.

Tier I Decrees

A.) We will swear on the Code and uphold it before all other obligations, even to House and Court, and will invoke this clause before swearing any matter of grave importance. All who are bound by the Code are called upon to know and enforce it. In our investigations and punishments we will be cautious and methodical, causing the least amount of damage to Nalbrezu life and interests in the process.

B.) We will never be sold by anyone, for any price or reason. We will not leave each other in enemy prisons of body, soul, or mind. We will not reveal defenses or home ground to those who have not sworn on the Code and been examined and cleared by at least three Nalbrezu.

C.) We will never have fewer than three leaders of our kind, as a whole or in part, through blood, law, conquering, or any other measure. All of our organizations must have at least three commanders to guide operations and deliver justice. Would-be kings and their supporters will be hunted and condemned without delay.

D.) The First Five Families - the Cezlenti, Daenre, Jallorn, Solmo, and Xantyn - have earned respect and station forever among the Nalbrezu, here and hereafter, by freeing us from the Abyss. Their Houses will bear the responsibility of maintaining our culture and creating worth in our society, and will be rewarded generously by the Courts for their efforts. Lesser titles can be granted by Council decree but will never supercede the Five. Nobles who hold secrets that prove detrimental to our kind will not be spared the most severe penalties, however, and any treachery acted out by the First will be punished threefold. They above all must prove worthy of their blood.

E.) The Courts of Corruption will provide a counterbalance to the power of the Houses in all things and together they will rule our society. The Courts of Corruption will provide necessary destruction for others and will supply organization and direction, as well as purpose and pride for us. They control security and logistics outside of our holdings while the Houses will preside over those matters within our territories. All Nalbrezu must belong to a House or a Court upon reaching adulthood, but each Court can establish its own Gauntlet of requirements for entry. Those who fail to belong to either insti-

tution will be listed among the Drudges to be called on for any job by any Court or House until they are admitted. If a new Court is proposed, it must be significantly different from and approved by all existing Courts. If a Court proves to be inefficient or detrimental to us, it will be dismantled, its top tiers slain, and its purpose reaffirmed. The first five of these Courts will be:

- The Court of Disaster, masters of sabotage
- The Court of Wishes, conductors of contraband
- The Court of Smoke, executors of bribery and extortion
- The Court of Chance, rulers of all things gambled
- The Court of Torment, purveyors of cruelty and murder for hire

F.) The leaders of the Courts (the Myrzo) will join with the heads of the Houses (the Neluzin) to form our governing Councils, which must always contain an odd number of representatives. A Council will change its members at least every decade by any nonlethal means approved by a vote. Unless three Councils deem it necessary, we will not kill our own kind.

G.) The Blood of the Betrayers who sold us will be found and purged unto the last descendant unless marked by a Council for extended punishment, breeding, or other plans. They are not Nalbrezu and are owed nothing more than our finest revenge.

H.) The Demons of our Durance will be named and obliterated at the earliest opportunity. They will not be played with or kept. They will not simply be banished back to the Abyss but destroyed in their entirety by the surest means possible.

Tier I Sanctions*

Violating laws of the first tier will result in any one of the following punishments, as decided by House or Court rulers or, upon appeal, by a Council. Whoever interferes with the delivery of sanctions of any degree will suffer the same fate as the condemned.

- Amputation of hands, feet, and tongue while conscious and then remanded to a Black Vault, there to be maintained and kept awake until the last of their days.
- Killed in a humiliating manner privately, body se-

cretly and fully disposed of, and soul fed to daemons.

- Stripped of all titles and property and forced into exile for all time.
- Used as bait for dangerous missions until dead or relieved of duty.
- Key memories removed through a *sequester thoughts* or similar spell and then sold to the demons of the Abyss.**

* Punishments for particularly severe infractions can be carried out upon three to five generations (and/or three to five targets dearest to the condemned), especially in the event that the targets are suspected of aiding the accused but their guilt cannot be directly confirmed.

** This sanction has not yet been used but is a very real threat to the very worst of traitors.

Tier II Decrees

A.) Demons are for using and abusing, nothing more. We will not sell our souls or any other souls to demons (outside of sanctions). We will not bolster their strength in any appreciable way and will diminish their power whenever possible. We will not have extended congress with denizens of the Abyss for any reason but we can call upon their services for limited periods of time.

B.) Devils are what we aim to be, but they are not our friends. We will accord the denizens of Hell respect, not trust. We will become more like them but will not give away our secrets to them.

C.) Grudges that last for more than ten years between Nalbrezu and disrupt our operations must be brought out in a public duel. These matches can be decreed by the Neluzin, the Myrzo, or a Council whether or not the angered parties agree, but proof of extended enmity must be provided. The terms of the duel must be agreed upon by both parties or their superiors, proxies may not be used, and failure to perform in a mandated duel will result in censure. Five refused duels against the same enemy will result in sanctions of the first degree.

D.) We will not stay only amongst our own kind for longer than ten years at a time. After reaching adulthood, every Nalbrezu must spend at least one season living with other races in other civilizations before returning home. Houses and Courts must make allowances for this absence and must assure that any interests at home

are adequately tended in the meantime. This term of service outside of our communities can be delayed for up to three seasons but cannot be refused.

E.) Vengeance is sacrosanct to our people, whether it is on our behalf or on behalf of others. We will treat it accordingly and will not fail to avenge wrongs done to us. A request to uphold the vengeance for the elderly, infirm, or dying is an honor that must be taken up by a member of House or Court within a season of being asked, or it will be assigned by order of a Council.

Tier II Sanctions

Violating laws of the second tier will result in any one of the following corrections, as decided by House or Court leaders. There can be no appeal for a Council nor can such punishments be extended to include additional parties. Violations of second tier laws can draw first degree sanctions if the outcomes of those failures are particularly dire and widespread. Unless otherwise specified, punishments at this level last for up to 50 years.

- Mutilation or removal of a minor limb (such as fingers or toes) or organ (such as an eye) or disfigurement by branding (on the face), as chosen by the condemned [resulting in a -2 penalty to one ability score and a -2 penalty to social rolls with Nalbrezu]. This penalty cannot be healed, covered, or replaced with prosthetics for the duration.
- Officially shunned by House or Court (or both).
- Exiled from a home city or place of power.
- Immediate loss of major property chosen by the condemned [up to 1/3 of the character's total wealth for their level in equivalent goods, gear, and/or coin]
- Indentured servitude to a Nalbrezu chosen by the presiding judges.

Tier III Decrees

A.) Our laws come before all others, for we alone acknowledge the necessity of unpleasant acts and will regulate rather than resist them in a fashion that is balanced and best. We can pretend to uphold the laws of other nations to maintain relations but will value none above the Code.

B.) We will know ourselves and one another. No Nalbrezu is above inquiry and inspection by our own kind,

including magical methods, so long as just cause is provided. None of us are above suspicion. We can attempt to carry out our non-lethal specialties against our fellow Nalbrezu without violating the Code, but upon discovery, we must make full amends and desist at once.

C.) The ties of blood are like no other. We will sow our seed widely and teach anyone with our blood of our ways. Those who agree to learn our laws must swear by the Code or forfeit their lives once instruction is complete. Bloodlines will be honored until the fifth generation of breeding entirely outside of our kind. Those with our blood who have sworn on the Code are Nalbrezu and will be treated as such, with full respect and obligations.

D.) We will honor our word to anyone and complete any job we agree to undertake once we swear it in blood. We will keep the plans of our brethren secret from any who are not Nalbrezu and will repay any debts to our own kind as soon as possible.

E.) All cons will come to an end, usually when it is least expected, so we will be prepared to exit a situation at any point. A Nalbrezu who faces consequences because they did not have an escape plan and emergency supplies is not entitled to any aid from us.

Tier III Sanctions

Violating laws of the third degree will result in any one of the following penalties, as decided by a family elder or, through appeal, by a House or Court ruler. There can be no appeal for a Council nor can such punishments be extended to other parties. Violations of third tier laws can draw second degree sanctions if the outcomes of those failures are particularly dire and widespread.

- Inflicted with a curse for a duration of no more than 3 years.
- Indentured servitude to a Nalbrezu of the judge's choice for a period of up to 5 years.
- Perform a service immediately [worth up to 100 gp per character level] for free as appointed by the judge.
- Perform a quest at once as chosen by the judge and bring back proof of completion.
- Pay a fine [up to 50 gp per character level].

Incentives

I know it sounds like all those serious rules and scary punishments will never end, and it probably seems like our Code is nothing but threats and pain - but it wouldn't hold up very well if that were true, now would it? Even though some of us are too proud to do it, any of us can expect help with upholding the Code if we ask for it. Nothing is free, of course, but it's bad faith to take too much in trade and the bragging rights are better than a fee, anyway. You can trust your Uncle Jallorn on this: we're not misers. After everything we've seen about laws in other places, we understand the importance of perks. That's why we make sure that those who follow and defend the Code see real rewards.

Publicly upholding and defending first tier laws in a major way - such as helping to free one of us from slavery, capturing or punishing traitors, or making sure a Court changes leadership if they drag their feet - can lead to any of the following perks. [Roll 1d6 to discover the award.]

1. Gain a +4 bonus on all social rolls with Nalbrezu for 1d8 years.
2. Obtain a special tool from one of the Courts that opens an ancient lock, circumvents an impassible trap, or replaces a part of a fabulous broken mechanism.
3. Have a Nalbrezu competently manage a home or business for you for 1d8 years.
4. Receive a minor, landless title that affords access to certain local rights.
5. Secure the secret of a specialized fighting style, providing a +1 bonus on initiative.
6. Obtain two rewards [roll until two rewards are settled; GM's discretion advised].

Publicly upholding and defending second tier laws - such as bringing down a demon's cult, participating in a duel without being forced, or agreeing to take on vengeance for a Nalbrezu who can't do it - can result in any of the following rewards. [Roll 1d6 to discover the award.]

1. Gain a +2 bonus on all social rolls with Nalbrezu for 1d6 months
2. Obtain access to an exceptionally well outfitted workspace, granting a +4 bonus on a specific Craft or Profession check.

3. Receive favorable introductions to contacts in a local Court or House, providing a +2 bonus on Diplomacy checks made to influence members of that specific institution.
4. Accept a gift of one magical weapon, piece of armor, or adventuring gear [worth up to 50 gp per level].
5. Taught a trick of the trade, granting a perpetual +1 bonus on one Craft or Profession check [player's choice].
6. Obtain two rewards [roll until two rewards are settled; GM's discretion advised].

Publicly upholding and defending third tier laws - such as parenting and initiating a half-blood, or pulling off a difficult job as promised and in a way that benefits multiple Nalbrezu - can lead to any of the following perks. [Roll 1d6 to discover the award.]

1. Gain a +1 bonus on all social rolls with Nalbrezu for 1d4 weeks.
2. Obtain a seller to buy any non-magic item or a buyer for any magic item.
3. Receive the services of someone who will guard a precious object or hide it where none will find it for free.
4. Enjoy free healing on a single occasion.
5. Accept a gift of one non-magical weapon, piece of armor, or adventuring gear [worth up to 25 gp per level].
6. Obtain two rewards [roll until two rewards are settled; GM's discretion advised].

Paying Your Dues

Now I know you're probably asking yourself, "What was that about indentured servants?" Well, it's like this: we don't deal in slavery as such. Trading people doesn't sound as good when you've been on the sold end of things. Instead, we use indentured servants. They're usually the people who owe us money, goods, or secrets and can't afford get to pay us back. Their families don't have to suffer and nobody has to lose body parts or die. Every 25 gp owed is equal to one year of service. If you only owe us less than 5 years, you get to stay on or near the surface in one of our outposts instead of making the long trip below. Trust me, that's generous.

Our idea of indentured servitude is that it's temporary, but I'm not going to lie - plenty of people get in so deep that it's basically a life sentence. That's not as bad as it

could be. If they keep their heads down and do what they're told, our servants tend to stay in decent shape. Some of them live better with us than they did before. Sure, they get less food when supplies get tight, but we all make sacrifices then. But unless they screw up, they stay more or less intact and only get tortured when one of our young ones needs the practice. If they build up their worth, they get to sire our half-bloods and might even get magical healing when it's needed.

The Courts bring in just about all of our indentured servants and it's up to the Houses to catalogue them and figure out what they can do. Then a Council divides them up so everybody gets what they need. We patrol the servants as much as we do each other (and then some) to keep any uprisings from happening. Most times the servants tip us off to anything serious because we have a reputation for being generous for useful information. But as loyal as they get, the servants don't sleep where we do. They don't leave our strongholds on their own. They don't get to learn routes around our bases. They're not part of us.

A stint as an indentured servant is one of the penalties we Nalbrezu dread the most, truth be told, and we try to save it for rare occasions. It can make us look weak in front of our servants, which is bad, and we're taught to dread losing our freedom, which only makes it worse. We don't have to pay with as many years and we keep more rights to life and limb, but not being our own masters drives us insane. It's not as bad as being locked up - we only do that for the worst of the worst - but living at the beck and call of a Nalbrezu who's going to take advantage of the privilege no matter how much they like you is its own kind of hell. And yes, I know this from experience, but that's a story for another time.

How We Live

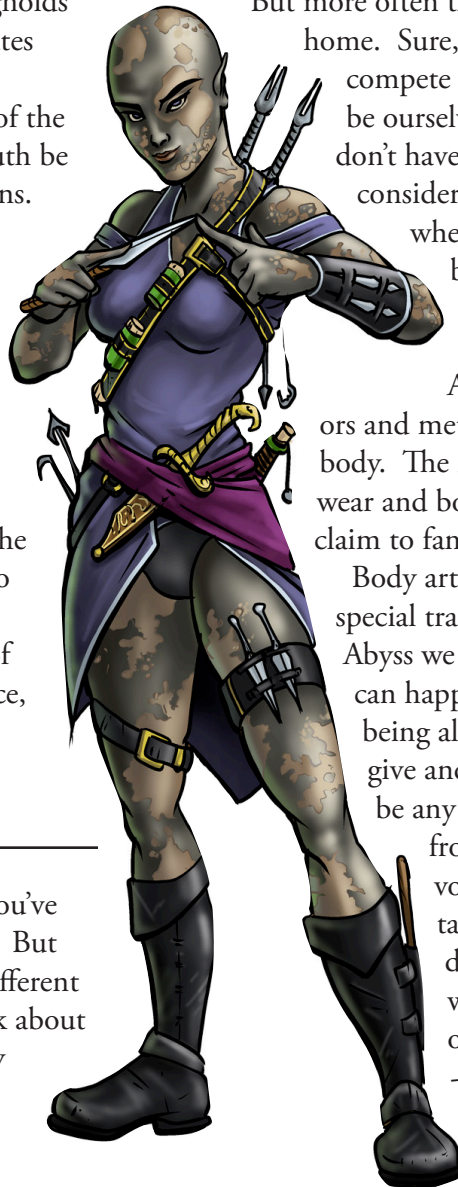
If you paid attention to the Code, then you've got a good idea of what our days are like. But since our strongholds are spread out in different godsforsaken places, there's no way to talk about the 'average life' of a Nalbrezu. Every city has unique circumstances that affect the drow who live there. (I love using the surface word for us: 'drow.' As if we can

be summed up with a term so dull and simple.) But no matter what, our domains are secret, rigged with traps, and riddled with escape routes. Anyone too close to our land is tortured for information and then taken care of. Whether it's a metropolis or a bolt hole, these things remain true.

We keep our supplies inside our territory and try to make it look like no one's around outside of it. This keeps our location secret but makes it harder to provide as much food and materials as our people need. Making up for that forces us to be smart and use every bit of space we can. Plenty of walls and floors get seeded with whatever we can grow. Curtains of hanging plants make for some great decorations and good eating. We keep creatures like bats and lizards for food because they breed quickly and use places that are harder for us to rest in. And all of us have hidden stashes, waiting for the day the supply lines get cut.

But more often than not, we're happy when we're home. Sure, we might sabotage each other and compete for every little thing, but we get to be ourselves when we're on our own turf. We don't have to pretend all the time, and it's considered bad taste to go around in disguise when we're not on duty. Not just that, but we get to show our stories with new tattoos (or reveal old ones after months of having them covered). And we know how to do ink in colors and metals and designs that take up a whole body. The more you've done, the more you can wear and boast. Tattooing is our culture and our claim to fame, delivered with style and patience.

Body art is related to another one of our special traditions: the pursuit of pain. In the Abyss we learned that pain isn't the worst that can happen to you. It's a powerful part of being alive and can even be a privilege to give and receive, if you know how. But to be any good at it you have to start early, so from day one we learn the many flavors of torment. As we grow up, we're taught to measure them out with the delicacy of an alchemist. Eventually, we guide servants, enemies, and each other through miseries great and small - and not only do we learn to enjoy it, but we teach others to love it, too, whether they want to admit it or not.



Family Business

Nobody can make you suffer like relatives, and for us, family is closer than close. All Nalbrezu belong to a family, even if we're not in the noble ones or we're visiting a different city. If you've got the right last name and lineage, you're welcome to stay with your own. If you have no kin around, you'll get put into a clan by a Council. We like to live in larger places, keeping extended family together in one spot for security, so there's always room for one more. And we look out for each other even better when we share the same blood. In the Underdeep, lone wolves just don't last long, so even when we hate each other we keep each other close.

When things go sour in our families they get downright nasty, and fast. We might not be allowed to kill each other but that doesn't stop us from trying everything else, and if we don't get caught, we can't be punished. Not by the rules, anyway. I've seen how that sort of thing builds up resentment quick and leads to plenty of duels between relatives, though. Hopefully, whoever wins will get what they want and let the grudge go, but if they don't, accidents can always happen away from home. We try send out mixed groups from different families to cut down on that kind of temptation, but sometimes it's the only way for a feud to end.

But back to happier topics. All of our families have at

least three elders in charge. They're not always the oldest or married to each other, but they usually have the most experience and respect. (Or fear and gear; that works, too.) If an emergency happens, you'll be able to find at least one person who can speak for your family. If you mess up and an elder has to spank you, you might be glad to ask for all three of them to give the judgment, especially if two of them like you. If an elder's in the field someone else gets chosen to take their place, and if they do a good enough job, they might get to keep the title when the other guy gets back.

More than your own parents, the elders are who you have to convince about the big things in life: which Court you want to enter, which skills you want to learn, and who you want to marry. Don't get me wrong, we don't have to get married to have fun or have kids. As long as the couple or the elders decide which family is responsible for a kid, everything is fine. We're not legitimate because of one parent, either; Nalbrezu blood and the Code are enough. We get married to declare who's ours, to set up a contract and a legacy, and to see how long we can stand it. Most of us end up divorced a few times, if we live long enough. It's been fun for me!

And since everyone on the surface thinks we're all like the Karza, let's make it clear: We do not set women or men above everyone else. If you want power, you have to earn it. We don't restrict relationships because of how

Noble Houses of the Nalbrezu

Name	Symbol	Traditions	Reputation
Cezlenti	Eye	Visual art, cartography, scrolls	Adventurous but reckless
Daenre	Ear	Music, instruments, wondrous items	Entertaining but weak
Jallorn	Heart	Diplomacy, alchemy*, potions	Patient but lazy
Solmo	Hand	Fashion, cuisine, armor	Hardy but snooty
Xantyn	Brain	Tactics, books, weapons	Brilliant but greedy

* That definitely includes poisonmaking. The Karza like to think they've cornered the market on harvesting and custom-making the stuff, but I guarantee that they haven't.

Lesser Noble Houses of the Nalbrezu

Name	Symbol	Traditions	Reputation
Erinae	Black feather	Rumormongering, instruments of punishment and restraint	Useful but spiteful
Fyraca	Open flame	Religious instruction, religious supplies	Knowledgeable but divided
Heceri	Dice	Games of skill, alcohol brewing	High spirited but short-sighted
Nhilvyr	Stylized X	Guiding, traveling supplies	Resourceful but tricky
Rh'loro	Linked chain	Animal training and supplies	Commanding but not good with people

our bodies fit together, and anyone who underestimates us because of our natural equipment deserves all the hurt they get. Karza males are some of our easiest converts because once they swallow their pride, they have to admit they're getting the raw end of the deal in their society for a stupid reason. It also helps that our gods have the same policy and judge us for what we do and not what we are.

But what about those drow we convert from other tribes? They're cousins, in a way, but they're not our blood. If they marry into a family their children are considered full Nalbrezu, no problem. We make sure they live by our laws like everyone else and they can serve in Houses and Courts, but they can never be rulers or elders. I know, I know, it sounds harsh, but we had some problems with moles and turncoats in the past. And when a mistake costs us, we make sure we it doesn't happen again. This is an unwritten law implied by the Code but we keep it in all our settlements because the alternative is just too risky.

Noble Houses

Yes, we have noble houses, but they're not the ones we had before the Great Betrayal. Some of the elite were sold with the rest of us but after we escaped, the old traditions didn't matter anymore. Now nobility is the reward we give the First Families for saving our hides from the Abyss. Anyone bound to the First by blood or marriage is given extra respect, wealth, and support, but nothing is free and our gentry don't get to just sit around looking pretty. The royal treatment comes with the obligation to make sure that our hides stay saved and we never forget what we are. They have to keep earning

their place.

One way nobles make themselves valuable is by building us up as a society. The Code orders them to create things for everybody to use but they go about it in different ways. Their traditions started with the first House elders and the things they did best, and they've passed down the secrets of their crafts since then. The Houses only keep half of what they make for their own use and the rest is divided up by the Courts but they have the respect of everyone who gets their hands on House-made gear. They're also sent as diplomats to handle allies, other Nalbrezu, or foes, sticking their necks out as nobles should. And you're in luck because you carry the blood of House Jallorn (the best of the First, in my humble opinion).

Each of the First Houses also takes responsibility for one of our key customs - torture, tattoos, lineage, the Code, and history - for a stint of thirty years. They handle that practice in each city and keep researching it, fixing it, and teaching the rest of us about it. This is never as easy as it sounds. Not only do they have to protect what we have and find what we've lost, but they also have to look for any tricks or mistakes Houses made before them. And then they have to find ways to make us pay attention. That means the aristocrats get creative, which is usually worth the trouble.

Commoners and cousins can serve one of the First Houses, especially if they don't want to deal with the Courts, but only if they can get in. Pledges have to be vouched for by three members in good standing and prove what they can do to the elders. If they pass, they wear the House symbol and have the backing of the family name. They are trained in the House's traditions and specialty and are paid well so they can show off the House's wealth. If nobles marry or breed outside of the

Aristocrat Specialities

Specialty	Duties
History	Discovering history about the old world and any place needed for current and future operations; uncovering the names of our jailers; judging recent events worthy of recording and teaching
The Code	Policing offenses anywhere we are; overseeing or carrying out punishments; interpreting the Code bylaws for Councils
Lineage	Maintaining accurate family trees; determining safe and best breeding pairings; guiding infiltration of outside family lines (including those of our drow cousins)
Tattoos	Recording our victories with true style; determining House, Court, and Operation symbols and codes; researching symbols, glyphs, and runes (mundane and magical)
Torture	Creating new methods and devices; obtaining supplies for torture and tattooing; finding and improving on other traditions of torturing

nobility, it's normally with long-standing pledges. This is arranged every now and then to strengthen the bloodlines, or happens out of lust.

But just in case you're wondering, the Houses don't control everything. No House ruler, known as a Neluzin, can be a Court leader (or married to one) at the same time. It goes back to the 'no king' rule we have; it's easier to stop that problem before it starts by dividing up the power. The Neluzin are chosen from the elders, usually through a contest or agreement, and they can only serve for three decades, total. The House specialty shifts down the line in the same order, from Cezlenti, to Daenre, Jallorn, Solmo, and ending with Xantyn. Some nobles are kept so busy that they never join the Courts, which is for the best, as far as I'm concerned.

Lesser Houses exist because titles can be gifts for heroes of the Code, but they're not created often. Secondary Houses are usually based in one settlement, with smaller holdings and far fewer pledges, but most of our cities have a handful of them. If a candidate can't get into one of the First, they can try their luck with the lesser nobles. Secondary Houses can only have symbols and traditions that don't step on the toes of the First and they are never given control of a specialty. They still have the same restrictions with their elders and when dealing with the Courts, but although they get less respect, they also have more time to do what they want.

Courts of Corruption

Some societies have guilds to handle their professions; we have the Courts of Corruption for ours. We used to have courts that were dedicated to great elven virtues and arts, you know, nice things like honor and music. They were mighty and pompous and had a lot of pageantry, but like the king and his cabinet, they didn't get out much. When the time came to defend ourselves, not a damn one of their pretty crafts could help us. And their leaders had already sold out to the king, you can bet on that. But I know how raw it sounds. Why would we dedicate our new Courts to degrading others, and sometimes even ourselves?

Because we know it's going to happen, so it might as well be carried out by the best, and we're the best because we accept that corruption is a fact of life. It doesn't matter which race is involved, which world you're on, or which time period you're living in - everybody has a spot in their soul that's already rotten. Laws only delay the inevitable and punishments only kick in *after* a dirty

deed's been done. So why waste time forbidding everything that's cruel? People need outlets for their aggression. They need to give in to their ugly little fantasies sometimes. But we all have to be guided down the path of destruction so the outcomes stay under control.

If you indulge your urges too much or too often, if you get sloppy or hasty, you'll ruin everything. You'll waste lives. You'll destroy kingdoms. This is probably the main reason why the Courts have been so successful: They've shown us that we can enjoy ourselves and keep what we work for if we're patient and smart. They don't just teach us the skills to take advantage of others and test how weak they are. The Courts pass down ways to make sure we keep our heads. Sure, they take 10% of every job's profits, but they invest in their members and some of our wealthiest drow owe their success to Court contracts.

Every major city has all five Courts, and every Nalbrezu has more than one chance to join. Unless you fail spectacularly, you can run the Gauntlet of a Court every three years. If you're not picky, you can throw yourself at each one until you get in, but who wants to get stuck doing work you hate for decades? Once you're accepted, you're under contract for fifty years and apprenticed to a master courtier. You can join the same Court in another city but your name is spoken for and the other Courts won't touch you. You can ask for another master, but good luck getting one to take you seriously when you've run away from your first gig.

The best part, as far as I see it, is that no Court or courtier is an island; far from it. We work together for support and we don't get in each other's way. The Court of Chance collects debts that are past due with help from the Courts of Smoke and Torment. The Court of Smoke finds juicy targets for kidnapping and ransom, but the Court of Wishes knows how to pull it off. Most times, we only share need-to-know information between Courts and leave as many details secret as we can. But let me tell you, when the Court of Disaster tells you to steer clear of a place, you stay the hell away from it.

So what are all the Courts called, and what are they up to? Here's the lineup:

Title	Purview*	Nickname
The Court of Chance	Gambling of all kinds, fixed games, moneylending	Ringmasters
The Court of Disaster	Cursed items, explosives, sabotage	Jesters
The Court of Smoke	Bribery, extortion, ransom	Bleeders
The Court of Torment	Assassination, imprisonment, torture	Harrowers
The Court of Wishes	Contraband, kidnapping, smuggling	Ushers

* Court members will take jobs that are close enough to their purviews, otherwise they'll refer the work to another Court. There's no shame in a lost job, but there *is* shame in a botched one.

We offer our services to other races first and foremost, and not just when we go live somewhere else every decade. We can cause more damage, have more fun, and avoid starting feuds while we're away, so the Courts let us travel as much as we want. The Courts also work for fellow Nalbrezu who need help with business outside our territory, and they'll move against Nalbrezu targets as long as it doesn't violate the Code. Most of us will only try for revenge once if we're taken in by a Court scheme because we know that nothing is free. We all risk being bitten, but this is the way we feed our urges before they eat us alive.

It's easy to say that the Court leaders, the Myrzo, are some of the toughest drow we have. I don't envy them, though. They have to build their reputations for decades before they're considered for the brass ring. Being tapped by a current ruler doesn't mean they're in, either. They have to survive an Ordeal first, which is a package of challenges tailored for them by some pretty sadistic Nalbrezu. The tests don't always take long, but candidates either pass on their first try or they die, and any outside help is punished like a first degree offense against the Code. But if they live, Myrzo can serve for up to thirty years and enjoy extra respect forever.

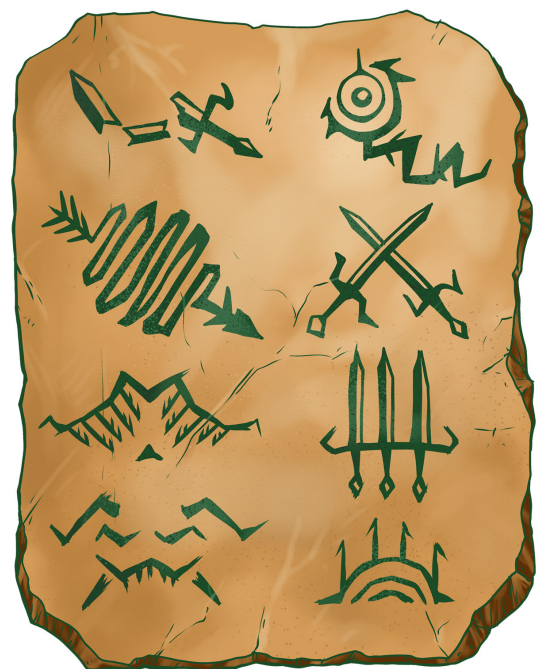
That's because Court leaders don't just run their Courts; they help run our whole society. On top of everything else, the Courts balance out the power of the Houses whenever the need arises. Any extra jobs or problems in a city are divided up between the nobles and

the Courts, and they have to keep an eye on each other to make sure the balance isn't broken. For instance, the Courts collect the dues we owe the First Houses each month and dole out a portion for every noble who's toeing the line. The Houses, on the other hand, can cut down on the supplies they give a Court that's overstepping its bounds until it wises up.

It's a delicate dance, like the rest of our lives. Whether we're at home or abroad, we're careful. We have symbols for each Court and Operation, and they stay in use for three years or until they're compromised. The House currently in charge of tattoos comes up with the marks, disperses them, and keeps track of them. The Myrzo decide when a job is complicated enough to be given an Operation name and its own symbols. We hide marks in plain sight when we can get away with it or set them up so they can only be recognized from high above the ground. We use invisible ink and magic signs the rest of the time.

Common symbols are shown below. Starting with the left column and reading down they stand for:

- hands off
- follow, gather info
- stall
- attack
- destroy immediately
- allies
- danger
- meeting place



Religious Matters

For a long time, we were in debt to Eshsalqua as a tribe and it owned our souls well before we died. That was just fine for most of us since we owed it our freedom and our goals fell in line with its own. Our Code and our training made us natural Agents for the Dark Patron and we spread its crooked deals with gusto once we hit the upper world. Most of us memorize the Songs of Power Eshsalqua likes to hear along with the Code and many of us still follow its lead. Unlike most of its worshipers, however, we don't resist the bargain; we just teach each other how to get better terms than the average chump. I did pretty well when my turn came.

But we earned the freedom to choose other gods once we paid our debt, and plenty of us have jumped ship since then. A few Jesters follow Fenris Kul and some of us favor Rolterra, but those are small faiths among our kind. Shade and Lyvalia are neck-and-neck for the second most popular gods, though, and not just because we're a lot like them. We love their faiths because they go together like us and the Xelusine - that is, they have a smooth and sexy partnership most days of the week. As long as they don't threaten the Code, we don't tend to outlaw gods, shrines, or celebrations. Why would we?

A Nalbrezu's soul is his own business. We saw too much in the Abyss to be naive about the afterlife now, and we saw too many demons close-up to force a faith on anybody. But we can't afford to be atheists. We need all the allies we can get, so we choose gods with our eyes wide open. Some of us aim to get our own pocket realm in Hell so we can watch each other's backs forever, and we might even be clever enough to pull that off. In the meantime, we keep our worship private and our clerics polite. No matter what, we don't put up with holy wars like the Karza's; if a faith threatens our peace, we stamp it out like demons and kings.

I always enjoy delivering this spiel, especially for new family members, and I hope you've enjoyed the inside scoop. But now that you've made it this far, it's time for you to decide: Follow the Code and join us -- or die.

Nalbrezu Character Creation

The Nalbrezu have wiry elven frames and skin tones ranging from tan to black, often with a brownish tinge. Their ears have been cut and shaped for centuries for disguises; now the pointed flesh rarely extends more than an inch beyond the average for humans. While

their eyes remain almond-shaped, Nalbrezu can make them seem otherwise and often manipulate their eye color. Their hair and eye colors commonly run from light brown to black, although frequent breeding with other races has graced them with a wide variety of other colors. Tones that are easily manipulated with makeup and alchemical paints are favored over extremes.

Nalbrezu are surrounded by different languages from birth and are taught not only grammar, but also accents and idioms. Many of them are gifted mimics and can reproduce a variety of accents not just for elven, but for any other tongue they speak. Their home dialect is peppered with words from both Abyssal and Infernal and has absorbed idioms and curse words from many other languages. While the basics of Drow Sign Language are taught to all Nalbrezu before they even learn to speak, the advanced signs require a Dexterity of 15 or higher to perform correctly.

- **+2 Dexterity, +2 Charisma, -2 Constitution:** Nalbrezu 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.
- **Gift of Tongues:** Nalbrezu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.
- **Poison Use:** Nalbrezu are skilled in the use of poison and never risk accidentally poisoning themselves.
- **Energy Resistance:** Nalbrezu have energy resistance 5 versus two of the following energy types: acid, cold, electricity, or fire.
- **Spell-Like Abilities:** A Nalbrezu can cast *message*, *vanish*, and *detect thoughts*, once each per day, using his total character level as his caster level.
- **Vengeance-Bound (Su):** Once per character level, a Nalbrezu character must assuage the spirits of vengeance by aiding someone else's quest to have a wrong against them righted. This is a geas-like, compulsion effect that can be enforced by the GM or initiated by the character. This effort can be as simple as killing an offender or as complicated as amassing evidence to free someone in a court of law.

Full and direct participation is key, not necessarily success, and while they can accept any payment offered, the character cannot ask for remuneration. Refusal to participate in a vengeance quest results in a -1 penalty to all skill checks for that level, although accepting an additional vengeance quest will resolve the condition. Courts and Houses can be formally petitioned for these quests at any time. Nalbrezu are not required to avenge those who they have wronged or demons of any kind. They are also exempt from targeting Nalbrezu at the behest of non-Nalbrezu.

- **Languages:** Drow begin play speaking Elven and Undercommon. Nalbrezu with high Intelligence scores can choose any language from a race they have infiltrated before (with GM approval) but favor the following: Abyssal, Aklo, Celestial, Common, Draconic, Drow Sign Language, Infernal, or Orc.

Alternate Racial Traits

A starting Nalbrezu character can benefit from alternate racial abilities from up to two of the categories below. Feats or blessings can allow for more traits to be taken later, but these options must be earned or developed over time and are beyond the ken of novice drow. Consult your GM before selecting any of these options.

In place of Gift of Tongues, Nalbrezu can develop one of the following traits:

- **Emissary:** Once per day, many Nalbrezu can roll twice when making a Bluff or Diplomacy check and take the better roll.
- **Quick Reactions:** Some Nalbrezu receive Improved Initiative as a bonus feat.
- **Stalker:** Perception and Stealth are always class skills for some Nalbrezu.

Instead of Drow Immunities, Nalbrezu can benefit from one of the following traits:

- **Nimble Attacks:** A few Nalbrezu receive Weapon Finesse as a bonus feat.
- **Silent Hunter:** Rare Nalbrezu reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).
- **Spell Resistance:** Some Nalbrezu possess spell resistance equal to 6 plus their class levels.

Instead of the given Spell-Like Abilities, Nalbrezu can manifest one of the following traits:

- **Alternate Spell-Like Abilities:** Instead of *message*, Nalbrezu can manifest *daze* or *ghost sound*. Rather than *vanish*, Nalbrezu can use *comprehend languages* or *disguise self*. And in place of *detect thoughts*, Nalbrezu can choose *whispering wind* or *hidden knowledge*. One choice can be made per spell level but once decided upon, the results are permanent. Regardless, each ability can only be used once each per day, using total character level as the caster level.
- **Lucky, Greater:** A few Nalbrezu gain a +2 racial bonus on all saving throws.
- **Skilled:** A number of Nalbrezu gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

Instead of Darkvision, Nalbrezu can rely on one of the following traits:

- **Fiendish Resistance:** Some Nalbrezu gain two of the following: cold resistance 5, electricity resistance 5, or fire resistance 5. This ability does not stack with natural Nalbrezu energy resistance bonuses.
- **Poison Resistance:** Some Nalbrezu gain a racial bonus on saving throws against poison effects equal to their Hit Dice.
- **See in Darkness:** A few Nalbrezu can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*, within a range of 60 feet.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/3 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.

Bard: Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as any type of elf, drow, half-elf, or half-drow.

Cleric: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Fighter: Choose the disarm or reposition combat maneuver. Add +1/3 to the fighter's CMB when attempting

this maneuver (maximum bonus of +4).

Monk: Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

Ranger: Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the ranger has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Rogue: Add a +1/2 bonus on Sense Motive checks to get a hunch and discern secret messages.

Sorcerer: Choose a new spell in place of one you already know. The new spell's level must be the same as that of the spell being exchanged. You cannot swap any spell gained from your bloodline.

Faction Traits

Nalbrezu generally belong to either a House or a Court, though a few hold membership in both. Drow who belong to both obtain half the stated bonus for each membership. Pledges to a House can claim half the listed bonus (or abilities that are usable once per day are only available once every other day). Those who begin as Drudges have no faction and gain no bonuses, but have an obligation to take work assigned to them by any House or Court until they enter one such institution. In exchange, they earn enough to maintain a poor lifestyle. Most Nalbrezu belong to one House or Court at the start of play (although Drudges are allowed with the GM's permission).

Nalbrezu who earn minor punishments from House or Court elders can expect a fine of half a year's lifestyle coverage. An intermediate sanction comes along with a fine of 75% of a year's lifestyle coverage, and major discipline calls for a year's salary to be returned immediately.

The First Houses

As long as you remain in good standing as a noble of one of the First Houses, your cost of living up to 50 gp a month will be taken care of by the family; otherwise, see the details of a wealthy lifestyle. Pledges have up to 25 gp a month covered (other details adhere to the average lifestyle). House elders are allowed an extravagant lifestyle. In addition, you receive a bonus:

Cezlenti: You gain a +2 bonus on Craft (visual art or maps) or Survival checks (one type of your choice), and that skill becomes a class skill for you.

Daenre: You begin play with 150 gp worth of instruments and/or lesser wondrous items.

Jallorn: You gain a +2 bonus on Craft (alchemy) or Diplomacy checks, and that skill becomes a class skill for you.

Solmo: As long as you are wearing clothing and jewelry worth at least 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) becomes a class skill for you.

Xantyn: You gain a +1 bonus on combat maneuver checks made to trip and reposition opponents or a +2 bonus on any one Knowledge check, and that skill becomes a class skill for you.

The Lesser Houses

As long as you remain in good standing within one of the lesser Houses, your cost of living for an average lifestyle will be taken care of by the family. In addition, you receive a bonus:

Erinae: You gain a +1 bonus on Diplomacy checks to gather information and Craft checks to create torture equipment or restraints. One of these skills (your choice) becomes a class skill for you.

Fyraca: You gain a +2 bonus on Knowledge (religion) checks, and Knowledge (religion) becomes class skill for you.

Heceri: You gain a +2 bonus on Profession (brewer) or Profession (gambler) checks, and that skill becomes a class skill for you.

Nhilvyr: You gain a +1 bonus to Appraise and Survival checks, and one of these skills (your choice) becomes a class skill for you.

Rh'loro: You gain a +1 bonus to Handle Animal and Ride checks, and one of these skills (your choice) becomes a class skill for you.

The Courts of Corruption

As long as you remain in good standing within your Court, you receive a 20 gp/month stipend for special substances and tools related to Court-appointed missions and need not track goods and services that cost 1 gp or less.

The Court of Chance: You gain a +2 bonus to Sense

Motive checks to gain hunches and that skill also becomes a class skill for you, or you gain a +2 bonus to any roll to cheat in a game or otherwise stack the odds of a contest in your favor.

The Court of Disaster: You gain a +2 bonus to Craft (traps) checks and it becomes a class skill for you, or one use of the Spoiling Touch ability vs. nonmagical items (as per the Div sorcerous bloodline) per day as an extraordinary ability.

The Court of Smoke: You gain a +2 bonus to Diplomacy checks to gather information about a particular target and it becomes a class skill for you, or once per day while you're in an urban environment, you can make a DC 10 Bluff, Diplomacy, or Intimidate check to gain the use of one favor from any NPC class:

- Can find someone who provides an invitation to an aristocratic event, such as an estate party, royal gala, or public celebration.
- Can find a gang of thugs (one warrior for each point of the PC's Charisma modifier) to guard the PC's interests while collecting a ransom and/or moving a kidnapping target. These thugs will engage in combat in one specific location but will flee if attacked again, if authorities arrive on the scene, or if half of them lose at least half of their hit points.

The Court of Torment: You gain a +2 bonus Intimidate checks to interrogate targets and it becomes a class skill for you, or you can make a DC 10 Bluff, Diplomacy, or Intimidate check to gain the use of one of the following favors from an NPC once per day, as long as you're in an urban environment:

- Can find someone who will guard a target at a location the PC controls for one day
- Can find someone who will provide a loud distraction at a time and location the PC suggests, as long as it is not within line of sight of a major threat.

The Court of Wishes: You gain a +2 bonus to skill checks to hide objects (Sleight of Hand) or people (Stealth) and the skill becomes a class skill for you, or you can make a DC 10 Bluff, Diplomacy, or Intimidate check to gain the use of one of the following favors from an NPC once per day, as long as you're in an urban environment (as per the favors listed in the *Gamemastery Guide*):

- Can find a seller to buy any non-magic item or a buyer for any magic item.
- Can find someone who will guard a precious object or hide it where none will find it.

Hiding People and Objects

Skill checks can be made to conceal an item or a living target within an environment, a vehicle, or some other object rather than on a character's person. Sleight of Hand checks are made to stow objects or beings up to the size of a light weapon; Stealth checks are required to hide objects or beings that are any larger. Living creatures must be willing or rendered compliant beforehand or else they can compromise their position, no matter how well they are concealed. Regardless of the type of roll, several aspects must be accounted for before an attempt is made.

First, basic bonuses and penalties apply based on the size of the target the character wants to conceal: Colossal: -8, Gargantuan: -4, Huge: -2, Large: -1, Medium: +0, Small: +1, Tiny: +2, Diminutive: +4, Fine: +8.

If a check is made to hide a target within an environment, then the natural sight lines and sparseness of that terrain must be taken into account. In general, bonuses and penalties are as follows: Hills: +1, Mountains: +2, Swamp: +2, Forest: +4, Jungle: +8, Plains: -2, Moor: -4, Tundra: -6, Desert: -8. The density of people and buildings in urban environments also matters: Thorp: -8, Hamlet: -4, Village: -2, Small town: -1, Large town: +1, Small city: +2, Large city: +4, Metropolis: +8.

If a check is made to hide a target within an object, like a chest or wardrobe, the composition of the object will affect the outcome. Solid materials like stone or wood grant a +3 bonus per inch of thickness, while thinner materials like cloth impose a -3 penalty. Translucent materials like ice impose a -8 penalty but improve by one point for each inch of thickness. Additionally, the target to be concealed must be the same size category as the object they are shoved into or smaller. If their bulk is a size category larger, attempts to hide them suffer a -4 penalty.

Targets that are bound and gagged must make a Strength or Escape Artist check of at least DC 20 in order to thrash around enough to possibly be heard or seen. Meeting the DC means that they made enough of a ruckus to penalize the final check made to hide them by -4. Specially built compartments can be commissioned when purchasing items for the sole purpose of concealing objects with greater ease.

Tattoos

For full rules and restrictions on the use of mundane and magical tattoos, see *Inkantations*.

Torture and Interrogation

Basic threats are fleeting and shallow; the true arts of interrogation and torture can do damage that lasts a lifetime. And while good and neutral parties rely on mild tactics, the full range of options is a trade secret employed by only the most patient and evil of souls. The craft requires manipulation of a subject's body, mind, and environment. Thus, each check represents a day's worth of attention and an interrogator cannot take 10 or 20, even when working in relative safety. The Intimidate DC required is equal to the subject's Will save (rolled first) + their Intelligence or Constitution modifier (whichever is higher) + half their ranks in Sense Motive (rounded down).

An interrogator's roll is modified by the various de-

grading techniques they employ. Interrogators can also switch to reinforcement techniques to reassure a captive, willingly taking penalties to their interrogation roll. If they succeed, however, the subject suffers the same penalties to any escape attempts they make between torture sessions. An interrogator can use one technique of either type during a session for each rank they possess in the Intimidate skill. Unless otherwise noted, bonuses and penalties last 24 hours or until the next session (whichever is shorter), and cannot exceed the interrogator's base Intimidate rating.

Degradation techniques: These methods can do as many dice of damage as their bonus rating. With a successful check, the interrogator can choose the primary type of dice used to determine the damage and make the roll themselves. They can also choose whether the damage is nonlethal or lethal, or to do no physical damage at all. A failed check means that the DM will decide the type of dice, the type of damage, and make the roll instead. The interrogator can choose to do one die type of damage for every two ranks they possess in the In-

Beginning Repertoire (Intimidate Ranks 1-5)

Degradation Techniques	Bonus	Reinforcement Techniques	Penalty
Drugs, poisons	+3	Contact with loved ones	-4
Exploiting phobias	+2	Cures for wounds or conditions	-3
Inflicting bodily pain	+1-4*	Food (normal or gourmet)	-1
Multiple torturers/observers	+1**	Rest	-2

* Based on severity ** Per person

Intermediate Repertoire (Intimidate Ranks 6-10)

Degradation Techniques	Bonus	Reinforcement Techniques	Penalty
Pretense of permanent harm	+7	Diversions/entertainment	-7
Humiliation	+6	Better accommodations	-6
Extreme temperatures	+5	Clothing (or better attire)	-5
Solitary confinement	+2*	Praise	-4

* Per day, uninterrupted

Advanced Repertoire (Intimidate Ranks 11-15)

Degradation Techniques	Bonus	Reinforcement Techniques	Penalty
Mutilation, branding, extraction	+10	Control over another	-10
Sensory deprivation/overload	+9	Physical pleasures	-9
Restricting vital bodily functions	+8	Kindness to target's family, friends	-8
Starvation/force feeding	+7	Exploiting vices, misconceptions	-7

intimidate skill (starting with d4, d6, d8, d10, d12, up to d20).

Reinforcement techniques: Reinforcement techniques must be used *after* at least one degradation technique; no effect is gained by using them on their own.

Failing to meet the DC by more than 5 points inflicts a cumulative -1 penalty on the interrogator's next torture attempt against that victim. If the interrogator's penalty ever reaches the target's level, their captive will be immune to their intimidation for a year. On the flip side, however, when an interrogator succeeds in a day's work they inflict a cumulative -1 penalty per day to any escape attempts by the victim. And a target must be healed if their captor does not want to risk killing them. Rolling a natural 1 while torturing a subject who already suffers from 50% or more of their hit points in lethal damage will slay them instantly.

In addition to dealing damage and/or imposing penalties to escape attempts, the interrogator can focus on inflicting one of the effects listed below. Each of these effects requires a full year of study with or direct guidance from a character who has at least 5 ranks in the Intimidate skill. While some produce results that are similar to magical effects, they are all nonmagical in nature and any harm done will not register via *detect magic* and similar detection spells. This also explains why the changes wrought by torture can be undone by a *limited wish* or *greater restoration*, but lesser magic is unable to touch the terrors inflicted. Luckily for the subjects, only one effect can be attempted each day, and rescues can prevent the worst from occurring.

Adjust Attitude: An interrogator can adjust an NPC's attitude in their favor, even if the subject does not understand them (although it cannot work if the subject's Intelligence is 3 or less). The subject begins as a Hostile opponent and must be coaxed into believing that helping the interrogator will save them from future punishment. Two successful sessions will move the NPC's basic attitude down the scale by one step, but they can only move as many steps as the interrogator's Charisma modifier. An attitude shift caused by this effect can last for six months per point of the interrogator's Charisma modifier (minimum six), but every six months the subject can make a Will save to retreat one step back toward Hostile. The scale is as follows: Hostile, Unfriendly, Indifferent, Friendly, Helpful, Devoted.

Break Will: An extended stay with a master torturer does special kinds of lasting harm. By foregoing any other effects, an interrogator can tend the same subject several times a week and slowly break their will. If they maintain this level of interaction for one month for every point of the subject's Intelligence or Constitution modifier (whichever is higher), an interrogator can choose to impose one of the following curses on the subject: Curse of the Ages, Dayblind, Fevered Dreams, Parched, Ravenous, or Shattered Self. If the victim escapes or is taken out of the interrogator's control for too long, the process fails and must be restarted. The victim can be gone for up to one day per point of the interrogator's Charisma modifier. If they are recaptured within that time, half of the days they spent before the break still count toward the total required. Unlike standard curses, these curses can only be removed by the spells listed above.

Conditioning: After extended personal time with an interrogator, a subject can be molded to their wishes and made weak against their wiles. Every two days spent under the interrogator's tutelage imposes the following penalties on the target, in this order:

- -2 vs. the interrogator's Sense Motive checks
- -2 vs. the interrogator's Diplomacy checks
- -2 vs. the interrogator's Bluff checks
- -2 vs. the interrogator's Intimidate checks
- -2 on Will saves vs. spells cast by the interrogator

Any penalties the interrogator might have suffered due to previous encounters or holding the subject against their will are negated by the first successful session. No other effect can be attempted once this process has begun or all progress will be lost, and the results last for six months for each point of the interrogator's Charisma modifier. At the end of each six month period, the subject can make a Will save to remove one level of penalties, starting with the last type gained. They might still continue to believe particularly attractive lies, however.

Implant Suggestion: A subject caught in the wrong place or at the wrong time can be manipulated over two successful sessions until they are amenable to suggestions, as per the *charm person* spell. A set of orders can be delivered and the duration of the effect will begin once the subject has been given permission or has been set free. An interrogator can otherwise choose to spend twice the usual amount of time (four sessions) and

imprint more detailed orders on a subject's psyche, as per the *suggestion* spell. The directions must be limited to a sentence or two and follow the other rules outlined in the spell description, but the duration will not begin until the subject has been granted permission or release.

Reveal Information: This method goes well beyond scaring a brief explanation out of a target so an interrogator can learn every dirty secret they want to know. When successful, the subject will not speak deliberate and intentional lies, as per a *zone of truth* spell. However, they also volunteer extraneous confessions and observations that are likely to be of no use to the interrogator. They can only be forced to deliver so much useful intelligence per session, no matter which technique is used. A subject yields their secrets in the following order, and each type of information takes as many successful sessions as the number listed:

1. Gives detailed advice on one topic (using expertise freely, including maximized skill rolls)
2. Offers observations on a specific person or event (skills, etc., but not about close relations)
3. Reveals one detailed plan (routes, passwords, maps)
4. Admits to hidden motives and secrets (personal, or about an acquaintance)
5. Divulges the secrets of a close relative or one who is far more powerful than they are (including an organization's secrets)

Shift Alignment: By exerting excruciating pressure on a subject's body and mind, an interrogator can bring about a temporary but lengthy shift in alignment. Each normal step away from the target's starting alignment requires four separate successful sessions, whereas eight intense days are needed to push their alignment down a diagonal step. Thus, a lawful good prisoner would succumb to acting in a lawful neutral manner after four days, or a chaotic evil manner in sixteen days. No other effect can be attempted once this process has begun or all progress will be lost, and the results last for six months for each point of the interrogator's Charisma modifier. At the end of each six month stretch, the subject can make a Will save to retreat one step back toward their former alignment.

Paladins cannot condone the use of torture and must attempt to stop it if it is in their power to do so. Failing to act or actively torturing anyone for any reason is considered a breach of their code of conduct. Paladins who are

tortured out of the lawful good alignment or who violate their code of conduct due to other effects lose all class features except proficiencies until they receive an atonement spell (but since their changes are involuntary, the spell is at no cost to the caster).

Good-aligned interrogators can implant a suggestion or get a subject to reveal information without undue moral distress, but only if it is done to prevent harm to the subject or others. Using any degradation technique that grants more than a +2 bonus, attempting to produce another effect, or interrogating someone for selfish ends imposes a -1 morale penalty on all checks the interrogator makes for the next 24 hours. Meeting any of these criteria three times will cause a shift in alignment one step toward evil.

Neutral-aligned interrogators can implement every effect except break will and conditioning and can countenance degradation techniques that grant up to a +4 bonus. Using any degradation technique above that level or attempting to use the effects they consider taboo imposes a -1 morale penalty on all checks the interrogator makes for the next 24 hours. Meeting any of these criteria three times will cause a shift in alignment to evil.

Feats

Nalbrezu qualify for the Additional Racial Traits feat and upon taking it can choose different traits from their own list of abilities, such as quick reactions or poison resistance.

Advanced Energy Resistance

You have enhanced energy resistance.

Prerequisite: Natural energy resistance 5 to at least one form of energy.

Benefit: The character's resistance to one type of energy increases to 15. This only applies to one type of energy at a time, even if they have resistances to more than one type of energy.

Special: This feat can be taken more than once, improving a different type of energy each time. Its effects do not stack.

Flexible Spell-like Ability

You are able to alter your spell-like abilities each day.

Prerequisite: A spell-like ability drawn from a list of possible choices.

Benefit: The character can choose other spell-like abilities from the list of spells possible for their race in place

of the ones they have already chosen. This switch can be made only once per day per spell level, and all spells must be drawn from their race's repertoire. It does not allow the character to use more than their daily allotment.

Normal: A character usually gets to choose one spell-like ability from their race's list, and the choice is permanent.

Ultimate Energy Resistance

Your energy resistance is increased to 30.

Prerequisite: Advanced Energy Resistance or natural energy resistance of 15 to one type of energy.

Benefit: The character applies this feat to the same kind of energy chosen for Advanced Energy Resistance, improving it to a total of 30. This only applies to one type of energy at a time, even if they have Advanced Energy Resistance to more than one type of energy.

Special: This feat can be taken more than once, so long as it is modifying Advanced Energy Resistance to a different type of energy. Its effects do not stack.

Unorthodox Interrogator

You interrogate people in unique ways.

Prerequisite: Intimidate 5 and trained in advanced methods outlined above.

Benefit: The character has learned to base their Intimidation attempts on Strength or Intelligence rather than Charisma, but must choose one ability to use instead. Thereafter, they will use the new ability and gain a bonus up to half their Charisma modifier (rounded down) for their Intimidate checks. Further, any advanced methods that specify terms based on the interrogator's Charisma modifier will use the new ability plus half their Charisma modifier, as well.

Normal: The Intimidate skill uses Charisma as its key ability.

Equipment

The Nalbrezu buy, trade, and steal goods from every realm they encounter but they keep a couple of specialty items on hand to make their jobs easier.

Eye Color Dye

Price: 30 gp per eye; **Weight** —

Alchemical eye dyes come in all manner of colors and shades, though few are brave enough to risk using them. They can be instrumental to a disguise or seduc-

tion attempt but are known to have some of the worst side effects of any alchemical dye. The process is also quite painful and each application requires the character whose eyes are being dyed to make a Fortitude save. Eye dye can only be removed early by using a special solution that costs 5 gp or with a *prestidigitation* spell.

Rolling a natural 1 results in immediate blindness in that eye which requires magical healing to undo. If the character is only blinded in one eye, they take a -1 to Armor Class, lose half their Dexterity bonus to AC (if any), and take a -2 penalty on most Dexterity-based skill checks and on opposed Perception skill checks. Checks that rely on vision suffer the same penalty. Opponents on the side of the character's blinded eye gain concealment (20% miss chance) against the character. Characters who remain blind in one eye must roll an additional DC 10 Fortitude save each week to keep from going blind in the other eye as a sympathetic response.

Failing by less than 5 means that the eye color shifts to a mid-way point for 1d6 days but doesn't reach the correct color and no other benefits are gained. Any failure also means the character takes 1d8 acid damage and cries out, endangering any attempt at secrecy. Success allows for a flawless shift to the desired color that will last for 1d10 days (minimum 2). It will also grant a +2 bonus to appropriate Disguise checks and Perform checks, as well as the Fortitude check needed to dye another eye. Dyeing eyes a color considered special to a tribe might grant a +2 circumstance bonus on Diplomacy and Intimidate checks versus that group instead. Dyed eyes can be paired with tinted skin and hair, but will only grant half of its normal bonus.

- **Mild Change:** A change of shade within one's natural color requires a successful Fortitude save DC 10.
- **Medium Change:** Aiming for a color that is half-way across the spectrum from your natural shade requires a successful Fortitude save DC 15
- **Drastic Change:** Dying the eyes to a vibrant hue (like hot pink) or from very dark to very light requires a successful Fortitude save DC 20.

Hidden Compartment

Price: +50 gp per size category below the original object; **Weight** —

Any piece of furniture, vehicle, or wall with thick enough construction can benefit from a hidden compartment, which is a hollowed out portion used to stow goods. Every effort is made by the craftsman to conceal

signs of an opening from casual view, so a suspicious party must actively search for a way in, using a move action in the process. Thin or translucent materials cannot hold a secret opening and maintain structural integrity (though fabrics can host secret pockets, as seen below). An object can only support a secret cache that is at least two size categories smaller than the whole, but a basic hidden niche requires a DC 25 Perception check to find. Every size category smaller than the base requirement raises the DC by 2 and costs extra.

Secret Pocket

Price: +25 gp; **Weight** —

Many items of clothing can be fitted with a secret pocket to hide valuables or less savory items. Diaphanous materials cannot conceal a hidden cavity and such pockets cannot generally hold more than a handful of small items. Such ready storage grants the wearer a +2 bonus to Sleight of Hand checks. Additionally, large pieces of clothing such as robes and capes can contain cavities big enough for weapons that weigh up to a pound. Drawing a weapon from a hidden pocket is a move action that requires a Sleight of Hand check versus an opponent's Perception check. If successful, the weapon is pulled free but has not yet been seen and the duped opponent is flat-footed for the first attack by that weapon. This maneuver can only be attempted once per combat, and a target that has detected a hidden pocket will not be surprised by weapons drawn from it thereafter.

Nalbrezu Nooks

You didn't think your Uncle Jallorn would leave after all the legal mumbo jumbo, did you? Now that you're one of us, you get to know which places you can call home. Our bolt holes for short stays are hidden across Porphyra, but our cities are all underground - and all of our territory is dangerous to approach, so you'll need a local to show you the ropes. Never forget that no two Nalbrezu settlements are alike, and they never will be. These are only a handful of some of the flashier vacation stops. You'll have to earn the rest.

Garedaal: This burg is named after one of the meanest Jester leaders we've ever had but we also call it Fire Town, on account of the Underdeep volcano it's next to. We've got magic contingencies for the lava and gases that break through from time to time, but if you don't know your way around, you're probably dead. Those of

us with fire resistance can live there the most comfortably, but anyone with fire magic is stronger because of the great portals to the Elemental Plane of Fire we've detected inside the volcano. We grow the most potent drugs you can find in the rich black soil of the Garden of Embers, too, if that's your angle.

Jylrithakti: Rumors about a great dragon graveyard are heard all over Porphyra, both above and below the surface. We found it by accident and cut a deal with the ghosts of the wyrms who guard the place. We patrol for trespassers, pay a yearly tithe, and take not a copper piece from the dragons. In exchange, we get to live around the vault, burrowed into the walls, unmolested. Our wizards pay dear to study there, House Xantyn has a strong presence, and the Court of Chance plies the dragons with gold for a secure place to keep their own loot. Some dragons who go there to die even agree to sire some new Nalbrezu before they go...

Fieri: Speaking of mating - the getaway of Fieri is set behind the biggest mating ground of slorks you'll ever see. They hang around by the hundreds and they're territorial in the extreme, but we got in on their habitat a long time ago and now they're our mounts and protection. We harvest their slime for tanglefoot bags and their grease for traps, and their tusks are worth something, too. Fieri is where they say House Rh'loro has their greatest numbers and strength, with House Nhilyvr coming in a healthy second. House Jallorn hangs out around the area a lot too, gathering up ingredients for their alchemy and potions.

Sentix: Well before we got to Porphyra, an ancient civilization created a gigantic labyrinth of living stone as their prison and place of punishment. Its walls shift and its paths are crossed by monsters that've bred within the maze for generations. Nobody has been able to find any keys or controls, but that didn't stop us from claiming it. We know how to navigate a few sections pretty well and where some stable points are, so that's where our doors below tend to be. The city itself is underneath, and a favorite haunt of Houses Cezlenti and Erinae. The Courts of Torment and Wishes are powerful influences and torture is the primary craft of the mazedwellers of Sentix.

Reltyrr: Last but not least we have the Floating City, where gravity ain't exactly what it should be. The whole place used to belong to a twisted elven wizard who was hiding out and experimenting away from the rest of his people. We took it from him in a mighty battle and have been improving it ever since. Some areas have gravity completely reversed, while others leave you floating in the middle of the air. If you're wearing the symbol that's

been chosen by the higher-ups you can move between the sections without a problem, and you can change the polarity with a command word. Now if only we could figure out how the air elementals keep getting in...

Intrigues

Anyone in Nalbrezu territory can encounter the following adventures and decide to interfere.

- Any time we find a lead on a demon who's on our list, everyone's all over it. Houses and Courts offer rewards, and we reach out for the help of unusual allies. Paladins are easily duped but some clerics are willing to bargain with us openly for the return of some of our indentured servants. As long as we have a common enemy, we get to make fun friends.
- A new crop of half-breed Nalbrezu is another way to get us excited. We tend to visit our kids over the years anyway, and then once they reach the age of maturity, we sneak in and take them away for a special chat. It can be difficult to pull off, especially if more than one half-breed needs to be snatched at a time and we encounter unfortunate resistance.
- A recruitment drive in Karza territory is a great Operation to get in on, since you earn rewards for each fresh Nalbrezu who makes it back and swears on the Code. We try to hit their outposts and patrols, since they're the places where the poor Karza males handle the worst jobs. If we can goad other races to attack and soften them up first, all the better.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder Player Companion: Blood of the Moon © 2013, Paizo Publishing, LLC; Authors: Tim Akers, Neal Litherland, David N. Ross, and Tork Shaw.

Pathfinder Roleplaying Game Core Rulebook © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with

Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Drow of Porphyra - The Nalbrezu © 2015, Purple Duck Games. Author Patricia Willenborg

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Game Content: All text.