

DEZZAVOLD

FORTRESS OF THE DROW



BY CHRISTINA STILES
AND STEVEN TRUSTRUM



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DEZZAVOLD

FORTRESS OF THE DROW

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INTRODUCTION

The drow and the surface elf have long been enemies. Dark elves weaving intrigues and plotting the destruction of their kin have been a source of exciting and epic adventure since the days of 1st edition. The drow, defined in all their awful detail in *Plot & Poison*, bide their time in the Below, a lightless ecology as rich and diverse in cultures as the sun-drenched Above. *Cornyl: Village of the Wood Elves*, the companion volume to *Bow & Blade*, introduced an elven tree-village once wracked by a decade-long war with the drow from Fortress Dezzavold. These sources provide the GM with tools to develop and play through the struggle between good and evil, light and dark, and the Above and Below.

Dezzavold: Fortress of the Drow adds another layer to the unfolding drama between these two settlements. After the war of 400 years past, the dark elves ready for a return to the surface world to finish off their lost kin. This book details the drow enclave of Dezzavold and provides a wide assortment of NPCs to spark intrigue and adventure in your game. Prepare for a few twists, however; these drow are not the Spider Queen's children. They have been forced to follow a bloodier, deadlier goddess: Nyarleth.

Hidden among them, though, are some drow who dream of a better life and reconciliation with their surface kin, secretly following an older deity whose powers extend both Above and Below.

HOW TO USE THIS BOOK

Dezzavold: Fortress of the Drow presents a fully detailed drow enclave for use in any fantasy campaign world in which drow exist. Though most inhabitants of Dezzavold are drow, other races also inhabit the growing city (though many of these are slaves). These races include drey (introduced in *Plot & Poison*), dwarves, elves, humans, and serpent people (first introduced in the Freeport series). Dezzavold makes an excellent enemy outpost, but you may also decide to center a drow campaign within its walls. As many Game Masters (GMs) prefer to run non-evil campaigns, Dezzavold contains pockets of races not necessarily evil, and there are avenues available to drow characters who want to lead a principled life. Such characters may become members of the underground movement to bring Solfaera Dezzav, the true heir to Dezzavold's throne, to power. They may also worship the Lady of Mysteries (see page 7), a religion whose followers believe they can mend the schism between the drow and the surface elves.

In addition to the core rulebooks, you'll need *Plot & Poison: A Guidebook to the Drow* to get the most out of this book. *Cornyl: Village of the Wood Elves*, while not required, provides insight into many of the subplots developing in this text. Finally, *Bow & Blade: A Guidebook to Wood Elves* is a good resource for players whose characters want to oust the drey from Dezzavold and forge an alliance between the Above and the Below. Anything in this book marked with a "†" originates from *Plot & Poison*. If you do not use this book, substitute an appropriate spell or feat.

Now that Dezzavold is in your hands, it ceases to be the sole vision of its authors. We encourage GMs to change or add anything not suiting your campaign world. Make this city yours. For instance, if you prefer your drow vile and despicable, perhaps the residents of Dezzavold embrace the strength and violence of their new queen, viewing the previous one as a delusional weakling who needed to be removed from the throne. Dezzavold, like the other books in the Races of Renown series, is a tool to make your campaign better.

ABOUT THE AUTHORS

Christina Stiles is a writer/editor living in South Carolina. Christina has been annoying Steven Trustrum (among other Canadians - hi, Spike!) with various projects for some time now. Thanks to the wonders of the Internet, they've forged a friendship from many miles away.

Steven Trustrum has been banging around the industry for a number of years now and has been picking up speed. He likes to keep busy with interesting and varied projects and is always up for something new. He has worked with Christina Stiles on several projects, and he's pleased with the results of each, hoping there will be more such opportunities in the future. When not writing, Steven tinkers around with computers and aimlessly wanders the streets of Toronto, looking for adventure.



CHAPTER ONE: OVERVIEW

ORIGINS OF DEZZAVOLD

A millennium ago, the drow of the great city of M'relzad exiled House Dezzav and their servants, for the charge of worshipping the Lady of Mysteries, an elven deity, and forsaking the Spider Queen and her eight Claws (see **Chapter Two: Religion and Gods**, *Plot & Poison: A Guidebook to Drow*). Though the drow often killed their own for lesser slights, the high priestess of the Spider Queen decreed the heretics only be exiled. The priestess further stipulated, upon order of the Spider Queen herself, those of M'relzad would not speak of House Dezzav or cause them any harm for the duration of Matron Norirnar Dezzav's lifetime. Nor could they quicken the matron's demise.

Granted this reprieve, the Dezzav caravan left the massive city of M'relzad behind, their heads held high and a smile on their leader's lips, for Matron Norirnar Dezzav already had a home in mind for her entourage: the Lady of Mysteries had sent her guidance in a vision.

The heretics would make their home above M'relzad in the Upper Below, just under twenty miles from the cave entrances leading to the Above found in the Caverns of Gloom.

THE GROWTH OF DEZZAVOLD

Under Matron Norirnar Dezzav's guidance, the drow built a great fortress on an island jutting from a massive chasm inside an enormous stalagmite in the caverns of Nether Light (so named for the green lichen growing on the caverns' walls) in the Upper Below. The completion of the fortress took many decades, and during that time, the drow of Dezzav waged no war and took no prisoners. Creatures living nearby or traveling through the area initially feared the drow incursion, but the dark elves' unusual docility caused them to take a closer look. Many of those who investigated the fortress found a welcoming safe haven, and they joined the enclave's ranks.

Once the dark elves crafted items from the minerals and materials around them, they created a rudimentary economy, growing slowly from barter to currency over the centuries. Matron Dezzav also collected tomes of knowledge and had her underlings build a vast library within her realm, which she invited all to peruse, for only through learning did she feel her people

could open their minds enough to reconcile with their surface kin. For five hundred years, they prospered under the reprieve the Spider Queen had provided for them. When Matron Norirnar Dezzav passed on, she left her fledgling city to her enlightened daughter, Lenerasa Dezzav.

THE RISE OF HOUSE VIDRAE IN M'RELZAD

Norirnar Dezzav's death ended the Spider Queen's reprieve. House Vidrae of M'relzad, long having festered over the mercy granted their former rivals, had been plotting and waiting for this moment. As soon as they learned of Queen Dezzav's death, House Vidrae sent out hunting parties to harass Dezzavold's people. During this time, too, Vidrae's matriarch, Ducrezia Vidrae, through political machinations and assassinations, took control of M'relzad's government.

As the city's self-proclaimed queen, Ducrezia prepared the drow for war against Dezzavold. She sent out warbands from her own House guard and hired mercenaries to kill or capture Dezzavold's citizens while she assembled her drow army—a process that would take many decades.

Ducrezia dreamed of having her enemies bowing at her feet and living harsh, unmerciful lives as slaves. Once Lenerasa Dezzav's growing city fell, she would make it a satellite of M'relzad, ideal for launching surface raids.

TIME OF TROUBLES

During Ducrezia Vidrae's rise to power in M'relzad, Dezzavold suffered great losses in both lives and goods. Queen Lenerasa rallied her people to combat this threat—and they put their heart and souls into fighting for her and the city—but Ducrezia's warriors and resources far outnumbered her own. These shortfalls forced Lenerasa to seek other answers.

As part of her solution, she hired mercenaries to fill her army's ranks, acquiring the aid of a few fierce drey war bands and dwarven warriors. However, Lenerasa knew this would not be enough to stop House Vidrae. Times were indeed desperate for the queen, so she decided to request aid from the surface elves

WHAT HAPPENED IN CORWYL

About 400 years ago, a dark elf named Eranade Dezzav petitioned the forest elves, surrendering to them immediately with a request for an Honor Meet, a peaceful summit between noble ruling elves. The forest elves secured the woman, and brought her before the ruling body, the Council of Houses, consisting of matriarchs from the village's five noble families. Eranade disclosed to the Council the existence of Dezzavold, her mother's fortress to the south, saying her mother had sent her to warn the elves of a graver threat, a growing drow house whose lust for power and hatred of the forest elves would bring them to Corwyl within weeks. The power-hungry House of Vidrae, was, of course, her family's most hated enemy, something she freely admitted. Eranade's family had been exiled for failing to follow drow traditions, so they had no other drow house to turn to for protection. Without assistance, her mother feared the Vidrae drow would seize Dezzavold and march all the way to the surface. Thus, she suggested an alliance.

Valsoff Deloryl, the elves' militia commander, and the Council retreated to the House of Ancestors to discuss the messenger's offer. All were wary, and so they sent out scouts to look for signs of this impending doom, while they debated the feasibility of any alliance with the hated, untrustworthy drow. They met for five days, Valsoff insisting to the others dealing with the drow would mean their doom; he was convinced this charismatic drow noblewoman was a trickster. According to Valsoff, the drow plan was to draw the wood elves' best warriors to Dezzavold, where they would overwhelm them and kill off Corwyl's only line of protection.

Using their hatred of their evil kin, Valsoff, a fiery and charismatic leader, convinced four of the matriarchs that attacking the drow was their only viable action. Only one, the ancestral speaker Orapha Cor, argued against the plan.

Endora Deloryl, whose hatred of the drow was as strong as was her nephew Valsoff's, dismissed the commander during the heated discussions. The two had already privately decided how best to deal with the messenger and the attempted alliance, and with Endora's blessing and total disregard of the Honor Meet, Valsoff killed Eranade Dezzav with his own sword. With this action, war was inevitable.

The ensuing Dark War lasted a decade, almost destroying Corwyl, when the near-victorious drow withdrew from the fray to deal with the revitalized attacks of the Vidrae. The wood elves of Corwyl were mystified by this turn of events.

of the nearby village of Corwyl. After all, the Lady of Mysteries had sent her visions of a time in which Lenerasa's drow and the elves might be able to reconcile and trade and work together. Due to the sensitivity and the utmost importance of this mission, Lenerasa entrusted it to Eranade Dezzav, her eldest and most worldly daughter. Eranade did not believe the elves would listen, but she agreed to take her mother's request to them, and she left Dezzavold without informing anyone of her mother's plan. Queen Lenerasa did not even inform her Council of Ministers of the mission until after Eranade had departed.

LENERASA'S FOLLY

Eranade Dezzav arrived at Corwyl with a sincere mission: to gain the surface elves' help against the encroaching Vidrae drow. At the time, Eranade had serious doubts the elves would even listen to her plea, but her mother, Lenerasa Dezzav, the enlightened ruler of fortress Dezzavold, believed diplomacy could overcome the differences between their two peoples, especially in the face of a threat that would no doubt consume them both. The key was to approach them logically, she told her daughter, and to convince them a preemptive strike was needed to prevent the Vidrae's ultimate advancement and enslavement of them all.

Eranade reluctantly carried out her mother's plan, but, as she suspected, her pleas were ignored, and it also ignited the long-lived racial hatred in some of Corwyl's Council. Her requested Honor Meet, a peaceful summit between noble ruling elves, only earned Eranade deeply driven swords and death—undeath, actually, for the woman could find no rest from this betrayal, and it twisted her soul toward evil (see the ghost **Eranade Dezzav**, page 15).

When word of their mother's plan and the resulting treachery reached Eranade's siblings, they pressured their mother to retaliate. Lenerasa would not, so her three oldest daughters took matters into their own hands, and sent their own warriors out to destroy the arrogant elves, heedless of the troubles growing at their back door. These actions started the decade-long Dark War with Corwyl (See the **What Happened in Corwyl** sidebar, page 6, and *Corwyl: Village of the Wood Elves*). During the war, the drow killed wantonly and set many of the elves' beloved memory trees aflame.

Meanwhile, the battles with the Vidrae continued. Ten years into the war with Corwyl, the Vidrae doubled their efforts against Dezzavold and Lenerasa forced her daughters to withdraw from the war with the surface elves to defend their city.

For two years, they fought valiantly against the Vidrae, but they lost considerable ground. Luckily for the Dezzavold, a new aggressor, the formians, arrived. Thousands of the lawful outsiders swarmed up from the bowels of the Below. They overran the great caverns around M'relzad, and they forced the caverns' inhabitants into servitude. Within a few weeks of their arrival, they threatened the city of M'relzad, cutting off its trade routes, killing or enslaving its soldiers, and attacking the city itself. This new threat forced the Vidrae to concentrate a great deal of their resources against the formians, giving Dezzavold a much-needed respite and a chance to restore its depleted army's ranks with more mercenaries.

THE LADY OF MYSTERIES

Symbol: Three stars forming a pyramid around an open eye.

Alignment: Neutral.

Dominion: Mysteries, magic, dreams, destiny, the planes.

Domains: Augury†, Destiny†, Enchantment†, Magic, Protection.

Worshippers: Bards, clerics, psionic characters, psychics, shamans, sorcerers, and wizards.

Favored Weapon: Light mace.

APPEARANCE

The Lady of Mysteries appears to her worshippers as a white humanoid-shaped light surrounded by darkness. No mortal has ever seen her true form.

HISTORY

Unbeknownst to most, the Lady of Mysteries is the Spider Queen's fallen mother, and like her daughter, her name has been lost to time. Eons ago, when the Elf Lord sent the Lady's daughter to rule over the drow, the Lady of Mysteries gained dominion over the destiny of the surface elves, her daughter's former dominion. However, the Lady of Mysteries sympathized with her daughter's plight. She rationalized that resolving the schism was the only way to bring her daughter back into the elven heavens. To this end, she sent visions to the more open-minded members of the drow. Few had the courage to break free of the vile traditions surrounding their people, though, so most ignored or misinterpreted her visions. A few hit their mark, however, and strong drow like Matron Norirnar Dezzav broke free of their society's expectations. Those not killed for this "moral weakness" were either exiled or left of their own will to forge new, less evil lives. Now, the Lady of Mysteries is a beacon in the darkness for drow seeking reconciliation with the elves or at least a better, and more productive life.

RANK/RELATIONS

Within the elven pantheon, the Lady of Mysteries is a lesser, oft forgotten, deity. She rarely associates with other gods, and spends most of her time in a trance, dreaming new dreams for all elves.

CEREMONIES

The Lady of Mysteries has no known holidays. She does ask her followers make a pilgrimage to the Above to see the night sky at least once in their lives, if only to help them remember their past.

PRIESTLY GARB

Clerics wear black tunics glittered with silver to represent the night sky.

DOGMA

See the possibilities. Strive for knowledge and perfection. Dream big.

USURPER

The war with the Vidrae lasted for centuries, though the great battles of before whittled down to monthly skirmishes, as the formians and the Vidrae languished in a war of attrition. Lenerasa continued to hire mercenaries to deal with her enemies, even as her own warriors fell under numerous attacks.

When Lenerasa learned of a ferocious band of drey women warriors called the Hundred, she quickly sent them an offer to work for her. Their leader, Zarshan Deathbringer (see The Black Heart of Nyarleth, page 74), agreed to aid the queen, but only for five times her going rate.

With the Hundred added to the army, the tides turned for Dezzavold. The fierce warriors slaughtered the enemy to the last man, and they took no prisoners; some of the Hundred were even rumored to have eaten the hearts of the freshly killed.

The last battle with the Vidrae took place at Gloom Pass. It was a two-hour long massacre. That day, Zarshan Deathbringer feasted on the heart of T'aer Vidrae, the last remaining daughter of Matron-turned-Queen Vidrae and the reigning high priestess of the Spider Queen. After this feast, Zarshan dubbed herself the Black Heart of Nyarleth, and decided to take Dezzavold for herself.

Five days after the battle, with her troops back in the city, the Black Heart struck. Alone with Queen Lenerasa in her throne

room, Zarshan killed the old woman. In the Queen's Fortress, her eight Daggers (lieutenants) killed the queen's daughters and female relatives; they captured the males to serve as the new queen's concubines and personal slaves. They then scoured the streets, purging the city of any priestesses not serving Nyarleth. Needing the puny council members to keep day-to-day affairs running—for the Black Heart had no desire to deal with the pettiness of city commerce—the Hundred kidnapped them all and brought them to the fortress, where they now live as little more than prisoners (see the **Queen's Fortress: Level Three, Room 3**).

Two weeks after the battle of Gloom Pass, the city of M'relzad fell to the formians. Just before the Vidrae fell, the ghost of Eranade Dezzav, having returned from a spying trip on Corwyl, came back to Dezzavold to find her mother dead and the city under new rule. This did not anger her. The changing of the guard, in fact, brought her hope a new war against Corwyl would come to fruition. Eranade showed herself to the new queen and told her of the surface elves who were ripe for the killing in their beatific village. Her stories kindled the Black Heart's interest. The Black Heart so loved to kill elves.

READYING FOR WAR

Centuries passed since Lenerasa's Folly (the drow name for the war the elves call the Dark War) and 19 years since the battle of Gloom Pass, but Eranade Dezzav's hatred for Corwyl had not waned. Though her pleas to her mother to continue the war against Corwyl were ignored, the ghost continued to spy on the wood elves. When the Black Heart of Nyarleth killed her mother and usurped the throne, Eranade did not weep for the loss of



her mother for she knew the queen had grown too weak to lead Dezzavold to greatness.

Dezzavold's new champion, the Black Heart of Nyarleth, promised the ghost Eranade a return of the drow to Corwyl, so her information-gathering activities in Corwyl will soon pay off. King Erolvin Cor's memory tree will burn. The great House of Ancestors will be ash. Corwyl will be no more. The wood elves will die by fire and sword, and those unlucky enough to survive will make good slaves. Even now, the Black Heart readies her troops for this new enemy.

ROCKS IN THE ROAD

What blocks Eranade and the Black Heart's from achieving their sinister goals? Currently, they face four obstacles: the rise of an ancestral speaker in Corwyl, Solfaera Dezzav (the true heir to Dezzavold's throne), the relentless formians, and the GM's heroes, of course.

CORWYL'S ANCESTRAL SPEAKER

Almost 19 years ago, just after both Dezzavold and M'relzad changed rulership, the ancestors of Corwyl, who had been silent for many centuries after the crime that led to the Dark War, decided to return their counsel to the village in the form of an ancestral speaker. With their machinations, they created a worthy vessel in the form of a half-celestial born to Endora Deloryl, the main catalyst in the tragedy of what the elves call the Dark War. The girl would grow strong and lead the elves against the troubles they knew to be brewing beneath the surface world. With her charisma and great leadership, Gloriannel Deloryl, the ancestral speaker, would inspire promising young heroes to aid her.

SOLFAERA DEZZAV

When the eight Daggers killed Lenerasa's female relatives, they missed one: Solfaera Dezzav, the daughter Lenerasa gave birth to late in life, because Solfaera, a 120-year-old girl, had traveled with an entourage to the surface world. Her mother, a devout follower of the Lady of Mysteries, wanted her young, like-minded daughter to see the night sky for the first time in her life. Solfaera's father, a captured wood elf Terellian knight, Jakerin Delhoum, was in the entourage as well. He had trained the girl to be a knight like himself, and he convinced Lenerasa to allow him to take the girl to the surface to show her the world formerly his home (his people believe him to have been killed by orcs over a century ago). The knight took her through the forest and near to Corwyl, but he dared not take her to the village for fear they would kill her as they had her sister many centuries before.

As the group returned from their visit, Ranger, a follower of the Mystery Cult, informed them of the coup. He then took them to the safety of the dwarven clanhold of Amrahal, where his gnome friend, Geldaen Gittler, met with them. He has since hidden them in a series of caves just outside the clanhold. There have they remained. Solfaera is preparing for the day when she will return to Dezzavold to seek revenge for her mother's death and regain the throne with her father fighting by her side. Members of the Mystery Cult provide intelligence about Dezzavold, so

Solfaera is not ignorant of the situation within the city. Solfaera and Jakerin are detailed in **Chapter Seven: Outlying Regions**.

THE FORMIANS

Driven from their original homeland by creatures even nastier and more powerful than they, the formians intend to take over the vast tunnels of the Upper Below and make it their new home. They want to enslave every living thing within the tunnels, and then make raids to the surface world for even more slaves.

THE HEROES

Ideally, heroes should come from Corwyl, as there are many connections to the village for you to mix into the plot. However, heroes could come from within Dezzavold. They could be followers of the Lady of Mysteries, the cult seeking to place Solfaera Dezzav on the throne and return the peace once thriving in their city. If dwarves, they could hail from Amrahal, some 80 miles away from Dezzavold; or, if human, they could be allies from Briarton, a village in the human North Province (see **Outlying Regions** in *Corwyl: Village of the Wood Elves*).

WAR!

The Black Heart of Nyarleth's planned war with Corwyl has five stages:

- The Black Heart sends out drow to make deals with Dol-Rok (see *Corwyl: Village of the Wood Elves*), leader of the Skull Crusher orcs, to harass the elves and kill any Terellian knights, making the elves think a growing humanoid threat looms on the horizon. These attacks occur for three to four months, with the drow funding them and providing bonuses for the heads of dead Terellian knights returned to them.
- When the elves send a retinue of troops against the orcs of Skullkeep, the drey assassins of the Hundred sneak into the village to eliminate any key elven defenders remaining in the village, such as wizards, clerics, and any Terellian knights. They also target the ancestral speaker, Gloriannel Deloryl.
- Drow wizards set the village aflame with fire-based spells, targeting the House of Ancestors and memory trees, especially the memory tree of Erolvin Cor.
- The Hundred (see page 88) and Roilin's Renegades (see page 84) attack the village outright (another hundred troops of drow and goblins remain in the woods in case they are needed). In the initial assault, they kill all the adults who get in their way, saving the children for enslavement. When the battle dies down, they take any remaining adults as slaves.
- They burn Corwyl down completely and march the prisoners to Dezzavold.

THE CITY

The gated city of Dezzavold lies inside a massive stalagmite known as the Lady's Mountain, residing in a chasm within the Caverns of Nether Light in the Upper Below. Six crystal bridges extend from the stalagmite mountain to the chasm's edges, providing the only entrances to the city. Five of these bridges lead to the second level of the stalagmite, while the lower west bridge leads to the city's main gates. Beneath each bridge lurk guardian mithral spiders and crys spiders (see **Pets and Guardians**, page 12) that built them; they are the bridges' guardians. A cold, slow, troll-infested river flows along the chasm's base and into the stalagmite city.

Inside the city, the inhabitants live in homes shaped from earth, rock, stalagmites, and stalactites. The larger, gothic buildings adorned with fancy spires mark the nobles' houses, while the rounded squat structures surrounding them shelter their underlings and slaves. A lesser stalagmite rests on an island jutting from another chasm inside the greater stalagmite, serving as the Queen's Fortress (see **Chapter Six: Queen's Fortress**). The fortress' polished black stalagmite shines in the glow of the eerie lichens filling the inside of the greater stalagmite. Patrols of crossbow-armed bat riders circle the fortress, preventing attacks sourcing from above the city.

GOVERNMENT

Formerly, for almost a millennium, Dezzavold's government consisted of a ruling monarch advised by the Council of Ministers, a council of six merchants handling the city's day-to-

day problems and serving as a minister of a particular sector. Now, the iron-fisted dictator calling herself the Black Heart of Nyarleth rules Dezzavold. The Council of Ministers resides in her fortress palace, where they still handle the city's daily business—things holding no interest for the dictator—but they are little more than prisoners. The Black Heart keeps them close to prevent their treachery—something she knows all-too-well drow enjoy. As prisoners, she assumes they will be powerless to enact their grand schemes to undermine her power. In actuality, these measures have only slightly hindered their plotting. As a group, they long for the freedom they enjoyed under Lenerasa Dezzav's reign, and will do what they can to return to it. And, as always, a few cultivate aspirations of becoming the new dictator.

Though the Black Heart has delegated mundane concerns to others, she continues in her role as commander and chief of the soldiers. Her eight Daggers (lieutenants) assist by leading the Hundred, her mercenary group. They also impressed several goblin tribes to supplement the army's ranks and to use as fodder.

SECURITY

Dezzavold currently has a standing army of 500 troops, consisting of the Hundred, 50 dwarven mercenaries (Roilin's Renegades), 200 goblin soldiers, and the 150 survivors of Dezzavold's original drow soldiers. The city is walled, and the attackers must cross the vast chasm to attack it. Six crys spider-built, twelve-foot-wide crystal bridges cross the chasm and lead to the city, and four mithral guardian spiders hide under each one,

springing to attack when called to do so. A powerful anti-magic aura protects the city from attack from those using magical flying or levitating spells or abilities. Additionally, crossbow-wielding bat riders patrol the air above the city, defending it against those with some natural ability to fly. Assisting the bat riders are drow sentries stationed in the city's towers by offering covering fire with their crossbows.

ECONOMICS

Dezzavold has experienced a thriving economy over the last 600-700 years. Though the commoner in the street commonly barter for goods and services, the city has a standard coin-based economy, and surface-produced goods are available for purchase, though at 1.5 times the standard cost listed in the *PHB*. The drow's major trading partners include the dwarves of Amrahal and the gnomes of Eldervog. As Dezzavold stands in the Upper Below, they also see many humanoid travelers from the surface world, eager to spend their gold freely in the city.

RELIGION

When the Black Heart of Nyarleth took over Dezzavold, her Dagers killed all the priestesses not worshipping Nyarleth they could find, and rededicated the city's temples to their goddess. Now, Nyarleth is the only deity the Black Heart allows Dezzavold's inhabitants to worship. The Dagers put to death any worshipping heretical gods. Even so, patches of religious resistance exist in the city. A few clerics of the Spider Queen, a deity of little power in Dezzavold, survived the religious purge. Additionally, a Mystery Cult still flourishes in city as the followers of the Lady of Mysteries never openly built temples, and they congregate in groups consisting of five members or less. In fact, most worship alone, fearful of betrayal by their neighbors to curry the dictator's favor.

While the minions of the Spider Queen, spies sent from M'relzad during the Time of Troubles, seek to remove the Black Heart of Nyarleth, they have few resources to do so, and now M'relzad has fallen to the formians, they cannot afford outside help. The Mystery Cult is the best chance for freeing Dezzavold of the Black Heart's rule. They have secured their messiah, Solfaera Dezzav, the lost child of Lenerasa, in the dwarven clanhold of Amrahal some 80 miles away, and they faithfully wait for the day she marches an army to the city to free them. They cling to this vision as truth, and nothing can break them of their resolve of their future rescue.

Table 1-1: Gods of the Drow details possible gods once worshipped in Dezzavold. These gods are fully detailed in *Plot*

DEZZAVOLD

Size: Small City; **Power Center:** Conventional—noble dictator; **Power Center Alignment:** Chaotic Neutral; **GP Limit:** 15, 000 gp; **Assets:** 4, 687, 500 gp; **Population:** 6, 250 (50% drow, 5% drey, 2% dwarf, 1% serpent people, 42% slaves of mixed races); **Authority:** The Black Heart of Nyarleth, dictator (CE Bht 11); **Founder:** Matron Norirnar Dezzav.

Army: Dezzavold employs 500 soldiers in its army. The core consists of 150 drow soldiers who served the previous government. The Hundred and Roilin's Renegades provide an addition 150, and 200 goblin conscripts make up the rest (see **Appendix** for typical stats). **Militia:** The city can call up an additional 150 soldiers from the militia.

& Poison: *A Guidebook to Drow*. The GM should feel free to decide how much of a following each has in the city. A few remaining clerics of these religions are detailed in various sections of **Chapter Five: The City**. **Appendix I** provides generic stat blocks for use in creating your own clerics of these deities.

A LIMITED CHURCH

Unlike many major drow cities of the deep places, the clergy of Dezzavold never held much power. Therefore, the matrons of the current Houses did not follow the clerical path, though their mothers did. Most matrons in Dezzavold practice the art of politics

and mercantilism, so they favor the aristocrat and expert classes (another fine choice would be the noble class from *The Noble's Handbook*). A few Houses did have daughters serving the various religions, but most of those were put to death during the clerical purge.

MATRIARCHY

Like most drow enclaves, the female drow hold the power and respect in Dezzavold. Family surnames follow the female's house, and married males live in their wives' houses, which is often a family complex if the wife is of noble birthright. Additionally, some of the nobles practice polyandry, if they marry at all. The marriages that do occur are often arranged for political or business reasons, allying families together who have similar interests.

Under Lenerasa Dezzav's enlightened rule, male drow did gain some limited rights: they could walk the city's streets without a female escort, carry a dagger when not fighting in service of their wife or House, and they eventually gained the right to own their own property and businesses. In all, the matriarchy treated them far better than their brethren in M'relzad and other drow cities. Lenerasa allowed them to serve in roles other than warrior, wizard, concubine, or slave. She even appointed one male drow to the Council of Ministers (unfortunately, he met his demise when the Black Heart's Dagers imprisoned them, for drey have little to no respect for males, and they could not abide one being in power).

Males of other races have fared much better than have their drow counterparts. While gender prejudice exists, the female drow do not perceive males of other races as being as weak as are their own men. And they know those males often hold the power in their own lands. Still, male brashness often offends them; they especially find it offensive for men to initiate conversations with them.

TABLE 1-1: GODS OF THE DROW

Deity	Power	Alignment	Rank	Divine Dominion	Holy Symbol	Favored Domains	Weapon
Arrachnovoleth	Greater Deity	NE	Renegade	Vermin, bats, the Underdark, earth, poison	Worm with bat wings and a scorpion tail	Bat, Earth, Poison, Vermin, Underdark	Heavy pick
Black Widow	Demigod	LE	Fifth Claw	Necromancy, law, time, revenge, death, murder	Red hourglass on a black skull Vengeance	Death, Law, Necromancy,	Kukri
Bronzozek	Demigod	NE	Sixth Claw	Abjuration, healing, caution, protection Protection	Red eyes on a black shield	Abjuration, Healing,	Spiked shield
Demzer	Demigod	NE	First Claw	Enchantment, pain, lust, domination	Blood-red lash Enchantment, Pain	Control,	Whip
Ilshyrra	Demigod	CE	Seventh Claw	Illusion, lies, beauty, intrigue, darkness	Smoke and its shadow	Glamour, Shadow, Trickery	Rapier
Nyarleth	Demigod	CE	Renegade	Conquest, battle, rage, anger, war	Eight black daggers piercing a black heart	Strength, War, Wrath	Light flail
Reshagol	Demigod	LE	Third Claw	Divination, learning, communication	Open book in a magic circle	Augury, Communication, Knowledge	Light lance
Reykabre	Demigod	NE	Second Claw	Conjuration, slavery, air	Spider in a summoning pentagram	Air, Calling, Conjuration	Ranseur
Skuttle	Lesser Deity	NE	Renegade	Secrets, theft, greed, conspiracy, spying	Blank black scroll	Agility, Secrecy, Stealth	Sap
Spider Queen	Greater Deity	NE	Queen	Drow, magic, fate, sorcery, psionics	Silver web on a black diamond	Destiny, Evil, Magic, Thought, Web	Net or scimitar
Syrellyn	Demigod	NE	Eighth Claw	Transmutation, adaptation, water	Skull crying black tears	Adaptation, Transmutation, Water	Trident
Xarcon	Demigod	CE	Fourth Claw	Evocation, chaos, calamity, fire	Black half-moon with fire issuing	Chaos, Destruction, Evocation, Fire	Light hammer

FOOD

The city cultivates fungi within caves in the island mountain and in various nearby caverns. Fungi is present at every drow meal, but only the wealthy can afford to serve meat. Fish is one of the more expensive delicacies. Though readily available from the river below, the drow must gather slaves to catch the fish. This, in turn, requires guards to protect them from the river trolls, roving humanoids, and the occasional creature popping out of the river itself—some of which provide bounties of edible flesh. Those guarding the slaves often bring back orcs, troglodytes (which have to be flavored to rid them of their stench), and lizard men to eat. Reasonably priced meat sources also exist within the city. There, merchants fatten lizards, both small and the larger monitors, for purchase and consumption. Some keep stirges, dire bats, darkmantles, and even cloaklers as livestock.

CRAFTS

There is beauty to be found even in the dark places the Drow call home. Dezzavold's artisans are famous for their finely crafted hand crossbows, sleek crysilks armor, beautiful illuminated manuscripts, spider-silk cloth and sewn garments, and jewelry. Dezzavold has some of the best alchemists and poison brewers, as well.

The city exports most of these items, trading with nearby dwarven and gnomish enclaves. With the dwarves, they barter for mead, beer, weapons, and ores. The gnomes provide them with rare fresh vegetables from the surface world and cut gemstones for their jewelry. Additionally, the drow trade some finished goods to goblin and orc tribes who bring them needed raw materials from deep in the Below or from the surface world.

EDUCATION

Though the city sponsors a library open to all of its citizens, Dezzavold restricts education to nobles and its wealthiest citizens.

ENTERTAINMENT

The drow of Dezzavold enjoy music, just as other elves, but their songs are dark, haunting, and wordless (the art of singing is not much appreciated among them). The drow enjoy passion plays, and they have a budding halfling playwright within their city, Hanrah Hollyfoot. Hanrah's usual plays are tragedies, overwrought with betrayals and subterfuge (subjects most drow relate to), played before the city's wealthy. However, the Black Heart of Nyarleth has Hanrah writing darker, bloodier scripts

for her Hundred's enjoyment. These take place in the Queen's fortress and include the live-action killing of enemies played by goblin slaves or captured humanoids.

The drow also enjoy sensual pursuits. Brothels abound, and most nobles keep servants and concubines to fulfill their every desire, though some seek professionals. In Dezzavold, a handsome male can garner status and wealth as a prostitute, and many a commoner among them has risen in society through such a profession.

PETS AND GUARDIANS

Drow only keep spiders as pets. All other animals, except familiars and dire bats, are seen as food. The spiders serve as guardians and mounts, as well. In addition to the vermin and spider creatures found in the *MM*, the drow have crys spiders, hound spiders, and mithral guardian spiders, each detailed as follows.

CRYS SPIDER

Medium Magical Beast

Hit Dice: d10 (16 hp)

Initiative: +7

Speed: ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: (+3 Dex, +5 natural) touch 13, flat-footed 15

Base Atk/Grapple: +2/+3

Attack: Bite +3 melee (1d6+1 plus poison)

Full Attack: Bite +3 melee (1d6+1 plus poison)

Space/Reach: ft./5 ft.

Special Attacks: Crysilk web, poison

Special Qualities: Darkvision 60 ft., low-light vision.

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 12, Dex 17, Con 14, Int 7, Wis 12, Cha 10

Skills: Climb +10, Jump +6

Feats: Ability Focus (poison), Improved Initiative

Environment: Any underground

Organization: Solitary or cluster (2-5)

Challenge Rating:

Treasure: None

Alignment: Always neutral

Advancement: -5 HD (Medium); 6-7 HD (Large)

Level Adjustment: —

Creeping out of the darkness is an enormous arachnid with an angular pink and orange carapace, seemingly made of crystal.

Native to the deep realms beneath the surface, these gentle arachnids are content to spend their days weaving massive webs of crystal. They prefer areas of warmth, such as those of geothermic activity, but can reside just about anywhere. They stay away from light if possible, for it reveals their best defense: their webs.

Crys spiders appear as giant arachnids with soft pink or light-orange angular carapaces that seem to be made of crystal, though they are not. Similarly, their glowing eyes resemble the reddest of rubies.

Crys spiders do not speak, but are intelligent enough to understand commands in Undercommon.

COMBAT

Normally passive and docile, crys spiders defend themselves when they feel threatened (they are easily spooked and agitated), or if trained to attack. Their first instinct is to flee, however. If forced into a fight, they will seek to paralyze their foe with a bite and then swiftly escape to hidden heights, laying crysilk trip lines behind them if given the opportunity.

Crysilk Web (Ex): A crys spider can weave a web made of a unique substance known as crysilk. This material hardens into firm crystal strands within seconds, allowing crys spiders to weave intricate shelters and traps. The spider can spin a two-foot long, one-inch thick length of crysilk per round.

A single strand of crysilk, hung across a tunnel for instance, is difficult to see (Spot DC 20) and cuts into anyone moving into it faster than walking speed. The web deals 1d2 points of damage +1 point for every 10 ft. over the first 10 ft. per round the creature was moving (i.e. a creature moving 40 ft. per round will take 1d2 + 3 damage). A web spanning an entire tunnel is easier to notice (Spot DC 15) but its many strands cause much more damage. Such a web deals 1d6 points of damage +2 points per 10 ft. over 10 ft. per round of speed. Shining a very bright light (such as a sunrod) upon the strands reveals their locations, as will touching a torch directly to them, because it splits the light and projects the beams through the strands. Many of these strands placed closely together can form solid objects, such as the bridges extending from Dezzavold.

Crysilk has a hardness of 5 and 7 hp per strand or 20 hp per inch of thickness.

Poison (Ex): Injury, Fortitude DC 16, initial damage Paralysis for 1d4 rounds, secondary damage 1d4 temporary Con. The save DC is Constitution based.

Skills: Crys spiders have a +8 racial bonus on Climb checks and can always choose to take 10 on a climb check, even if rushed or threatened.



HOUND SPIDER

Medium Vermin

Hit Dice: d8+2 (11 hp)

Initiative: +3

Speed: ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: (+3 Dex, +3 natural) touch 13, flat-footed 13

Base Atk/Grapple: +1/+1

Attack: Bite +4 melee (1d6)

Full Attack: Bite +4 melee (1d6)

Space/Reach: ft./5 ft.

Special Attacks: Stink, web

Special Qualities: **Alarm**, darkvision 60 ft., tremorsense 200 ft., vermin traits.

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 11, Dex 17, Con 12, Int 7, Wis 10, Cha 4

Skills: Climb +10, Hide +3*, Jump +3, Survival +0 (+6 when following tracks)

Feats: Weapon Finesse (bite), Track^B

Environment: Any underground

Organization: Solitary or cluster (2-5)

Challenge Rating:

Treasure: None

Alignment: Always neutral

Advancement: -4 HD (Medium); 5-6 HD (Large)

Level Adjustment: —

This monstrous spider has fine hairs sprouting from the joints of its mottled brown carapace, and beneath it hang loose bits of chitin that clank softly when it moves.

Named for their uncanny ability to track quarry like a hound, these spiders are prized by subterranean civilizations as guardians and hunting companions.

Hound spiders strongly resemble other monstrous spiders except for the fine hairs sprouting from their carapace. The deep red spots surrounding their many eyes may also distinguish them.

Crys spiders do not speak, but can be trained to understand commands in Undercommon.

COMBAT

Hound spiders make the most of their tracking aptitude. They are patient, stalking their prey and striking when the right moment presents itself. When the time comes, the spider suspends itself above its unknowing victim and uses its stink ability to disorient the prey before dropping for the kill.

Alarm (Ex): The loose segments of carapace along their legs click together when the spiders become agitated. Domesticated hound spiders can be trained to overcome this instinct and only click their legs under special conditions, such as when an intruder enters the area they are set to guard. This clicking is easily audible for up to 100 feet. Using this ability is as a free action, but the hound spider cannot use its alarm ability when moving faster than a single move action.

Stink (Ex): Hound spiders can eject a stinking stream of fluid from their mouth up to a range of 40 feet once every two hours. When the fluid contacts a hard surface, it creates a bank of fog

like that created by *fog cloud*, except the vapors are nauseating. The cloud has a 20-foot radius and is 20 feet high. Living creatures inside the cloud must succeed a DC 12 Fortitude save or become nauseated for as long as they remain in the cloud and for 1d4+1 rounds after. Each round a target remains in the cloud requires a new Fortitude save, even if the previous saving throw succeeded. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Tremorsense (Ex): A hound spider can detect and pinpoint any creature or object within 200 feet that is in contact with the ground. It can detect with limitless range any creature or object in contact with the spider's webs.

Web (Ex): Hound spiders often lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. A hound spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Hound spiders can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to

Large size. An entangled creature can escape as a standard action with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Hound spiders create sheets of sticky webbing 20 feet square, though larger hound spiders create webs upwards of 30 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points and sheet webs have damage reduction 5/—.

Skills: Hound spiders have a +8 racial bonus on Climb checks and can always choose to take 10 on a climb check, even if rushed or threatened. They also gain a +4 racial bonus to Hide checks in underground environments, and a +6 racial bonus to Survival checks made to track their prey. If trained to hunt a specific individual, item, or creature type (Handle Animal DC 25), the bonus to Survival checks increases to +10.

MITHRAL GUARDIAN SPIDER

Large Construct

Hit Dice: d10+30 (96 hp)

Initiative: +2

Speed: ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: (–1 size, +2 Dex, +16 natural) touch 11, flat-footed 25

Base Atk/Grapple: +9/+13

Attack: Bite +14 melee (1d8+6) or Gore +9 melee (2d6+6)

Full Attack: bites +14/+9 melee (1d8+6); or 2 Gores +9/+4 melee (2d6+6)

Space/Reach: ft./10 ft.

Special Attacks: Arcing energy, mithral web, leap

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, rust vulnerability, time limit, tremorsense

Saves: Fort +4, Ref +6, Will +6

Abilities: Str 22, Dex 14, Con —, Int —, Wis 14, Cha 1

Skills: Climb +14, Hide +6, Spot +6

Feats: —

Environment: Any

Organization: Solitary or pair

Challenge Rating:

Treasure: None

Alignment: Always neutral

Advancement: –16 HD (Large); 17–20 HD (Huge)

Level Adjustment: —

Mounted on the pedestal is an exquisite statue made of a silvery metal. So lifelike, its rows of jewel-studded eyes follow your every move.

Unique to the drow, mithral guardian spiders are enchanted statues used as sentinels at key locations throughout dark elf territory, such as important tunnel junctions, vaults, or temples.

Mithral guardian spiders are inactive until triggered by a command or the meeting of certain conditions (someone attempting to pass without giving the password or signal, for example).

Mithral guardian spiders are made entirely of precious mithral. They otherwise look like ornate metal statues of spiders until activated. A mithral guardian spider cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a near silent grace belying its artificial nature.

COMBAT

Along with the standard construct traits, a mithral guardian spider has the following abilities.

Arcing energy (Su): Once every 5 rounds, a mithral guardian spider can launch a lightning strike against a target up to 840 feet away, dealing 11d6 points of damage, DC 18 Reflex save for half damage. Up to 11 other targets within 30 feet take half the damage, as per the *chain lightning* spell, as cast by an 11th-level sorcerer. The save DC is Dexterity-based.

Leap (Ex): The mithral guardian spider can leap high into the air, and land upon a Large or smaller target within 40 feet. The construct may immediately attempt to start grapple as a free action. If it succeeds, the mithral guardian spider can use both of its gore attacks simultaneously against that target. This maneuver causes the mithral guardian spider to deactivate for the remainder of the round, reducing its AC to 25.

Mithral Web (Su): The construct can spit a web made of mithral strands up to 80 feet once per 2 rounds, covering a 30-foot radius. The web sticks to its targets as per the *web* spell (Reflex save DC 18 to avoid), except that a Strength check of 35

is needed to tear free and flaming weapons have no special affect on them. For every 5 points of cold damage dealt to the web, 5 feet of the web becomes brittle, allow subjects trapped in the area to escape as a free action. The save DC is Dexterity-based.

Immunity to Magic (Ex): A mithral guardian spider is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack dealing cold damage slows a mithral guardian spider (as per the *slow* spell) for 2 rounds. A magical attack dealing fire damage breaks any *slow* effect on the spider and heals 1 point of damage for each 2 points of damage the attack would otherwise deal. If the amount of healing would cause the spider to exceed its full normal hit points, it gains any excess as temporary hit points. Temporary hit points fade after one hour. A mithral guardian spider gets no saving throw against magical attacks dealing cold or fire damage.

Rust Vulnerability: A mithral guardian spider is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Time Limit: A mithral guardian spider remains active for up to 2 minutes per level of its creator, after which the spider remains inactive for a time equal to the duration it was active. If the construct's objectives were fulfilled, it returns to its perch, if able, before it running out of energy.

Tremorsense (Ex): The construct can detect and pinpoint any creature or object in contact with the ground within 60 feet

Skills: The mithral guardian spider has a +4 bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened. The spider has a +8 racial bonus on Hide and Move Silently checks when using their webs.

CONSTRUCTION

Mithral guardian spiders are created as golems, though the secret of building them is one known only to the drow. A mithral guardian spider's body is sculpted from 250 pounds of pure mithral worth 125,000 gp and smelted with rare tinctures and other additives costing at least 15,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check. The creator must cast the spells, but they can come from magic items, such as scrolls.

The construction price of an advanced mithral guardian spider is increased by 7,500 gp for each additional Hit Die above those listed above, and increased by an additional 75,000 gp if the spider's size increases. The XP cost for creating an advanced mithral guardian spider is equal to 1/25 the advanced mithral guardian spider's market price minus the cost of the special materials required to create it.

CL 17th; Craft Construct, *chain lightning*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 17th level; Price 340,000 gp; Cost 240,000 gp + 8,000 XP.

ERANADE DEZZAV

Eranade came to Corwyl 400 years ago to gain the wood elves' help against the encroaching Vidrae. Eranade had reservations about the mission, but her mother believed logic and diplomacy could overcome the differences between their two peoples, especially in the face of a threat that could consume both societies. Eranade's pleas were ignored and the Honor Meet was desecrated by death, leading to Lenerasa's Folly (Corwyl's Dark War).

Eranade's outrage at her murder tied her spirit to the Middle World, returning her to unlife as a ghost. Centuries later, she still hates the elves of Corwyl. In fact, she actively spies on them, passing the information back to those now in Dezzavold. Fearful of discovery by the new ancestral speaker, Eranade has done nothing to reveal herself during her visitations.

Female drow ghost Ftr 9/Rog 2; CR 14; Medium humanoid (augmented humanoid) (incorporeal); HD 11d12; hp 71; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; or AC 21 (+3 Dex, +7 *adamantine chain shirt*, +1 *ring*), touch 14, flat-footed 18; Base Atk +10; Grp +12; Atk +13 melee (1d6, incorporeal touch) or against ethereal foes +16 melee (1d6+3, incorporeal touch) or +15 melee (1d6+6/15-20/x2, +2 *rapier*) or +14 ranged (1d8+1/x3, +1 *longbow*); Full Atk +13/+8 melee (1d6, incorporeal touch) or against ethereal foes +16/+11 melee (1d6+3, incorporeal touch) or +15/+10 melee (1d6+6/15-20/x2, +2 *rapier*) or +14/+9 ranged (1d8+1/x3, +1 *longbow*); SA Corrupting touch, draining touch, malevolence, manifestation, sneak attack +1d6, spell-like abilities; SQ Damage reduction 2/- (adamantine armor), darkvision 120 ft., drow traits, evasion, incorporeal traits, light blindness, rejuvenation, spell resistance 21, trapfinding, +4 turn resistance; AL NE; SV Fort +7, Ref +9, Will +4; Str 14, Dex 17, Con -, Int 15, Wis 11, Cha 18.

Skills and Feats: Climb +9, Diplomacy +11, Gather Information +12, Handle Animal +10, Hide +12, Intimidate +12, Listen +10, Move Silently +7, Ride +9, Search +12, Spot +10, Swim +5, Survival +9; Dodge, Mobility, Improved Critical (rapier), Skill Focus (Diplomacy), Skill Focus (Survival), Track, Trailblazing, Weapon Focus (rapier), Weapon Specialization (rapier).

Languages: Common, Drow Sign Language, Elven, Gnome, Undercommon

Spell-Like Abilities: *dancing lights*, *darkness*, *faerie fire*. Eranade casts these spells as an 11th-level sorcerer.

Possessions: +2 *adamantine chain shirt*, +2 *rapier*, +1 *longbow*, 20 arrows, dagger, *ring of protection* +1

CHAPTER TWO: CORE CLASSES

Dezzavold: Fortress of the Drow presents two new core classes—the black heart and the netherstrider. These classes are especially attractive to the drey.

THE BLACK HEART

A black heart is an unholy barbarian who serves the ambitious demigod Nyarleth, the first drey. Nyarleth is known as the Princess of Rage, Mistress of War, and The Conqueror (see *Plot & Poison*, page 37). In her name, these dark barbarians wage endless wars and conquer the weak, including their drow and elven kin, whom they then subjugate as slaves. Sometimes they just kill their enemies outright, and other times, as they grow in power, they eat the freshly killed hearts of their more formidable foes, thereby gaining short-term abilities from them.

Though the drey black hearts occasionally deal with the drow, serving as mercenaries and war leaders, they revel in toppling drow enclaves. Of course, toppling elven enclaves are equally worthy endeavors.

ADVENTURES

The black heart seeks adventure to gain experience, wealth, magic items, slaves, and most of all, power. Conquest, of course, is always uppermost in a black heart's mind. A black heart occasionally hires out as a mercenary, but her paying master should never rest easy for a black heart can be a most unstable servant; she never really desires to play the servant's role to begin with.

CHARACTERISTICS

The black heart is an excellent warrior. Like the barbarian, the black heart's skill in combat comes from the class' ability to rage (an unholy rage, in this case). While in this state, the black heart is stronger and tougher. Because this rage emanates from an unholy place, the black heart is not winded afterward, which makes them formidable opponents. Black hearts enjoy intimidating and killing others.

ALIGNMENT

Black hearts must be neutral evil or chaotic evil. The majority is chaotic evil like their deity.

RELIGION

A black heart devotes herself to Nyarleth, giving over her soul to the deity in exchange for the powers she receives.

BACKGROUND

Those who follow Nyarleth often do so early in life; they answer a call to conquer through strength and killing the weak. Later, they learn to consume the hearts of prey and siphon its power. All those who do not follow Nyarleth are free to be hunted as prey.

RACES

Nyarleth's black hearts are generally drey. Occasionally, an individual of another race proves dark-hearted enough to join the ranks. Additionally, it is rare for a black heart to be male, for the drey view males with more contempt than do the drow.

OTHER CLASSES

Black hearts work with any non-good or lawful classes, and they especially get along with others who share their love for battle. Those who prove tough combatants gain their grudging respect. Of course, that does not mean the black heart will not kill them at some later point.

GAME RULE INFORMATION

Abilities: Charisma enhances some of the black heart's special abilities and Strength is important for black hearts because of their love of combat. Constitution and Dexterity are also useful to the black heart.

Alignment: Neutral evil or chaotic evil.

Hit Dice: d12.

Starting Gold: 5d4 x 10 gp.

CLASS SKILLS

The black heart's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the black heart class.

WEAPON AND ARMOR PROFICIENCY

Black hearts are proficient with all simple and martial weapons. They are also proficient with all armor and shields (except tower shields).

ILLITERACY

Like barbarians, black hearts do not automatically know how to read and write. A black heart may spend 2 skill points to gain the ability to read and write all languages she is able to speak. A black heart that gains a level in any other class automatically gains literacy.

SOULLESS (Su)

Black hearts give their souls to Nyarlath, and allow a malevolent force to occupy their bodies. Black hearts cannot take negative energy levels, nor can they be turned into undead spawn if slain by an undead creature with the create spawn ability. Any time they are raised from the dead, regardless of the spell, they lose 1 point of Constitution, but never a level. Undead see them as one of their own and do not attack black hearts unless they first attack them. Black hearts are also subject to turn and rebuke attempts as if they were undead.

UNHOLY RAGE (Su)

A black heart can summon Nyarlath's rage a certain number of times per day. During this unholy rage, a black heart temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. The increase in Constitution raises the black heart's hit points by 2 points per level, but these hit points go away at the end of the unholy rage when her Constitution score drops back to normal (these extra hit points are not lost first the way temporary hit points are). While raging, a black heart cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells or activate magic items that require a command



TABLE 2-1: THE BLACK HEART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Illiteracy, soulless, unholy rage 1/day
2nd	+2	+3	+0	+0	Aura of evil, dark blessing
3rd	+3	+3	+1	+1	Aura of fear
4th	+4	+4	+1	+1	Uncanny dodge
5th	+5	+4	+1	+1	Unholy rage 2/day
6th	+6/+1	+5	+2	+2	Transference through consumption 1
7th	+7/+2	+5	+2	+2	Improved uncanny dodge
8th	+8/+3	+6	+2	+2	<i>Vampiric touch</i> 1/day
9th	+9/+4	+6	+3	+3	Transference through consumption 2
10th	+10/+5	+7	+3	+3	Unholy rage 3/day
11th	+11/+6/+1	+7	+3	+3	<i>Vampiric touch</i> 2/day
12th	+12/+7/+2	+8	+4	+4	Transference through consumption 3
13th	+13/+8/+3	+8	+4	+4	Greater unholy rage
14th	+14/+9/+4	+9	+4	+4	<i>Vampiric touch</i> 3/day
15th	+15/+10/+5	+9	+5	+5	Unholy rage 4/day
16th	+16/+11/+6/+1	+10	+5	+5	
17th	+17/+12/+7/+2	+10	+5	+5	<i>Vampiric touch</i> 4/day
18th	+18/+13/+8/+3	+11	+6	+6	
19th	+19/+14/+9/+4	+11	+6	+6	Mighty unholy rage
20th	+20/+15/+10/+5	+12	+6	+6	Unholy rage 5/day

word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. She can use any feat she has except Combat Expertise, item creation feats, and metamagic feats. A fit of unholy rage lasts for a number of rounds equal to 3 + the character's Charisma modifier.

A black heart may prematurely end her rage. At the end of the rage, the black heart loses the rage modifiers and restrictions but is not fatigued. At 1st level, she can use her rage ability once per day. At 5th level and every five levels thereafter, she can use it one additional time per day (to a maximum of five times per day at 20th level). Entering a rage takes no time itself, but a black heart can do it only during her action and not in response to someone else's action.

AURA OF EVIL (Ex)

The power of a black heart's aura of evil (see the *detect evil* spell) is equal to her black heart level.

DARK BLESSING (Su)

Black hearts apply their Charisma modifier (if positive) as a bonus on all saving throws.

AURA OF FEAR (Su)

Starting at 3rd level, all enemies within 10 feet of a black heart must succeed a Will save against a DC 10 + one-half black heart's class levels + the black heart's Charisma modifier, or

become shaken for as long as they remain in the area. This is a mind-affecting fear effect. If opponents succeed at their saving throws, they cannot again be affected by this power for 24 hours.

UNCANNY DODGE (Ex)

At 4th level, a black heart retains her Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a black heart already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

TRANSFERENCE THROUGH CONSUMPTION (Su)

When a black heart devours the heart of a freshly killed enemy, one having a discernable anatomy, she may choose to gain one of the following benefits: temporary hit points equal to 2d8 + 1 per victim's HD, one of the victim's class abilities, or one of the victim's prepared spells. Determine randomly which class feature or prepared or known spell. If the black heart selects a spell, she may cast the spell once as the victim whose heart she devoured. Thus, a black heart who devoured a heart gained *magic missile*, and the victim was a 5th-level sorcerer, the spell creates three missiles.

Devouring a heart takes three rounds: one to remove the heart from the body and two to consume. Unless used (in the

case of temporary hit points and spells), the gained powers last for 12 hours. At 9th level, the black heart gains two benefits from the consumed victim. At 12th level, she gains three benefits.

IMPROVED UNCANNY DODGE (Ex)

At 7th level and higher, a black heart can no longer be flanked. This defense denies a rogue the ability to sneak attack the black heart by flanking her, unless the attacker has at least four more rogue levels than the target has black heart levels. If a character already has uncanny dodge (see above) from a second class, the levels from the classes granting uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

VAMPIRIC TOUCH (Sp)

At 8th level, a black heart can cast *vampiric touch* once per day as a caster of equivalent level. This ability increases to twice a day at 11th level, three times a day at 14th level, and four times a day at 17th level.

GREATER UNHOLY RAGE (Ex)

At 13th level, a black heart's bonuses to Strength and Constitution during her rage each increase to +6, and her morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

MIGHTY UNHOLY RAGE (Ex)

At 19th level, a black heart's bonuses to Strength and Constitution during her rage each increase to +8, and her morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

EX-BLACK HEARTS

Like a member of any other class, a black heart may be a multiclass character, but multiclass black hearts face a special restriction. A black heart that gains a level in any class other than black heart may never again raise her black heart level, though she retains all her black heart abilities. The path of the black heart requires a constant heart. If a character adopts this class, she must pursue it to the exclusion of all other careers. Once she has turned off the path, she may never return.

NETHERSTRIDER

Some are born to embrace the darkness below, to walk the paths of endless night as others walk the sunlit roads crossing the surface. They are spotted by their rough and bestial appearance. Their teeth are fang-like (often purposely sharpened) and they have long, talon-like fingernails used to claw in combat. Netherstriders frequent the tunnels, caverns, and chambers of the realm far beneath the feet of most civilizations. They survive by embracing their feral inner darkness and letting it rise to the surface in a fashion that is not quite control, and yet it is not exactly savagery, either.

ADVENTURES

A typical netherstrider wants nothing more than to be left alone to enjoy the soft echoes of the tunnels and the cool embrace of the darkness, but some seek new experiences after a while. Some act as scouts or warriors for subterranean civilizations, while others have merely grown tired of their solitary existence and wish to interact with something other than the blackness. Such lonely souls are likely to join any endeavor in order to break the monotony of their existence.

CHARACTERISTICS

Whether they have taken up the lifestyle by choice, were forced into it by circumstance, or were born to the darkness, a disconcerting balance of reason and savagery marks all netherstriders. They are able to look at situations rationally and with patience, and yet their emotions boil and bubble, always threatening to burst upon the surface. Their patience is restricted to matters of necessity and immediacy, however, and so they do not make good planners or strategists.

A netherstrider's savagery is one of his most formidable tools, empowering him with strength of spirit and will matched by a penchant for ruthless violence. Mercy is one of the many things ripped away in the tunnels, and is as foreign to the netherstrider as are the trappings of civilization.

ALIGNMENT

Netherstriders may be of any alignment, though the nature of their lifestyle and environment leads most to chaos. Many are also evil or neutral—what passes for accepted morals and ethics are abandoned in the face of never-ending peril. Few netherstriders can hold themselves to the tenets of good and the very idea of order and lawfulness is anathema to them.

RELIGION

Most have long abandoned any formal religion, although some may worship primal deities, especially those of the darkness or the underworld. Sometimes a netherstrider venerates such divine beings without even knowing it, offering up prayers to elemental aspects of the environment around them, such as the earth, darkness, or chill. Religion, as civilization knows it, is an alien notion to the netherstrider.

BACKGROUND

Some netherstriders were born to their lifestyle, their parents driven from subterranean civilization for one reason or another, while others were themselves exiled. A few even leave of their own accord, likely out of frustration with the trappings of

society. It is not unheard of for netherstriders to join in small packs where an “alpha” rises to a position of control by strength, but most choose to remain on their own or in small groups of two or three.

RACES

Of all the netherstriders, few are of the surface race, as most lack the will to become accustomed to the countless tons of earth over their head at all times, let alone welcome such weight. Some humans have become netherstriders, but it is only because so few other surface races possess minds and spirits as simultaneously pliable, resilient, and savage in their civility.

The most common netherstriders are of subterranean races that are naturally very social, if only amongst their own kind, such as dwarves, drow, and gnomes.

OTHER CLASSES

Netherstriders are most comfortable around rangers and barbarians because they understand the savage heart beating in everyone and the relation it has to one’s environment. They do not usually mind the company of druids, but often find them too patient and controlled for their tastes. They generally avoid wizards and sorcerers because of the discipline and self-control their pursuits demand; netherstriders see such attempts to master the world as little more than a lie spellcasters tell themselves to sleep better at night. They are wary of clerics for similar reasons, even those worshiping the realms under the earth, because they are not content to master themselves but also seek to pigeonhole the feral nature of the universe. Netherstriders are fairly indifferent towards rogues and fighters, and view bards as little more than wastes of flesh who have missed the point of life entirely.

GAME RULE INFORMATION

Netherstriders have the following game statistics:

Abilities: Dexterity and Strength are both important to a netherstrider’s ability to survive the rigors of life in the tunnels. Wisdom, upon which many of this class’ key skills are based, is also a very valuable trait.

Alignment: Any non-lawful.

Hit Die: d8.

Starting Gold: 1d6x10 gp.

CLASS SKILLS

The netherstrider’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis),

Survival (Wis), Swim (Str), and Tumble (Dex). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the netherstrider class.

WEAPON AND ARMOR PROFICIENCY

Netherstriders are proficient with the following weapons: gauntlet, punching dagger, spiked gauntlet, light mace, club, heavy mace, morningstar, throwing axe, light hammer, handaxe, battleaxe, and warhammer. They are also proficient with all their natural attacks. Netherstriders are proficient with light and medium armor but are prohibited from wearing metal armor. They have no proficiency with shields.

ENHANCED DARKVISION (Ex)

Netherstriders all have darkvision out to 60 feet. If the netherstrider already has darkvision 60 ft. because of his race, it increases to 120 ft. If he already has darkvision 120 feet, the range increases to the full length of the character’s vision. These increments also apply if the character’s range of darkvision later improves by any other means.

SAVAGE UNARMED STRIKE (Ex)

The netherstrider’s feral nature makes him far more comfortable using his natural attacks—teeth or fists—in combat rather than weapons. They make such attacks using their savage attack bonus rather than their normal base attack bonus and may make more attacks than usual at higher levels.

A savage unarmed strike causes the damage listed on **Table 2-2: Small/Large Savage Damage**, with the amount depending upon whether or not it is an “other” or a bite attack. An “other” attack includes punching, kicking or head butts. Any “other” attack made by the character functions as if the netherstrider had the Improved Unarmed Strike feat, though the bite does not. If the character later selects the Improved Unarmed Strike feat, it applies to the bite. There is no such thing as an off-hand attack when the netherstrider uses his natural weapons or when using talon or fang weapons during a savage unarmed strike.

A savage unarmed strike usually deals lethal damage, but the netherstrider can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. Furthermore, the character must use a full attack action to make more than one savage unarmed strike in a round, and no more than half of the savage unarmed strikes in a round may be bite attacks.

A netherstrider’s savage unarmed strike counts as both a manufactured weapon and a natural weapon for the

**TABLE 2-2:
SMALL/LARGE SAVAGE DAMAGE**

Level	Damage – Small (Other/Bite)	Damage – Large (Other/Bite)
1st–3rd	1d3/1d4	1d6/1d8
4th–7th	1d4/1d6	1d8/2d6
8th–11th	1d6/1d8	2d6/2d8
12th–15th	1d8/1d10	2d8/3d6
16th–19th	1d10/2d6	3d6/3d8
20th	2d6/2d8	3d8/4d8

purpose of spells and effects enhancing or improving either manufactured weapons or natural weapons.

The savage damage on **Table 2-3: The Netherstrider** is for Medium characters. A Small netherstrider deals less damage than the amount given, while a Large netherstrider deals more damage; see **Table 2-2: Small or Large Netherstrider Savage Damage** for details. Similarly, if the netherstrider already has natural weaponry such as a slam or bite attack, use the damage given for their racial description, but increased by one die type. For example, a race dealing 1d6 points of damage with a slam and 1d8 points of damage with a bite instead deals 1d8 points of damage with the slam and 1d10 with a bite. When determining the character level for the netherstrider’s “other” or bite damage, his barbarian levels stack with those in this class.

UNCIVILIZED

Because netherstriders stay away from society, they lose much of their ability to interact with it. They suffer a –2 penalty to all Bluff, Diplomacy, Gather Information, Perform, and Sense Motive skill checks. These penalties remain even if the character takes a level in another class. A character with another class who takes a level of netherstrider suffers these penalties from then on.

In addition, netherstriders face a special restriction when spending skill points on acquiring languages. For netherstriders, Speak Language subdivides into two special skills: Speak Language and Read Language. Both of these special skills are always cross-class skills for the netherstrider even for multiclass characters. A character multiclassing into the netherstrider class retains his ability to speak and read languages he already knows, but any future languages face additional skill point costs.

PULSE OF THE EARTH (Ex)

At 2nd level, netherstriders are able to get a “feel” for their environment while in their subterranean realms. They gain +2 bonus to Hide, Listen, Move Silently, Spot, and Survival checks when underground. This bonus increases by +2 every 4 levels thereafter (+4 at 6th level, +6 at 10th level, and so on).



TABLE 2-3: THE NETHERSTRIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Savage Strike Attack Bonus	Savage Damage Other/Bite	Special
1	+1	+2	+2	+0	-2/-2	1d4/1d6	Enhanced darkvision, savage unarmed strike, uncivilized,
2	+2	+3	+3	+0	-1/-1	1d4/1d6	Pulse of the earth +2
3	+3	+3	+3	+1	+0/+0	1d4/1d6	Savage rage 1/day
4	+4	+4	+4	+1	+1/+1	1d6/1d8	Trackless step
5	+5	+4	+4	+1	+2/+2/-1	1d6/1d8	Skittering climb
6	+6/+1	+5	+5	+2	+3/+3/+0	1d6/1d8	Pulse of the earth +4
7	+7/+2	+5	+5	+2	+4/+4/+1	1d6/1d8	Savage rage 2/day
8	+8/+3	+6	+6	+2	+5/+5/+2	1d8/1d10	Heart of the beast
9	+9/+4	+6	+6	+3	+6/+6/+3	1d8/1d10	Backed into a corner
10	+10/+5	+7	+7	+3	+7/+7/+4/-1	1d8/1d10	Pulse of the earth +6
11	+11/+6/+1	+7	+7	+3	+8/+8/+5/+0	1d8/1d10	Savage rage 3/day
12	+12/+7/+2	+8	+8	+4	+9/+9/+6/+1	1d10/2d6	Greater savage rage
13	+13/+8/+3	+8	+8	+4	+10/+10/+7/+2	1d10/2d6	Uncanny Dodge
14	+14/+9/+4	+9	+9	+4	+11/+11/+8/+3	1d10/2d6	Pulse of the earth +8
15	+15/+10/+5	+9	+9	+5	+12/+12/+9/+4/-1	1d10/2d6	Savage rage 4/day
16	+16/+11/+6/+1	+10	+10	+5	+13/+13/+10/+5/+0	2d6/2d8	Feel no pain
17	+17/+12/+7/+2	+10	+10	+5	+14/+14/+11/+6/+1	2d6/2d8	Spirit of the beast
18	+18/+13/+8/+3	+11	+11	+6	+15/+15/+12/+7/+2/-1	2d6/2d8	Pulse of the earth +10
19	+19/+14/+9/+4	+11	+11	+6	+16/+16/+13/+8/+3/+0	2d6/2d8	Savage rage 5/day
20	+20/+15/+10/+5	+12	+12	+6	+17/+17/+14/+9/+4/+1	2d8/2d10	Mighty savage rage

Savage Rage (Ex)

Once per day, a 3rd-level netherstrider can let his feral nature rise to the surface to the point where it eclipses almost all of the character's reason and rational control. While in a savage rage, a netherstrider temporarily gains a +2 bonus to Strength, a +2 bonus to Dexterity, a +4 morale bonus on Will saves, and gains an additional savage unarmed strike at his highest savage attack bonus. However, he takes a -2 penalty to Armor Class while in the savage rage, and takes a -4 penalty to all of his attack rolls.

A fit of savage rage lasts for a number of rounds equal to 2 + the character's (newly improved) Strength and Dexterity modifiers combined. A netherstrider may prematurely end his savage rage at will. At the end of the savage rage, the netherstrider loses the savage rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, reduce the number of savage attacks possible by 1, and he cannot charge or run) for the duration of the encounter (unless he is a 15th-level netherstrider, at which point a netherstrider no longer becomes fatigued at the end of his savage rage).

While in a savage rage, a netherstrider cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, Move Silently, and Tumble), the Concentration skill, or any abilities requiring patience or concentration, nor can he cast spells or activate magic items requiring a command word, a spell trigger (such as a wand), or spell completion (such as a scroll)

to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A netherstrider can fly into a savage rage only once per encounter. At 3rd-level, he can use his savage rage ability once per day. At 7th-level and every four levels thereafter, he can use it one additional time per day (to a maximum of five times per day at 19th-level.) Entering a savage rage takes no time itself, but a netherstrider can do it only during his action, not in response to someone else's action.

If the netherstrider is multiclassed as a barbarian, he can use his barbarian rage to enter a savage rage, or his save rage to enter a barbarian rage.

Trackless Step (Ex)

A 3rd-level netherstrider leaves no trail when traveling underground and cannot be tracked. He may choose to leave a trail if so desired.

Skittering Climb (Ex)

At 5th level, a netherstrider can climb by hastily clawing, leaping, and pulling himself up the surface. He gains a +8 bonus to all Climb checks, and a climb speed equal to his land speed. He can always choose to take 10 on Climb checks, even if rushed or threatened. In addition, while climbing he retains his Dexterity bonus to his armor class and gains a +1 dodge bonus to his AC against all ranged attacks made against him.

HEART OF THE BEAST (Su)

Starting at 8th-level, the netherstrider takes on some of the attributes of a subterranean beast. Select one of the following totems to which the netherstrider's nature becomes bonded. The netherstrider gains all of the listed abilities of the selected totem. The selected totem plays a part in the character's development as the character advances.

HEART OF THE BEAST

Totem	Heart of the Beast Abilities
Bat	+2 competence bonus to Listen and Spot checks.
Darkmantle	+4 competence bonus to Hide checks when concealed by darkness or shadow.
Rat	+1 competence bonus to Climb and Swim checks, and the netherstrider may use Dexterity instead of Strength as the key ability for Climb and Swim checks.
Spider, Spinning	+2 competence bonus to Climb and Escape Artist checks.
Spider, Venomous	+4 competence bonus to saving throws against poison.

BACKED INTO A CORNER (Ex)

At 9th-level, the netherstrider can fight viciously when forced into a tight space. For each obstacle capable of preventing normal movement adjacent to the netherstriders position, he gains a +2 bonus to all unarmed and melee weapon damage rolls. The obstacle must be at least the same size as the netherstrider to grant this bonus. For example, a netherstrider adjacent to a wall gains a +2 bonus to damage, but if in a corner, whereby two adjacent squares contain walls, his bonus increases to +4.

GREATER SAVAGE RAGE (Ex)

At 12th-level, a netherstrider's bonuses to Strength and Dexterity during his savage rage each increase to +4, and his morale bonus on Will saves increases to +5. The penalty to AC remains at -2, as does the -4 penalty to his attack rolls.

UNCANNY DODGE (Ex)

At 13th level, a netherstrider retains his Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a netherstrider already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (as per the dark heart above) instead.

FEEL NO PAIN (Ex)

A 16th-level netherstrider's growing animal instincts and rage allow him to persevere where others would fail and fall. He gains Diehard as a bonus feat. In addition, whenever the netherstrider's hit points fall below 0, the character may add his Constitution

bonus (if any) to his AC, and does not die until his hit points fall below -10 minus his Strength bonus and his base Will saving throw. For example, a 16th level netherstrider has a 20 Strength (+5 bonus) and a base Will save of +5. He does not die until his hit points fall to -18.

SPIRIT OF THE BEAST (Su)

The netherstrider's spirit calls out to the ethereal spirit power of his totem, as selected for the Heart of the Beast ability. The netherstrider gains the listed abilities, as appropriate for the totem.

SPIRIT OF THE BEAST

Totem	Spirit of the Beast Abilities
Bat	The bonus to Listen and Spot check increases to +4, and the netherstrider automatically notices and locates creatures within 20 feet, unless the creature has total cover.
Darkmantle	Cast <i>darkness</i> once per day as a spell-like ability as though cast by a 5th-level sorcerer.
Rat	Gain immunity to the effects of diseases, but he can act as a carrier of the disease and thus pass it on to others. In addition, gain a +2 bonus to Fortitude saves.
Spider, Spinning	The bonus to Climb checks increases to +8, and his dodge bonus to AC when climbing increases to +2.
Spider, Venomous	Once per day, the character can inject poison into his victim with a bite attack, as a spider of his size. In addition, he is immune to all poisons created by vermin.

MIGHTY SAVAGE RAGE (Ex)

At 20th-level, a netherstrider's bonuses to Strength and Dexterity during his savage rage each increase to +8, and his morale bonus on Will saves increases to +6. The penalty to AC remains at -2, as does the -4 penalty to attack rolls.

EX-NETHERSTRIDERS

A netherstrider who becomes lawful loses the ability to enter a savage rage, can no longer make savage unarmed strikes, and cannot gain more levels as a netherstrider. He retains all the other benefits of the class.

MULTICLASS NETHERSTRIDERS

Netherstriders may multiclass, but other netherstriders avoid one of their own choosing to reintegrate into society, or to follow one of the "civilized" classes such as a cleric, wizard, or paladin.

CHAPTER THREE: PRESTIGE CLASSES

Four new prestige classes can be found amongst the denizens of Dezzavold—the demonican, the the discordant, the huzzlatarr and the warren sentinel.

DEMONICAN

Masters of otherworldly entities, demonicans enthrall and enslave outsiders—especially demons. By sapping the life essence from their slaves and binding them with unholy enchantments, a demonican can draw upon certain aspects of their thralls, the degree depending on the power possessed by the outsider.

A dangerous art to be certain, the skills of a demonican are now rare. In fact, only the most ancient of evil's servants can now boast any familiarity with them. This is especially true of races such as the drow, already familiar with outsiders.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any evil.

Skills: Concentration 8 ranks, Knowledge (the planes) 8 ranks.

Feats: Augment Summoning, Spell Focus (conjunction).

Base Saves: Will +6.

Spells: Ability to cast *summon monster III*.

Special: A demonican must train the candidate for 3 months, culminating in a ritual of humiliation involving a summoned demon.

CLASS SKILLS

The demonican's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Demonicans gain no proficiency with any weapon or armor.

IMPRISON (Sp)

This is the demonican's primary ability. It allows the demonican to reduce an outsider to the raw energy from which it is made and trap it in a vessel; the anarchistic, impure nature of a chaotic evil outsider's essence makes them the easiest to imprison. The vessel must be a gem or crystal worth at least the outsider's CR x 100 gp. Breaking the gem frees the prisoner.

The process of imprisoning the outsider requires several things. First, the demonican must have a line of site to the target outsider. Next, he must sacrifice a 3rd-level spell slot, as though he had cast a spell, in a brief binding ritual requiring 3 rounds of casting. Once done, the demonican and the outsider enter a battle of wills; the demonican must succeed a Concentration check against a DC equal to 10 + the outsider's CR + the outsider's alignment modifiers (see below). If successful, the demonican traps the outsider's life essence in the gem. Failure means the outsider remains free, but it is immediately aware of the attempt and who performed it. This ability is the equivalent of a 5th-level spell.

IMPRISON

Alignment	DC Modifier
Lawful Good	+4
Neutral Good	+2
Chaotic Good	+1
Lawful Neutral	+6
Neutral	+0
Chaotic Neutral	-1
Lawful Evil	+2
Neutral Evil	+0
Chaotic Evil	-4

EXPLOIT ABILITY (Sp)

Once the demonican contains the outsider's essence, he can exploit the being's natural armor, natural weaponry (except for slam attacks), special attacks, and special qualities, taking on all the outsider's physical characteristics (if any). Powers requiring a special item, weapon, or piece of equipment cannot be used unless the specific item normally required by the outsider is possessed. For example, exploiting a Trumpet of Achor's trumpet ability would prove fruitless unless the demonican also possessed the special trumpet; a normal trumpet cannot be substituted. Though the demonican gains access to the outsider's spell-like abilities, he does not gain any prepared spells.

Exploiting an outsider for its powers requires enslavement by, and in the possession of, the demonican (as per the Imprison ability). The demonican then checks to see if he has an available



spell slot of the level required for the ability. If he has already cast all spells of that level, he can choose to sacrifice a higher-level spell slot, but he may not combine multiple lower spell slots to meet the required spell slot. A spell slot sacrificed remains inaccessible until the exploited special quality or attack is no longer in effect. Thereafter, the demonican regains use of the spell slot.

If an appropriate spell slot is available, the demonican makes a Concentration check (DC 10 + one-half the outsider's CR + its alignment modifier (see Imprison above) + the level of the spell slot sacrificed) to see if he can exploit the ability. Multiple powers may be exploited at the same time, from the same or a different outsider, but each simultaneously exploited ability beyond the first increases its DC by +2. If check succeeds, the demonican gains access to that ability for the duration appropriate to the sacrificed spell slot (as follows). A failed check frees the outsider, who immediately returns to its native plane of existence. If the

TABLE 3-1: THE DEMONICAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Imprison, Exploit Ability 1/day	-
2nd	+1	+3	+0	+3	-	+1 level of existing class
3rd	+2	+3	+1	+3	-	+1 level of existing class
4th	+3	+4	+1	+4	Improved Exploit Ability 2/day	-
5th	+3	+4	+1	+4	-	+1 level of existing class
6th	+4	+5	+2	+5	-	+1 level of existing class
7th	+5	+5	+2	+5	Improved Exploit Ability 3/day	-
8th	+6	+6	+2	+6	-	+1 level of existing class
9th	+6	+6	+3	+6	-	+1 level of existing class
10th	+7	+7	+3	+7	Improved Exploit Ability 4/day	-

Concentration check failed by 5 or more (or if the outsider learned who was enslaving it before it was imprisoned) the outsider learns the demonican imprisoned it, and the demonican forever gains its enmity.

The level of spell slot that must be sacrificed to gain an ability (or an ability at a certain level) is as follows. For special qualities not listed, use the following as a guideline for deciding what level of spell slot is appropriate.

1st-level Spell Slot (Duration: 1 day): *Air mastery, all-around vision, battle frenzy, darkvision (any range), entangle, fast healing (maximum 5), flaming hooves, heat, howl, improved grab, ink cloud, low-light vision, natural armor bonus (maximum +5), natural weapon (maximum 4 points of damage)*, pounce, quills, rake, resistance (maximum 5)**, save bonus (any)***, scent, shadow blend, shriek, smoke, sneak attack, stench, stun, trip, uncanny dodge, unnerving gaze, web.*

2nd-level Spell Slot (Duration: 8 hours): *Aura of menace, barbed defense, bay, black cloud, change size, damage reduction (maximum 5)***, earth glide, electric ray, fast healing (6 to 10), fear aura, fiery bite, hive mind, infernal wound, invisible in light, lay on hands, natural armor bonus (maximum +10), natural weapon (maximum 12 points of damage) †, paralysis, paralyzing gaze, poison, positive energy lash, protective aura, protective slime, resistance (10)***, see in darkness, smite attack (any), spell resistance (maximum 10), telepathy (any range).*

3rd-level Spell Slot (Duration: 3 hours): *Blood drain, breath weapon, change shape, constrict, corporeal instability, damage reduction (maximum 10)*, dancing chains, daylight, fast healing (any), flight, mindless, natural armor bonus (+15), natural weapon (maximum 18 points of damage)*, regeneration (maximum 5), rend armor, resistance (maximum 15)***, spell resistance (maximum 20), stunning screech, whirlwind blast.*

4th-level Spell Slot (Duration: 1 hour): *Beard, damage reduction (maximum of 15), disease, dream haunting, feed, flaming body, immunity**, impale, natural armor bonus (maximum +20), natural weapon causing (maximum 32 points of damage)*, regeneration (maximum 10), resistance (maximum 20)***, spell resistance (maximum 30), whirlwind.*

5th-level Spell Slot (Duration: 20 minutes): *Damage reduction (maximum of 20)*, natural armor bonus (maximum +30), natural weapon (any damage)*, regeneration (maximum 15), resistance (any amount)***, spell resistance (maximum 40), spores.*

6th-level Spell Slot (Duration: 7 minutes): *Eye rays, natural armor bonus (maximum +40), spell resistance (any amount), regeneration (maximum 20).*

7th-level Spell Slot (Duration: 2 minutes): *Death throes, implant, kiss, natural armor bonus (maximum +50), roar.*

8th-level Spell Slot (Duration: 7 rounds): *Gaze, natural armor bonus (maximum +60), planewalk, trap essence.*

9th-level Spell Slot (Duration: 2 rounds): *Dance of ruin, energy drain, natural armor bonus (any amount).*

*Natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

** Per individual type of Damage Reduction, Resistance, Save Bonus, or Immunity

*** Ignore any modifier due to the outsider's Strength or other powers not exploited at the same time, such as Heat. Also, each natural attack counts as a power that must be exploited separately. So, to get both the claw and the bite attack of an outsider, for instance, the demonican need sacrifice three appropriate spell slots.

If the duration is not given in the outsider's description of the power being exploited, use the duration previously listed for each spell level. Once the ability's duration or limited number of uses runs out, or if it is voluntarily dismissed (or lost to sleep, unconsciousness, *dispel magic*, etc.), it returns to the imprisoned outsider and cannot be accessed again for 3 days.

A spell-like ability directly mimicking an existing spell (other than any that may be listed above), such as an angel's *tongues* ability, uses up a spell slot of a level equal to the spell. In such cases, though, if the spell-like ability may only be exploited for the normal duration of the ability before it becomes inactive rather than the duration outlined above for abilities based on the spell slot they require. Treat psionics in the same manner as one would for exploiting a spell. The spell level required to be sacrificed is equal to the psionic ability's power level.

While actively exploiting the powers of an outsider, consider the demonican to be an outsider for the sake of certain items and powers, such as a shadow mastiff's bay attack.

SPELLS PER DAY

Where indicated on **Table 3-1: The Demonican**, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a demonican, he must decide to which class he adds the new level for purposes of determining spells per day.

IMPROVED EXPLOIT ABILITY (Su)

At 4th-level a demonican can double the normal duration of an exploited special ability or special attack by sacrificing an additional spell slot of the required level. At 7th-level, the demonican can triple the duration by sacrificing three appropriate spell slots, and quadruple the duration at 10th level by sacrificing four appropriate spell slots.

DISCORDANT

The drow are zealous servants of chaos and unflinching believers in their own racial superiority. In pursuit of proving this belief to be true to all others, the drow became masters of subterfuge, lies, and secrets, and few other dark elves can raise these talents to the level possessed by the discordants.

A discordant is a drow that has developed the arts of deception and infiltration to the point where they can actually pass themselves off as members of other races. Not only are they able to disguise themselves physically, they are capable of assuming the traits and subtle characteristics of other societies. They are the ultimate infiltrators, spies, and saboteurs when it comes to the ceaseless war of the drow versus everyone else.

Hit Die: d6.

REQUIREMENTS

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

Race: Drow, drey, or other drow subrace.

Skills: Bluff 4 ranks, Disguise 8 ranks, Forgery 4 ranks, Hide 4 ranks, Knowledge (local) 4 ranks, Sense Motive 4 ranks.

Languages: Must speak and write at least 4 languages other than native tongue.

Feats: Deceitful

CLASS SKILLS

The discordant's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), and Spot (Wis). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Discordants gain no proficiency with any weapon or armor.

FAKE IT (Ex)

Because a discordant has to be able to react to just about any unpredictable circumstance, they have had to become masters of all trades. At 1st-level they may attempt any trained only skill (except Speak Language) as untrained. Add any bonuses for attributes, feats, synergy bonuses and other modifiers even though the character does not have any ranks in that skill.

However, because the discordant is not actually trained in the skill, all times to perform the skill are doubled and the discordant cannot take 10 or 20.

MASTER OF DISGUISE (Ex)

A 1st-level discordant can take on a role like other people put on a different shirt. Add the character's discordant levels to all Disguise checks.

DISTRACTION (Ex)

Although a discordant's strengths rest in using their wits to manipulate events in such a way to avoid brawling like common alley vermin, even the best of these drow admit sometimes a fight is inevitable. In such situations, the character can exploit his vast understanding of body language to create distractions, toying with his opponent's reflexes and instincts. By making a Bluff check (DC 10 + opponent's Will save modifier) the discordant can choose to lower his opponent's AC by 2 or increase his own AC by 2 as a free action. The check's intended effect must be declared before the roll is made. If this Bluff check fails, the opposite of his intent occurs. If the character wanted to increase his own AC by +2, for instance, he takes a -2 penalty instead.



TABLE 3-2: THE DISCORDANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Fake It, Master of Disguise
2nd	+1	+0	+3	+3	Distraction 2
3rd	+1	+1	+3	+3	Multilingual
4th	+2	+1	+4	+4	Fly on the Wall
5th	+2	+1	+4	+4	Off the Cuff
6th	+3	+2	+5	+5	Distraction 4
7th	+3	+2	+5	+5	Experienced Multilingual
8th	+4	+2	+6	+6	Fade into the Crowd
9th	+4	+3	+6	+6	Ultimate Disguise
10th	+5	+3	+7	+7	Distraction 6

So skilled is the discordant at such distractions the opponent is not able to make a Sense Motive check to counter its effects. Furthermore, the distraction's effects stack with those of a feint or similar effect. The AC modifier effect increases to +/-4 at 6th level and to +/-6 at 10th level.

MULTILINGUAL (Ex)

Though discordants tend to specialize at infiltrating particular cultures and races (in this case contempt breeding familiarity, one might say), many times they must subvert or otherwise fool a member of an unfamiliar one. The first step in successfully pulling off such a ruse is being able to speak with the members of such a culture or race.

If a discordant does not know the appropriate language of a being he is interacting with, he can try to pull off a conversation by making an Intelligence check every round against the appropriate DC for the language in question (see below).

Failure indicates that the intended message was confused, the degree of which is determined by how much the roll failed. If the check failed by less than 5, the other person merely thinks he heard wrong and may ask the discordant to repeat himself. Failing by 5 to 9 means the discordant may have, depending upon the situation, made a mistake severe enough to make the other person suspicious. Failing by 10 or more means it is obvious the discordant is bluffing his way through the conversation and does not properly know the language.

MULTILINGUAL

Scarcity	Example Tongues	DC
Common	Dwarven, Goblin, Human dialects	15
Uncommon	Draconic, Giant	18
Rare	Abyssal, Infernal, most planar languages	20
Very Rare	Celestial, Druidic, other secret languages	25

FLY ON THE WALL (Ex)

Charged with gathering intelligence on enemies of the drow, a 4th-level discordant may focus on the sounds around him and filter out all the noise so he only hears what is relevant. Discordants use the following DC modifiers instead of those normal for Listen checks. Furthermore the discordant has only to beat the DC of a Listen check by 5 in order to hear what people whispering say.

FLY ON THE WALL

Listen DC Modifier	Condition
+1	Through a door
+6	Through a stone wall
-30	Per 20 feet of distance
-2	Listener distracted

OFF THE CUFF (Ex)

Discordants must be prepared to make up for their lack of practical experience about a given society by being able to take what they do know and observed and use that information to spin a yarn convincing to others. At 5th-level, the discordant may add his class levels to his Bluff and Diplomacy check whenever constructing a story. Likewise, when making a modified level check to resist an opponent's Intimidation check, the discordant may add twice his class levels in this prestige class.

EXPERIENCED MULTILINGUAL (Ex)

Discordants are experienced and wise when it comes to bluffing their way through a conversation in a language they are not fluent. At 7th level, the character may add his Wisdom bonus (minimum of 1) to his Intelligence check for use of the Multilingual ability.

FADE INTO THE CROWD (Ex)

Starting at 8th-level, the discordant masters the ability to blending into crowds, appearing as one of the people. Use of

this ability requires two things: the drow must be in some manner of disguise concealing his race, and a successful Hide check, modified by the crowd's size. In addition, anyone searching for him must also wait the duration between Spot checks while looking for the character as described below.

FACE IN THE CROWD

Crowd Size	Hide Bonus	Duration between Spot checks
10 to 25	+1	1 round
26 to 50	+2	5 rounds
51 to 100	+4	1 minute
101 to 200	+6	3 minutes
201 to 400	+8	6 minutes

FACE IN THE CROWD (CONT'D)

Crowd Size	Hide Bonus	Duration between Spot checks
401 to 600	+10	10 minutes
601 to 1,000	+12	15 minutes
1,001 or more	+15	25 minutes

ULTIMATE DISGUISE (Su)

Starting at 9th-level, the discordant may, for a number of times per day equal to his Charisma bonus +1, use *alter self*, as cast by a 5th-level spellcaster. This ability requires 5 minutes of concentration, during which time the discordant slowly begins to change shape. Otherwise this ability functions as the spell.

HUZZLATARR

The Huzzlatarr, meaning "Hunters in the Dark" in ancient Elven, are as respected and renowned as they are feared and reviled by their fellow elves. Though these dangerous warriors devote their lives to fighting the scourge of elvenkind—the dark and sinister drow—they do so by embracing many of the things associated with the dark elves.

To kill drow efficiently, the Huzzlatarr masters the underworld realms frequented by their foes. The Hunters in the Dark must be as stealthy and unforgiving as their prey because they know with certainty no quarter would be offered in return. You will not likely hear the Huzzlatarr complain about this treatment from their own kind, however, for their hatred of their dark kin allows them to surmount all manner of obstacles in pursuit of their objectives, including such stigmatization.

Hit Die: d8.

REQUIREMENTS

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

Race: Any non-drow elf.

Alignment: Any non-lawful.

Base Attack Bonus: +6.

Skills: Hide 8 ranks, Move Silently 8 ranks, and Survival 8 ranks.

Feats: Self-Sufficient and Track.

Special: Favored Enemy (drow) class ability.

CLASS SKILLS

The Huzzlatarr's class skills (and the key ability for each skill) are Climb (Str), Disable Device (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level:
6 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

A Huzzlatarr is proficient with all simple and martial weapons, the hand crossbow, as well as light and medium armors, but not shields.

SPELLS

Beginning at 1st level, a Huzzlatarr gains the ability to cast a number of divine spells. To cast a spell, a Huzzlatarr must have



a Wisdom score of at least 10 + the spell's level, so a Huzzlatarr with a Wisdom of 10 or lower cannot cast these spells. Huzzlatarr bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the Huzzlatarr's Wisdom bonus. When the Huzzlatarr gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The Huzzlatarr's spell list appears on page 31. A Huzzlatarr casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), a Huzzlatarr can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Huzzlatarr spell the Huzzlatarr can cast. A Huzzlatarr may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that he gains new spells known for that level.

DARKVISION (Ex)

The character gains the darkvision ability at 60 ft. If the character already has darkvision, he doubles the range.

DARKVISION STEALTH (Ex)

A Huzzlatarr retains concealment in darkness against creatures with darkvision, allowing the Huzzlatarr to make Hide checks in shadowy areas normally visible to such creatures.

BACK AGAINST THE WALL (Ex)

The confined tunnels of the subterranean realms of the drow require the Huzzlatarrs to adapt to fighting in such conditions, gaining the best advantage possible. For each obstacle capable of preventing normal movement adjacent to the Huzzlatarr's position, he gains a +2 circumstance bonus to Armor Class.

DROW SLAYER (Ex)

At 3rd-level, all bonuses associated with the Huzzlatarr's Favored Enemy (drow) ability increase by +2. The Huzzlatarr gains an additional +2 bonus at 6th and 9th level.

POISON RESISTANCE (Ex)

A 4th-level Huzzlatarr gains a +4 competence bonus to saving throws versus any type of poison.

SPIDER CLIMB (Sp)

Starting at 5th level, a Huzzlatarr can cast *spider climb* on himself as a 5th-level sorcerer, a number of times per day equal to the Huzzlatarr's Wisdom bonus (minimum of once per day).

TUNNEL STRIDER (Ex)

A 7th-level Huzzlatarr is at home amongst tunnels, caverns, and caves, and whenever traveling through such places he gains a +2 competence bonus to all Balance, Climb, Jump, Knowledge (nature), and Survival checks.

ONSLAUGHT OF OPPORTUNITY (Ex)

Whenever an 8th-level Huzzlatarr takes an attack of opportunity against a drow, he can immediately make a second attack against that drow at a -4 penalty. This additional attack of opportunity does not count against the Huzzlatarr's total limit of attacks of opportunity. If the character has the ability to make more than one attack of opportunity against drow targets in a single round, such as by Combat Reflexes, the character may apply the benefits of this ability with each.

STROKE OF WRATH (Su)

By channeling all of his rage into his strike, a 10th-level Huzzlatarr can double the threat range of his attacks if

TABLE 3-4: THE HUZZLATARR

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Darkvision, darkvision stealth	0	—	—	—
2nd	+2	+3	+3	+0	Back against the wall	1	—	—	—
3rd	+3	+3	+3	+1	Drow slayer +2	2	0	—	—
4th	+4	+4	+4	+1	Poison resistance	3	1	—	—
5th	+5	+4	+4	+1	<i>Spider climb</i>	3	2	0	—
6th	+6	+5	+5	+2	Drow slayer +4	3	3	1	—
7th	+7	+5	+5	+2	Tunnel strider	3	3	2	0
8th	+8	+6	+6	+2	Onslaught of opportunity	3	3	3	1
9th	+9	+6	+6	+3	Drow slayer +6	3	3	3	2
10th	+10	+7	+7	+3	Stroke of wrath	3	3	3	3

directed against drow. The player must announce the use of this ability prior to the attack roll and the ability is expended whether the attack strikes or not. A Huzzlatarr may use Stroke of Wrath as many times per day as the character's Con bonus, and it stacks with any other abilities, feats, or spells increasing a weapon's threat range, such as *keen edge* or Improved Critical.

HUZZLATARR SPELL LIST

Huzzlatarrs choose their spells from the following list.

1st Level: *alarm, delay poison, detect poison, detect snares and pits, know direction, jump, longstrider, pass without trace.*

2nd Level: *bear's endurance, cat's grace, cure light wounds, deaden sound¹, hold animal, find traps, snare, spider climb, spike growth, web walk†.*

3rd Level: *cure moderate wounds, daylight, meld into stone, neutralize poison, repel vermin, summon swarm.*

4th Level: *arcane sight, cure serious wounds, freedom of movement, nondetection, stone shape.*

**TABLE 3-3:
HUZZLATARR SPELLS KNOWN**

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

¹Provided the Huzzlatarr has sufficient Wisdom to have a bonus spell of this level.

WARREN SENTINEL

Drow cities, like the center of a spider's web, have a labyrinth of tunnels leading from the city into the subterranean expanses. Creatures, both intelligent and bestial, hostile to the drow, stalk these tunnels, requiring drow to constantly monitor them to ensure the unwanted horrors do not penetrate the city's depths. Though roving patrols of drow soldiers guard the tunnels, the efforts of the far-riding warren sentinels truly shine in protecting the city.

The warren sentinels and their packs spread through the tunnels, roaming miles from any others of their kind, searching for intruders, gathering intelligence, and driving enemies into the waiting arms of the larger patrols. This duty requires a zealous bravado and a degree of independence unusual even for the chaotic dark elves.

Although warren sentinels and vermin outriders (see *Plot & Poison* pages 79-81) are often called upon to cooperate ensuring their overlapping patrol zones are trouble-free, the two groups have a burning hatred and rivalry, and go to great lengths to out do the other. Of course, they are careful to keep their vendettas out in the wilds, far from the eyes of their superiors who do not look kindly upon a situation potentially causing their scouts and border guards to neglect their other duties.

Hit Die: d8.

REQUIREMENTS

To qualify to become a warren sentinel, a character must fulfill all the following criteria

Race: Drow, drey, or any other drow subrace.

Base Attack Bonus: +6.

Skills: Handle Animal 6 ranks, Hide 4 ranks, Spot 4 ranks, Survival 4 ranks.

Feats: Alertness, Animal Affinity.

Spellcasting: Ability to cast 1st level druid or ranger, or must have selected the Animal domain.

CLASS SKILLS

The warren sentinel's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Hide (Dex), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex). See **Chapter 4: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are features of the warren sentinel prestige class.

WEAPON AND ARMOR PROFICIENCY

A warren sentinel is proficient with all simple and martial weapons, and light armor, but no shields.

PACK ALPHA (Su)

A 1st-level warren sentinel may directly control a number of vermin (typically monstrous spiders) whose total Hit Dice do

**TABLE 3-5:
WARREN SENTINEL
SPELLS KNOWN**

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

¹Provided the warren sentinel has sufficient Wisdom to have a bonus spell of this level.

not exceed the warren sentinels Charisma bonus (minimum of 1) times triple his class level up to a range of 500 feet + 50 feet/ class level. He may direct any these creatures with simple commands such as "Attack," "Run," and "Fetch." These creatures even obey suicidal commands.

The warren sentinel establishes a mental link between himself and the subject creatures. The vermin can be directed by silent mental command as long as it remains within range. The warren sentinel need not see the creatures to control them. However, though the warren sentinel does not receive direct sensory input from the creature, he knows what it is experiencing. Because the warren sentinel directs the vermin with his own intelligence, they may be able to undertake actions normally beyond its own comprehension. He need not concentrate exclusively on controlling the creatures unless he tries to direct it to do something it normally could not do. Changing instructions or giving any of the vermin a new command is a move action.

Any pack member killed cannot be replaced for at least one month, no matter how its HD are dispersed amongst new selections, because of the warren sentinel's need to prepare the surviving pack members for the new members.

SPELLS

Beginning at 1st level, a warren sentinel gains the ability to cast a number of divine spells. To cast a spell, a warren sentinel must have a Wisdom score of at least 10 + the spell's level, so a warren sentinel with a Wisdom of 10 or lower cannot cast these spells. Warren sentinel bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the warren sentinel's Wisdom

bonus. When the warren sentinel gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The warren sentinel's spell list appears on page 34. A warren sentinel casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), a warren sentinel can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level warren sentinel spell the warren sentinel can cast. A warren sentinel may swap only a single spell at any given level, and must choose whether to swap the spell at the same time he gains new spells known for that level.

DARKVISION STEALTH (Ex)

Starting at 2nd level, a warren sentinel retains concealment in darkness against creatures with darkvision, allowing the warren sentinel to make Hide checks in shadowy areas normally visible to such creatures.

PACK SENSES (Su)

Upon attaining 3rd level, the warren sentinel can simultaneously sense everything experienced by as many members of its pack as equal to his Wisdom bonus. This means he sees, feels, and in all other ways, experiences what the vermin experience through as though the warren sentinel were the creature. The vermin must be within range of the Pack Alpha ability for the warren sentinel to experience its senses.

To immerse himself in his pack's senses in this manner requires the character make a Concentration check (DC 15 + 2 per vermin beyond the first being simultaneously experienced) per round of using this ability. This is a free action. In addition, the ability to experience what the pack experiences may require further Concentration checks if subjected to distraction, and base DC increases to 20. The warren sentinel must also make a Concentration check to maintain the contact if the spider sharing its senses with the character suffers damage as though the sentinel himself had been the one harmed (DC 10 + the damage dealt + 2 per vermin beyond the first experienced).

SPIDER COMPANION (Su)

In the same way as a wizard or sorcerer acquires a familiar, so too does a 4th-level warren sentinel gain the ability to summon a spider companion. The companion is a tiny monstrous spider and the bond between the two beings grants its master a +3 bonus to Climb checks when within 1 mile of his companion. The spider companion gains new abilities based on the character's class level.

Companion Basics: Use the basic statistics for a creature of the companion kind, but make the following changes.

TABLE 3-7: THE WARREN SENTINEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Pack alpha, spells	0	—	—	—
2nd	+2	+3	+3	+0	Darkvision stealth	1	—	—	—
3rd	+3	+3	+3	+1	Pack senses	2	0	—	—
4th	+4	+4	+4	+1	Spider companion	3	1	—	—
5th	+5	+4	+4	+1	Immune to spider venom	3	2	0	—
6th	+6/+1	+5	+5	+2	Swarming pack	3	3	1	—
7th	+7/+2	+5	+5	+2	See in darkness	3	3	2	0
8th	+8/+3	+6	+6	+2	Leech pack	3	3	3	1
9th	+9/+4	+6	+6	+3	Venomous bite	3	3	3	2
10th	+10/+5	+7	+7	+3	Spider shape	3	3	3	3

Hit Dice: For the purpose of effects related to number of Hit Dice, use the warren sentinel's character level or the companion's normal HD total, whichever is higher.

Hit Points: The companion has one-half the warren sentinel's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the warren sentinel's base attack bonus, as calculated from all his classes. Use the companion's Dexterity or Strength modifier, whichever is greater, to get the companion's melee attack bonus with natural weapons. Damage equals that of a normal creature of the companion's kind.

Saving Throws: For each saving throw, use either the companion's base save bonus (Fortitude +2, Reflex +0, Will +0) or the warren sentinel's (as calculated from all his classes), whichever is better. The companion uses its own ability modifiers to saves, and it does not share any of the other bonuses that the warren sentinel might have on saves.

Skills: Though the companion gains an Intelligence score, it gains no additional skill ranks. For each skill in which

either the warren sentinel or the companion has ranks, use either the normal skill ranks for an vermin of that type (usually 0) or the warren sentinel's skill ranks, whichever are better. In either case, the companion uses its own ability modifiers. Regardless of a companion's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Companion Ability Descriptions: All companions have special abilities (or impart abilities to their masters) depending on the warren sentinel's class level, as shown on **Table 3-6: Spider Companion Advancement**. The abilities given on the table are cumulative and follow the guidelines covering familiars as described in **Chapter Three: Classes** in the *PHB*. Note spider companions do not gain the ability to speak with others of their kind, as spiders typically do not have Intelligence scores, thereby preventing communication of any sort.

IMMUNE TO SPIDER VENOM (Ex)

Because the character has been eating small traces of all sorts of spider venom with his food since becoming a warren sentinel, by 5th-level the character is immune to all types of poisons created by spiders and spider-kind.

TABLE 3-6: SPIDER COMPANION ADVANCEMENT

Level	Natural Armor Adj.	Int	Special
4th	+1	6	Alertness, improved evasion, share spells, empathic link
5th	+2	7	Deliver touch spells
6th	+3	8	Speak with master
7th	+4	9	—
8th	+5	10	—
9th	+6	11	Spell resistance
10th	+7	12	Scry on companion

SWARMING PACK (Ex)

By 6th-level, the warren sentinel's pack is used to working with each other and their master and they can fight as though they were an extension of their alpha and of each other, gaining a limited hive mind. The warren sentinel and any members of the pack fighting within a range of the Pack Alpha ability gain the following benefits.

- Cannot be flanked unless all members of the pack are flanked.
- All members of the pack gain a +4 bonus instead of the usual +2 when aiding an ally who is also within the appropriate range of the sentinel.
- All members gain a +4 bonus to make Trip, Bull Rush, or Overrun attempts against any opponent adjacent to another member of the pack.

SEE IN DARKNESS (Ex)

The time spent in the dark tunnels with no light has allowed the warren sentinel to function normally in darkness. A 7th-level warren sentinel gains the ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

LEECH PACK (Su)

By 7th level, the bond between a warren sentinel and its pack strengthens such that a pack member can now heal its master by giving up its own life. By drinking the fluids from one of his pack spiders, a process requiring 1 full round per HD, the warren sentinel may absorb the spider's life essence to heal any damage he has suffered. The character will heal 1d4 hit points per HD of fluid consumed to a maximum of his maximum hit point total. The process only works if the spider is fully drained and killed by the process.

VENOMOUS BITE (Ex)

A 9th-level warren sentinel develops oversized fangs he can use to bite his

enemies, causing 1d6 damage. As a secondary attack, he takes -5 penalty to attacks rolls with his bite. He may also inject a target with poison with a save DC of 10 + one-half the warren spider's character levels + the warren spider's Con bonus. On a failed save, the victim takes 1d4 points of Strength damage for both its initial and secondary effects.

SPIDER SHAPE (Su)

At 10th level, a warren sentinel gains the ability to turn himself into any Medium or smaller spider and back again once per day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for one hour per point of Wisdom bonus (minimum of 1 hour), or until he changes back. Changing form (to spider and back) is a standard action and does not provoke an attack of opportunity.

A warren sentinel loses his ability to speak while in spider form because he is limited to the sounds only a normal spider can make, but he can communicate normally with members of his pack, as normal.

WARREN SENTINEL SPELL LIST

Warren sentinels choose their spells from the following list.

1st Level: *calm animals, cause fear, endure elements, know direction, obscuring mist, pass without trace, sanctuary, speak with animals, summon monster I¹, vermin servants†.*

2nd Level: *darkness, delay poison, find traps, hide from animals, jump, silence, snare, spider climb, summon monster II¹, summon swarm², vermin messenger†.*

3rd Level: *blindness/deafness, create food and water, deeper darkness, invisibility purge, repel vermin, summon monster III¹.*

4th Level: *awaken evil†, freedom of movement, giant vermin², neutralize poison, nondetection, poison, summon monster IV¹.*

¹Evil creatures only;
²Spiders only.



CHAPTER FOUR: SUPPLEMENTAL RULES

These supplemental rules expand skill, feat, and equipment options in the *PHB* and *Plot & Poison: A Guidebook to the Drow*.

NEW SKILL USES

CRAFT-CRYSILK WEAVING (INT)

You can compel and direct trained crys spiders (see sidebar) to weave their crysilk into constructs of your design.

Check: The difficulty of coaxing the proper shape out of the spider depends entirely on how complexity of the project. The actual size is just a matter of time, but the spider can only spin a 2-foot long, 1-inch thick length of crysilk per round. Only large, relatively simple constructs without moving parts are possible. For instance, the spider could shape a lantern pole, bridge, or an entire mansion, but not a crossbow or suit of chainmail. The typical cost for a crysilk item is 750 gp per pound.

CRAFT-CRYSILK WEAVING

Complexity	DC	Example
Very simple	25	Door
Simple	30	Table
Moderate	35	Bridge
Difficult	40	Small shelter
Complex	45	Large shelter
Decorated	+5	-

Action: Does not apply. Craft checks are made by the day or week.

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item faster than normal (since you multiply this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

HANDLE ANIMAL TRICK: CRYS SPIDER TRAINING

The drow of Dezzavold devised a special technique to compel crys spiders to weave extraordinary objects. To train a crys spider, the handler must succeed a DC 20 Handle Animal check and spend a week in careful training. This trick only applies to crys spiders and they must learn this trick before they can be used for crysilk weaving.

Synergy: If you have 5 ranks in a Craft (crysilk weaving), you get a +2 bonus on Appraise checks related to items made of crysilk.

FEATS

IMPRESSIVE DEMONSTRATION (GENERAL)

You can intimidate foes in combat with disturbing ease.

Prerequisite: Intimidate 5+ ranks.

Benefit: You can use the Intimidate skill to demoralize an opponent as a move action. See **Chapter 4: Skills** in the *PHB* for details on the Intimidate skill.

Normal: Using the demoralize opponent action is a standard action.

Special: A fighter may select Impressive Demonstration as one of his fighter bonus feats.

SUMMONING MASTERY (GENERAL)

You are skilled at summoning a specific type of creature.

Prerequisite: Spell Focus (conjunction)

Benefit: Choose a specific creature conjured by any *summon* spell you know, such as a celestial lion or hellhound. When you summon this creature, you instead summon the indicated number as per the spell plus one. Thus, if you use *summon monster III* to summon a hellhound, you instead summon two hellhounds. If you use *summon monster IV* to summon 1d3 hellhounds, you instead summon 1d3+1. If you use

summon monster V to summon d4+1 hellhounds, you summon 1d4+2 hellhounds.

WINGED ATTACK (GENERAL)

You are a master at directing an aerial mount to attack.

Prerequisite: Dex 13+, Ride 8 ranks

Benefit: By succeeding a DC 15 Ride check, made as

a standard action before the rider's mount makes an attack using the Flyby Attack feat, the rider may add his Dexterity bonus to his mount's attack roll.

NEW WEAPONS

FANG

This customized sheath of metal fits onto the lower and upper teeth of a creature capable of making a bite attack. They are especially popular with netherstriders who have chosen to interact with civilization again. An opponent cannot use a disarm action to rid the user of the fangs. All attacks made with this weapon still count as an unarmed strike. A fang deals an extra 1 point of damage for each size above Tiny. For example, a fang made for Small-sized creature deals an extra 1 point of damage on bite attacks, or for a Medium-sized creature, it deals an extra 2 points of damage, and so on.

TALON

This customized set of metal sheaths fit over the wearer's claws or talons on one hand (there are five sheaths to a set) and increase the damage caused by an unarmed or claw attack. Netherstriders favor them and some return to civilization to buy a set, mundane or enchanted. To attempt to disarm the wearer of the sheaths, the attacker must first make a successful grab action against the wearer's hand. All unarmed attacks made with this weapon still count as unarmed strikes. A talon deals an extra 1 point of damage for each size above Tiny. For example, a talon made for Small-sized creature deals an extra 1 point of damage on unarmed attacks, or for a Medium-sized creature, it deals an extra 2 points of damage, and so on.

CLAWED SWORD

A clawed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons just as if you were using a one-handed weapon and a light weapon. One end resembles the blade of a sword while the other end is a spike surrounded by a number of large and small talons, like a claw. The bladed end is the primary end and the claw is the light weapon. Should the spike strike a critical hit, the claw's primary talons spring forth and dig into the flesh before pressing outward, while a second set of clawed talons spring inward. This

is designed for delivering a coup de grace attack to spreads the ribs with the primary talons while the secondary talons slide in to the cavity and grip the heart to tear it free. A creature wielding a clawed sword in one hand cannot use it as a double weapon—only one end of the weapon can be used in any given round.

MAGIC WEAPON

WEB WHIP

Before attacking with this +2 *whip*, the wielder speaks a command word to activate its special powers. If an activated web whip hits a target, the weapon releases a web, as per the *web* spell. Unlike the spell, however, the web only has a 5-foot radius. The web centers on the target. If the attack misses, the charge is wasted. This *web* ability is useable to 10 times per day.

Faint Conjuration; CL 5th; Craft Magic Arms and Armor, *web*; Price 25,000 gp; Weight 1 lb.

NEW SUBSTANCE: CRYSIK

Simple objects, weapons, and armor types without moving parts may be shaped from crysilk, the substance excreted by crys spiders. Such items are incredibly light, weighing one-third of normal. Reduce all armor check penalties by half and spell failure chances by 20%, to a minimum of 1%. Weapons or armors fashioned from crysilk are always masterwork items with the masterwork cost included in the prices given below. Crysilk has 20 hit points per inch of thickness and hardness 5.

CRYSIK WEAVING

Type of Item	Weave DC	Item Cost Modifier
Bolt/arrowhead	30	+30 gp (10)
Light weapon	30	+1,875 gp
One-handed weapon/one head of a double weapon	30	+3,125 gp
Two-handed weapon/both head of a double weapon	35	+6,250 gp
Breastplate	30	+5,000 gp
Shield	30	+1,250 gp

TABLE 4-1: NEW WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Unarmed Attacks</i>							
Fang	3 gp	Special	Special	x3	—	1/8 lb	Piercing
Talon	2 gp	Special	Special	x3	—	1/4 lb	Slashing
<i>Two-Handed Exotic Melee Weapons</i>							
Clawed Sword ¹	75 gp	1d6/1d3	1d8/1d4	19-20/x2/x5	—	12 lb.	Slash/piercing

¹Double Weapon

CHAPTER FIVE: THE FORTRESS AND CITY OF DEZZAVOLD

The small, thriving city of Dezzavold spans the interior of the great stalagmite (known as the Lady's Mountain), mostly at its base, though a second level exists for visitors to the city. Yellow-green lichens grow on the stalagmite's inner walls, the same lichens filling the Caverns of Nether Light outside the stalagmite. The lichens glow brightly for twelve hours each day and then dim for another twelve. Having lived within the caverns for several centuries, the drow's main activities take place during the hours in which the lichens glow brightly.

A chasm encircles the Queen's Fortress (see **Area 1** on the **Dezzavold City Map**). Bridges allow the citizens to move quickly from one side of the city to another. A river runs through the city and into the chasm.

DEZZAVOLD MAP LEVEL ONE

1. THE QUEEN'S FORTRESS

As if the great stalagmite in which the city was built was not an odd enough feature in the Upper Below, it's inside is even stranger. Rising up from the center of an island, a smaller stalagmite climbs several stories into the Cavern of Nether Light, rising toward the tip of the greater stalagmite covering the city within like a shell of chitin. Over the years, drow craftsmen carved smaller stalagmite to form Queen Dezzav's palace, now home to the Black Heart of Nyarleth. Sturdy stone walls guarded by fierce drey encircle the spire fortress. Further details on this fortress are in **Chapter 6: The Queen's Fortress**.

2. QUEEN'S FORTRESS/ OUTER MAIN GATE

The main gate rises 30 feet, and it is made of 5-foot-thick molded stalagmite. The gate is closed to all traffic, so visitors surviving the web bridge (see **Area 3, Span of Webs**) have to stop before it. The guard towers and murder holes overlook the gates. Additionally, bat riders from the upper levels

(Levels Five, Six, and Seven of the Queen's Fortress) assist in guarding the gate.

A path, called the Queen's Path, lies just beyond the main gate leading to an odd-shaped stalagmite, within which lies a seven-level fortress. The path leads directly to **Area 1 on the Queen's Fortress: Level One map**.

3. SPAN OF WEBS

A tunnel of crystalline webs spans the river to the Queen's Fortress (see **Area 1**). The crisscross of webs was created with web wall and permanency spells. The cubed walkway is a solid mass of sticky webs extending 30 feet over the chasm in front of the fortress, just past the anti-magic field in **Area 25**. Those entering the web tunnel

may become entangled. Those frequenting the Queen's Fortress have magical boots allowing them unhindered passage, or they have access to the web walk spell. See the Webs sidebar on the next page for information.

MAIN GATE

The main gate is a set of iron double doors set between the walls surrounding the fortress. Murder holes exist above the doors.

Ballistae (2): The ballistae here are +1 *icy burst ballistae*. Damage 3d8+1 plus 1d10 points of cold damage, critical 19-20, 120 ft. range increment.

Gate: Locked double iron doors. Thickness 3 in., Hardness 10, 90 hp, Break DC 30, Open Lock 30.

Walls: The walls are 5-foot thick and 30 feet high; AC 3, hardness 8, 450 hp per 10-foot section.

4. STONE BRIDGES

These 15-foot-wide stone bridges span the chasm (see **Area 37**) within Lady's Mountain and a river (**Area 24**) that runs through the city within the great stalagmite.

WEBS

The drow and drey of Dezzavold have access to two spells and one magic item that are web-related. While these originally appeared in *Plot & Poison*, they are repeated here for convenience.

WEB WALK

Transmutation

Level: Drd 2, Rgr 2, Sor/Wiz 2, Web 1

Components: V, S, M

Casting Time: standard action

Range: Personal

Target: You

Duration: nutes/level (D)

This spell enables you to pass harmlessly through magical and natural webs as though they were not there. This includes effects such as *web*, *iron web*, or *web wall*, or webs created by a monstrous spider or spider-like creatures (such as an aranea or ettercap).

Material Component: A spider's egg sac.

WEB WALL

Conjuration (Creation)

Level: Sor/Wiz 6, Web 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Two 5-ft. cubes of webbing/level (see text)

Duration: minutes/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a solid mass of sticky web strands similar to those created by a *web* spell. It is typically employed to close passages, entrap foes, or bridge gaps. You and up to six allies designated at the time of casting can move through the *web wall* as though it were not there.

You can place the *web wall* cubes as you desire, but each cube must have at least one side in contact with the whole side of another cube, and at least one cube must have one whole side in contact with the ground or another very solid surface (a cavern ceiling or castle wall would suffice, but the wall of a grass hut or a pile of sand would not). Thus, a 10th-level caster could make a tower of webbing 100 feet tall and 5 feet on a side or a 20-foot-tall, 5-foot-thick wall of webbing

25 feet long; alternatively, she could surround a Huge creature with eighteen 5-foot cubes.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and cannot move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web wall* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web wall* spell are flammable, though far less so than a standard web. Each 5-foot cube can sustain 20 points of fire damage before being destroyed. Attempt to light the webbing on fire automatically fail; only sustained contact with a fire source or a large blast of fire such as a *fireball* can destroy the webbing. All creatures within the *web wall* take normal damage from exposure to fire. A disintegrate or similar magic destroys a *web wall* normally.

Material Component: A spider's spinneret.

BOOTS OF SPIDERKIND

These soft, black leather boots are made from the skin of drow sacrificed in the Spider Queen's temples. They enable the wearer to move on vertical surfaces or even upside down along ceilings at normal land speed. In addition, the wearer can pass through magical and natural webs at will as per the *web walk* spell.

Faint transmutation; CL 5th; Craft Wondrous Item, *spider climb*, *web walk*†; Price 16, 000 gp; Weight 1 lb.

Faint transmutation; CL 12th; Craft Multi-Use Item†, Craft Unlimited-Use Item†, Craft Uses-Per Day Item*, *spider climb*, *web walk*† *Hit Points:* 1; Price: 15, 000 gp; Weight: 1 lb.

5. CATHEDRAL OF NYARLETH

This spider-shaped cathedral was once dedicated to the Spider Queen, whom the drow of Dezzavold worshipped as the protector of their race. When the Black Heart of Nyarleth took control of the city, they captured and killed the priestesses of the

Spider Queen, and rededicated the cathedral to Nyarleth. The outward spider imagery remains intact, while the inner sanctum exhibits a massive obsidian heart pierced by eight daggers, the symbol of Nyarleth, goddess of rage and war. The priestesses of Nyarleth are wont to say, "Inside the spider's body beats the black heart of Nyarleth, and without the heart, the body is nothing."

Under the Black Heart's reign, worshipping any deity besides Nyarleth is punishable by death. The priestesses of Nyarleth torture those discovered to be clerics of another deity before killing them. This applies to visiting clerics, as well as to those who live within the city.

BRINGER OF PAIN

Priestess of Nyarleth, Female drey

Cleric 9; CR 11; Medium humanoid (elf); HD 2d8+4 plus 9d8+18; hp 71; Init +4; Spd 20 ft. (chainmail); AC 16 (+6 *chainmail*), touch 10, flat-footed 16; Base Atk +7; Grp +8; Atk +11 melee (1d8+3, +2 *flail*) or +8 ranged (1d4+1 and poison/19-20, +1 *repeating hand crossbow*); Full Atk +11/+6 melee (1d8+3; +2 *flail*) or +8/+3 ranged (1d4+1 and poison/19-20, +1 *repeating hand crossbow*); SA poison, rebuke undead (5/day), spell-like abilities; SQ darkvision 120 ft., drey traits, light blindness, spell resistance 22; AL CE; SV Fort +11, Ref +3, Will +9; Str 13, Dex 10, Con 14, Int 10, Wis 17, Cha 12.



Skills and Feats: Concentration +5, Heal +6, Knowledge (arcana) +4, Hide +0, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +12, Move Silently +0, Spellcraft +2, Spot +12; Brew Potion, Combat Casting, Improved Initiative, Martial Weapon Proficiency (flail)^B, Spell Penetration, Weapon Focus (flail)^B.

Languages: Drow and Undercommon.

Cleric Spells Prepared: (6/5+1/5+1/4+1/2+1/1+1; save DC 13 + spell level; **Domains:** Strength and War): 0—*detect magic, detect poison, guidance, light, mending, resistance*; 1st—*cause fear, divine favor, doom, enlarge person**, *inflict light wounds, summon monster 1*; 2nd—*aid, bull's strength**, *hold person, resist energy, owl's wisdom, spiritual weapon*; 3rd—*bestow curse, dispel magic, magic vestment**, *searing light, summon monster III*; 4th—*inflict critical wounds, sending, spell immunity*; 5th—*flame strike, righteous might** *Indicates domain spell

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion*. These are as the spells cast by an 11th-level sorcerer.

Possessions: +2 *chainmail*, +1 *heavy steel shield*, +2 *flail*, +1 *repeating hand crossbow*†, 5 clips of 5 bolts each, 2 *potions of cure moderate wounds*, *potions of cat's grace*, *divine scroll of flame strike* (CL 10), *divine scroll of owl's wisdom* (CL 10), *divine scroll of heal* (CL 10), 5 doses of knockout poison.

6. WIZARDS' ACADEMY

This five-story stone building houses the school for wizards, and includes classrooms, libraries, meditation cells, scriptoriums, laboratories, and dorm rooms. Many of the academy's wizards

died during the takeover by the Black Heart, as the Hundred rampaged through the city, killing anyone whom they viewed as a threat to the new queen. The Hundred allowed the academy's former master, Kane Kerrizan, to live, for they believed him a worthy gift to the Black Heart. The handsome Kerrizan now resides in the Queen's Fortress (Queen's Fortress Level Four, Room 16) as one of her concubines. She keeps him on a tight leash, and forces him to wear a collar suppressing his ability to cast magic. The remaining wizards live as prisoners within the academy.

The Fifth Dagger, *Swarming Venom* (page 77), controls of the academy. She forced the wizards into a life of hard work, silence, no play, and little food. The wizards duel each other on a daily basis in the arena, honing their skills for the day when they will bring battle to Corwyl or eradicate their formian enemies. *Swarming Venom* resides in former master Kane Kerrizan's luxurious quarters.

7. WAR COLLEGE

Though the War College lost several of its leaders during the Black Heart's coup, the college itself did not suffer much damage. Those training within the facility were given the choice of death or swearing allegiance to their new queen. Most chose the latter course to save their skins.

Like those in the Wizards' Academy, the members of the War College work long hours and fight against each other in personal duels and mass battles. The Seventh Dagger, *Scarlet Soul* (page 78), and her entourage oversee the school. A promising drow warrior woman, *Arkiza Du'Vall* has become her second in command at the college.

The War College is a walled mini-fortress. Two long connected buildings sit within the walls. The larger building contains an equipment room and an arena that used throughout the day. A mess hall, pantry, and smaller arena, as well as the war master's lodgings occupy the other building. *Scarlet Soul* resides in the war master's lodgings. The back of the walled fortress attaches to another gated, walled area (see **Area 8**).

ARKIZA DU'VALL

Female drow Aristocrat

1/Fighter 7; CR 8; Medium humanoid (drow); HD 1d8 plus 7d10; hp 43; Init +1; Spd 20 ft. (chainmail); AC 18 (+1 Dex, +6 *chainmail*, +1 *ring*), touch 12, flat-footed 17; Base Atk +7; Grp +10; Atk +12 melee (2d4+6/18-20, +1 *falchion*) or +8 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +12/+7 melee (2d4+6/18-20/x2, +1 *falchion*) or +6 ranged (1d4/19-20 plus poison, repeating hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 19; AL NE; SV Fort +5, Ref +3, Will +2; Str 17, Dex 13, Con 11, Int 12, Wis 8, Cha 17



Skills and Feats: Bluff +10, Climb +10, Diplomacy +5, Disguise +3 (+5 acting), Gather Information +11, Intimidate +17, Knowledge (dungeoneering) +6, Listen +3, Ride +8, Search +4, Spot +3, Survival -1 (+1 underground); Dodge, Persuasive, Power Attack, Skill Focus (Gather Information), Skill Focus (Intimidate), Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by an 8th-level sorcerer.

Possessions: +1 *chainmail*, +1 *falchion*, dagger, repeating hand crossbow†, 5 clips of 5 bolts each, 2 *potions of cure light wounds*, *potion of bull's strength*, *ring of protection* +1.

8. BARRACKS AND TRAINING GROUNDS

Drow, drey, dwarven, and humanoid soldiers train here. The three barracks, each holding 100 soldiers, rest within the walled grounds. One barracks houses the soldiers of the Hundred, though most of the Hundred's leaders reside elsewhere. Currently, all young males within ten years of reaching adulthood are required to report to the barracks for duty.

While the Seventh Dagger controls the War College, the First Dagger, Neceash (see page 75), the leader of the Hundred, controls the entirety of Dezzavold's army. The Seventh Dagger serves as her lieutenant when the army moves out of the college. The First Dagger resides in Area 10.

9. SANCTUARY OF DEATH

The noble dead are entombed in the Sanctuary of Death. The Sanctuary has vast rooms dedicated to specific Houses, and these rooms contain numerous decorative sarcophagi. Unfortunately for would-be tomb robbers, the drow are too greedy to bury their kin with baubles or magic items; the expensive coffin is all they depart with.

The mortician, a priest of the Black Widow, escaped the religious purge. She keeps to herself, worshiping the goddess in privacy. As she has no followers and no assistants, no one is around to reveal her secret.

ROHN ABREXY, PRIESTESS OF THE BLACK WIDOW

Female drow Cleric 6; CR 7; Medium humanoid (drow); HD 6d8+12; hp 39; Init +1 Spd 30 ft.; AC 15 (+1 Dex, +4 *studded leather*), touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +8 melee (1d4+3/18-20, +2 *kukri*) or +5 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +8 melee (1d4+3/18-20, +2 *kukri*) or +5 ranged (1d4/19-20 plus poison,

repeating hand crossbow); SA poison, rebuke undead (5/day), spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL LE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 13, Wis 17, Cha 10.

Skills and Feats: Concentration +6, Heal +6, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +3, Listen +6, Search +5, Spellcraft +8, Spot +8; Brew Potion, Martial Weapon Proficiency (*kukri*), Weapon Focus (*kukri*).

Languages: Common, Drow Sign Language, Elven, Undercommon

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 6th-level sorcerer.

Cleric Spells Prepared: (5/4+1/4+1/3+1; save DC 13 + spell level; **Domains:** Death and Law); 0—*detect magic, detect poison, guidance, light, resistance*, 1st—*bane, cause fear*, divine favor, doom, summon monster I*; 2nd—*augury, bull's strength, death knell*, bold person, owl's wisdom*, 3rd—*animate dead*, bestow curse, contagion, speak with dead*.

*Indicates domain spell

Possessions: +1 *studded leather*, +2 *kukri*, repeating hand crossbow†, 5 clips of 5 bolts, 2 *potions of cure moderate wounds*, *potion of cat's grace*.

10. NECEASH'S FORTRESS (FORMERLY THE TEMPLE OF BRONZOZEK)

For her faithful service, the Black Heart awarded Neceash this fortress near the War College. Thirty drow warriors guard the complex.

11. MISSION OF PAIN

The Mission of Pain sells torture devices of all kinds. The drow of Dezzavold view torture as a necessary information-gathering tool. Every drow House has its share of torture equipment, and more found its way to the Queen's Fortress since the queen's downfall.

The Mission also offers torture training, and instructors demonstrate every item; the shop keeps goblin and orc slaves just for such purposes.

Garadorn G'iar runs the shop. She is a beautiful, shapely drow just entering middle age. She wears revealing black leather clothing and carries a whip. Serpent and dragon tattoos cover her body from head to toe. Her white hair reaches down to her lower calves. Garadorn worships both Demzer and Nyarleth, though she does not let others know she is not entirely faithful to Nyarleth.



GARADORN G'JAR

Female drow Rogue 4/ Sorcerer 6/ Dominant† 2; CR 13; Medium humanoid (elf); HD 6d4+6 plus 4d6+4 plus 2d8+2; hp 50; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 bracers), touch 11, flat-footed 15; Base Atk +7; Grp +6; Atk +9 melee (1d6+1/18-20, +2 rapier) or +8 melee (1d3, +1 whip) or ranged +8 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +9/+4 melee (1d6+1/18-20, +2 rapier) or +8/+3 (1d3, +1 whip) or ranged +8 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, sneak attack +2d6, spells; SQ darkvision 120 ft., drow traits, evasion, light blindness, uncanny dodge; AL CG; SV Fort +4, Ref +7, Will +9; Str 8, Dex 13, Con 12, Int 12, Wis 10, Cha 18.



Skills and Feats: Bluff +12, Climb +0 (+2 with ropes), Concentration +14, Diplomacy +15, Disguise +11 (+13 acting), Escape Artist +1 (+3 rope bindings), Gather Information +6, Heal +5, Intimidate +15, Knowledge (arcana) +7, Knowledge (local) +8, Listen +4, Search +2, Sense Motive +8, Spellcraft +9, Spot +4, Use Rope +8; Exotic Weapon Proficiency (whip), Impressive Demonstration, Spell Focus (Enchantment), Weapon Focus (rapier), Weapon Focus (whip).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Agonizing Touch (Su): At 2nd-level, a dominant can cause pain with a mere touch. Whenever she makes a successful melee touch attack or is otherwise in physical contact with a foe (such as during a grapple), the dominant may deal 1d3 points of nonlethal damage to that foe, unless the opponent succeeds on a successful Fortitude saving throw (DC 10 + dominant class level + dominant's Charisma modifier). The dominant cannot use this ability when attacking with a weapon, nor may she add Strength modifiers, but she could use it in conjunction with an unarmed strike, and unarmed sneak attack, or a touch spell (such as *inflict light wounds*).

Deadly Whip (Ex): Whenever the dominant uses a whip to attack a foe, she may choose to deal lethal rather than non-lethal damage with it.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 12th-level sorcerer.

Sorcerer Spells Known: (Cast per Day: 6/7/7/6/4; DC 14 + spell level; enchantment spells DC 15 + spell level); 0—*dancing lights, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic, tough skin†*; 1st—*cause fear, mage armor, magic missile, magic weapon, obscuring mist*; 2nd—*blur, invisibility, web walk†*; 3rd—*blink, bold person*; 4th—*lesser globe of invulnerability*.

Possessions: bracers of armor +4, +2 rapier, +1 whip, hand crossbow, 10 bolts, 3 doses of knockout poison, 3 arcane scrolls of magic

missile (CL 10), 2 arcane scrolls of blur (2, CL 8), 2 scrolls of lightning bolt (CL 12), 3 potions of cure moderate wounds.

Gordock, lizard familiar; Tiny magical beast; CR —; HD 1/2d8 (effectively 12d8); hp 25; Init +2; Spd 20 ft., climb 20 ft.; AC 19 (+2 Dex, +2 size, +5 natural armor), touch 14, flat-footed 17; Base Atk +7; Grp —; Atk +9 melee (1d4-4, bite); Full Atk +9/+4 melee (1d4-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA deliver touch spells, share spells; SQ alertness, empathic link, improved evasion, low-light vision, speak with master; AL N; SV Fort +3, Ref +8, Will +10; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 2

Skills and Feats: Bluff +2, Balance +10, Climb +12 (+14 climb ropes), Concentration +6, Diplomacy +5, Disguise +2 (+4 to act in character), Escape Artist +4, Heal +5, Hide +10, Intimidate +2, Knowledge (arcana) +4, Knowledge (local) +4, Listen +6, Move Silently +4, Search +1, Sense Motive +5, Spot +5, Use Rope +8; Weapon Finesse.

12. PALACE OF DELIGHTS (HOUSE DU'JAERS)

This gothic palace of brass and spires has two stories, and serves as an expensive brothel, bathhouse, and drug den. Any alchemical substance, including abyssal dust and snakeweed (see sidebar), is available for purchase here, complete with a salon to enjoy them in. Many of the Du'Jaers, especially the men, ply their trade as companions. A night in their company costs from 5-10 gp, depending on the companion. Women of the higher Houses in Dezzavold vie for the honor of handsome Thenn Du'Jaers' company; he commands 50 gp for the evening.

The palace of delights also serves as the Du'Jaers' family home. Their quarters are on the upper level. Ten drow (see **Drow Warrior** stats in the **Appendix**, page 92) guard the Palace at all times.

One of the more secretive members of the Palace of Delights is Sonneviss, a serpent person exile, driven underground by humanity. Her race once ruled a great empire, but in an apocalypse of chaos and madness, it fell into ruin. Now she manufactures drugs and other alchemical materials to sell to eager customers. For more information on the serpent people, see Green Ronin's **Freeport** series.

MATRON CATERA DU'JAERS

Female drow Aristocrat 7/Rogue 5; CR 12; Medium humanoid (elf); HD 7d8+5d6; hp 49; Init +9; Spd 30 ft.; AC 18 (+5 Dex, +3 ring), touch 18, flat-footed 13; Base Atk +8; Grp +8; Atk +10 melee (1d4+2/19-20 plus poison, +2 dagger) or +15 ranged (1d4+2/19-20 plus poison, +2 dagger); Full Atk +10/+5 melee (1d4+2/19-20 plus poison, +2 dagger) or +15/+10 ranged (1d4+3/19-20 plus poison, +2 dagger); SA poison, sneak attack +3d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 23, trap finding, trap sense +2, uncanny dodge; AL NE; SV Fort +5, Ref +13, Will +11; Str 10, Dex 20, Con 11, Int 13, Wis 17, Cha 16.

Skills and Feats: Appraise +6, Bluff +13, Diplomacy +20, Disable Device +6, Disguise +6 (+8 acting), Gather Information +13,



Intimidate +15, Knowledge (local) +6, Listen +13, Open Lock +10, Move Silently +10, Profession (madame) +8, Search +11, Sense Motive +13, Spot +10; Improved Initiative, Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Listen), Skill Focus (Search).

Languages: Common, Drow Sign Language, Elven, Undercommon

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 12th-level sorcerer.

Possessions: 2 +2 daggers, 2 potions of cure critical wounds, ring of protection +3, cloak of resistance +2.

THENN DU'JAERS

Male drow Aristocrat 3/Rogue 2; CR 5; Medium humanoid (elf); HD 3d8+2d6; hp 20; Init +4; Spd 30 ft.; AC 15 (+4 Dex, +1 ring), touch 15, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4+1/19-20, +1 dagger) or +7 ranged (1d4/19-20, repeating hand crossbow); Full Atk +3 melee (1d4+1/19-20, +1 dagger) or +7 ranged (1d4/19-20, repeating hand crossbow); SA: poison, sneak attack +1d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 16, trap finding; AL N; SV Fort +1, Ref +8, Will +4; Str 10, Dex 18, Con 11, Int 10, Wis 12, Cha 21.

Skills and Feats: Appraise +2, Bluff +5, Diplomacy +14, Disguise +7 (+9 acting), Gather Information +14, Intimidate +7, Knowledge (local) +4, Knowledge (nobility and royalty) +8,

Listen +6, Perform (sing) +7, Search +4, Sense Motive +6, Spot +8; Skill Focus (Gather Information), Skill Focus (Knowledge: nobility and royalty).

Languages: Common, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 5th-level sorcerer.

Possessions: +1 dagger, repeating hand crossbow†, 5 clips of 5 bolts, *potion of cure light wounds, ring of protection +1*.

SONNEVISS

Female civilized serpent person Sor 8; CR 9; Medium humanoid; HD 8d4; hp 20; Init +4; Spd 30 ft., swim 15 ft.; AC 17 (+4 Dex, +1 natural, +2 ring,), touch 16, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d4+1/19-20, +1 dagger) or +4 ranged (1d4+1/19-20, +1 dagger); Full Atk +4 melee (1d4+1/19-20, +1 dagger) or +4 ranged (1d4+1/19-20, +1 dagger); SA: poison; SQ change shape, darkvision 60 ft.; AL N; SV Fort +1, Ref +8, Will +4; Str 10, Dex 18, Con 11, Int 10, Wis 12, Cha 21



Skills and Feats: Bluff +11, Concentration +8, Craft (alchemy) +15, Craft (painting) +15, Escape Artist +4, Hide +4, Knowledge (arcana) +12, Move Silently +5, Profession (alchemist) +10, Spellcraft +14; Brew Potion, Improved Initiative^B, Skill Focus (Craft: alchemy), Skill Focus (Craft: painting).

Languages: Common, Drow, Valossan, Undercommon.

Change Shape(Su): A civilized serpent person may assume the form of any Small or Medium humanoid. In humanoid form, the serpent person loses its swim speed. A serpent person can remain in its humanoid form until it chooses to assume a new shape, but may only assume a new shape up to three times per day. A change in form cannot be dispelled, but a serpent person reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Sorcerer Spells Known: (Cast per Day: 6/8/7/6/4; DC 15 + spell level); 0—*acid splash, detect magic, detect poison, disrupt undead, light, open/close, prestidigitation, ray of frost*; 1st—*comprehend languages, grease, feather fall, mage armor, shield*; 2nd—*detect thoughts, protection from arrows, see invisibility*; 3rd—*clairaudience/clairvoyance, tongues*; 4th—*dimension door*.

Possessions: +1 daggers, 3 potions of cat's grace, *potion of enlarge person, potion of blur, potion of invisibility, potion of cure serious wounds, ring of protection +2*.

13. RESHAGOL WARD/LIBRARY

These nine buildings, which hide behind a fifteen-foot wall, house the former temple of Reshagol (see Plot & Poison,

page 33). It now serves as a school for the bourgeois merchant families' children, with the library Matron Dezzav founded, two dorms for the students, and a mess hall.

While the Black Heart's soldiers razed the Temple of Reshagol and killed all the clerics within, they did not touch the school buildings or the library. Currently, classes still take place in the ward. Loremaster Vayla K'Renn runs the school. Six schoolmasters assist her.

LOREMASTER VAYLA K'RENN

Female drow Diviner 7/

Loremaster 5; CR 13; Medium humanoid (elf); HD 7d4 plus 5d4 +3; hp 33; Init +1; Spd 30 ft; AC 14 (+1 Dex, +3 bracers), touch 14, flat-footed 13; Base Atk +5; Grp +5; Atk +8 melee (1d6+3, +3 quarterstaff) or +6 melee (1d4+1/19-20, +1 dagger) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d6+3, +3 quarterstaff) or +6 melee (1d4+1/19-20, +1 dagger) or +6 ranged (1d8/19-20, masterwork light crossbow); SA spell-like abilities, spells; SQ darkvision 120 ft., drow traits, lore (+11), lore of true stamina, secret health, secrets of inner strength, spell resistance 23; AL NG; SV Fort +5, Ref +4, Will +15; Str 11, Dex 11, Con 10, Int 19, Wis 18, Cha 15.



Skills and Feats: Concentration +5, Craft (alchemy) +9, Decipher Script +17, Diplomacy +6, Gather Information +6, Knowledge (arcana) +19, Knowledge (history) +20, Knowledge (local) +15, Knowledge (nobility and royalty) +14, Listen +10, Move Silently +3, Perform (wind instruments) +7, Profession (schoolmaster) +12, Search +6, Speak Language (Celestial, Dwarven, Giant, Gnome, and Ignan), Spellcraft +11, Spot +10; Brew Potion, Craft Wand, Craft Wondrous Items, Skill Focus (Decipher Script), Skill Focus (Knowledge: history), Skill Focus (Knowledge: local), Scribe Scroll.

Languages: Celestial, Common, Draconic, Drow Sign Language, Elven, Dwarven, Giant, Gnome, Ignan, Terran, Undercommon.

Spell-Like Abilities: /day—*dancing lights*, *darkness*, *faerie fire*. These are as the spells cast by a 12th-level sorcerer.

Possessions: Bracers of armor +3, +3 quarterstaff, +1 dagger, masterwork light crossbow, 20 bolts, ring of djinni calling, wand of bold person (23 charges), wand of summon monster IV (17 charges), 3 potions of mage armor, 3 potions of cat's grace, 2 potions of bull's strength, arcane scroll of fireball (CL 8), arcane scroll of lightning bolt (CL 9), arcane scroll of greater teleport (CL 16).

Wizard Spells Prepared: (5/6/6/6/5/4/3; DC 14 + spell level; Barred schools—abjuration and necromancy spells); 0—*acid splash*, *detect poison*, *detect magic*, *read magic*, *mending*, 1st—*color spray*, *comprehend languages*, *detect secret doors*, *identify*, *mage armor*, *true strike*, 2nd—*detect thoughts*, *invisibility*, *locate object*, *mirror image*, *see invisibility*, *touch of idiocy*, 3rd—*arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *hold person*, *suggestion*, *tongues*; 4th—*arcane eye*, *confusion*, *crushing*

DRUGS

ABYSSAL DUST

Abyssal dust looks like ashes, with a rich black and gray color. A user introduces the drug to his system through inhalation, either directly or by smoking it. Abyssal dust is a more potent version of snake weed.

Initial Effect: Mild hallucinations imposing a -2 alchemical penalty to skill checks and attack rolls, but also granting a +2 alchemical bonus to Fortitude saves for 3d4 hours.

Secondary Effect: The user becomes confused, taking 1d4 points of Wisdom damage.

Side Effect: While abyssal dust is in the user's system, the user is immune to the sickened and nauseated conditions.

Overdose: If more than two doses are taken within 24 hours, the user takes an additional 1d6 points of Wisdom and damage and becomes confused, as per the confusion spell, for 1d4 hours.

Type: Inhaled DC 13; **Price:** 1 gp; Craft (alchemy) DC 25; **Addiction Rating:** Low (Fort DC 6; Satiation 10 Days; 1d3 Dex).

SNAKE WEED

When the sunburst flower is dried, it makes this relatively harmless drug. Smoking snake weed produces a feeling of serene calm, a deadening of pain, and a slight euphoria. Heavy doses produce an incapacitating euphoric stupor, and sometimes inspire dreams of shadowy serpentine forms and vast cities submerged beneath the oceans.

Initial Effect: 2 points of Wisdom Damage.

Secondary Effect: The user gains a +2 alchemical bonus to Will saves,

Side Effect: User is calm and amenable. The DC to improve an NPC under the influence of snake weed is reduced by -2.

Overdose: If more than two doses are taken within a six hour period, the user has powerful visions of alien cities. The user must succeed a DC 11 Fortitude or fall asleep for 1d4 hours. Characters awoken before the effects wear off take a -2 penalty to all Dexterity-, Constitution-, and Wisdom-based checks and skill checks.

Type: Inhaled DC 11; **Price:** 2 sp; Craft (alchemy) 20; **Addiction Rating:** Negligible (Fort DC 4; Satiation 1 Day; 1d3-2 Dex [can be 0]).

despair, detect scrying, scrying; 5th—contact other plane, feblemind, mind fog, prying eyes; 6th—analyze dweemer, legend lore, true seeing.

Spellbook (includes all of her prepared plus the following spells): 0—all cantrips; 1st—*charm person*, *detect undead*, *enlarge person*, *expeditious retreat*, *grease*, *mount*, *obscuring mist*, *summon monster I*; 2nd—*bull's strength*, *cat's grace*, *eagle's splendor*, *fog cloud*, *summon monster II*, *web*; 3rd—*heroism*, *phantom steed*, *sleet storm*, *summon monster III*; 4th—*charm monster*, *dimension door*, *minor creation*, *solid fog*, *summon monster IV*; 5th—*cloudkill*, *major creation*, *summon monster V*; 6th—*acid fog*, *geas/quest*, *permanent image*, *summon monster VI*.

Bookworm, cat familiar; Tiny magical beast; CR —; HD 12d8; hp 16; Init +2; Spd 30 ft; AC 20 (+2 Dex, +2 size, +6 natural), touch 14, flat-footed 18; Base Atk +5; Grp -7; Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, 2 claws) and bite +2 melee (1d2-4); Space/Reach 2-1/2 ft./0 ft.; SQ alertness, improved evasion, low-light vision, speak with master, speak with cats, spell resistance 17; AL N; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

SCHOOLMASTERS

Female drow Expert 4; CR 4; Medium humanoid (elf); HD 4d6-8; hp 10; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +3 melee (1d4/19-20/x2, dagger) or +6 ranged (1d4/19-20/x2 plus poison, repeating hand crossbow); SA: poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 15; AL N; SV Fort -1, Ref +4, Will +4; Str 10, Dex 17, Con 7, Int 15, Wis 11, Cha 11

CONJURATION DOMAIN

Deity: Reykabre

Granted Power: Your conjuration (creation) spells cannot be counterspelled.

CONJURATION DOMAIN SPELLS

- 1 **Unseen Servant:** *Invisible force obeys your commands.*
- 2 **Glitterdust:** creatures, outlines invisible creatures.
- 3 **Phantom Steed:** *Magic horse appears for 1 hour/level.*
- 4 **Black Tentacles:** *Tentacles grapple all within range.*
- 5 **Wall of Iron:** *30 hp/four levels; can topple onto foes.*
- 6 **Phase Door:** Creates an invisible passage through wood or stone.
- 7 **Power Word Stun:** Stuns creature with 150 hp or less.
- 8 **Maze:** Traps subject in extradimensional maze.
- 9 **Power Word Kill:** Kills one creature with 100 hp or less.

Skills and Feats: Diplomacy +2, Gather Information +4, Knowledge (arcana) +9, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +9, Knowledge (geography) +10, Knowledge (history) +12, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +2, Search +4 (+6 secret compartments and doors), Spot +2, Survival +0 (+2 aboveground natural environments, +2 avoid getting lost and natural hazards, +2 while on other planes, +2 underground); Skill Focus (Knowledge: geography), Skill Focus (Knowledge: history).

Languages: Common, Drow Sign Language, Elven, Goblin, Undercommon

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 4th-level sorcerer.

Possessions: 4 daggers, repeating hand crossbow†, 5 clips of 5 bolts, 2 doses of knock out poison.

14. SLAVESTOCK

Slavestock serves as a trading post for humanoid chattel. Remmi Drodiko employs a team of slavers who prowl the Below, looking for good specimens. His drow clients prefer elves and humans, but as they are hard to come by, most of Remmi's stock consists of humanoids: orcs, troglodytes, duergar, orcs, and a few prized dwarves.

Remmi is a cleric Reykabre (see *Plot & Poison*, page 34), the Slave Lord, something quite dangerous in the Black Heart's city. In fact, he is one of the more powerful clerics remaining in the city who do not worship Nyarleth. His twenty slavers likewise follow the Slave Lord. To protect himself, Remmi removed all signs of his shop ever once served as a temple.

REMMI DRODIKO, PRIEST OF REYKABRE

Male drow Clr 8; CR 9; Medium humanoid (elf); HD 8d8-8; hp 24; Init +3; Spd 30 ft.; AC 15 (-1 Dex, +6 chain shirt), touch 9, flat-footed 15; Base Atk +6; Grp +8; Atk +11 melee (2d4+3/x3, +2 ranseur) or +5 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +11/+6 melee (2d4+3/x3, +2 ranseur) or +5/+0 ranged (1d4/19-20 plus poison, repeating hand crossbow); SA poison, spell-like abilities, rebuke undead (5/day); SQ darkvision 120 ft., drow traits, light blindness, spell resistance 19; AL NE; SV Fort +5, Ref +1, Will +8; Str 14, Dex 9, Con 8, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +3, Diplomacy +6, Heal +6, Knowledge (arcana) +4, Knowledge (religion) +4, Listen +4, Search +2, Spot +4; Brew Potion, Improved Initiative, Weapon Focus (ranseur)

Languages: Common, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day: *dancing lights, darkness, faerie fire*. These are as the spells cast by an 8th-level sorcerer.

Cleric Spells Prepared: (6/5+1/4+1/3+1/2+1; save DC 12 + spell level; Domains: Air and Conjunction): 0—*create poison, detect magic, detect poison, guidance, read magic, resistance*, 1st—*bane, cause fear, command, doom, obscuring mist**, *summon monster I*; 2nd—*aid, bull's strength, death knell, hold person, wind wall**; 3rd—*animate dead, bestow curse, deeper darkness, phantom steed**; 4th—*black tentacles**, *death ward, summon monster IV*. *Indicates domain spell

Possessions: +2 chain shirt, +2 ranseur, repeating hand crossbow†, 5 clips of 5 bolts each, 2 *potions of cure moderate wounds*, *potion of cat's grace*, *potions of bull's strength*, 2 doses of knockout poison.

SLAVERS (10)

Male drow, Expert 2/Fighter 2; CR 4; Medium humanoid (elf); HD 2d10 plus 2d6; hp 18; Init +6; Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 15; AL NE; SV Fort +3, Ref +2, Will +2; Str 15, Dex 15, Con 10, Int 11, Wis 9, Cha 11.

Skills and Feats: Bluff +7, Climb +3, Diplomacy +2, Disguise +0 (+2 acting), Gather Information +5, Handle Animal +1, Intimidate +10, Hide +7, Listen +1, Move Silently +7, Ride +3, Search +2, Spot +1, Swim +3; Blind-Fight, Improved Initiative, Persuasive, Power Attack.

Languages: Common, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day: *dancing lights, darkness, faerie fire*. These are as the spells cast by a 4th-level sorcerer.

Possessions: masterwork leather armor, masterwork longsword, 2 daggers, hand crossbow, 20 bolts, 12 gp, 3 sp.

15. THE SUNKEN SACELLUM

There is opening to an underwater temple to Syrellyn here. Since the purge, the temple is abandoned.

16. TEMPLE OF XARCON

This building once housed the temple of Xarcon (see Plot & Poison, page 35) the Black Flame. Now, however, it lies in ruins. A magic brazier still holding a magical black flame producing no heat lies hidden in the rubble. No clerics of Xarcon remain in the city; the drey of the Hundred burned them all.

17. HOUSE ABADON

House Abadon serves as the city's Assassins Guild, but the House is also famous for its alchemical concoctions, poisons, and the drugs it produces. In fact, the alchemical side of the House's business accounts for most of the family's money now. As a guild, the family does accept others into its fold.



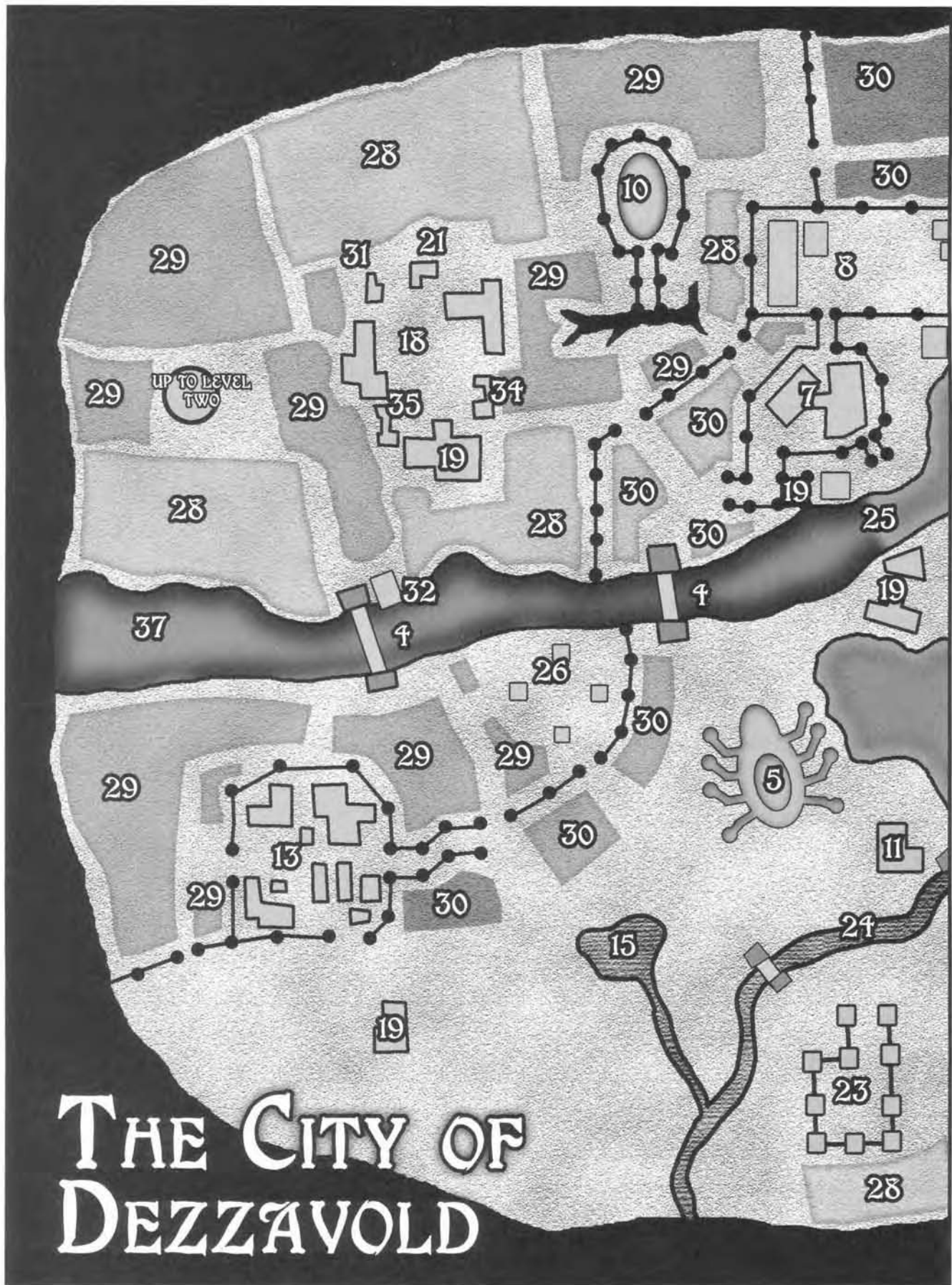
Most know Matron Abadon's eldest daughter, Dualla Abadon, leads the guild. People believe her to have single-handedly taken out many major members of House Vidrae in M'relzad during the height of Dezzavold's troubles with them. Dualla, though still young, is semi-retired now.

MATRON Q'WAEN ABADON

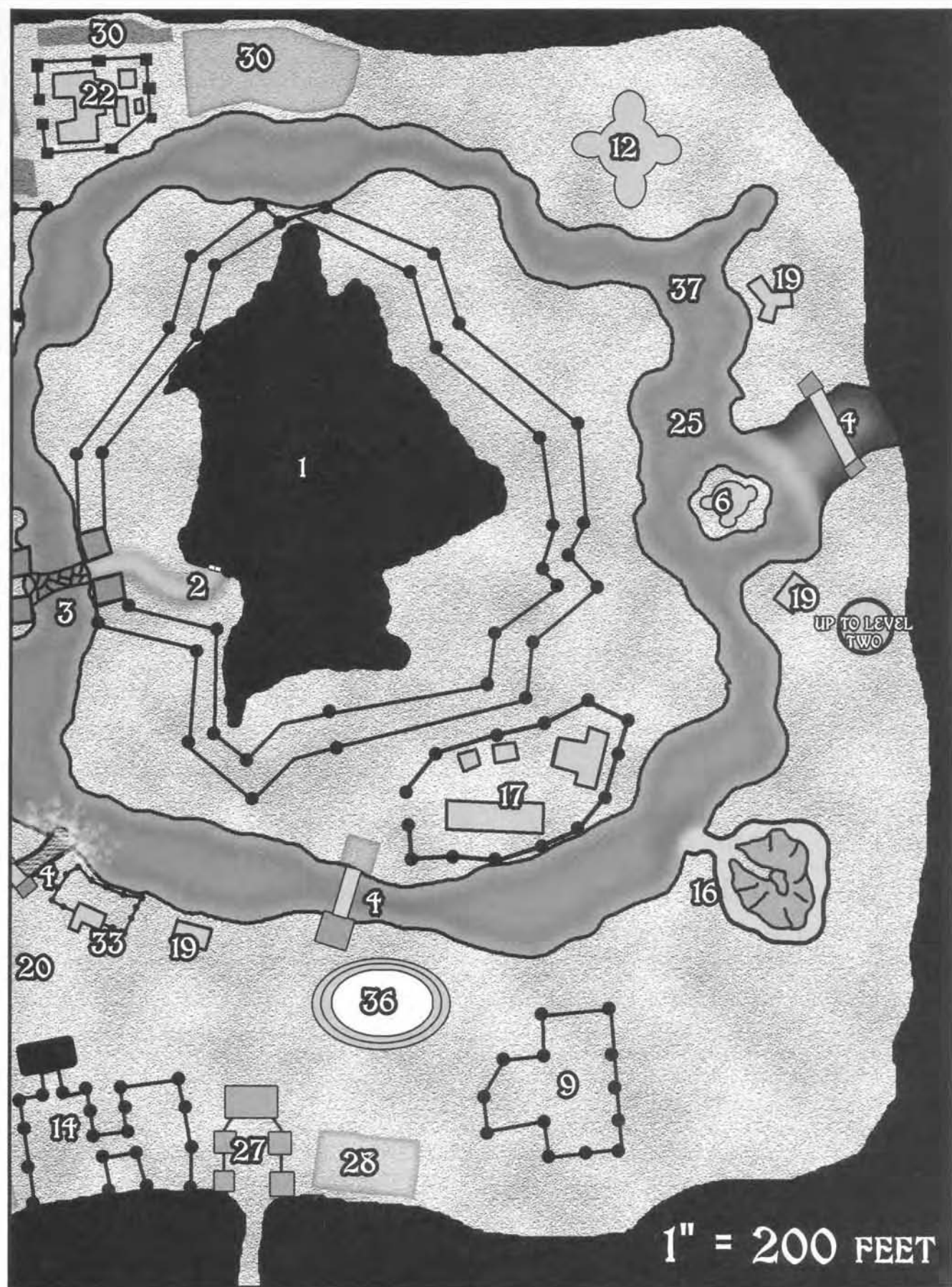
Female drow Aristocrat 10; CR 10; Medium humanoid (elf) HD 10d8+8; hp 56; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 ring), touch 17, flat-footed 14; Base Atk +7; Grp +7; Atk +10 melee (1d4+3/19-20, +3 dagger) or +13 ranged (1d4+3/19-20, +3 dagger); Full Atk +10/+5 melee (1d4+3/19-20, +3 dagger) or +13/+8 ranged (1d4+3/19-20, +3 dagger); SA poison, spell-like abilities; SQ Darkvision 120 ft., drow traits, spell resistance 21; AL NE; SV Fort +4, Ref +6, Will +9; Str 10, Dex 16, Con 12, Int 16, Wis 15, Cha 14.



Skills and Feats: Appraise +7, Bluff +11, Craft (poison) +5, Diplomacy +23, Disguise +4 (+6 acting), Forgery +5, Gather Information +10, Handle Animal +4, Intimidate +12, Knowledge (local) +5, Knowledge (nobility and royalty) +11, Knowledge (religion) +7, Listen +11, Ride +6, Search +8, Sense Motive +15, Spot +10; Deceitful, Dodge, Persuasive, Negotiator.



CHAPTER FIVE: THE FORTRESS AND CITY OF DEZZAVOLD



CHAPTER FIVE: THE FORTRESS AND CITY OF DEZZAVOLD

Languages: Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon

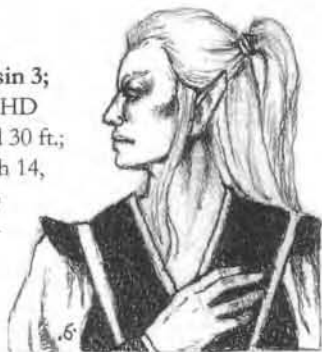
Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 10th-level sorcerer.

Possessions: +3 dagger, 3 potions of cure critical wounds, ring of protection +4.

DUALLA ABADON

Female drow Ranger 6, Assassin 3; CR 10; Medium humanoid (elf); HD 5d8 plus 4d6; hp 36; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 bracers), touch 14, flat-footed 18; Base Atk +8; Grp +10; Atk +11 melee (1d8+3/19-20, +1 longsword) or +13 ranged (1d4/19-20 plus poison, +1 repeating crossbow); Full Atk +9/+4 melee (1d8+3/19-20, +1 longsword), +9/+4 melee (1d6+2/19-20, +1 shortsword) or +13 ranged (1d4/19-20 plus poison, +1 repeating crossbow); SA animal companion, combat style (two-weapon combat), death attack (DC 15), favored enemy (humanoid-elf +4), improved combat style, poison, poison use, spell-like abilities, spells, sneak attack +2d6; SQ darkvision 120 ft., drow traits, light blindness, poison save (+1), spell resistance 20, uncanny dodge, wild empathy (+8); AL NE; SV Fort +6, Ref +12, Will +3; Str 14, Dex 18, Con 10, Int 15, Wis 12, Cha 16.



Skills and Feats: Bluff +8 (+12 against elves), Climb +2 (+4 ropes), Craft (alchemy) +4, Diplomacy +8, Disguise +10 (+12 acting), Escape Artist +7 (+9 ropes), Gather Information +6, Hide +13, Intimidate +8, Listen +10 (+14 against elves), Move Silently +13, Search +13, Sense Motive +3 (+7 against elves), Spot +10 (+14 against elves), Survival +9 (+11 following tracks, +15 against elves), Use Rope +13; Dodge, Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B.

Languages: Assassin Sign Language, Common, Drow Sign Language, Dwarven, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours); or, Blue whinnis (Injury Fortitude DC 14; Initial 1 Con; Secondary unconsciousness); or, Deathblade (Injury Fortitude DC 20; Initial 1d6 Con; Secondary 2d6 Con).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 9th-level sorcerer.

Ranger Spells Prepared(2; save DC 11 + spell level): 1st—*detect snares and pits, longstrider.*

Assassin Spells Known(Cast per Day: 3/1; save DC 12 + spell level): 1st—*disguise self, jump, true strike*, 2nd—*invisibility, spider climb.*

Possessions: bracers of armor+4, +1 longsword, +1 short sword, +1 repeating hand crossbow†, 5 clips of 5 cold iron bolts each, 2 potions of cure moderate wounds, 6 doses of knockout poison, 2 doses of blue whinnis, 1 dose of deathblade poison.

Dire Rat Animal Companion; CR —; Small animal; HD 3d8+3; hp 16; Init +4; Spd 40 ft., climb 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +2; Grp -2; Atk +7 melee (1d4 plus disease, bite); Full Atk +7 melee (1d4 plus disease, bite); SA disease; SQ bonus tricks (2), evasion, link, low-light vision, scent, share spells; AL N; SV Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +12; Alertness, Blind-Fight, Weapon Finesse^B.

Disease (Ex): Filth Fever—bite, Fortitude DC 12, incubation 1d3 days, damage 1d3 Dex and 1d3 Con.

Tricks (Ex): Attack, Come, and Fetch. See Handle Animal in the PHB for details.

18. LOW MARKET

The vendors of the Low Market carry their goods to the market in large carts, which they pack up at the end of the day. All manner of goods can be purchased here. Items from the Above are rare, though the occasional item stolen from visitors to the city makes it to the streets. Items often found here include foodstuffs, edible animals of varying quality, tools, drugs, and baubles and trinkets.

19. WARRIOR BARRACKS

These barracks house 50 trained soldiers. Most have experience fighting other drow or formians. They aid in protecting the Queen's Fortress, flanking anyone who attempts to storm the fortress' gates or attack by water or air. The Black Heart of Nyarleth uses squads of them to patrol the tunnels near the city, trying to gauge the extent of the formians' advancement toward Dezzavold.

DROW WARRIOR

Male drow Warrior 1; CR 1; Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+1/18-20/x2, rapier) or +2 ranged (1d4/19-20/x2, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +3, Hide +1, Intimidate +4, Listen +1, Search +3, Spot +1; Weapon Focus (rapier).

Languages: Common, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 1st-level sorcerer.

Possessions: Chain shirt, light steel shield, rapier, hand crossbow (20 bolts), 1 dose of knockout poison.

DROW SERGEANT

Male or female drow Warrior 2; Medium humanoid (elf); CR 2; HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 shield), touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, rapier) or +3 ranged (1d4/19-20, hand crossbow); Full Atk +4 melee (1d6+1/18-20, rapier) or +3 ranged (1d4/19-20, hand crossbow); SA poison, spell-like abilities; SQ darkvision, drow traits, light blindness, spell resistance 13; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +4, Hide +1, Intimidate +4, Listen +2, Search +3, Spot +2; Weapon Focus (rapier).

Languages: Common, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 2nd-level sorcerer.

Possessions: Chain shirt, light steel shield, rapier, hand crossbow, 20 bolts, 2 doses of knockout poison.

20. HIGH MARKET

Dalsen Diddlehoff, halfling merchant extraordinaire, runs the High Market for Dezzavold's elite. He has contacts through the Below and Above, and can provide just about any item of interest, albeit at one and a half times the price listed in the *PHB*. Spices and silks from the Above are his best sellers, but he also deals in rare foods, animals, books, weapons, silks, and jewelry—anything potentially interesting to a discerning client.

DALSEN DIDDLEHOFF

Male halfling Rogue 3/Expert 4; Small humanoid; CR 6; HD 3d6+3 plus 4d6+4; hp 31; Init +7; Spd 20 ft.; AC 16 (+1 size, +2 Dex, +3 *leather armor*), touch 13, flat-footed 14; Base Atk +5; Grp +0; Atk +8 melee (1d4/18-20, +1 *small rapier*) or +10 ranged (1d3-1, small sling); Full Atk +8 melee (1d4/18-20, +1 *small rapier*) or +10 ranged (1d3-1, small sling); SA sneak attack +2d6; SQ evasion, halfling traits, trap finding, trap sense +1; AL NE; SV Fort +4, Ref +8, Will +6; Str 9, Dex 16, Con 13, Int 14, Wis 10, Cha 16



Skills and Feats: Appraise +8, Balance +9, Bluff +9, Climb +5, Diplomacy +11, Disguise +3 (+5 acting), Forgery +8, Gather Information +11, Hide +13, Intimidate +5, Jump +5, Knowledge (local) +12, Listen +6, Move Silently +9, Open Lock +9, Profession (merchant) +13, Search +6, Sense Motive +4; Improved Initiative, Skill Focus (Profession: merchant), Weapon Focus (rapier)

Languages: Common, Drow Sign Language, Halfling, Undercommon.

Possessions: +1 *leather armor*, +1 *small rapier*, small sling and 30 bullets.



21. THE DEADLY DWARF INN

Thanks to the relocation of Roilin's Renegades, their families, and their kidnapped victims, Dezzavold has a sizeable dwarven minority. Catering to this population is the Deadly Dwarf Inn, an establishment run exclusively by dwarves, for dwarves, even duergar. This place is rowdy, dangerous place, for dwarves here enjoy drinking contests, wrestling matches, and fistfights, and when the ale and mead flow freely, axes and hammers fly.

The inn has twenty dirty rooms stinking of sweat and drink. The tavern area looks like a war zone, with broken tables, smashed chair pieces, and cracked mugs strewn everywhere. Bloodstains mar the walls, ceiling, tables, and floors. An occasional dismembered finger shows up in the food. For protection, the serving wenches wear chainmail armor and carry hand axes.

Paran Quickhands owns the establishment. He is not a fighter by trade, so he handles rowdy patrons with a quick stab to the back when they least expect it.

PARAN QUICKHANDS

Male dwarf Rogue 4; CR5; Medium humanoid; HD 4d6+12; hp 26; Init +7; Spd 20 ft.; AC 17 (+3 Dex, +4 *leather*), touch 13, flat-footed 17, Base Atk +3; Grp +7; Atk +7 melee (1d8+6, heavy mace) or +6 ranged (1d10/19-20, heavy crossbow); Full Atk +7 melee (1d8+6, heavy mace) or +6 ranged (1d10/19-20, heavy crossbow); SA dwarf traits, sneak attack +2d6; SQ darkvision 60 ft., dwarf traits, evasion, trapfinding, trap sense +1,

uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +2; Str 18, Dex 17, Con 16, Int 14, Wis 13, Cha 11.

Skills and Feats: Appraise +4 (+6 metal or stone), Balance +10, Bluff +7, Climb +11, Craft (blacksmithing) +5, Craft (armorsmithing) +5, Diplomacy +4, Disguise +0 (+2 acting), Hide +4, Intimidate +9, Listen +6, Profession (innkeeper) +8, Search +2 (+4 unusual stonework), Sense Motive +7, Spot +8, Swim +5, Tumble +5, Use Rope +8; Improved Initiative, Improved Unarmed Strike.

Languages: Common, Dwarven, Elven, Undercommon

Possessions: +2 leather armor, heavy mace, heavy crossbow, 50 bolts, *potion of cat's grace*, 265 gp, 100 sp.

22. HOUSE RODENSAR

Matron Rodensar has been cursed with numerous sons and no daughters. Capitalizing on her sons' strength and skill at arms, she has focused her House's activities on transporting goods and guarding caravans, and she plunged a great deal of gold into warehouses (see Area 28). This house is up-and-coming. Unfortunately, Matron Rodensar does not have a female heir. Hence, she forbids her sons from marrying, as she does not want to lose them to the wife's House. One son's coupling with a maidservant has produced a female in the line, but Matron Rodensar does not view her as a legitimate heir, so the matron herself breeds regularly in the hopes of bearing a legitimate heir.

MATRON TALDIRA RODENSAR

Female drow Aristocrat 10; CR 10; Medium humanoid (elf) HD 10d8+8; hp 53; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 ring) touch 17, flat-footed 14; Base Atk +7; Grp +7; Atk +10 melee (1d4+3/19-20, +3 dagger) or +13 ranged (1d4+3/19-20, +3 dagger); Full Atk +10/+5 melee (1d4+3/19-20, +3 dagger) or +13 ranged (1d4+3/19-20, dagger+3); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 21; AL NE; SV Fort +4, Ref +6, Will +9; Str 10, Dex 16, Con 12, Int 16, Wis 15, Cha 14.



Skills and Feats: Appraise +7, Bluff +13, Diplomacy +21, Disguise +4 (+6 acting), Forgery +7, Gather Information +11, Handle Animal +4, Intimidate +12, Knowledge (local) +9, Knowledge (nobility and royalty) +11, Knowledge (religion) +7, Listen +11, Ride +6, Search +8, Sense Motive +12, Spot +10; Deceitful, Dodge, Persuasive, Negotiator.

Languages: Common, Draconic, Drow Sign Language, Elven, Goblin, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 10th-level sorcerer.

Possessions: +3 dagger, 2 *potions of cure critical wounds*, *ring of protection* +4.

EVEK RODENSAR

Male drow Expert 3/Wizard 3; CR 6; Medium humanoid (elf); HD 3d6–3 plus 3d4–3; hp 12; Init +4; Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +3; Grp +2; Atk +3 melee (1d6–1/18-20, masterwork rapier) or +8 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +3 melee (1d6–1/18-20, masterwork rapier) or +7 ranged (1d4/19-20, masterwork hand crossbow); SA spell-like abilities, spells; SQ darkvision 120 ft., drow traits, spell resistance 17; AL N; SV Fort +1, Ref +8, Will +4; Str 9, Dex 18, Con 9, Int 15, Wis 10, Cha 12



Skills and Feats: Concentration +5, Craft (carpentry) +6, Craft (painting) +6, Diplomacy +5, Forgery +6, Gather Information +7, Knowledge (local) +8, Listen +6, Profession (scribe) +7, Profession (teamster) +9, Search +8, Spellcraft +8, Spot +5; Brew Potion, Dodge, Scribe Scroll, Skill Focus (Profession: scribe), Skill Focus (Profession: teamster).

Languages: Common, Draconic, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 6th-level sorcerer.

Wizard Spells Prepared (4/3/2; DC 12 + spell level): —*acid splash, arcane mark, dancing lights, daze*; 1st—*chill touch, feather fall, magic missile*; 2nd—*eagle's splendor, invisibility*.

Wizard Spellbook(contains all prepared spell plus the following): 0—all cantrips; 1st—*animate rope, endure elements, protection from law, true strike*; 2nd—*spider climb*.

Possessions: Masterwork rapier, masterwork hand crossbow, 20 bolts, spellbook, *wand of magic missiles* (CL 5, 12 charges).

23. HOUSE MIGDLEEN

Matron Migdleen's House sells fine arms, armor, and clothing. The matron has five daughters and had three sons. The sons, who were married to Matron Dezzav's daughters, died in the Queen's Fortress during the coup. Only two of the daughters are married, and Matron Migdleen longs to marry the others off to House Rodensar, to cut in on their monopoly on the transportation trade, as those costs cut her profit.

MATRON MATALED MIGDLEEN

Female drow Aristocrat 10; CR 10; Medium humanoid (elf); HD 10d8+10; hp 55; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 ring), touch 17, flat-footed 14; Base Atk +7; Grp +7; Atk +10 melee (1d4+3/19-20, +3 dagger) or +13 ranged (1d4+3/19-20, +3 dagger); Full Atk +10/+5 melee (1d4+3/19-20, +3 dagger) or +13 ranged (1d4+3/19-20, +3 dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 21; AL NE; SV Fort +4, Ref +4, Will +9; Str 10, Dex 16, Con 12, Int 16, Wis 15, Cha 14.

Skills and Feats: Appraise +8, Bluff +13, Diplomacy +21, Disguise +4 (+6 acting), Forgery +7, Gather Information +10, Handle Animal +4, Intimidate +12, Knowledge (local) +10, Knowledge (nobility and royalty) +11, Knowledge (religion) +7, Listen +13, Ride +6, Search +5, Sense Motive +14, Spot +12; Deceitful, Dodge, Negotiator, Persuasive.



Languages: Common, Draconic, Drow Sign Language, Dwarven, Elven, Undercommon

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 10th-level sorcerer.

Possessions: +3 dagger, 2 potions of cure critical wounds, ring of protection +4.

24. RIVER

This tributary flows in from the Above and plunges down into the chasm, where it spills further into the Below. A clan of trolls lives alongside the river. There they help protect the inner city from attacks from the water. They occasionally eat goblin slaves, but the citizens do not feel any economic loss, considering how quickly the goblins breed.

The trolls do not get involved in the city's political troubles. They do not care who is in control as long as their food chain is not disrupted. Kroak is the troll leader. Use standard troll stats from the *MM* for Kroak and his gang.

25. ANTIMAGIC CURTAIN

An antimagic curtain, as per the spell (see Antimagic Curtain sidebar), stretches across a 150-foot area in front of the Span of Webs (see Area 3). The ten-foot-wide field prevents magically flying creatures from advancing from the front of the Queen's Fortress. It also serves to prevent spellcasters from throwing spells at the front gate.

26. PLAZA OF FAITH

This area lies in ruins. It was the site of a great battle during the invasion because many of the city's clerics of the various religions chose this area to stage their final stand. Unfortunately, they lost their lives here, and their skeletons lie undisturbed where they fell.

27. WESTERN ENTRANCE AND GATEKEEP

The lower western bridge leads to a 20-foot opening between two ten-foot-long walls. A keep protects the city's lowest-level entrance on the eastern side of Lady's Mountain. The guards, of which there are 20, challenge any traveler coming to this gate. The gate remains closed at all times. The city's military and

ANTIMAGIC CURTAIN

Abjuration

Level: Clr 9, Sor/Wiz 8

Components: V, S, M/DF, XP

Casting Time: 1 standard action

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

Effect: Antimagic field with area is up to one 10-ft. square/level

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: See text

You create a permanent invisible barrier. It does not need to rest on a firm surface. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic curtain* suppresses any spell or magical effect used inside, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic curtain* counts against the suppressed spell's duration.

Summoned creatures of any type, and incorporeal undead wink out if they enter the area of an *antimagic curtain*, they reappear if they move out of the area or the effects of the spell ends. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic curtain* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out (the effects of instantaneous conjurations are not affected by an *antimagic curtain* because the conjuration itself is no longer in effect, only its result).

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. The field, however, may temporarily nullify these creatures' spell-like or supernatural abilities. *Dispel magic* does not remove the field.

Two or more *antimagic curtains* or *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic curtain* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field. The created barrier is permanent unless dispelled by the caster.

Arcane Material Component: A pinch of powdered iron or iron filings and 100 XP.

GATEKEEP

The gatekeep is a set of iron double doors set between the city's walls. There are murder holes above them.

Ballistae (2): Damage 3d8, critical 19-20, 120 ft. range increment.

Gate: Locked double iron doors. Thickness 3 in., Hardness 10, 90 hp, Break DC 30, Open Lock 30.

Walls: The walls are 5-foot thick and 20 feet high; they extend 15 to either side of the double iron doors that serve as the gate. AC 3, hardness 8, 450 hp per 10-foot section.

merchants primarily use this gate, and the guards direct outsiders to the second-level entrance.

There is one ballista mounted on either side of the gate. Numerous murder holes exist above the gate. The guards train hand crossbows with poisoned bolts on anyone attempting to breach the gate.

28. WAREHOUSES

Matron Rodensar owns the warehouses on the outskirts of the slums. Her sons and the males employed by them keep them secure and they pay Vargel, a local snitch, to inform them of possible burglaries against the properties.

VARGEL

Male drow Rogue 6; CR 7; Medium humanoid (elf); HD 6d6; hp 21; Init +8; Spd 30 ft.; AC 20 (+4 Dex, +4 *studded leather*, +2 *buckler*), touch 14, flat-footed 20; Base Atk +4; Grp +5; Atk +6 melee (1d6+2/18-20, +1 *rapier*) or +6 melee (1d4+2/19-20, +1 *dagger*) or +8 ranged (1d4/19-20, repeating hand crossbow) or +9 ranged (1d4+2/19-20, +1 *dagger*); Full Atk +6 melee (1d6+2/18-20, +1 *rapier*) or +6 melee (1d4+2/19-20, +1 *dagger*) or +8 ranged (1d4/19-20, repeating hand crossbow) or +9 ranged (1d4+2/19-20, +1 *dagger*); SA sneak attack +3d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, trap finding, trap sense +2, spell resistance 17, uncanny dodge; AL NE; SV Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 11, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +7, Craft (trapmaking) +8, Diplomacy +2, Disable Device +6, Disguise +4, Escape Artist +5, Hide +11, Jump +10, Knowledge (local) +4, Listen +9, Move Silently +11, Open Lock +8, Ride +7, Search +13, Sense Motive +5, Sleight of Hand +8, Spot +11, Survival +4, Swim +4, Tumble +11, Use Magic Device +5; Dodge, Improved Initiative, Shield Proficiency



Languages: Common, Drow Sign Language, Elven, Gnome, Goblin, Undercommon.

Spell-Like Abilities: 1/day: *dancing lights*, *darkness*, *faerie fire*. These are as the spells cast by a 6th-level sorcerer.

Possessions: +1 *studded leather*, +1 *buckler*, +1 *rapier*, repeating hand crossbow, 5 clips of 5 bolts each, *cloak of shadows*†.

29. SLUMS

Small stalagmite-cut stone houses fill this area, none much larger than a two-room shanty. One room serves as a kitchen and eating area, while the family lives in the main room. The houses have poor locks (DC 10 Open Locks). Of course, the inhabitants have little of value within, so better locks are not a necessity.

30. MIDDLE CLASS HOUSING

The minor Houses and up-and-coming merchants live in this area. Houses are made of stalagmite stone, but sizes vary. Most are one-story structures with six to eight rooms including one for storage. A few two-story homes grace the neighborhood. All homes here have good furnishings, some objects d'art, and the owners generally have some fine jewelry. All locks here are of good quality (DC 20 Open Locks). A burglar, given enough time, could come away with 500-1,000 gp in loot.

31. DASHRAG'S ACCOUTREMENTS

Eamyl Dashrag and her husband Fargis run this run-down shop. The shop is packed with reasonably priced adventuring gear of all types, including items useful in the Above. Anything an explorer might want is for sale here, although finding it is another matter, for everything is stacked haphazardly within. Fargis, naturally, claims he knows where everything is, but his searches can take the better part of a half hour. Suffice it to say, a visit to this store is never a short one.

While Fargis looks for the requested items, Eamyl likes to talk to the customers, asking about their planned expeditions and the like. If the customers are kind and talkative in return, she may throw in a few minor items free.

EAMYL DASHRAG

Female drow Aristocrat 1/Expert 4; CR 5; Medium humanoid (elf); HD 1d8 plus 4d6; hp 18; Init +3; Spd 30 ft.; AC 14 (+3 Dex, +1 *ring*), touch 14, flat-footed 11; Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); Full Atk +4 melee (1d4/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); SA spell-like abilities; SQ darkvision 120 ft.,



SEED OF DISSENT

Hidden Help: The Dashrag's secretly worship the Lady of Mysteries, and they help fund an underground movement to return Solfaera Dezzav to the Queen's Fortress. Should they discover the PCs have inclinations toward ousting the Black Heart and her minions, they provide secret support. They do not outwardly reveal themselves to the PCs in case they fail, for they do not wish to jeopardize their mission or their lives until the final battle comes. They are not warriors themselves, but they are willing to fight when Solfaera returns to claim her throne.

drow traits, light blindness, spell resistance 16; AL CG; SV Fort +1, Ref +4, Will +8; Str 11, Dex 16, Con 11, Int 13, Wis 14, Cha 14.

Skills and Feats: Appraise +5 (+7 appraise weavings), Bluff +8, Craft (weaving) +6, Diplomacy +9, Disguise +2 (+4 acting), Gather Information +6, Knowledge (history) +5, Intimidate +4, Knowledge (local) +5, Listen +8, Profession (merchant) +9, Search +3, Sense Motive +11, Spot +8; Skill Focus (Profession: merchant), Skill Focus (Sense Motive).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 5th-level sorcerer.

Possessions: masterwork dagger, *ring of protection* +1, *potion of cat's grace*, *oil of magic weapon*, *oil of bless weapon*, *potion of barkskin* +5.

FARGIS DASHRAG

Male drow Expert 5; CR 5;Medium humanoid (elf); HD 5d6+5; hp 22; Init +4; Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +3; Grp +4; Atk +5 melee (1d4+1/19-20, masterwork dagger) or +8 ranged (1d4+1/19-20, masterwork dagger); Full Atk +5 melee (1d4+1/19-20, masterwork dagger) or +8 ranged (1d4+1/19-20, masterwork dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 16; AL CG; SV Fort +2, Ref +5, Will +5; Str 13, Dex 19, Con 12, Int 14, Wis 12, Cha 11



Skills and Feats: Appraise +10, Bluff +8, Diplomacy +10, Disguise +0 (+2 acting), Gather Information +8, Intimidate +2, Listen +11, Profession (merchant) +12, Search +15, Spot +11; Skill Focus (Profession: merchant), Skill Profession (Search).

Languages: Abyssal, Common, Drow Sign Language, Elven, Undercommon.



Spell-Like Abilities: 1/day: *dancing lights, darkness, faerie fire*. These are as the spells cast by a 5th-level sorcerer.

Possessions: 4 masterwork daggers, 2 *potions of bull's strength*, *oil of magic weapon*, *oil of bless weapon*, *potion of barkskin* (+5).

32. DEATHPLUNGE TAVERN

The wealthier drow women frequent the Palace of Delights (see Area 12), but their husbands and better-paid servants spend their time at the Deathplunge Tavern. Males do not have the monopoly on this establishment, for many lesser female merchants pass the time here too. Inside the tavern distinctions of class and power disappear, as all mingle freely within, male and female alike. The noise is high, especially when the Tumbling Tougas, a group of four (formerly five) acrobats, begin their act: they tumble off the patio overlooking the vast chasm (see Area 37) below. Their death-defying act gives the tavern its name.

TOWEN TOUGAS

Male drow Rogue 3/Expert 4; CR 7;Medium humanoid (elf); HD 3d6+3 plus 4d6+4; hp 31; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 *leather*), touch 13, flat-footed 13; Base Atk +5; Grp +4; Atk +6 melee (1d6/18-20, +1 *rapier*) or +8 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +6 melee (1d6/18-20, +1 *rapier*) or +8 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, sneak attack +2d6; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 18, trap finding, trap sense +1; AL NE; SV Fort +3, Ref +7, Will +5; Str 8, Dex 17, Con 12, Int 15, Wis 11, Cha 17.

Skills and Feats: Appraise +6, Balance +15, Bluff +13, Climb +7, Diplomacy +9, Disguise +3 (+5 acting), Forgery +6, Gather Information +7, Hide +7, Jump +11, Knowledge (local) +6, Move Silently +7, Open Lock +7, Listen +5, Profession (merchant) +4, Search +8, Sense Motive +4, Spot +2, Tumble +15; Improved Initiative, Skill Focus (Profession: merchant), Weapon Focus (rapier).

Languages: Common, Draconic, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 7th-level sorcerer.

Possessions: +1 leather armor, +1 rapier, hand crossbow and 30 bolts, 4 doses of knockout poison, 560 gp hidden in bedroom

TUMBLING TOUGAS (3)

Male drow Rogue 3; CR 4;Medium Humanoid (elf); HD 3d6+3; hp 13; Init +8; Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/18-20, rapier) or +7 ranged (1d4+1/19-20, masterwork dagger); Full Atk +3 melee (1d6+1/18-20, rapier) or +7 ranged (1d4+1/19-20, masterwork dagger); SA sneak attack +2d6; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 14, trap finding, trap sense +1; AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 18, Con 12, Int 16, Wis 11, Cha 14.

Skills and Feats: Appraise +6, Balance +11, Bluff +5, Climb +7, Diplomacy +5, Gather Information +7, Hide +10, Jump +9, Knowledge (local) +5, Move Silently +7, Listen +2, Search +5, Sleight of Hand +8, Spot +4, Tumble +14, Use Magic Device +5; Improved Initiative, Skill Focus (Tumbling).

Languages: Common, Draconic, Drow Sign Language, Dwarven, Elven, Gnome, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 3rd-level sorcerer.

Possessions: rapier, 4 masterwork daggers, ring of feather falling

33. HAFVIFAL'S WONDROUS MOUNTS

Orianne Hafvifal sells giant spiders, lizards, and bats, but for her best customers she deals in the strange and unusual. All travelers come to Hafvifal's to secure mounts. Her prices are reasonable, and she is honest, for her kind.

ORIANNE HAFVIFAL

Female drow Rogue 3; CR 4;Medium Humanoid (elf); HD 3d6+3; hp 13; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 leather), touch 11, flat-footed 13; Base Atk +2; Grp +1; Atk +3 melee (1d6-1/18-20, masterwork rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +3 melee (1d6-1/18-20, masterwork rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, sneak attack +2d6; SQ darkvision 120 ft.,

drow traits, evasion, light blindness, spell resistance 14, trap finding, trap sense +1; AL NE; SV Fort +2, Ref +4, Will +1; Str 9, Dex 13, Con 12, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +7, Balance +7, Bluff +7, Diplomacy +9, Disguise +1 (+3 acting), Gather Information +9, Hide +7, Intimidate +3, Knowledge (local) +7, Listen +2, Move Silently +7, Search +3, Sleight of Hand +9, Spot +2; Improved Initiative, Weapon Focus (rapier).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: /day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 3rd-level sorcerer.

Possessions: +1 leather armor, masterwork rapier, 2 daggers, hand crossbow, 30 bolts, 4 doses of knockout poison.



34. THE IRONWORKS

Jeridor Migdleen operates The Ironworks for his mother, Matron Migdleen. The shop contains swords of all types, daggers, axes, spears, and chainmail armor. While having great craftsmen of its own, House Migdleen employs a dwarven weaponsmith and armorsmith, for the city's dwarven population prefers dwarven-made items.

The prices here are reasonable, though masterwork weapons cost 50gp more than standard PHB prices; Jeridor Migdleen feels they can charge whatever they want for those particular items... and without competition in the city, they are right.

JERIDOR MIGDLEEN

Male drow Aristocrat 2/Expert 2; CR 4;Medium humanoid (elf); HD 2d8+4 plus 2d6+4; hp 24; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 leather), touch 11, flat-footed 13; Base Atk +2; Grp +2; Atk +3 melee (1d6/18-20, masterwork rapier) or +4 ranged (1d4/19-20 plus poison, masterwork hand crossbow); Full Atk +3 melee (1d6/18-20, masterwork rapier) or +4 ranged (1d4/19-20 plus poison, masterwork hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 15; AL NE; SV Fort +2, Ref +1, Will +6; Str 10, Dex 13, Con 14, Int 12, Wis 11, Cha 16.

Skills and Feats: Appraise +6 (+8 armor and weapon checks), Bluff +8, Craft (armorsmith) +6, Craft (weaponsmith) +6, Diplomacy +12, Disguise +3 (+5 acting), Gather Information +8, Intimidate +5, Listen +4, Profession (merchant) +7, Search +3, Sense Motive +5, Spot +4; Alertness, Skill Focus (Profession: merchant).



CHAPTER FIVE: THE FORTRESS AND CITY OF DEZZAVOLD

Languages: Common, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day: *dancing lights, darkness, faerie fire*. These are as the spells cast by a 4th-level sorcerer.

Possessions: +1 *leather armor*, masterwork rapier, 2 daggers, masterwork hand crossbow, 30 bolts, 300 gp hidden in the store.

35. THE DANCING SPIDER

The Dancing Spider serves as a middle class bordello. The atmosphere here is more raucous and ribald than the Palace of Delights. Male and female drow and drey serve as prostitutes here, as do dwarven and human slaves. In addition to delights of the flesh, one can find a variety of drugs. The Dancing Spider's madame is Hurma Logue.

HURMA LOGUE

Female drow Expert 6; CR 6; Medium humanoid (elf); HD 6d6; hp 21; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 ring), touch 15, flat-footed 12; Base Atk +4; Grp +5; Atk +7 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d4/19-20 plus poison, masterwork hand crossbow); Full Atk +7 melee (1d6/18-20, masterwork rapier) or +8 ranged (1d4/19-20 plus poison, masterwork hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL NE; SV Fort +3, Ref +6, Will +7; Str 13, Dex 17, Con 10, Int 14, Wis 12, Cha 18.



Skills and Feats: Appraise +10, Bluff +14, Diplomacy +16, Disguise +4 (+6 acting), Gather Information +12, Intimidate +16, Knowledge (local) +10, Listen +3, Profession (madame) +12, Search +12, Sense Motive +9, Spot +3; Persuasive, Skill Focus (Profession: madame), Weapon Focus (rapier).

Languages: Common, Draconic, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: /day—*dancing lights, darkness, faerie fire*. These are as the spells cast by a 6th-level sorcerer.

Possessions: masterwork rapier, masterwork hand crossbow, 30 bolts, *cloak of resistance +1*, *ring of protection +2*, 650 gp hidden in the bordello.

36. HALL OF CONQUEST

The Hall of Conquest is a gladiatorial arena where the best warriors in Dezzavold fight for the pleasure of queen, noble, and commoner. Since the Black Heart of Nyarleth's takeover, the ring

has taken on a bloodier aspect, for the new queen enjoys watching untrained slaves get slaughtered in the arena. Of course, serious matches still take place, only they are always to the death now.

Insurgents against the new monarchy are brought here to fight. If the insurgents do not die in battle, then they are kept as prisoners within the bottom levels of the Hall, and they are pitted against new foes weekly. One such rebel has been imprisoned for five years now: Urold Hammerhelm, the former leader of Roilin's Renegades. Urold refused to bow down to the new queen, and so suffered this fate.

UROLD HAMMERHELM

Male dwarf Fighter 11; CR 11; Medium humanoid; HD 11d10+55; hp 115; Init +6; Spd 20 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +11; Grp +13; Atk +13 melee (1d8+2/19-20, longsword) or +13 ranged (1d4+5/19-20, dagger); Full Atk +13/+8/+3 melee (1d8+2/19-20, longsword) or +13 ranged (1d4+2/19-20, dagger); SA dwarf traits; SQ darkvision 60 ft., dwarf traits; AL CN; SV Fort +12, Ref +7, Will +6; Str 15, Dex 14, Con 20, Int 11, Wis 12, Cha 12.



Skills and Feats: Climb +2, Craft (armorsmith) +8, Craft (weaponsmith) +8, Handle Animal +4, Intimidate +5, Jump +6, Listen +3, Spot +3; Alertness, Cleave, Dodge, Improved Critical (dwarven war axe), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Languages: Dwarven, Undercommon.

Possessions: longsword, dagger (Urold's items have all been taken from him; he is allowed the listed items while fighting in the arena).

GRANDER FROCK THE RINGMASTER

Male drow Rogue 4/Fighter 4; CR 9; Medium humanoid (elf); HD 4d6+4 plus 4d10+4; hp 44; Init +3; Speed 30 ft.; AC 16 (+3 Dex, +3 leather), touch 13, flat-footed 16; Base Atk +7; Grp +10; Atk +11 melee (1d8+3/19-20, masterwork longsword) or +11 ranged (1d8+1/x3, +1 longbow); Full Atk +11/+6 melee (1d8+3/19-20, masterwork longsword) or +11/+6 ranged (1d8+1/x3, +1 longbow) or +9/+9/+4 ranged (1d8+1/x3, +1 longbow, Rapid Shot); SA sneak attack +2d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 19, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +6, Ref +8, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 12.



Skills and Feats: Balance +10, Climb +7, Escape Artist +10 (+12 ropes), Intimidate +8, Jump +7, Listen +9, Move Silently +10,

Search +10, Spot +9, Swim +7, Use Magic Device +8, Use Rope +10 (+12 bindings); Blind-Fight, Dodge, Point Blank Shot, Precise Shot, Power Attack, Rapid Shot.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day: *dancing lights*, *darkness*, *faerie fire*. These are as the spells cast by a 9th-level sorcerer.

Possessions: +1 *leather armor*, masterwork longsword, +1 *longbow*, 20 arrows, backpack, bottle of wine, wine glass, fishhook, flask of liquor, sack, whetstone, fine ruby gem worth 250 gp, *wand of web* (CL 7, 7 charges), 100 gp, 50 sp.

37. CHASM

A 100-foot-deep chasm cuts right through the very interior of Lady's Mountain. The chasm encircles a landmass inside the stalagmite mountain, forming an island in which the Queen's Fortress sits.

The chasm's interior is home to various animals and a hearty, edible fungus goblin slaves harvest and cultivate for their masters, each of the masters having laid claim to various fields of it.

DEZZAVOLD MAP LEVEL TWO

Five bridges converge on the upper level of the city (**Map Level Two**) often called Travelers' Way or Five Gates. The bridges allow visitors into Dezzavold. Guardsmen halt those who try to enter from the lower bridge into the heart of the city (**Map Level One**), and do not let them pass unless they are part of the city's military or drow merchants from the more powerful Houses. The guards send everyone else to the upper entrances.

Bat rider squads patrol the bridges in the main cavern, preventing any obvious military threats from advancing on the city. Additionally, gatekeepers protect each of the five upper entrances, just as in **Area 27 Map Level One**.

The second level of Dezzavold is a rowdy, packed, open bazaar (see **Area 2**).

1. FIVE GATES

The lower western bridge leads to a 20-foot opening between two ten-foot-long walls. A keep protects the city's five upper entrances to Lady's Mountain. Fifteen guards man each gate. They collect the 2 cp tax per head on persons entering the city (a tribute paid to the Black Heart of Nyarleth). These gates remain open, except in times of war. The guards shuffle people through in an orderly manner making sure to collect the proper taxes required to enter the city.

To either side of the gate sit two ballistae. Numerous murder holes exist above the gate. The guards train hand crossbows with poisoned bolts on anyone attempting to breach the gate. Additionally, above the gates are bat rider stations with eight-foot circular openings, allowing the riders to fly out.



GATEKEEPS

Each gatekeep is a set of iron double doors set between the city's walls. Murder holes exist above them.

At the eastern- and westernmost gates, heavily guarded stairs lead to the lower level of the city, but a visitor must acquire an official pass to enter that level. These passes are generally only given to those who can prove they have legitimate business with a family on that level or have been invited as guests (the family leaves word to provide a pass for its visitors).

2. BAZAAR

People of all races mingle here and bring their wares to the upper level of Dezzavold. Merchants may purchase selling booths for 2 gp per day plus 1% of the day's sales. The latter is a tribute tax for the Black Heart of Nyarleth, for her to use to maintain her army. Anyone attempting to cheat the Black Heart out of her tribute is executed, without trial.

Anything can be bought and sold in the bazaar, and many types of jobs can be obtained. As merchants flow in and out of the bazaar, the composition changes constantly. GMs should work out a list of different personalities to assign the various merchants the players may interact with, as they are not detailed herein. Some of the House merchants of the lower level may have a booth presence here, however, so feel free to insert extensions of their businesses here.

3. BAT RIDER STATIONS

The bat rider stations are large stone platforms resting over each of the five gates. The platforms extend 30 feet into the second level. Each station can hold four bat riders and their mounts. Generally, two bat riders remain inside at any one time.

WINGED CORPS FLYER

Male or female drow Ranger 2/Rog 1; CR 4; Medium humanoid (elf) HD 2d8 plus 1d6; hp 12; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 mithral shirt), touch 13, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+3/18-20, +1 rapier) or +4 melee (1d8+2/x3, long spear) or +5 ranged (1d8+1/19-20, +1 light crossbow); Full Atk +5 melee (1d6+3/18-20, +1 rapier) or +4 melee (1d8+2/x3, long spear) or +5 ranged (1d8+1/19-20, +1 light crossbow); SA combat style (archery), favored enemy (elves +2), poison, sneak attack +1d6, spell-like abilities; SQ darkvision 60 ft., drow traits, light blindness, spell resistance 14, trapfinding, wild empathy (+2); AL NE; SV Fort +3, Ref +8, Will +1; Str 14, Dex 17, Con 11, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +5, Bluff +2, Climb +4, Handle Animal +7, Heal +3, Hide +5, Jump +4, Knowledge (nature) +3, Listen +5, Move Silently +5, Ride +10, Search +4, Spot +4, Survival +3, Use Rope +4; Animal Affinity, Rapid Shot^B, Track^B, Winged Attack.

Languages: Common, Drow Sign Language, Elven, Undercommon.

GATEKEEP STATISTICS

Ballistae (2): Damage 3d8, critical 19-20, 120 ft. range increment.

Gate: Locked double iron doors. Thickness 3 in., Hardness 10, 90 hp, Break DC 30, Open Lock 30.

Walls: The walls are 5-foot thick and 20 feet high; they extend 15 to either side of the double iron doors that serve as the gate. AC 3, hardness 8, 450 hp per 10-foot section.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: /day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 3rd-level sorcerer.

Possessions: mithral shirt, +1 rapier, long spear, +1 light crossbow, 60 bolts.

4. NORTH AND SOUTH INNS

Two three-story inns dominate the north and south end of this level. Both of the inns are now government-owned, meaning the Black Heart of Nyarleth receives the proceeds. As with her special taxes, she uses the generated money to fund her growing army. Room and food prices at the inns are 10% above standard rates listed in the *PHB*. Commoners, who cannot afford the inns' prices, can stay in the crash houses (see **Area 6**).

5. PASS STATIONS/STAIRS TO THE LOWER LEVEL

Mini gatekeeps protect each of the two staircases leading down (see **Gatekeeps**, on this page for stats). Twenty guards protect each gate. A bureaucrat sits behind a barred window. Anyone attempting to get to the inner city must pass one of these gates. Beyond the gates lies a 20-foot opening. A six-foot-wide obsidian staircase spirals down more than 800 feet to the lower level. Those not wanting to climb down the steps may purchase bat rides for 5 sp per person to the lower level. The bat rider can carry one Medium size or two Small size characters.

6. CRASH HOUSES

Dezzavold bureaucrats rent crash houses to those who cannot afford the luxury of an inn. The crash houses can hold 10 people each, and sell for 2 cp per night on a first-come-first-serve basis. Those renting these spaces must deal with whatever roommates they are assigned; some patrons are dishonest or immoral folks. In fact, deaths are common in these rooms. Of course, a clever group can try to purchase a single crash house for 20 cp per night and avoid any unwanted roomies. Like the inns, the crash houses are currently government owned.

CHAPTER SIX: THE QUEEN'S FORTRESS

The Queen's Fortress (see **Area 1** on **City Map Level One**) is a stalagmite-stone citadel rising from an island in the great chasm (see **Area 37** on **City Map Level One**) running through Lady's Mountain. A fortified wall dotted with guard towers encircles the seven-level fortress.

FORTRESS LEVEL ONE

The fortress rests inside a natural stalagmite. Those desiring to climb the structure to sneak in must succeed a DC 18 Climb check to slip through one of the well-protected guard towers (see **Area 2**). The main gate (see **Area 1**) cannot be climbed over; it is set directly into the stalagmite wall. The slick inner gate (see **Area 3**) can be climbed with a DC 30 Climb check.

1. FORTRESS MAIN GATE

The Queen's Path from the outer main gate leads to these 20 ft-tall double iron doors. The doors sport murder holes, which also serve as spy holes. Drow soldiers in the tower in **Area 2** overlook the gate. Unless one climbs through one of the guard towers,

FORTRESS INFORMATION

THE GATES

The main gate (see **Area 1**) and the inner gate (see **Area 3**) are both sets of iron double doors. Murder holes are set in and above them.

Gate: Locked double iron doors. Thickness 3 in., Hardness 10, 90 hp, Break DC 30, Open Lock DC 30.

THE TOWERS

Tower Walls: The walls are made from 5-foot-thick stalagmite stone; AC 3, hardness 8, 450 hp per 10-foot section.

Ballista: Each tower contains one +1 *icy burst ballista*, Damage 3d8+1 plus 1d10 points of cold damage, critical 19-20, 120 ft. range increment.

Guards: Five warriors and 1 sergeant. See **Fortress Guardsmen**.

this is the only entrance to the fortress at this level. A long tunnel leads from this gate to an inner gate (see **Area 3**) guarded by two guard towers.

2. GUARD TOWERS

Five drow warriors and one sergeant man the crenellated stalagmite guard towers, embedded in the stalagmite at this level (their crenellations rise out of the stalagmite at Level Two). Those guards above **Area 1** and **Area 3** prevent anyone from gaining entrance they do not recognize, and even those they know must provide the password phrase, "Hail the Blackest of Hearts, servant of Nyarleth, I am the servant's servant."

The tower has inward-facing murder holes, a turreted magical ballista, and burning oil (See **Fortress Information** on this page). Each tower has a bronze gong. The guards strike the gong to rally other troops to their aid and to alert the fortress' inner guards to possible danger.

The drow guards have little patience and no sense of humor, so challenged visitors failing to give satisfying answers find themselves under ballista attack. Additionally, the ones not firing the ballista attack with poisoned bolts from their hand crossbows. If things get too tough for the guards, they sound the alarm, bringing 10 more warriors and two more sergeants in 1d4 rounds.

3. INNER GATE

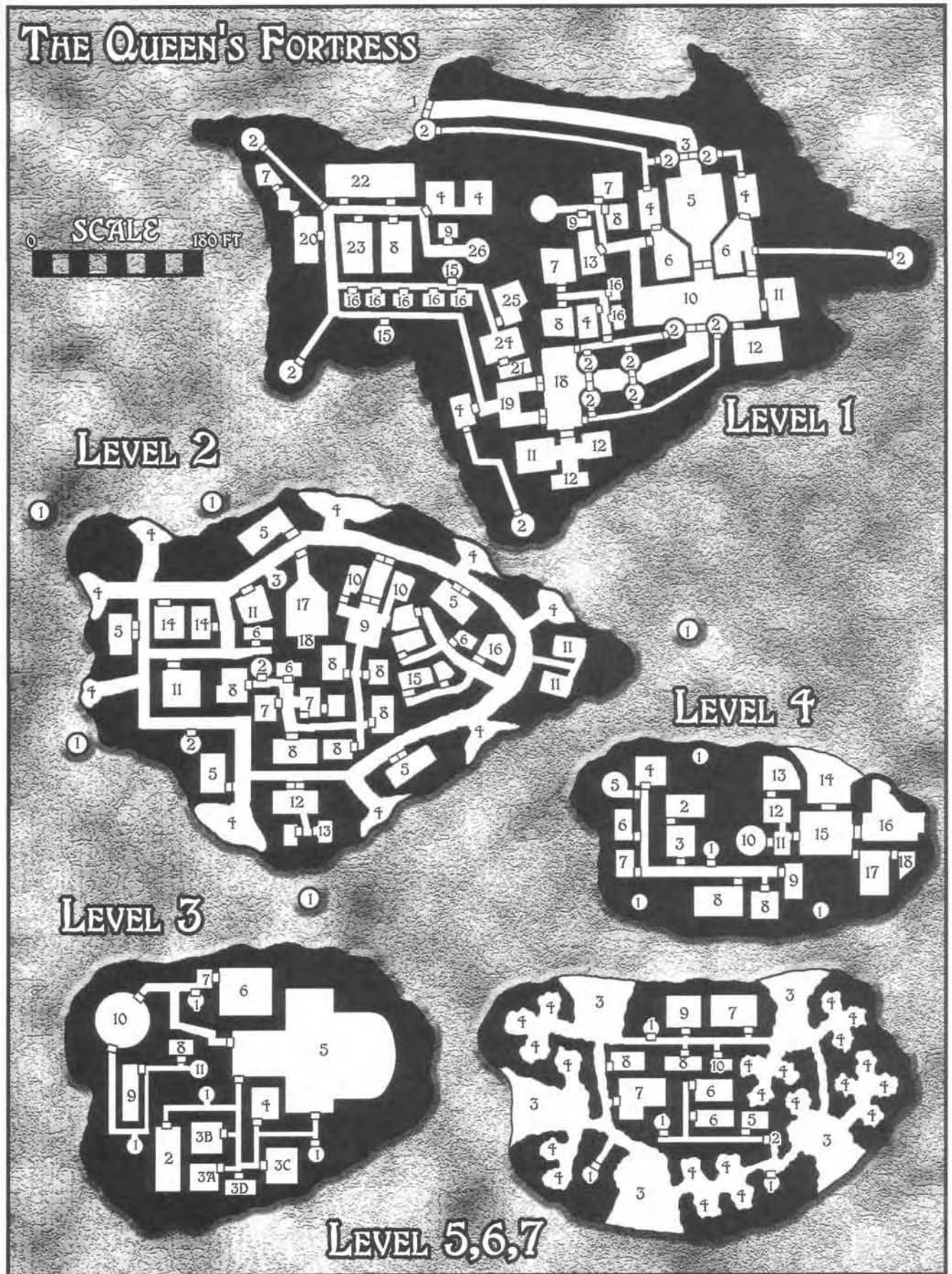
A long tunnel from **Area 1** leads to this gate. The gate is 20-foot tall. It can be climbed, DC 30 Climb check, but two guard towers (marked **Area 2** on the map) protect it.

4. GUARD BARRACKS

Twenty sets of beds line the floor. A small footlocker sits at the foot of each bed. At various times of the day and evening 1d10 guards sleep here. At least five guards are in **Area 9** at any given time. The footlockers are locked (DC 15 Open Lock check). The footlockers contain a change of clothes and 1d10 sp each.

5. PRIMARY BAILEY

Massive gates on the north and south end separate this area from the rest of the lower level. The area between the gates is open, empty space. This section is a kind of mini-fort reserved from the rest of Level One in case of assault. Drow in **Area 6** watch





the area, firing ballistae at any invaders. It is possible to climb the guard towers to gain access to other areas on Level One.

6. BREECH DEFENSE.

Three ballistae point at the bailey in **Area 5** through horizontal loopholes, allowing the drow here to attack from behind excellent cover. See page 58 for ballistae damage.

7. FOOD STORAGE

Barrels and boxes fill this room. They hold various foodstuffs: dried fungus, wheels of cheese, a few dried meats, and some grains from the Above. Some of the barrels contain water, while others contain ale and mead. A few bottles of cheap wine are hidden (DC 15 Search check) throughout the room (the officers hide them for their own use).

8. ARMORY

This room contains racks of longswords, rapiers, daggers, and hand crossbows with bolts. A few spears and maces are also among in the mix. None of the weapons in this room are magical or masterwork.

9. GUARD STATION

This room contains a table with six chairs. A few weapon racks, containing longswords and hand crossbows, line the walls. Five guards and one sergeant remain in this room at all times. Unless an alarm has been sounded, these guards spend their time playing cards and swapping tall tales. See page 61 for their stats.

10. SECONDARY BAILEY

Massive gates on the north and south end separate this area from the rest of the lower level. The area between the gates is open, empty space. Like the primary bailey (see **Area 5**), this section serves as a mini-fort that can be separated from the rest of Level One in case of assault. Drow in **Area 6** watch the area, firing ballistae at any invaders. It is possible to climb the guard towers to gain access to other areas on Level One.

11. SPIDER MOUNT STABLES

Webs span the length of this room. Pegs on the wall hold unusual looking tack and harnesses. Within the webs rest 24 hound spiders. The spiders edge their way along the webs toward the door when it is opened. As guards only open this door to feed the spiders or to gather them for mounts, the spiders have grown accustomed to coming toward the door's opener to get their food or be called into service. Their handler taps their various webs to call particular spiders into service. If newcomers do not give the spiders food or request them as mounts within two rounds, the spiders attack, realizing intruders are among them.

(See hound spider in **Chapter One**, page 13)

12. ALTERNATE STABLES

Both rooms marked 12 are empty. The leadership intends these two rooms to house more spider mounts, but they are currently uninhabited.

13. MISCELLANEOUS STORAGE

Barrels and crates line the walls. An awful stench fills the room. Several of the barrels contain large insects, which the spider handlers use to the spiders in **Area 11**. The smell of carrion rises out of the barrels in which the insects reside: the drow feed dead prisoners, slaves, and the occasional thief to the meat-eating bugs. The boxes contain various tools and tack.

14. STAIRWELL

This stairwell was started but never finished. It contains nothing of interest.

15. STAIRWELL UP

This stalagmite-stone stairwell climbs to Level Two.

16. OFFICERS' QUARTERS

This room contains a double bed, a desk and chair, an armoire, and a weapon rack, currently holding a longsword and hand crossbow.

This room houses a sergeant (see page 61 for stats). If an alarm has not been raised, there is a 25% chance for the sergeant to be in his room. The longsword and hand crossbow are masterwork weapons. The longsword is dwarven made. Otherwise this room is empty.

The armoire is locked (DC 25 Open Lock check). Inside are a set of dress uniforms and a small chest (Locked; DC 25 Open Lock check).

17. SERVANTS' QUARTERS

This room houses six sets of bunk beds, which are crammed closely together into the small room. Two small chests rest at the foot of each set of bunk beds.

The chests are locked with poor locks (DC 10 Open Lock check). They each contain an extra set of clothes, some personal but valueless mementos, and 1d4 sp.

18. TERTIARY BAILEY

This is another open courtyard overlooked by guard towers. Two sets of double doors are set in the west wall. The staircase to Level Two (see **Area 15**) lies in this section of the fortress. The western doors lead to the Grand Hall at **Area 19**.

19. GRAND HALL

This room holds several circular tables, a stage, and a large serving table. Heavy purple tapestries cover the walls. The guards and military leaders use this room to celebrate great victories, promotions, and to entertain their guests.

20. MESS HALL

This room holds four 20-foot tables with benches. The drow guardsmen eat here in shifts. It is occupied 40% of the time.

21. KITCHEN

These two rooms contain cupboards, shelves, a vented hearth, preparing table, utensils, and many pots and pans. One supplies food to the mess hall in **Area 20** and the other supplies food to the officers' mess hall in **Area 24**.

22. TRAINING ROOM

This room contains training mats, exercise equipment, dummies, and various weapons. Unless an alarm has been raised, there is a 75% chance for 1d12 guardsmen are here exercising or sparring. See page 61 for guard stats. Otherwise this room is empty.

23. ARCHERY RANGE

This room is a long hall. Lines are marked at various points on the floor, indicating the distance to the padded wall on the southern side of the room, where several crossbow bolts are sunk into the wall. Unless the alarm has been raised, there is 75% chance for 1d10 guards to be here practicing with their hand crossbows. Otherwise this room is empty.

24. OFFICERS' MESS

Two circular stalagmite-stone tables sit in this room. The chairs surrounding them are made of wood, though they are not fancy.

FORTRESS GUARDSMEN

DROW FORTRESS GUARDS

Male or female drow Warrior 1; CR 1; Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Hide +0, Listen +2, Search +4, Spot +3; Weapon Focus (rapier).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact; Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 1st-level sorcerer.

Possessions: chain shirt, light steel shield, rapier, hand crossbow, 20 bolts, 1 dose of knockout poison.

DROW SERGEANT

Male or female drow Warrior 2; CR 2; Medium humanoid (drow) HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 shield), touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +4 melee (1d6+1/18-20, rapier); or +3 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 13; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Hide +1, Listen +2, Search +4, Spot +4; Weapon Focus (rapier)

Languages: Common, Drow Sign Language, Elven, Undercommon.

Poison (Ex): Knockout poison (Contact Fortitude DC 13; Initial unconsciousness; Secondary unconsciousness for 2d4 hours).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 2nd-level sorcerer.

Possessions: Chain shirt, light steel shield, rapier, hand crossbow, 20 bolts, two doses of knockout poison.

A serving table sits against the east wall. Servants carry food from the nearby kitchen to feed the officers here. Unless an alarm has been sounded, there is a 15% chance for 1d6 officers and two servants to be here. Otherwise this room is empty.

25. OFFICERS' CLUB

This room contains several small tables and a manned bar at the north end of the room. Unless an alarm has been raised, there is a 45% chance for 1d6 officers to be here. Otherwise, one servant (the bartender) is here alone. The club provides the officers with watered-down wine and weak dwarven beer and mead.

26. WELL

The drow servants draw water for this level from this well.

FORTRESS LEVEL TWO

1. TOWER TOPS

The tops of the towers from Level One rise to this level, indicated on the **Queen's Fortress: Level Two** map.

2. STAIRWELL

This stairwell leads up from Level One and ends here.

3. STAIRWELL

This stairwell starts on Level Two and leads up to Level Three.

4. BALLISTAE PLATFORMS

The walls of these second-level rooms have loopholes to allow the drow to rain down damage with the turreted ballistae. Each room contains three ballistae.

5. AMMO STORAGE

This room is packed with crates. The crates contain ammo for the ballistae on this level.

6. GUARD STATION

This room contains a table with six chairs. A few weapon racks containing longswords and loaded hand crossbows line the walls. Like **Level One: Area 9**, five guards and one sergeant remain in this room at all times. Unless an alarm has been sounded, these guards generally spend their time playing cards and telling tall tales. See page 61 for their stats.

7. OFFICERS' BATHS

Six tubs fill this room. A large hearth sits in the northern wall. A sturdy iron bar with a hook rests inside the hearth. Beside the hearth lies an iron bar meant for adding or removing cauldrons from the hearth.

Servants bring water from **Area 19** to fill the tubs for the officers in the early and late evening. They use the hearth to heat water for the tubs. During the early morning and late evening hours, it is 60% likely 1d6 officers can be found here, unless an alarm has been raised.

8. OFFICERS' QUARTERS

This room contains a double bed, a desk and chair, an armoire, and a weapon rack, which currently holds a longsword and hand crossbow. Like **Level One: Area 16**, this room houses a sergeant (see page 61 for stats). If an alarm has not been raised, the sergeant may be (25% likely) in his room. The longsword and hand crossbow are masterwork weapons. The longsword is dwarven made.

The armoire is locked (DC 25 Open Lock check). Inside are a set of dress uniforms and a small chest (Locked; DC 25 Open Lock check).

9. COURTYARD

This courtyard is open, allowing the guards from **Area 10** to take ranged shots at individuals attempting to sneak into the fortress.

10. GUARDHOUSE

This room contains racks of hand crossbows and crates of crossbow bolts. Loopholes face the inner bailey.

This area adds another layer of protection to the fortress. Intruders must pass through the inner bailey to get to the next level via the stairwell in Area 2.

11. BARRACKS

Twenty sets of beds line the floor. A small footlocker sits at the foot of each bed. This room is just like **Level One: Room 4**. At various times of the day and evening 1d20 guards can be found asleep here. At least five guards are in **Area 9** at any given time. The footlockers are locked (DC 15 Open Lock check) and contain a change of clothes and 1d10 sp each.

12. SUPPLY ROOM

Shelves in this room contain linen, cleaning supplies, candles, lanterns, oil, and rope.

13. QUARTERMASTER'S QUARTERS

A small bed rests against the east wall. A desk sits to the right of the bed. A list of supplies lies on the desk. A large chest sits at the foot of the bed.

This is Quartermaster Kadrae's quarters. Her chest is locked (DC 20 Open Lock check). The chest contains two nice dresses, two standard dresses, and 65 gp.

14. COMMON BATHS

A hearth and ten tubs fill this room. The soldiers use this bath area. Servants fill the tubs with water from the well in Area 19 and heat it at the hearth.

15. MESS HALL

This room holds three 20-foot tables with benches. The drow guardsmen eat here in shifts. Servants from the kitchen in **Area 16** serve the guardsmen. This room is occupied 40% of the time.

16. KITCHEN

This room contains cupboards, shelves, a vented hearth, preparing table, utensils, and many pots and pans.

17. DRILL YARD

Two thick trees grow out of massive pots nearly reaching the 35-foot tall ceiling above. Drow soldiers scale them to the cries of their instructors, while other soldiers spar with swords across the yard. Normally 2d10 guards and 1d4 sergeants work here 40% of the time. If the alarm is raised, this area is empty.

18. OBSERVATION PLATFORM

This is a ten-foot-by-ten-foot platform overlooking the drill yard, providing an excellent view of the entire courtyard. Black heart lieutenants sometimes watch their soldiers train from here, 20% chance for 1d3 lieutenants.

19. WELL

The drow servants draw water for this level via this well.

FORTRESS LEVEL THREE

1. STAIRWELL

This stairwell leads up from Level Three and up to Level Four.

2. SCRIPTORIUM

This room contains eight large desks piled high with books. A scribe works at each desk, carefully copying a manuscript. The scribes pay little heed to anyone entering the room. They are hard at work transcribing their assigned books, many of which will be transferred to the library in the city (see **Area 13** the **Dezzavold City Map**). Bridde, the clerk in **Area 7**, oversees the scribes.

SCRIBES (8)

Male drow Expert 1; CR 1; Medium humanoid (elf); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will +2; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 9.

FORTRESS SERVANTS

COMMONER

Male or female drow Commoner 1; CR 1; Medium humanoid (elf); HD 1d4; hp 2; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger), or +1 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Craft (any one) +4, Handle Animal +1, Listen +2, Profession (any one) +3, Search +3, Spot +2, Use Rope +3; Great Fortitude.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 3rd-level sorcerer.

Possessions: dagger, 1d8 cp.

Skills and Feats: Bluff +2, Craft (any one) +5, Gather Information +2, Handle Animal +2, Knowledge (local) +4, Listen +4, Profession (scribe) +5, Search +5, Spot +4, Use Rope +3; Great Fortitude.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day: *dancing lights, darkness, faerie fire.* These are as the spells cast by a 1st-level sorcerer.

Possessions: dagger.

3. GUEST ROOMS

(COUNCIL OF MINISTERS' PRISON)

These rooms once housed guests of the enlightened queen Dezzav. They now contain the Black Heart's guests: Dezzavold's council members. Two guards stand outside each door.

Each room contains a large bed, a desk and chair, a mirrored armoire, and two elaborate cushioned chairs. Two council members are imprisoned in each room. See the particular rooms for their inhabitants.

Use the drow matron stats in the Appendix (page 83) for the following characters. These women are all middle-aged drow. Their families believe them to be dead, as the Black Heart has kept few people who formerly held power alive. So far, rumor to the contrary has not reached them.



- 3A) Dardry Kerrizan, Kane Kerrizan's sister, and Prava Du'vall.
- 3B) Ezree Abrexy and Baedar Du'Jaers
- 3C) Saria Abadon and Hillari Rodensar
- 3D) Nantinas Migdeen and Qual Zaavv

4. STORAGE

The door to this room is locked requiring a DC 15 Open Locks check to open. Inside is a storage room containing candles, linens, lanterns, oil, and cleaning supplies.

5. CATHEDRAL TO THE LADY OF MYSTERIES

Each door to this room is locked requiring a DC 30 Open Locks check to open. Inside, murals of a dark forest and the night sky fill this room. Large cushions lie in various piles throughout the room.

Queen Dezzav had this room built to worship the Lady of Mysteries. Occasionally, some of her children joined her, privately meditating to the goddess from their own cushions.

Oddly, the Black Heart of Nyarleth has not realized the religious significance of this room. She finds it strangely comforting, and visits it often. In her visits here, she sees that dark forest alight with flames and the cacophony of elves' screams under that same night sky.

6. LIBRARY

The door to this room is locked, requiring a DC 25 Open Locks check to open. The clerk in **Area 7** has a key. This room contains shelves and shelves of books. The combined library holds nearly 500 texts and is valued, as a collection, at over 50,000 gp.

7. CLERK'S OFFICE & QUARTERS

The entrance to this room has no door. A desk sits just inside the doorway on the south side of the room. To the north, a partition hides the remainder of the room. A door sits in the east end of the room.

This room belongs to the clerk, Bridda Lloniston, a halfling. The partition hides her bed and small locked chest of belongings (Locked, DC 20 Open Locks check). Aside from personal effects, there are 134 gp, 23 sp, and a book entitled *The Enlightened Despot of Dezzavold: Queen Lenarasa Dezzav*.

Bridda dislikes the new queen. In fact, she made sure Queen Dezzav's daughter, Solfaera, did not return to Dezzavold to meet her death. She got word to her beforehand, and sent her away. Bridda no longer keeps written records of the events in Dezzavold, for she does not want to do anything to give her employer reason to kill her. Bridda keeps everything in her head, however, and as a cleric of the Lady of Mysteries, she *knows* help will one day arrive to dispose the new regime. She prays the day comes soon. Meanwhile, Bridda does the new queen's bidding and mostly stays out of her and her warriors' way.

BRIDDA LLONISTON

Female halfling Expert 5/Cleric 6; CR 10; Small humanoid; HD 6d8 plus 5d6; hp 44; Init +1; Spd 15 ft.; AC 21 (+1 Dex, +1 size, +7 splint mail, +2 shield), touc flat-footed 19; Base Atk +7; Gr Atk +9 melee (1d4+1, +1 small light mace); Full Atk +9/+4 melee (1d4+1, +1 small light mace); SA halfling traits, rebuke undead (5/day), spells; SQ halfling traits; AL N; SV Fort +6, Ref +4, Will +8; Str 10, Dex 12, Con 10, Int 13, Wis 15, Cha 14.



Skills and Feats: Climb -4, Concentration +6, Craft (bookbinding) +9, Craft (calligraphy) +9, Craft (leatherworking) +9, Decipher Script +9, Hide +1, Jump -2, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +4, Profession (scribe) +8, Speak Language (Drow, Undercommon), Spellcraft +7; Brew Potion, Skill Focus (Craft: calligraphy), Skill Focus (Decipher Script), Skill Focus (Profession: scribe).

Languages: Common, Drow, Gnome, Halfling, Undercommon.

Cleric Spells Prepared: (5/5/5/3; save DC 13 + spell level; Domains: Magic and Protection): 0—*detect magic, detect poison, guidance, light, resistance*; 1st—*cause fear, cure light wounds, divine favor,*

*doom, sanctuary**; 2nd—*aid, hold person, identify*, owl's wisdom, spiritual weapon*; 3rd—*deeper darkness, dispel magic*, prayer*.

*indicates domain spell.

Possessions: +1 small light mace, +1 splint mail, heavy steel shield, gloves of Dexterity +2.

8. GUARD STATION

This room contains a table with six chairs. A few weapon racks, containing long swords and hand crossbows, line the walls. Like **Level One: Area 9**, five guards and one sergeant remain in this room at all times. Unless an alarm has been sounded, these guards generally spend their time playing cards. See page 61 for their stats.

9. GUARD BARRACKS

Twenty sets of bunk beds line the floor, providing bedding for the 40 soldiers sleeping here. Two small footlockers sit at the foot of each of the bunk beds. At various times of the day and evening 1d20 guards can be found asleep here. At least five guards are in **Area 9** at any given time. The footlockers are locked and require a DC 15 Open Locks check to open. Each footlocker contains a change of clothes and 1d10 sp.

10. FORTRESS PRISON

The doors to this room are locked and require a DC 30 Open Lock to open. Inside the room holds six small cells on each side of the room. The cells are all currently empty.

11. WELL

The drow servants draw water for this level via this well.

FORTRESS LEVEL FOUR (QUEEN'S QUARTERS)

1. STAIRWELL DOWN/UP

This stairwell leads up from Level Three and up to Level Four.

2. PANTRY

This room contains barrels and crates of foodstuffs. There is also a rack of fine wines, each worth 25 gp per bottle. There are 2d10 bottles at any time.

3. KITCHEN

This room contains cupboards, shelves, a vented hearth, preparing table, utensils, and many pots and pans. This kitchen serves only the queen. The guards here eat in the mess hall on the level below (see **Level Three: Room 15**).

4. GUARD STATION

This room contains a table with six chairs. A few weapon racks, containing longswords and hand crossbows, line the walls. Like **Level One: Area 9**, five guards and one sergeant remain in this room at all times. Unless an alarm has been sounded, these guards loaf around and pass the time throwing darts. See page 61 for their stats.

5. TELEPORT ROOM

This door is locked and requires a DC 30 Open Lock check to open. Inside is a beautiful circular mosaic of a moonlit, starry forest rests in the floor. The mosaic is a magical teleportation circle. It leads to **Area 10** on this level, and it is the only access to the queen's chambers.

6. ARMORY

This room holds racks of longswords, hand crossbows, and spears. Crates of bolts and daggers sit in front of the racks.

7. STORAGE

This door is locked and requires a DC 15 Open Lock check to open. This storage room contains candles, linens, lanterns, oil, and cleaning supplies.

8. BARRACKS (THE HUNDRED)

Each of these rooms holds twenty beds. A small footlocker sits at the foot of each bed. These rooms formerly served as the quarters of Queen Dezzav's children, whom she liked to keep close to her. The guards burned the old furnishings and turned the room into a barracks. At various times of the day and evening 1d20 guards can be found asleep here. At least five guards are in **Area 9** at any given time. The footlockers are locked, requiring a successful DC 15 Open Lock check to open, and each contains a change of clothes and 1d10 sp.

9. COMMON BATHS

Ten tubs fill this room. A hearth sits in the room, which the servants use to heat water transported here for the tubs. The soldiers use this bath area.

10. TELEPORT ROOM

This door is locked and requires a DC 30 Open Lock check to open. A beautiful circular mosaic of a moonlit, starry forest rests in the floor. The mosaic is a magical teleportation circle. It leads to **Area 5** on this level, allowing the queen access to the other levels.

11. RECEPTION

Several comfortable sofas and stuffed chairs fill this room. The stalagmite-stone tables hold an assortment of books. A serving table sits against the south wall. The books here are basic history of the drow and elves. The entire collection is worth 100 gp.

INTERFERENCE

Abjuration

Level: Clr 7, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Effect: Ray

Duration: 10 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes, see text

This spell creates a swirling beam of purple energy fizzling past 10 feet. Against targets with spell resistance, they gain only half their normal value. On a failed saving throw, the ray wraps the target with purplish coils, fading after a matter of moments, forming an invisible barrier around the target and items touching the target. This barrier impedes the subject's magical effects, including spells, spell-like abilities, and supernatural abilities—but only on effects emanating from the subject. Likewise, it affects the functioning of any magic items or spells within its confines. While under the effects of this spell, the subject must succeed a Concentration check against the spell's save DC + 5 to cast a spell, use a spell-like or supernatural ability. Finally, the subject's spell resistance, if any, is halved.

An *interference* spell disrupts any spell or magical effect used within it, but it does not dispel it. Time spent within the *interference* spell's barrier counts against the suppressed spell's duration. Against incorporeal undead or summoned creatures, this spell forces the subject to wink out of existence. They reappear in the same spot once *interference* ends. Time spent under the effects of this spell, count against its duration.

Dispel magic does not remove the barrier from the target. Deities are unaffected by mortal magic such as this.

Arcane Material Component: A twisted bit of iron.

12. SITTING ROOM

This room holds numerous stuffed chairs of the finest quality. Imported mahogany tables and gold velvet drapes give this room a soft, warm appearance. Otherwise this room is empty.

13. STUDY/WAR ROOM

An immense mahogany desk fills this room. Piles of books lie scattered on its surface. Two filled bookcases rest nearby. A quickly drawn map of what appears to be a village is on the wall. A large tree on the map is circled in what appears to be blood.

The books on the desk are written in Elven. They are mostly diaries of luminaries following the Lady of Mysteries. Queen Dezzav took great pleasure in reading about their lives and contemplating their knowledge.

The Black Heart of Nyarleth has not bothered to read nor destroy the items on Queen Dezzav's desk. They hold no interest for her. Instead, she drew a map described to her by the ghost Eranade Dezzav, who continues to spy on Corwyl, the elven village where she met her demise. She reports to the usurper every few weeks, keeping her updated about possible weaknesses and any powerful foes potentially posing problems. The tree circled in blood is the House of Ancestors, where the unusual ancestral speaker, Gloriannel Deloryl, lives. The return of the ancestral speaker in recent years has given the villagers great hope for their future, so the Black Heart wants to make sure the young girl dies first, a measure that should crush their spirits as their village burns and its inhabitants become slaves of Dezzavold.

14. VERANDA

Dark tapestries with silver star-like shapes hang in this room, which opens to view the city. A half-circle of chairs looks out upon the bustling masses and upon the greatness that Queen Dezzav built from her vision for her people. A permanent *wall of force* surrounds the veranda, protecting the room's inhabitants from any harm from below.

15. QUEEN'S DEN

Numerous chairs and sofas fill this room. Mahogany tables rest beside each chair. Queen Dezzav used this room as a comfortable place to meet with her family members. Unlike most drow, the queen showered her family with love and attention, even the males. Here, Queen Dezzav made that fateful decision to send Eranade to Corwyl to request aid from the elves against the threat of M'relzad and House Vidrae. The queen's hope for a resolution between their old kin died with her daughter and her attempt at an alliance would expose her as a weak leader in many eyes of her people and helped pave the way toward the coup that followed much later.

16. QUEEN'S BEDROOM

This odd-shaped room is painted in lively murals of the city surrounding the Queen's Fortress. A beautiful round bed with a canopy sits against the northeast wall. An eight-foot-wide armoire fits in a niche in the north wall.

Queen Dezzav had murals of the city painted in her room to remind her of her vision for her people. The scenes are happy ones, with drow smiling over the clink of coins rather than the pain and suffering of others. The armoire contains beautiful gem-adorned silk gowns and cloaks, attire indeed fit for a queen (valued at 10,000 gp).

The room now serves as the Black Heart of Nyarleth's bedroom. A beaten, bruised drow male wearing a loincloth is chained to the wall near the bed. He is thin and his eyes are sunken. He wears a metal collar around his neck. Kane Kerrizan is the former

master of the wizard academy. The Black Heart had him brought here to quell his impudence, as he dared stand against her and her Hundred during the coup. Now, the man is a shadow of his former self. The collar (see sidebar) he wears blocks his ability to cast spells.

Twelve chests line the floor near the north wall. These are the spoils of the coup. Each chest is trapped and contains 1d8 X 1,000 gp worth of valuables. The items formerly belonged to Queen Dezzav and her children, as well as the ministers now held prisoner.

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 gp.

KANE KERRIZAN

Male drow Wizard 15; CR 16; Medium humanoid (drow); HD 15d4+18; hp 55; Init +7; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +7; Grp +7; Atk +7 melee (1d3 nonlethal, unarmed strike); Full Atk +7/+2 melee (1d3 nonlethal, unarmed strike); SA spell-like abilities; SQ darkvision 60 ft., drow traits, spell resistance 26; AL NE; SV Fort +8, Ref +10, Will +10; Str 11, Dex 17, Con 13, Int 19, Wis 13, Cha 10.



Skills and Feats: Concentration +13, Craft (alchemy) +16, Decipher Script +22, Hide +6, Knowledge (arcana) +22, Knowledge (dungeoneering) +22, Listen +3, Move Silently +6, Search +6, Spellcraft +22, Spot +3; Brew Potion, Combat Casting, Craft Wand, Forge Ring, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Penetration, Toughness.

Languages: Abyssal, Aquan, Common, Draconic, Drow Sign Language, Elven, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* These are as the spells cast by a 15th-level sorcerer.

Wizard Spells Prepared: (4/5/5/5/5/4/3/2/1; save DC 14 + spell level): 0—*dash, detect magic, mage hand, read magic*; 1st—*endure elements, mage armor, magic missile, obscuring mist, true strike*; 2nd—*blur, cat's grace, fox's cunning, hypnotic pattern, web*; 3rd—*deep slumber, dispel magic, fireball, lightning bolt, stinking cloud*; 4th—*confusion, contagion, fire shield, solid fog*; 5th—*dismissal, mind fog, passwall, transmute rock to mud*; 6th—*chain lightning, globe of invulnerability, wall of iron*; 7th—*banishment, reverse gravity, spell turning*; 8th—*mass charm monster.*

Spellbook(contains all of the prepared spells plus the following): 0—*dancing lights, flare, ghost sound, ray of frost*; 1st—*chill touch,*



identify, shield; 2nd—*acid arrow, ghoul touch, pyrotechnics*; 3rd—*daylight, summon monster III, vampiric touch*; 4th—*animate dead, black tentacles, fire trap*; 5th—*contact other plane, symbol of sleep*; 6th—*mislead, true seeing, veil*; 7th—*grasping hand, mage's sword*; 8th—*demand, iron body, prismatic wall.*

Possessions (all of these items are held in a locked and trapped chest): +2 rapier, +2 repeating hand crossbow†, 4 clips of 5 bolts each, bracers of armor +3, cloak of resistance +3, wand of lightning bolt (CL 6, 18 charges), wand of magic missiles (CL 5, 23 charges), spellbook.

17. QUEEN'S BATH

A circular pool of clean, warm water fills this room. Soaps and perfumes sit near the pool on a gold tray. The soaps and perfumes are valued at 400 gp. The gold tray is worth 75 gp. Since her ascension to the throne, the Black Heart of Nyarleth pampers herself with the perfumes and soaps. She has also taken a liking to some of the former queen's fine cloaks and capes.

18. QUEEN'S STEAM ROOM

Porous rocks fill a brazier in the center of this room. A stone bench encircles the brazier. A vented hearth sits in the south wall. A small pot of water rests low in the hearth. A dipper sits by the hearth.

Queen Dezzav enjoyed releasing the day's stress with a good steam bath. This room has not been used for its original purpose since her death. The Black Heart has found the brazier to be a useful torture device, however.

FORTRESS LEVELS FIVE, SIX, AND SEVEN

1. STAIRWELL DOWN/UP

This stairwell leads up from Level Four and up to Levels Five through Seven.

2. GATE TO OFFICERS' SECTION

Three guards man this locked gate. The guards are familiar with each officer and bat rider, so they only open the gate to recognized individuals. They fire poisoned crossbow bolts at unidentified people trying to gain entrance.

See guard stats on page 61.

COLLAR OF INTERFERENCE

This iron collar impedes the wearer's ability to use magic including spells, spell-like abilities, and supernatural abilities. To cast a spell, or use another similar ability, the wearer must succeed a DC 25 Concentration check. Additionally, the collar halves the wearer's spell resistance, if any.

This collar has a locking mechanism in the back, requiring the key or a DC 30 Open Locks check to remove. A *knock* or *dispel magic* spell will not remove the collar.

Strong abjuration; CL 10th; Craft Wondrous Item, *interference* (see the following spell); Price 100,000 gp; Weight 3 lb.

PLATFORM OF FLYING

This platform, like a *carpet of flying*, can fly through the air as by an *overland flight* spell of unlimited duration. The 15-foot-diameter platform is made of crysilk (see **Chapter One: Overview**, page 11), and looks like a floating diamond. The platform has its own command word to activate it, and if the device is within voice range, the command word activates it, whether the speaker is on the platform or not. Once aloft, spoken directions control the platform. A platform of flying can carry 1,200 pounds at a fly speed of 50 feet with average maneuverability. A *platform of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *platform of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*; Price 90,000 gp; Weight 300 lb.

3. LAUNCH/LANDING ROOM

These areas are cave opening, allowing bat riders to fly out of the Queen's Fortress. At least 1d4 bat riders fly about the inner fortress at any given time. Each rider carries a horn to summon reinforcements. The Queen's flying platform is kept in this area on Level Five.

4. GIANT BAT DENS

These are the dens for the bats the flying patrols use to guard the inner fortress. Each den holds 4d4+4 giant bats.

5. GUARD STATION

This room contains a table with six chairs. A few weapon racks, containing longswords and hand crossbows, line the walls. As is the case with all the guard stations, five guards and one sergeant remain in this room at all times. Unless an alarm has been sounded, these guards generally relax. See page 61 for their stats.

6. WINGED CORPS OFFICERS

Each of these rooms contains four beds. A locked footlocker rests at the end of each bed. The locked footlockers are locked and requiring a DC 25 Open Lock check to open. Each holds a change of clothing, some personal effects, and 3d10 gp.

7. WINGED CORPS RIDERS' BARRACKS

Each of these rooms contains eight beds. A locked footlocker rests at the end of each bed. The locked footlockers are locked requiring a DC 20 Open Lock to open. Each contains a change of clothing, some personal effects, and 1d6 gp and 2d10 sp.

8. PANTRY

This room is stacked high with barrels. The barrels contain live, large insects for the bats to feed on. Other barrels contain water.

9. TACK AND HARNESS STORAGE

This area has numerous pegs and racks, which hold tack and harnesses for the mounts.

10. SANITATION

The smell from this room is insufferable. There are beds of a dried, dark material. A few of the beds have been cut into cakes, and some of the cakes are stacked inside crates. Servants from the lower levels clean the bat dens of the guano, taking it to this room in buckets to dry for fuel for the kitchens and private rooms, as wood is hard to come by and too expensive to burn.

CHAPTER SEVEN: OUTLYING REGIONS

The area surrounding Dezzavold contains many places of interest to the inhabitants of the city. GMs can use this information as a foundation for adventures or dungeons of their own devising.

AMRAHAL

The dwarven clanhold of Amrahal lies some 80 miles to the northeast of Dezzavold. The heir to Dezzavold's throne, Solfaera Dezzav, hides out in caves in the clanhold's outskirts, with her father, Jakerin Delhoum, and other loyalists. The dwarves trade weapons, beer, and mead for crysilk and fungus.

JAKERIN DELHOUM

Male wood elf Aristocrat 2/Terellian Knight 10; CR 11; Medium humanoid (elf); HD 2d8+4 plus 10d10+20; hp 88; Init +6; Spd 30 ft.; AC 25 (+3 Dex, +7 *mithral shirt*, +2 *shield*, +3 stalwart defender), touch 16, flat-footed 25; Base Atk +11 Grp +12; Atk +15 melee (1d8+3/17-20, +2 *longsword of speed*); Full Atk +15/+15/+10/+5 melee (1d8+3/17-20, +2 *longsword of speed*); SA call weapon (2/day), inner strength (2/day); SQ improved uncanny dodge, low-light vision, stalwart defender, trackless step, uncanny dodge, elf traits, woodland stride; AL NG; SV Fort +9, Ref +6, Will +9; Str 13, Dex 17, Con 15, Int 15, Wis 16, Cha 14.

Skills and Feats: Appraise +5, Bluff +4, Climb +6, Diplomacy +8, Gather Information +4, Heal +11, Hide +13, Intimidate +4, Knowledge (arcane) +5, Knowledge (dungeoneering) +10, Knowledge (geography) +9, Knowledge (nature) +6, Knowledge (religion) +4, Listen +12, Move Silently +8, Ride +5, Search +8, Sense Motive +5, Spot +11, Survival +8; Alertness, Blind-Fight, Combat Reflexes, Fearless*, Forest Sense (x2)*, Improved Critical (longsword), Track, Two-Weapon Fighting, Weapon Focus (longsword).

Languages: Common, Drow Sign Language, Elven, Undercommon.



*The Fearless and Forest Sense feats along with the Terellian Knight prestige class are fully detailed in *Cornyl: Village of the Wood Elves*.

Call Weapon (Sp): Jakerin can summon a weapon with which he is proficient. When so armed, he is immune to Disarm and Grab attempts made to remove this weapon, though the weapon may be dispelled. A called weapon is effectively a +2 weapon. Calling the weapon is a standard action, and the weapon remains for 10 minutes.

Inner Strength (Ex): Jakerin may call on his inner strength to boost his combat abilities. When using this ability, he temporarily gains +4 bonus to Strength plus 1d8+10 temporary hit points. These bonuses last 8 rounds. The extra hit points are lost first.

Stalwart Defender (Ex): Jakerin gains a +3 bonus to Initiative checks and to his AC, including his Touch AC, included in the stat-block.

Possessions: +2 *mithral shirt*, +1 *small steel shield*, +2 *longsword of speed*, 2 *potions of cure moderate wounds*.

SOLFAERA DEZZAV

Female half-drow, half-wood elf Aristocrat 1/Terellian Knight 6; CR 6; Medium humanoid (elf); HD 1d8+1 plus 6d10+6; hp 44; Init +6; Spd 30 ft.; AC 23 (+4 Dex, +7 *mithral shirt*, +2 stalwart defender), touch 16, flat-footed 23; Base Atk +6; Grp +6; Atk +8 melee (1d6+2/18-20, +2 *rapier*) or +14 ranged (1d8+2/x3, +2 *longbow*); Full Atk +8 melee (1d6+2/18-20, +2 *rapier*) or +14 ranged (1d8+2/x3, +2 *longbow*); SA call weapon (1/day), inner strength (1/day), spell-like abilities; SQ darkvision 60 ft., drow blood, elf traits, half-drow traits, improved uncanny dodge, resistant to magic, spell resistance 16, stalwart defender, trackless step, uncanny dodge, woodland stride; AL NG; SV Fort +6, Ref +6, Will +6 (+7 against spells and spell-like abilities); Str 10, Dex 18, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Climb +3, Bluff +6, Diplomacy +8, Disguise +6, Forgery +6, Gather Information +8, Handle Animal +6,





Heal +7, Hide +9, Jump +4, Knowledge (dungeoneering) +7, Knowledge (nature) +6, Listen +8, Move Silently +9, Ride +6, Search +8, Spot +9, Swim +4, Survival +10; Dodge, Forest Sense, Point Blank Shot, Precise Shot, Track, Two-Weapon Fighting

Languages: Common, Draconic, Drow Sign Language, Dwarven, Elven, Gnome, Undercommon.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, and *faerie fire*. These are as the spells cast by a 7th-level sorcerer.

Call Weapon (Sp): Solfaera can summon a weapon with which she is proficient. When so armed, she is immune to Disarm and Grab attempts made to remove this weapon, though the weapon may be dispelled. A called weapon is effectively a +1 weapon. Calling the weapon is a standard action, and the weapon remains for 6 minutes.

Inner Strength (Ex): Solfaera may call on his inner strength to boost her combat abilities. When using this ability, she temporarily gains +4 bonus to Strength plus 1d8+10 temporary hit points. These bonuses last 6 rounds. The extra hit points are lost first.

Stalwart Defender (Ex): Solfaera gains a +2 bonus to Initiative checks and to her AC, including his Touch AC, included in the stat-block.

Possessions: +2 mithral shirt, +2 rapier, +2 longbow, 30 arrows, 4 potions of cure moderate wounds.

CAVERNS OF GLOOM

A limestone shelf, several miles deep, rests above Dezzavold. Rainwater and other natural forces carved an extensive network of caverns. The caves are home to countless humanoids and other monsters.

At least two entrances are known to the elves of Corwyl: the outlet of an underground stream and a 100-ft.-deep sinkhole into an enormous cavern. Miles of twisting passages link natural chambers great and small in the caverns. Mud pits, pools of water, and submerged caverns are frequent. Stalactites, stalagmites, gypsum flowers, and other features are present as well.

Several colonies of bats dwell in the upper caverns, as does a tribe of goblins who occasionally venture forth to forage aboveground. Deeper caverns contain far greater threats, most of which are fortunately content to remain in their dark underground world. The Caverns of Gloom are connected to the Upper Below, and the drow of Dezzavold and other races use the tunnels to get to the surface world.

CORWYL

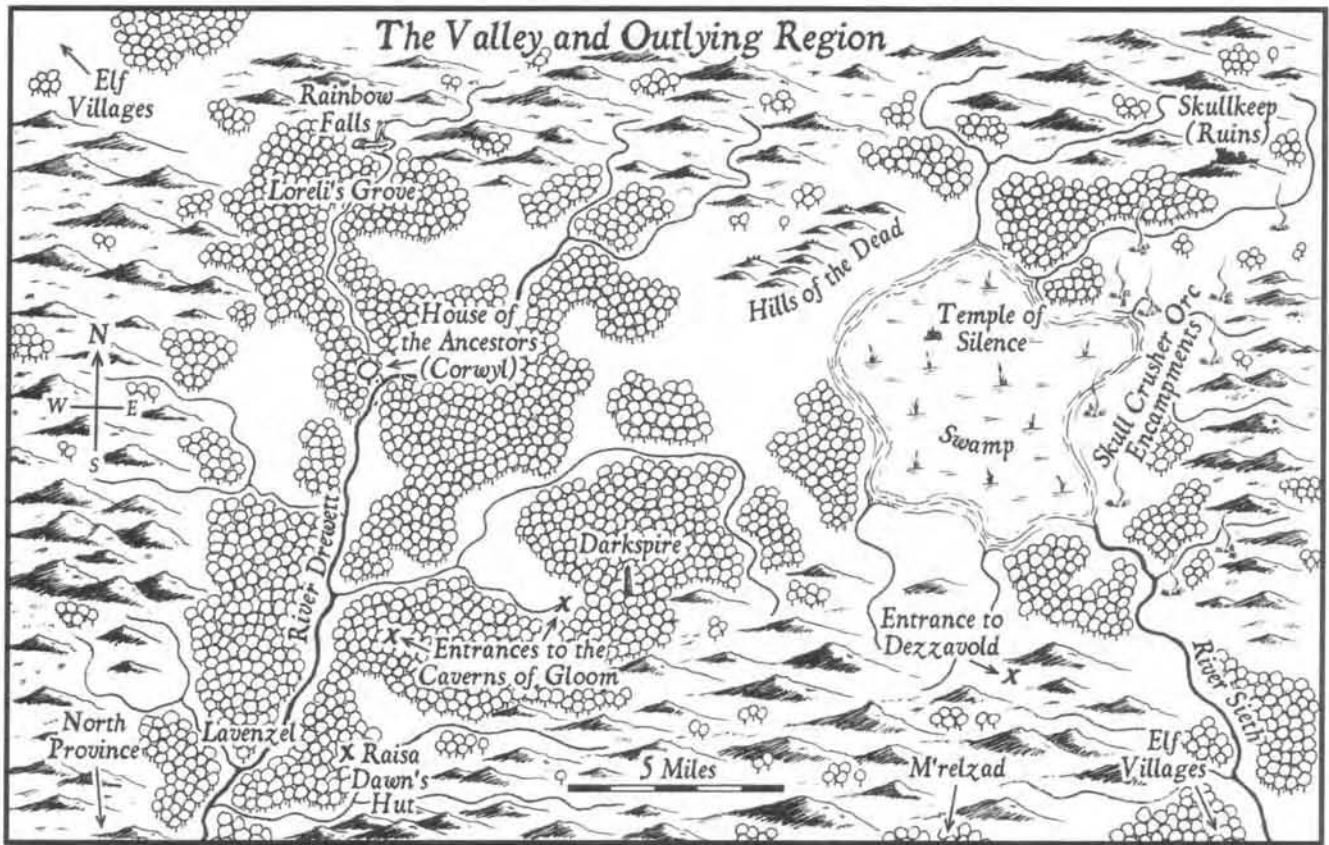
Corwyl, built to honor King Erolvin Cor's memory tree, is a wood elven village of about 400 people, occupying a secluded sylvan vale of natural beauty a few miles in width and a dozen in length. Cold rivers flowing down from mountain slopes blanketed by pines, firs, and other evergreens nourish the rich hardwood forest surrounding the village.

Over the centuries, the patient wood elves shaped the valley to suit their needs, although few obvious signs of what humans would consider civilization exist. There are no bridges over the streams and rivers. Instead, there are seemingly random stepping-stones, a well-placed fallen log, or a convenient beaver dam to span waterways. Likewise, while the elves have cleared no fields to plant acres of crops, wild-growing fruits and vegetables are almost unnaturally abundant in the valley. There are no buildings on the ground; the entire village exists in the trees. The wood elves of Corwyl have the ability to shape birth trees to form homes for themselves and their families. Long-term residents who lack this ability either occupy the now-silent birth trees of deceased elves or else construct mundane tree-houses, taking extraordinary care to avoid harming or constricting the trees in which they are built.

Corwyl lies about 16 miles to the west of the Caverns of Gloom. The village is detailed in *Corwyl: Village of the Wood Elves*. As detailed in **Chapter One: Overview**, the drow of Dezzavold once warred with the elves for a decade when the elves killed Eranade Dezzav, an emissary sent to gain their aid against House Vidrae of M'relzad.

M'RELZAD

M'relzad lies in the Middle Below, some thirty miles to the south and below Dezzavold. Once a thriving city of over 15,000 people, it is no more. Formian conquerors overran it,



enslaving the surviving drow there. The city is now a mere shell of its former self, and ant mounds abound where buildings once stood.

The formians continued their march, and breached the Upper Below. So far, they have bypassed Dezzavold, expending their energies on an outpost in the tunnels leading to the Caverns of Gloom and to the Above. If not halted, they will eventually control all the tunnels from M'relzad to the Above, for they reproduce rapidly, and are bent on conquest.

SKULLKEEP

A combined force of elves and humans crushed the orc stronghold of Skullkeep more than a century ago, but its ruins are still home to many orcs and other creatures. The keep, located in the mountains a few days walk from Corwyl, now attracts a steady stream of adventurers in search of foes to slay and riches to recover.

The upper works have fallen into ruin. Below the fortress, however, lies a vast realm of dungeons, slave pits, cellars, animal warrens, crypts, natural caverns, and vast mines where slaves once dug metals from the earth for their orcish masters. Many mineshafts are filled with water or poison gases, while others are home to malign creatures.

Rumors say the hostile spirits of the slaves who died there haunts the mines.

Descendants of the survivors of Skullkeep's fall, now split into squabbling tribes, dwell within the ruins, as do bands of goblins and countless other monsters. There are

unconfirmed reports some of the deep caverns contain passages leading to the realms of the drow.

Dol-Rok, leader of the Skull Crusher orcs (see *Corwyl: Village of the Wood Elves*), and his band reside in Skullkeep. The Black Heart of Nyarleth's agents have made contact with them, and the queen intends to use the orcs as a diversion in the upcoming war with Corwyl.

TEMPLE OF SILENCE

A seemingly eternal mist shrouds a forgotten temple of evil in a bog a few leagues from Corwyl. The shrine appears to have been constructed well after the wood elves established Corwyl, yet the villagers have no record or memory of its creation, occupation, or apparent abandonment. This may indicate the use of powerful magic to hide the temple and cloud memories. Whatever the case, the now-empty stone temple shows no signs of damage or attack.

The elves of Corwyl and other communities shun the silent temple, but daring adventurers sometimes venture to it in search of plunder.

Quicksand, bogs, and deadly swamp creatures in the marshes surrounding the temple threaten travelers, and the perpetual mist makes navigation tricky. Some parties emerge from the bogs, muddy, sore, and often lacking a comrade or two, without ever having found the shrine. Those who entered the silent, eerie temple report it to be infested by evil spirits and undead, particularly in the extensive catacombs beneath, filled with many ancient treasures.

APPENDIX: DENIZENS OF DEZZAVOLD

The following creature and NPC capsules provide accessible information for some of the character types most likely to be encountered in any drow-controlled territory or community. These capsules can be used as they are, with characters of different levels provided to represent different degrees of danger, or the GM can use them as the basis for more fleshed-out characters.

RACES OF DEZZAVOLD

THE DREY

	Male	Female
	Medium Humanoid (elf)	Medium Humanoid (elf)
Hit Dice:	d8 (9 hp)	2d8 (9 hp)
Initiative:	+3	+3
Speed:	ft. (6 squares)	30 ft. (6 squares)
Armor Class:	(+3 Dex, +2 leather), touch 13, flat-footed 12	15 (+3 Dex, +2 leather), touch 13, flat-footed 12
Base Atk/Grapple:	+2/+1	+2/+2
Attack:	Longsword +1 melee (1d8-1/19-20) or light crossbow +5 ranged (1d8/19-20)	Longsword +2 melee (1d8/19-20) or light crossbow +5 ranged (1d8/19-20)
Full Attack:	Longsword +1 melee (1d8-1/19-20) or light crossbow +4 ranged (1d8/19-20)	Longsword +2 melee (1d8/19-20), light crossbow +5 ranged (1d8/19-20)
Space/Reach:	ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Drey traits, spell resistance 13	Drey traits, spell resistance 13
Saves:	Fort +3, Ref +3, Will +0	Fort +3, Ref +3, Will +1
Abilities:	Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 12	Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 14
Skills:	Climb +3, Hide +9, Listen +6, Move Silently +9, Spot +6, Survival +3	Bluff +4, Climb +4, Hide +11, Listen +8, Move Silently +10, Spot +8, Survival +5
Feats:	Weapon Focus (longsword)	Weapon Focus (longsword)
Climate/Terrain:	Any Underground	Any Underground
Organization:	Company (2-4), patrol (11-20 plus 2 3 rd -level sergeants and 1 leader of 3 rd to 6 th -level), or war party (30-100 plus 1 3 rd -level sergeant per 10 drey, 5 5 th -level lieutenants, 3 7 th - level captains, and a 12 th -level leader.)	
Challenge Rating:		
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+2	+3

Fierce cousins to the drow, drey are the spawn of Nyarleth and her first followers. Chaotic and vengeful to the extreme, drey barely muster enough order to form a society and continue their race. Females dominate the society, using and abusing males at their whim.

Superficially similar to drow, drey resemble black-skinned elves with white hair. Their eyes are blank voids of white, and their features are harder and more angular than drow's. Females are more muscular than the average drow, while males are clearly weaker. Males can, and often do, grow facial hair. Drey master few crafts, preferring to take what they need from others.

Drey speak Drow and Undercommon.

COMBAT

Though many drey charge into a battle with abandon, they are brilliant strategists and quick to adapt to any situation. Female drey use their spell-like abilities to gain foreknowledge of battlefields and foes when they know they are going to fight. In combat, they make judicious use of *levitate* and *suggestion*. Male drey fight without fear, knowing failure will yield a fate worse than death at the hands of the outraged females.

Spell-Like Abilities: Female, 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion*. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice; Male, 1/day—*dancing lights, darkness, detect good, detect magic, faerie fire, and levitate*. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice.

Drey Traits (Ex): These traits are in addition to the high elf traits, except as where noted.

- **Males:** -2 Strength, +4 Dexterity, +2 Intelligence, +2 Charisma; **Females:** +4 Dexterity, +4 Intelligence, +2 Wisdom, +4 Charisma.
- Darkvision out to 120 feet. This trait replaces the elf's low-light vision.
- **Racial Hit Dice:** A drey begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- **Racial Skills:** A drey's humanoid levels give it skill points equal to 5 X (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Spot, Survival.
- **Racial Feats:** A drey's humanoid levels give it one feat.
- Spell resistance equal to 11 + character level.
- +2 racial bonus to Will saves versus spells and spell-like abilities.
- **Spell-Like Abilities:** Female drey can use the following spell-like abilities once per day: *clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion*; Male drey can use the following spell-like abilities once per day: *dancing lights, darkness, detect good, detect magic, faerie fire, and levitate*. Caster level equals the drey's character level.
- **Immunity to sleep spells and effects.** Though drey share this immunity with other elves, they are cursed to sleep as do humans.

- **Weapon Proficiency:** A drey is automatically proficient with the hand crossbow, light crossbow, longsword, scimitar.
- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Stonecunning:** This ability grants a drey a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something not stone but disguised as stone also counts as unusual stonework. A drey who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a drey can use the Search skill to find stonework traps as a rogue can. A drey can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Drow Blood:** For all effects related to race, a drey is considered a drow and an elf.
- **Skills:** Drey receive a +4 racial bonus to all Hide, Listen, Move Silently, and Spot checks. These bonuses are already figured into the statistics above, and replace the elf's racial skill bonuses.
- **Favored Class:** Rogue (male) or barbarian (female). This trait replaces the elf's favored class.
- **Level Adjustment** +2 (male), +3 (female).

DREY SOCIETY

Female drey rule over the males – they possess superior strength and sharper wits. Their patron deity, Nyarleth, also favors her female worshippers, making males even less relevant.

THE DROW

Drow Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma.
- Medium size.
- A drow's base land speed is 30 feet.
- Darkvision out to 120 feet.
- Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)
- +2 racial bonus on Listen, Search, and Spot checks. Any drow who merely passes within 5 feet of a secret or

- concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- **Spell-Like Abilities:** Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's character levels.
- **Weapon Proficiency:** A drow is automatically proficient with the hand crossbow, the rapier, and the short sword.
- **Automatic Languages:** Common, Drow, Undercommon.
- **Bonus Languages:** Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.

- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Favored Class:** Wizard (male) or cleric (female.)
- Level adjustment +2.

Knockout Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed at another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note drow have no special ability to apply poison without the risk of being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

THE BLACK HEART AND HER EIGHT DAGGERS

The Black Heart of Nyarleth has ruled Dezzavold for almost twenty years. Her Eight Daggers, leaders of the Hundred, assist her in maintaining her hold on the city. Information on these individuals follows.

THE BLACK HEART OF NYARLETH

The Black Heart of Nyarleth was once Zarshan Deathbringer. She dubbed herself the Black Heart when she succeeded in toppling the government of Dezzavold some twenty years ago. The leader of the all-female mercenary group called the Hundred, Zarshan was hired to deal with the ever-growing formian problem. Zarshan and her group handled themselves well against the outsiders, providing those in Dezzavold some relief from the formians who also killed and enslaved their former enemies, the Vidrae.

The mercenaries' continued success brought their leader closer into venerable Queen Lenerasa Dezzav's confidence, even though the queen's ideals clashed with Zarshan's outlook. Five days after the battle of Gloom Pass, the victorious Zarshan returned and killed the drow queen (see **Usurper**, page 7), while her eight lieutenants, known as the Daggers of Nyarleth, and their troops captured and murdered all the queen's relatives (the queen's youngest daughter, Solfaera Dezzav, somehow escaped the massacre, however) and priestesses.

Since that day, the Black Heart of Nyarleth has ruled Dezzavold. Soon after the strong drey usurped the throne, the ghost of Eranade Dezzav, the emissary whose death brought about the Dark War with Corwyl, visited her. She convinced the ruler

Corwyl is ripe for the taking, and she provided the drey with information on the village's defenses and its strongest inhabitants. Meanwhile, the Black Heart of Nyarleth readies her people for the coming war. As the formians remain a threat, she knows she cannot devote all her forces to the cause, but the formians will not stop her from conquering the uppity elves.

The Black Heart of Nyarleth is a 62-year-old muscular drey with stark-white hair and white, almost pupil-less, eyes. She is slightly more cool-headed than her drey soldiers, but her hatred and rage seethes just as deeply, if not more so.

THE BLACK HEART OF NYARLETH

Female drey Black Heart 12;
CR 14; Medium humanoid (elf);
 HD 2d8+2 plus 12d12+12; hp
 101; Init +3; Spd 30 ft.; AC 20
 (+3 Dex, +7 *elven chain of moderate fortification*), touch 13, flat-footed
 20; Base Atk +13; Grp +15; Atk
 +19 melee (1d8+6/19-20, +3
vorpal, +3 *anarchic clawed sword*)
 or +19 ranged (1d4+3/19-
 20, +3 *hand crossbow*); Full Atk
 +17/+12/+17 melee (1d8+5/19-
 20, 1d4+4/x5 plus 2d6 against lawful, +3
vorpal, +3 *anarchic clawed sword*) or +18 ranged (1d4+3/19-20,
hand crossbow +3); SA aura of fear,
 unholy rage (3/day), *vampiric touch* (2/day);
 SQ aura of evil, dark blessing,
 darkvision 60 ft., drey traits, illiteracy,
 light blindness, soulless, spell-like abilities,
 spell resistance 25, transference through
 consumption, uncanny dodge, improved
 uncanny dodge; AL CE; SV Fort +16,
 Ref +11, Will +9; Str 15, Dex 17, Con 12,
 Int 15, Wis 12, Cha 18.



Skills and Feats: Bluff +9, Climb +5, Concentration +6, Diplomacy +6, Disguise +4 (+6 acting), Handle Animal +7, Hide +12, Intimidate +13, Jump +5, Knowledge (religion) +8, Listen +10, Move Silently +12, Ride +8, Spot +10, Survival +6; Cleave, Power Attack, Exotic Weapon Proficiency (clawed sword), Two-Weapon Fighting, Weapon Focus (clawed sword).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Aura of Fear(Su): All enemies within 10 ft. must succeed a DC 20 Will save or become shaken.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, suggestion.* These are as the spells cast by a 14th-level sorcerer.

Unholy Rage(Su): When the Black Heart of Nyarleth enters an unholy rage, use the following statistics for 7 rounds: hp 133; AC 18, touch 11, flat-footed 18; Grp +16; Atk +20 melee (1d8+9/19-20, +3 vorpal, +3 anarchic clawed sword); Full Atk +18/+13/+18 melee (1d8+7/19-20, 1d4+5/x5 plus 2d6 against lawful, +3 vorpal, +3 anarchic clawed sword); Fort +15, Will +11; Str 19, Con 21.

Skills: Climb +7, Jump +7.

Possessions: +3 vorpal, +3 anarchic clawed sword, +3 hand crossbow, 30 bolts, +2 elven chain of moderate fortification, 3 potions of cure serious wounds, ring of regeneration, cloak of arachnida.

NECEASH

THE FIRST DAGGER

Dagger of the Hundred's command unit, as well as the Black Heart of Nyarleth's personal bodyguard and boon companion, this drey has given up her old name and taken on Neceash (meaning "bound one") as a sign of her servitude to her mistress and to Nyarleth. She joined the Hundred soon after its inception and quickly proved her worth, gaining her mistresses' trust and earning a place by the Black Heart of Nyarleth's side as the First Dagger of the Hundred.

Neceash is a cruel woman with a heart of ice. She cares for nothing except her mistress, her duty to Nyarleth, and completing any assignment given her. She is a master of violence but does not revel in it: it is merely a means to inflict pain, and an easy one at that. Neceash much prefers to inflict pain through subtle torture leaving her toys fresh for the next day's play. She is tall for a drey, standing just over 6 feet tall, but it suits her toned, athletic build. She keeps her ghostly-white hair cropped short and wears nothing in the way of decoration or jewelry—she likes to keep things simple and functional.

NECEASH

Female drey Fighter 3/Black Heart 6; CR 11; Medium humanoid (elf); HD 2d8+4 plus 3d10+6 plus 6d12+12; hp 86; Init +5; Spd 30 ft.; AC 21 (+5 Dex, +6 mithral shirt), touch 15, flat-footed 21; Base Atk +10; Grp +11; Atk +15 melee (1d8+6/19-20 plus 1d6 fire, +2 flaming, +2 flaming clawed sword) or +18 ranged (1d4+3/19-20, +3 hand crossbow); Full Atk +13/+8/+13/+8 melee (1d8+5/19-20 plus 1d6 fire, 1d4+3/

x5 plus 1d6 fire, +2 flaming, +2 flaming clawed sword) or +18 ranged (1d4+3/19-20, +3 hand crossbow); SA aura of fear, unholy rage 2/day; SQ aura of evil, dark blessing, darkvision 60 ft., drey traits, illiteracy, light blindness, soulless, spell-like abilities, spell resistance 22, transference through consumption, uncanny dodge; AL CE; SV Fort +15, Ref +10, Will +8; Str 16, Dex 20, Con 14, Int 10, Wis 12, Cha 14.

Languages: Drow Sign Language and Undercommon.

Skills and Feats: Climb +7, Hide +11, Intimidate +8, Jump +7, Listen +9, Move Silently +11, Spot +7, Survival +5; Exotic Weapon Proficiency (clawed sword), Improved Two-Weapon Fighting, Iron Will, Point Blank Shot, Precise Shot, Two-Weapon Fighting.

Aura of Fear(Su): All enemies within 10 ft. must succeed a DC 15 Will save or become shaken.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion.* These are as the spells cast by an 11th-level sorcerer.

Unholy Rage(Su): When the Neceash enters an unholy rage, use the following statistics for 7 rounds: hp 100; AC 19, touch 13, flat-footed 19; Grp +14; Atk +16 melee (1d8+9/19-20, plus 1d6 fire, +2 flaming clawed sword); Full Atk +14/+9/+14/+9 melee (1d8+7/19-20 plus 1d6 fire, 1d4+4/x5 plus 1d6 fire, +2 flaming clawed sword); Fort +14, Will +10; Str 21, Con 18.

Skills: Climb +9, Jump +9.

Possessions: +2 mithral shirt, +2 flaming, +2 flaming clawed sword, +3 hand crossbow, ring of improved jumping, 4 potions of cure moderate wounds.

WRETCHED DARKNESS

THE SECOND DAGGER

Wretched Darkness wandered the Below for most of her 311 years of life, pursuing a life of magic and excitement. She always found a perverse thrill in violence and battle, so it was only natural she turn to worshipping Nyarleth. For over two hundred years, she sold her services to whoever could afford her price. Her thirst for magic grew, until she crossed paths with Zarshan Deathbringer. Wretched Darkness quickly accepted Zarshan's offer to join her mercenary company, adding much needed arcane support. Wretched Darkness has served as the Second Dagger and the Black Heart of Nyarleth's trusted advisor ever since.

She is entirely bald, the fury of her contained magic has long since burned away her hair. And yet, Wretched Darkness maintains a beauty that has been the death of many an overconfident foe.





WRETCHED DARKNESS

Female drey Sorcerer 5/Spell

Addict† 5; CR 12; Medium humanoid (elf); HD 2d8+2 plus 5d4+5 plus 5d2+5; hp 41; Init +4; Spd 30 ft.; AC 16 (+4 Dex, +2 ring), touch 16, flat-footed 12; Base Atk +5; Grp +5; Atk +6 melee (1d8+1/19-20, +1 longsword) or +10 ranged (1d4+1/19-20, +1 hand crossbow); Full Atk +6 melee (1d8+1/19-20, +1 longsword) or +10 ranged (1d4+1/19-20, +1 hand crossbow); SA engorged spell, spell-like abilities, spells; SQ crippling casting, darkvision 60 ft., drey traits, light blindness, power casting, spell resistance 23, wild casting; AL CE; SV Fort +8, Ref +6, Will +6; Str 10, Dex 18, Con 13, Int 17, Wis 12, Cha 18.



Skills and Feats: Bluff +9, Concentration +14, Diplomacy +6, Disguise +4 (+6 acting), Hide +13, Intimidate +8, Knowledge (arcana) +16, Listen +10, Move Silently +13, Spellcraft +18, Spot +10, Survival +6; Empower Spell, Great Fortitude, Skill Focus (spellcraft), Skill Focus (Knowledge: arcana), Spell Penetration.

Languages: Common, Drow Sign Language, Elven, Terran, and Undercommon.

Sorcerer Spells Known* (Cast per Day: 6/7/7/7/6/4; save DC 14 + spell level): 0—acid splash, detect magic, disrupt undead, lightsight†, mage hand, read magic, open/close, ray of frost, resistance, 1st—hypnotism,

mage armor, magic missile, shield, true strike, 2nd—fit of pique†, resist energy, scorching ray, summon monster II, summon swarm, 3rd—dispel magic, fireball, fly, invisibility sphere, 4th—ice storm, lesser globe of invulnerability, greater invisibility, solid fog, 5th—bold monster, summon monster V, teleport, 6th—chain lightning, web walk†.

*Wretched Darkness cast spells as a 13th-level sorcerer.

Engorged Spell(Ex): Wretched Darkness may make a spell more difficult to dispel by sacrificing a spell slot of higher level to the one being engorged. Level checks to dispel the engorged spell are -2 per level the sacrificed spell was above the spell cast.

Spell-Like Abilities: 1/day—clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion. These are as the spells cast by an 11th-level sorcerer.

Crippling Casting(Ex): If Wretched Darkness character fails a Concentration check to cast a spell she may voluntarily suffer damage equal to the spell's level to successfully cast the spell as per Wild Casting.

Power Casting(Ex): Whenever Wretched Darkness fails a Concentration check to cast a spell, she may sacrifice a prepared spell slot of equal or higher level to successfully cast the spell.

Wild Casting(Ex): To cast a spell, Wretched Darkness must succeed a Concentration check (DC 12 + [2 X spell level]) or the spell fails. A failed check by 5 or more causes the caster damage equal to the spell's level. Combat Casting does not add to this check, nor can the character take 10.

Possessions: +1 longsword, +1 hand crossbow, ring of protection +2, ring of wizardry IV, metamagic rod of maximize, 2 potions of cure serious wounds.

SLASHING FANG

THE THIRD DAGGER

The guiding conscience of the Hundred, Slashing Fang's dagger is comprised of the most zealous and fanatical of the band's drey. Unwavering in her devotion to her goddess, Slashing Fang follows the Black Heart of Nyarleth as though her mistress were the walking, worldly embodiment of Nyarleth herself. In fact, this is just what the crazed priestess believes! As such, she constantly urges the Black Heart of Nyarleth on to battle, if not outright war, to keep her delusions alive.

Slashing Fang's body is adorned with self-inflicted scars shaped like battle scenes, carved to pay homage to her wrathful deity. And though the scars mar her physical beauty, the drey cleric projects an incredible force of presence, bolstered by her unholy zeal.

SLASHING FANG

Female drey Cleric 7/Thaumaturgist 2; CR 11; Medium Humanoid (elf); HD 2d8+2 plus 7d8+7 plus 2d4+2; hp 56; Init +2; Spd 30 ft.; AC 21 (+2 Dex, +6 breastplate, +3 heavy steel shield), touch 12, flat-footed 19; Base Atk +7; Grp +8; Atk +11 melee (1d8+3, +2 flail) or +10 ranged (1d8+2/19-20, +2 light crossbow); Full Atk +11/+7 melee (1d8+3, +2 flail) or +10/+5 ranged (1d8+2/19-20, +2 light crossbow); SA rebuke undead (6/day), spell-like abilities, spells; SQ darkvision 60 ft., drey traits, evil aura, improved ally, light blindness, spell resistance 22; AL CE; SV Fort +9, Ref +4, Will +11; Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 17.



Skills and Feats: Concentration +7, Diplomacy +11, Hide +13, Knowledge (arcana) +11, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +15, Move Silently +13, Spellcraft +18, Spot +15, Survival +11 (+13 on other planes); Augment Summoning^B, Combat Casting, Martial Weapon Proficiency (flail)^B, Rapid Reload (light crossbow), Spell Focus (conjunction), Summoning Mastery, Weapon Focus (flail)^B.

Languages: Common, Drow, Elven, Terran, Undercommon.

Spell-Like Abilities: 1/day—clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion. These are as the spells cast by an 11th-level sorcerer.

Cleric Spells Prepared** (6/5+1/5+1/4+1/2+1/1+1; save DC 13 + spell level; **Domains:** War and Wrath†): 0—detect magic, detect poison, guidance, light, purify food and drink, resistance; 1st—bane, divine favor, endure elements, obscuring mist, summon monster I, fit of pique†*; 2nd—enthrall, resist energy, silence, sound burst, summon monster II, spiritual weapon*; 3rd—bestow curse, dispel magic, searing light, summon monster III, magic vestment*; 4th—lesser planar ally, poison, rage*; 5th—summon monster V, flame strike*. †indicates domain spell. **Slashing Fang casts cleric spells as a 9th-level caster.

Possessions: +1 breastplate, +1 heavy steel shield, +2 flail, +2 light crossbow, 30 bolts, 2 potions of cure moderate wounds.

ZEGZEA

THE FOURTH DAGGER

Zegzea met the Black Heart of Nyarleth when the latter still used her original name, Zarshan, and when the drow imprison the two at an outpost. They later escaped, but not before Zarshan had converted Zegzea to the ways of Nyarleth. Although one could not exactly call the drey and medusa friends, they are loyal companions with similar goals, so much so the Black Heart of Nyarleth named Zegzea as her Fourth Dagger.

ZEGZEA

Female medusa Barbarian 2; CR 9; Medium monstrous humanoid; HD 6d8+12 plus 2d12+4; hp 56; Init +3; Spd 40 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 16; Base Atk +8; Grp +8; Atk +13 melee (1d4+2/19-20, +2 dagger) or +11 melee (1d4 plus poison, snakes) or +13 ranged (1d6+2/x3, +2 shortbow); Full Atk +13/+8 melee (1d4+2/19-20, +2 dagger), +6 melee (1d4 plus poison, snakes) or +13/+8 ranged (1d6+2/x3, +2 shortbow); SA petrifying gaze, poison, rage; SQ darkvision 60 ft., fast movement, uncanny dodge; AL CE; SV Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 12, Wis 17, Cha 15.



Skills and Feats: Bluff +9, Climb +3, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Jump +3, Listen +6, Move Silently +9, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse.

Languages: Common and Drow.

Petrifying Gaze(Su): Turn to stone permanently, 30 feet, Fortitude DC 16 negates.

Poison(Ex): Injury, Fortitude DC 16, initial damage 1d6 Str, secondary damage 2d6 Str.

Rage(Ex): When Zegzea enters a rage, use the following statistics: hp 72; AC 14, touch 11, flat-footed 14; Grp +10; Atk +15 melee (1d4+4/19-20, +2 dagger) or +13 melee (1d4+2 plus poison, snakes); Full Atk +15/+10 melee (1d4+4/19-20, +2 dagger), +8 melee (1d4+2 plus poison, snakes); Fort +9, Will +10; Str 14, Con 18.

Skills: Climb +5, Jump +5.

Possessions: +2 Shortbow, 60 arrows, +2 dagger.

SWARMING VENOM

THE FIFTH DAGGER

Little is known of Swarming Venom. She joined the Hundred after a brief discussion with Zarshan Deathbringer, shortly after the company's inception. Stories have it the drey monk is a special emissary of Nyarleth who shall one day perform a

special service for the Black Heart, but nobody has ever been able to prove it. When asked about Swarming Venom's past, both the monk and the Black Heart remain silent; those who are too inquisitive tend to disappear.

Just as no one knows Swarming Venom's history, her face remains a mystery. Her lithe, toned body betrays she is female, but she rarely speaks, and when she does, it is never more than a brief, hoarse whisper. She also keeps her face covered in a veil covering her entire head except for a small slit for viewing.

SWARMING VENOM

Female drey Monk 10; CR 12; Medium Humanoid (elf); HD 2d8+4 plus 10d8+20; hp 78; Init +6; Spd 60 ft.; AC 22 (+6 Dex, +2 Wis, +4 monk AC bonus), touch 22, flat-footed 18; Base Atk +8; Grp +10; Atk +16 melee (1d6+4, +2 *kama of ki focus*) or +14 melee (1d10+2, unarmed strike); Full Atk +16/+16/+11 melee (1d6+4, +2 *kama of ki focus*) or +14/+14/+9 melee (1d10+2, unarmed strike); SA flurry of blows, unarmed strike, ki strike (magic, lawful), spell-like abilities; SQ darkvision 60 ft., drey traits, evasion, light blindness, monk AC bonus, purity of body, slow fall 50 ft., spell resistance 23, still mind, wholeness of body; AL LE; SV Fort +12, Ref +13, Will +9; Str 15, Dex 22, Con 14, Int 11, Wis 14, Cha 17.



Skills and Feats: Balance +16, Hide +14, Jump +14, Listen +7, Move Silently +14, Spot +7, Tumble +16; Deflect Arrow^B, Dodge, Improved Disarm^B, Improved Unarmed Strike^B, Mobility, Snatch Arrow, Spring Attack, Stunning Fist^B, Weapon Finesse.

Languages: Drow and Undercommon.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion*. These are as the spells cast by a 12th-level sorcerer.

Wholeness of Body(Su): She can heal 20 hit points of damage to herself, and she can spread this healing out among several uses.

Possessions: +2 *kama of ki focus*, 4 *potions of cure serious wounds*, *slippers of spider climbing*, *gloves of dexterity* +4.

CREEPING DEATH

THE SIXTH DAGGER

Long ago banished to the Below by her villagers, this tiefling purposely forgot her old surface name in favor of the name suiting what she has become: Creeping Death. While alone in the darkness, she embraced her anger at those casting her out for being different and focused her wrath outwards. In doing so, she heard the call of Nyarleth and welcomed the Princess of Rage into her heart. Years later, Nyarleth guided her disciple to one of her favored servants, the Black Heart, who recognized a spark of

evil potential in the tiefling. She made Creeping Death her Sixth Dagger, who has become the Hundred's chief assassin.

Even Creeping Death does not know her exact age, but she appears to be a human in her early forties—human, that is, except for the small horns protruding from her brow and the red tinge to her skin.

CREEPING DEATH

Female tiefling Rogue 10; CR 10; Medium outsider (native); HD 10d6+20; hp 64; Init +4; Spd 40 ft.; AC 17 (+4 Dex, +3 ring), touch 17, flat-footed 17; Base Atk +7; Grp +8; Atk +12 melee (1d6+2/18-20, +1 *rapier of speed*), +11 melee or ranged (1d4+1/19-20, dagger); Full Atk +12/+12/+7 melee (1d6+2/18-20, +1 *rapier of speed*) or +11/+6 melee or ranged (1d4+1/19-20, dagger); SA *darkness* (1/day), opportunist, sneak attack +5d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trap finding, trap sense +3, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +5, Ref +11, Will +4; Str 12, Dex 19, Con 14, Int 16, Wis 12, Cha 8.



Skills and Feats: Balance +16, Bluff +5, Climb +4, Decipher Script +6, Diplomacy +1, Disable Device +16, Disguise +2 (+4 acting), Escape Artist +7, Hide +17, Intimidate +4, Jump +21, Listen +4, Move Silently +17, Open Lock +14, Search +16, Sense Motive +4, Sleight of Hand +9, Spot +4, Swim +4, Tumble +19, Use Magic Device +5, Use Rope +7; Combat Reflexes, Dodge, Mobility, Weapon Finesse.

Languages: Abyssal, Common, Drow, Terran, Undercommon.

Darkness (Sp): 1/day; as a 10th-level sorcerer.

Possessions: +1 *rapier of speed*, 6 daggers, *ring of protection* +3, *boots of striding and springing*.

SCARLET SOUL

THE SEVENTH DAGGER

A hulking brute of a drey, Scarlet Soul earned favor with the Black Heart of Nyarleth with her proven battle ability and her love of combat. It is not that Scarlet Soul is a particularly brilliant warrior, but the Black heart admires her steadfastness. Her stubbornness (or possibly stupidity) has frequently caused her to stand and fight when others have turned and fled. Command of the Hundred's Seventh Dagger was given to the brutish woman when she stood over the previous commander's body against a horde of assaulting orcs, refusing to back down and leave her slain officer to them.

Scarlet Soul towers over other drey by nearly a foot, and she is thickly muscled. She keeps her unusual scarlet hair (believed to be a blessing from Nyarleth) tied back and wears little clothing except in battle. She is proud of the many scars that cross her body and she displays them whenever she can.

SCARLET SOUL

Female drey Black Heart 9; CR 11; Medium humanoid (elf); HD 2d8+8 plus 9d12+36; hp 111; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +6 *mithral shirt*), touch 11, flat-footed 17; Base Atk +10; Grp +16; Atk +19 melee (1d8+10/19-20, +3/+3 *clawed sword*) or +12 ranged (1d4+1/19-20, +1 *hand crossbow*); Full Atk +15/+10/+11 melee (1d8+8/19-20, 1d4+5, +3/+3 *clawed sword*) or +12 ranged (1d4+1/19-20, +1 *hand crossbow*); SA aura of fear, unholy rage 3/day, *vampiric touch* (1/day); SQ aura of evil, dark blessing, darkvision 60 ft., drey traits, light blindness, soulless, spell-like abilities, spell resistance 22, transference through consumption, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +14, Ref +5, Will +3; Str 20, Dex 12, Con 19, Int 8, Wis 9, Cha 12.



Skills and Feats: Climb +9, Hide +9, Intimidate +4, Jump +8, Listen +7, Move Silently +10, Spot +4; Cleave, Greater Cleave, Power Attack, Weapon Focus (*clawed sword*).

Languages: Drow and Undercommon.

Aura of Fear(Su): All enemies within 10 ft. must succeed a DC 15 Will save or become shaken.

Unholy Rage(Su): When the Scarlet Soul enters an unholy rage, use the following statistics for 4 rounds: hp 155; AC 15, touch 9, flat-footed 15; Grp +16; Atk +21 melee (1d8+13/19-20, +3/+3 *clawed sword*); Full Atk +17/+12/+13 melee (1d8+10/19-20, 1d4+6, +3/+3 *clawed sword*); Fort +16, Will +5; Str 24, Con 23.

Skills: Climb +11, Jump +10.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion*. These are as the spells cast by an 11th-level sorcerer.

Possessions: +2 *mithral shirt*, +3/+3 *clawed sword*, +1 *hand crossbow*, 30 bolts.

DRACODIS UR'MEDDA

THE EIGHTH DAGGER

Dracodis is a master of information who knows when to pick a fight and when to concede the day. As such, she has proven her value to the Black Heart of Nyarleth by aiding in the betrayal of Queen Lenerasa Dezzav. She now serves as the Black Heart's spymaster and spends her days gathering information, portioning it out as she deems necessary. She uses her information to her best advantage and occasionally keeps things from the Black Heart when it serves her own agenda to do so, but only when she is assured of her ability to get away with it.

A drow of small, unassuming stature on the verge of venerability, Dracodis can alter her appearance to take on almost any identity. Despite her increasing years, her eyes sparkle with a devious intelligence and she still enjoys the game of her trade. She

disappears for months to visit the common quarters of the city, and sometimes the surface, to gain knowledge for her mistress. Dracodis will continue with her plots and machinations until her final breath.

DRACODIS UR'MEDDA

Female drow Bard 2/Rogue 3/Discordant 6; CR 12; Medium humanoid (elf); HD 2d6-2 plus 2d6-2 plus 6d6-6; hp 25; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 *ring*), touch 14, flat-footed 13; Base Atk +6; Grp +5; Atk +7 melee (1d4+1/17-20 plus 1 Con, +2 *keen wounding dagger*) or +10 ranged (1d4+1/17-20 plus 1 Con, +2 *keen wounding dagger*); Full Atk +7 melee (1d4+1/17-20 plus 1 Con, +2 *keen wounding dagger*) or +10 ranged (1d4+1/17-20 plus 1 Con, +2 *keen wounding dagger*); SA sneak attack +2d6, spell-like abilities, spells; SQ bardic knowledge (+8), bardic music, countersong, darkvision 120 ft., distraction 4, drow traits, evasion, fake it, fascinate, fly on the wall, inspire courage +1, light blindness, master of disguise (+6), multilingual, off the cuff, spell resistance 22, trap finding, trap sense +1; AL CE; SV Fort +2, Ref +12, Will +11; Str 9, Dex 13, Con 8, Int 18, Wis 14, Cha 19.



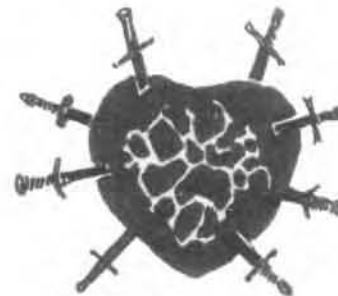
Skills and Feats: Bluff +15, Decipher Script +9, Diplomacy +11, Disable Device +7, Disguise +20 (+22 acting), Escape Artist +4, Forgery +16, Gather Information +15, Hide +6, Knowledge (history) +9, Knowledge (local) +15, Listen +15, Move Silently +4, Open Lock +4, Perform (storytelling) +9, Perform (melody) +9, Profession (scribe) +5, Search +15, Sense Motive +10, Sleight of Hand +9, Spot +15, Survival +2 (+4 following tracks), Use Magic Device +3 (+5 scrolls); Deceitful, Dodge, Lightsight.

Languages: Common, Drow, Elven, Terran, Undercommon.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. These are as the spells cast by an 11th-level sorcerer.

Bard Spells Known(Cast per Day: 3/1; save DC 14 + spell level): 0—*daze, detect magic, lullaby, message, read magic*, 1st—*disguise self, sleep*.

Possessions: +2 *keen wounding dagger*, *staff of charming* (42 charges), 3 *potions of cure critical wounds*, 1 *potion of barkskin* +5, *ring of protection* +3, and a minimum of 1,000 gp in jewelry and loose coin.



CLERIC CAPSULES

While many of the drow priestesses were killed during a religious purge, a few remain hidden in the city. The GM should decide just how strong these individuals and their followers are.

Modify each of the following priestess capsules with the capsule appropriate to the deity worshipped (these deities are detailed in *Plot & Poison*). The capsules list the domains most common to priestesses of that faith, the domain spells available per level and their ability with the deity's weapon of choice at each priestess capsule's progression of ability.

LADY OF MYSTERIES

Alignment: Neutral

Domains: Magic (You use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level, at least 1st level. For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack) and Protection (you can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour, usable once per day).

Domain Spells Per Level: 1st—*magic aura, sanctuary*; 2nd—*identify, shield other*; 3rd—*dispel magic, protection from energy*; 4th—*imbue with spell ability, spell immunity*; 5th—*spell resistance*; 6th—*antimagic field*; 7th—*repulsion, spell turning*; 8th—*mind blank, protection from spells*; 9th—*mage's disjunction, prismatic sphere*.

Chosen Weapon(light mace): Initiate +1 melee (1d6+1); Acolyte +2 melee (1d6+1); Sister +6 melee (1d6+1); Priestess +9/+4 melee (1d6+2); Matron +15/+10/+5 melee (1d6+3).

THE SPIDER QUEEN

Alignment: Neutral evil.

Domains: Evil (cast evil spells at +1 caster level), Web (rebuke spiders/spider-like creatures 3 + Charisma modifier per day).

Domain Spells Per Level: 1st—*protection from good, web walk*; 2nd—*desecrate, spider climb*; 3rd—*magic circle against good, web*; 4th—*unholy blight, greater magic fang*; 5th—*dispel good, web wall* (see page 38); 6th—*create undead, iron web*; 7th—*blasphemy, creeping doom*; 8th—*unholy aura, vermin army*; 9th—*shapechange, summon monster IX*.

Chosen Weapon(net): Initiate +1 melee (-); Acolyte +2 melee (-); Sister +6 melee (-); Priestess +9/+4 melee (-); Matron +15/+10/+5 melee (-).



BLACK WIDOW

Alignment: Lawful evil.

Domains: Necromancy (+2 turn resistance for controlled undead), Vengeance (+5 morale bonus to next attack when wounded for 10+ damage against attacker that caused the wound).

Domain Spells Per Level: 1st—*cause fear, doom*; 2nd—*spectral hand, fire trap*; 3rd—*fear, bestow curse*; 4th—*enervation, fire shield*; 5th—*circle of death, mark of justice*; 6th—*magic jar, greater glyph of warding*; 7th—*finger of death, spell turning*; 8th—*horrid wilting, symbol of weakness*; 9th—*clone, trap the soul*.

Chosen Weapon (kukri): Initiate +1 melee (1d4+1/18-20); Acolyte +2 melee (1d4+1/18-20); Sister +6 melee (1d4+1/18-20); Priestess +9/+4 melee (1d4+2/18-20); Matron +15/+10/+5 melee (1d4+3/18-20).



BRONZOZEK

Alignment: Neutral evil.

Domains: Healing (cast healing spells at +1 caster level), Protection (can generate a *protective ward* as a supernatural ability, granting a touched target a resistance bonus equal to the cleric's level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour, usable once per day).

Domain Spells Per Level: 1st—*cure light wounds, sanctuary*; 2nd—*cure moderate wounds, shield other*; 3rd—*cure serious wounds, protection from energy*; 4th—*cure critical wounds, spell immunity*; 5th—*mass cure light wounds, spell resistance*; 6th—*heal, antimagic field*; 7th—*regenerate, repulsion*; 8th—*mass cure critical wounds, mind blank*; 9th—*mass heal, prismatic sphere*.

Chosen Weapon (spiked large steel shield): Initiate +1 melee (1d6+1); Acolyte +2 melee (1d6+1); Sister +6 melee (1d6+1); Priestess +9/+4 melee (1d6+2); Matron +15/+10/+5 melee (1d6+3).



DEMZER

Alignment: Neutral evil.

Domains: Control (+2 caster level with Enchantment (Compulsion) spells to beat a creature's spell resistance), Pain (Intimidate is a class skill, +4 morale bonus to Intimidate).

Domain Spells Per Level: 1st—*command, inflict light wounds*; 2nd—*hideous laughter, inflict moderate wounds*;



APPENDIX: DENIZERS OF DEZZAVOLD

3rd—lesser *geas*, inflict serious wounds; 4th—greater *command*, torturous *grasp*†; 5th—dominate person, *eyebite* (sicken only); 6th—*geas*/quest, symbol of pain; 7th—demand, wall of torment†; 8th—binding, power word *pain*†; 9th—dominate monster, wave of agony†.

Chosen Weapon(Whip): Initiate +1 melee (1d3+1); Acolyte +2 melee (1d3+1); Sister +6 melee (1d3+1); Priestess +9/+4 melee (1d3+2); Matron +15/+10/+5 melee (1d3+3). They are often armed with *web whips*.

ILSHYRRA

Alignment: Chaotic evil.

Domains: Glamer (a caster of *detect magic* must make a level check (d20 + caster level) (DC 11 + Illusion spell level) to detect the cleric's Illusions), Shadow (save DCs of Illusion (Shadow) spells are +2).



Domain Spells Per Level: 1st—*magic aura*, *shadow weapon*†; 2nd—*darkness*, *phantom trap*; 3rd—*blur*, *deeper darkness*; 4th—*hallucinatory terrain*, *shadow path*†; 5th—*seeming*, *project image*; 6th—*mirage arcana*, *greater shadow conjuration*; 7th—*veil*, *greater shadow evocation*; 8th—*mass invisibility*, *shadow walk*; 9th—*illusory world*†, *shadow well*†.

Chosen Weapon(rapier): Initiate +1 melee (1d6+1/18-20); Acolyte +2 melee (1d6+1/18-20); Sister +6 melee (1d6+1/18-20); Priestess +9/+4 melee (1d6+2/18-20); Matron +15/+10/+5 melee (1d6+3/18-20).

RESHAGOL

Alignment: Lawful evil.

Domains: Augury (+1 insight bonus on all saving throws and initiative rolls for 1 min./level and 1/day as a full-round action that doesn't draw an attack of opportunity), Knowledge (all Knowledge skills become class skills. +1 caster level when casting Divination spells).



Domain Spells Per Level: 1st—*augury*, *detect secret doors*; 2nd—*locate object*, *detect thoughts*; 3rd—*arcane eye*, *clairaudience/clairvoyance*; 4th—*contact other plane*, *divination*; 5th—*prying eyes*, *true seeing*; 6th—*analyze dweomer*, *find the path*; 7th—*greater scrying*, *legend lore*; 8th—*vision*, *discern location*; 9th—*foresight*, *miracle*.

Chosen Weapon(lance): Initiate +1 melee (1d8+1/x3); Acolyte +2 melee (1d8+1/x3); Sister +6 melee (1d8+1/x3); Priestess +9/+4 melee (1d8+2/x3); Matron +15/+10/+5 melee (1d8+3/x3).

REYKABRE

Alignment: Neutral evil.

Domains: Calling (draw flawless summoning diagrams), Conjunction (the cleric's Conjunction (Creation) spells cannot be counterspelled).

Domain Spells Per Level: 1st—*protection from good/evil/law/chaos* (choose one), *unseen servant*; 2nd—*magic circle against good/evil/law/chaos* (choose one), *glitterdust*; 3rd—*dimensional anchor*, *phantom steed*; 4th—*lesser planar binding*, *black tentacles*; 5th—*planar binding*, *wall of iron*; 6th—*phase door*, *planar ally*; 7th—*greater planar binding*, *power word stun*; 8th—*greater planar ally*, *maze*; 9th—*gate*, *power word kill*.



Chosen Weapon(ranseur): Initiate +1 melee (2d4+1/x3); Acolyte +2 melee (2d4+1/x3); Sister +6 melee (2d4+1/x3); Priestess +9/+4 melee (2d4+2/x3); Matron +15/+10/+5 melee (2d4+3/x3).

SYRELLYN

Alignment: Neutral evil.

Domains: Transmutation (+1 to saving throws to avoid or resist Transmutation spells), Water (turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. As many times per day as 3 + Charisma modifier).



Domain Spells Per Level: 1st—*enlarge person*, *obscuring mist*; 2nd—*fog cloud*, *pyrotechnics*; 3rd—*gaseous form*, *water breathing*; 4th—*control water*, *polymorph*; 5th—*fabricate*, *ice storm*; 6th—*animate object*, *cone of cold*; 7th—*acid fog*, *reverse gravity*; 8th—*horrid wilting*, *polymorph any object*; 9th—*elemental swarm*, *time stop*.

Chosen Weapon(trident): Initiate +1 melee (1d8+1); Acolyte +2 melee (1d8+1); Sister +6 melee (1d8+1); Priestess +9/+4 melee (1d8+2); Matron +15/+10/+5 melee (1d8+3).

XARCON

Alignment: Chaotic evil.

Domains: Evocation (+1 to saving throws to avoid or resist Evocation spells), Fire (turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. As many times per day as 3 + Charisma modifier).



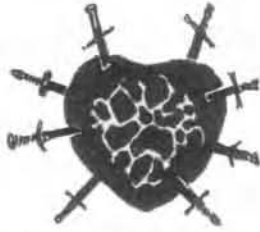
Domain Spells Per Level: 1st—*floating disk*, *burning hands*; 2nd—*continual flame*, *produce flame*; 3rd—*flaming sphere*, *resist energy*; 4th—*lightning bolt*, *wall of fire*; 5th—*shout*, *fire shield*; 6th—*wall of force*, *fire seeds*; 7th—*freezing sphere*, *fire storm*; 8th—*prismatic sphere*, *incendiary cloud*; 9th—*clenched fist*, *elemental swarm*.

Chosen Weapon(light hammer): Initiate +1 melee (1d4+1); Acolyte +2 melee (1d4+1); Sister +6 melee (1d4+1); Priestess +9/+4 melee (1d4+2); Matron +15/+10/+5 melee (1d4+3).

NYARLETH

Alignment: Chaotic evil.

Domains: War (Weapon Focus: flail as bonus feat; the benefits are already taken into account in the following), Wrath (rage 1/day but for half the normal duration or rage 1/day if the character has the rage ability).



Domain Spells Per Level: 1st—*fit of pique*†, *magic weapon*, ; 2nd—*angry wound*†, *spiritual weapon*; 3rd—*calm emotions*, *magic vestment*; 4th—*divine power*, *rage*; 5th—*fit of passion*†, *flame strike*; 6th—*blade barrier*, *harm*; 7th—*power word blind*, *symbol of pain*; 8th—*power word stun*, *tide of war*† 9th—*power word kill*, *vials of wrath*†.

Chosen Weapon(flail): Initiate +2 melee (1d8+1); Acolyte +3 melee (1d8+1); Sister +7 melee (1d8+1); Priestess +10/+5 melee (1d8+2); Matron +16/+11/+6 melee (1d8+3).

INITIATE

Female drow Cleric 1; CR 2;Medium humanoid (elf); HD 1d8+1; hp 5; Init +0; Spd 20 ft.; AC 18 (+6 splint mail, +2 shield), touch 10, flat-footed 18; Base Atk +0; Grp +1; Atk +1 melee (1d8+1, morningstar) or chosen weapon, or +0 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +1 melee (1d8+1; morningstar) or chosen weapon; or +0 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, rebuke undead 5/day, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL usually as deity; SV Fort +3, Ref +0, Will +4; Str 13, Dex 10, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +3, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +3, Search +3, Spellcraft +4, Spot +4; Martial Weapon Proficiency or Exotic Weapon Proficiency (whichever is needed for the chosen weapon.)

Cleric Spells Prepared(3/3; save DC 12 + spell level): 0—*detect magic*, *guidance*, *resistance*; 1st—*doom*, *summon monster 1*, +1 domain spell.

Domains vary by deity capsule; choose one appropriate domain spell for the appropriate level.

Possessions: splint mail, heavy steel shield, morningstar, chosen weapon, hand crossbow, 30 bolts, 1d4-1 doses of knockout poison.

ACOLYTE

Female drow Cleric 2; CR 3;Medium humanoid (elf); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 18 (+6 splint mail, +2 shield), touch 10, flat-footed 18; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, morningstar) or chosen weapon or +1

ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +2 melee (1d8+1; morningstar) or chosen weapon or +1 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities, rebuke undead 5/day; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 13; AL usually as deity; SV Fort +4, Ref +0, Will +5; Str 13, Dex 10, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +4, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +4, Knowledge (the planes) +3, Listen +3, Search +3, Spellcraft +5, Spot +4, Martial Weapon Proficiency or Exotic Weapon Proficiency (whichever is needed for the chosen weapon.)

Cleric Spells Prepared(4/4; save DC 12 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *resistance*; 1st—*divine favor*, *doom*, *summon monster 1*, +1 domain spell.

Domains vary by deity capsule; choose one appropriate domain spell for the appropriate level.

Possessions: splint mail, heavy steel shield, morningstar, chosen weapon, hand crossbow, 30 bolts, 1d4-1 doses of knockout poison.

SISTER

Female drow Cleric 6; CR 7;Medium humanoid (elf); HD 6d8+6; hp 33; Init +0; Spd 20 ft.; AC 19 (+7 splint mail, +2 shield), touch 10, flat-footed 19; Base Atk +4; Grp +5; Atk +6 melee (1d8+2, +1 morningstar) or chosen weapon or +4 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +6 melee (1d8+2; +1 morningstar) or chosen weapon or +4 ranged (1d4/19-20 plus poison, repeating hand crossbow); SA poison, rebuke undead (5/day), spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL usually as deity; SV Fort +6, Ref +2, Will +8; Str 13, Dex 10, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Heal +5, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +4, Listen +4, Search +3, Spellcraft +9, Spot +5, Brew Potion, Martial Weapon Proficiency or Exotic Weapon Proficiency (whichever is needed for the chosen weapon.), Weapon Focus (chosen weapon).

Cleric Spells Prepared(5/5/5/4; save DC 13 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *light*, *resistance*; 1st—*cause fear*, *divine favor*, *doom*, *summon monster 1*, +1 domain spell; 2nd—*aid*, *hold person*, *owl's wisdom*, *spiritual weapon*, +1 domain spell; 3rd—*bestow curse*, *dispel magic*, *summon monster III*, +1 domain spell.

Domains vary by deity capsule; choose one appropriate domain spell for the appropriate level.

Possessions: +1 splint mail, heavy steel shield, +1 morningstar, chosen weapon, repeating hand crossbow†, 5 clips of 5 bolts, 3 random *potions*, 1d4-1 doses of knockout poison.

PRIESTESS

Female drow Cleric 9; CR 10; Medium humanoid (elf); HD 9d8+9; hp 49; Init +0; Spd 20 ft.; AC 21 (+8 *splint mail*, +3 *shield*), touch 10, flat-footed 21; Base Atk +6; Grp +7; Atk +9 melee (1d8+3, +1 *morningstar*) or chosen weapon or +7 ranged (1d4+1/19-20, +1 *repeating hand crossbow*); Full Atk +9/+4 melee (1d8+3, +1 *morningstar*) or chosen weapon or +7/+2 ranged (1d4+1/19-20, +1 *repeating hand crossbow*); SA poison, rebuke undead (5/day), spell-like abilities; SQ darkvision 120 ft., drow traits, spell resistance 20; AL usually as deity; SV Fort +7, Ref +3, Will +9; Str 13, Dex 10, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +9, Heal +6, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +4, Listen +4, Search +5, Spellcraft +11, Spot +5, Brew Potion, Combat Casting, Martial Weapon Proficiency or Exotic Weapon Proficiency (whichever is needed for the chosen weapon.), Weapon Focus (chosen weapon).

Cleric Spells Prepared(6/6/6/5/3/2; save DC 14 + spell level): 0—*detect magic, detect poison, guidance, light, mending, resistance*; 1st—*cause fear, divine favor, doom, inflict light wounds, summon monster 1*, +1 domain spell; 2nd—*aid, hold person, resist energy, owl's wisdom, spiritual weapon*, +1 domain spell; 3rd—*bestow curse, dispel magic, searing light, summon monster III*, +1 domain spell; 4th—*inflict critical wounds, sending*, +1 domain spell; 5th—*flame strike*, +1 domain spell.

Domains vary by deity capsule; choose one appropriate domain spell for the appropriate level.

Possessions: +2 *splint mail*, +1 *heavy steel shield*, +2 *morningstar*, +1 *chosen weapon*, +1 *repeating hand crossbow*†, 5 clips of 5 bolts each, 3 random *potions*, 3 random *scrolls*, 1d4–1 doses of knockout poison.

MATRON

Female drow Cleric 15; CR 16; Medium humanoid (elf); HD 15d8+15; hp 82; Init +0; Spd 20 ft.; AC 22 (+8 *splint mail*, +4 *shield*), touch 10, flat-footed

22; Base Atk +11, Grp +12; Atk +14 melee (1d8+3, +1 *morningstar*) or chosen weapon or +13 ranged (1d4+2/19-20, +2 *repeating hand crossbow*); Full Atk +14/+9/+4 melee (1d8+3; +1 *morningstar*) or chosen weapon or +13/+8/+3 ranged (1d4+2/19-20, +2 *repeating hand crossbow*); SA poison, rebuke undead (5/day), spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 26; AL usually as deity; SV Fort +10, Ref +7, Will +13; Str 13, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +14, Heal +7, Knowledge (arcana) +4, Knowledge (religion) +10, Knowledge (the planes) +4, Listen +7, Search +5, Spellcraft +16, Spot +6, Brew Potion, Combat Casting, Lightning Reflexes, Martial Weapon Proficiency or Exotic Weapon Proficiency (whichever is needed for the chosen weapon.), Weapon Focus (chosen weapon), Scribe Scroll.

Cleric Spells Prepared(6/7/7/7/6/5/4/3/2; save DC 14 + spell level): 0—*detect magic, detect poison, guidance, light, mending, resistance*; 1st—*cause fear, command, divine favor, doom, inflict light wounds, summon monster 1*, +1 domain spell; 2nd—*aid, hold person, resist energy, owl's wisdom, silence, spiritual weapon*, +1 domain spell; 3rd—*animate dead, bestow curse, dispel magic, magic vestment, searing light, summon monster III*, +1 domain spell; 4th—*inflict critical wounds, poison, repel vermin, sending, spell immunity*, +1 domain spell; 5th—*breach enchantment, flame strike, insect plague, slay living*, +1 domain spell; 6th—*blade barrier, planar ally, summon monster IV*, +1 domain spell; 7th—*blasphemy, destruction, repulsion*, +1 domain spell; 8th—*earthquake*, +1 domain spell.

Domains vary by deity capsule; choose one appropriate domain spell for the appropriate level.

Possessions: +2 *splint mail*, +2 *heavy steel shield*, +2 *morningstar*, +2 *chosen weapon*, +2 *repeating hand crossbow*†, 5 clips of 5 bolts, 3 random *potions*, random *scrolls*, 1d4–1 doses of knockout poison.



MERCENARIES

ROILIN'S RENEGADES

About 120 years ago, Roilin Baldorg discovered a lost forge in the dwarven clanhold of Amrahal, and used its evil power to secretly craft a battleaxe of artifact stature. Amrahal's priests divined what Roilin had done, and King Firan refused him permission to found a new clan for Roilin had cursed himself and any such clan he might found. Roilin, aided by the more hot-tempered and bloodthirsty of the clan warriors, kidnapped several women, including the king's daughter, and fled into the Below to build their own stronghold. After 20 years of searching, Clan Amrahal found the rebels but King Firan discovered his daughter had left willingly with Roilin. Both she and the rebel king died in the battle to free the kidnapped women. King Firan sentenced Roilin's surviving followers to spend the rest of their days constructing a great tomb for their outlaw king and his bride. The dwarves sealed the forge of evil, keeping its existence a clan secret lest others be tempted by it.

The surviving sons and daughters of the exiled rebels left Amrahal and formed a mercenary band called Roilin's Renegades, in honor of Roilin. Now, their descendants and other dwarves seeking a martial life have joined them. Having answered Queen Lenerassa Dezzav's call for



mercenaries, they have since made their home in Dezzavold. The Black Heart of Nyarleth continues to use their battle skills as a part of her growing army. Roilin's Renegades are led by Roxek Hearthblood.

ROXEK HEARTHLOOD

Male dwarf Barbarian 5/Fighter 2; CR 7; Medium humanoid (dwarf); HD 5d12+20 plus 2d10+8; hp 71; Init +3; Spd 30 ft.; AC 24 (-1 Dex, +12 *dwarven plate**, +3 *heavy steel shield*), touch 9, flat-footed 24; Base Atk +7; Grp +10; Atk +12 melee (1d10+5/x3, +2 *dwarven waraxe*) or +11 melee (1d6+4, +1 *armor spikes*) or +12 melee (1d6+5, +2 *shield spikes*); Full Atk +12/+7 melee (1d10+5/x3, +2 *dwarven waraxe*) or +11/+6 melee (1d6+4, +1 *armor spikes*) or +12/+7 melee (1d6+5, +2 *shield spikes*); SA rage (2/day); SQ dwarf traits, fast movement, improved uncanny dodge, uncanny dodge, trap sense +1; AL CE; SV Fort +11, Ref +2, Will +5; Str 17, Dex 9, Con 19, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +7, Craft (blacksmithing) +4, Handle Animal +3, Intimidate +9, Jump +13, Listen +8, Ride +3, Survival +8, Swim +7; Exotic Armor Proficiency (dwarven plate)**, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Rage(Ex): When Roxek enters a rage, use the following statistics for 9 rounds. Hp 85; AC 22, touch 7, flat-footed 22; Grp +12; Atk +14 melee (1d10+7/x3, +2 *dwarven waraxe*) or +13 melee (1d6+6, +1 *armor spikes*) or +14 melee (1d6+7, +2 *shield spikes*); Full Atk +14/+9 melee (1d10+7/x3, +2 *dwarven waraxe*) or +13/+8 melee (1d6+6, +1 *armor spikes*) or +14/+8 melee (1d6+7, +2 *shield spikes*); Fort +13, Will +7; Str 21, Con 23

Skills: Climb +9, Jump +15, Swim +9

Possessions: +2 *dwarven plate** (with +1 *armor spikes*), +1 *heavy steel shield* (with +2 *shield spikes*), +2 *dwarven waraxe*, several wineskin filled with strong dwarven ale.

* This appears in *Hammer & Helm, a Guidebook to Dwarves*.

DWARVEN WARRIOR

Male or female dwarf Fighter 4; CR 4; Medium humanoid (dwarf); HD 4d10+12; hp 34; Init +1; Spd 20 ft.; AC 23 (+1 Dex, +10 *dwarven plate**, +2 *shield*), touch 11, flat-footed 22; Base Atk +4; Grp +9; Atk +8 melee (1d10+5/x3, *dwarven waraxe*) or +5 ranged (1d10/19-20, heavy crossbow); Full Atk +8 melee (1d10+5/x3, *dwarven waraxe*); or +5 ranged (1d10/19-20, heavy crossbow); SQ dwarven traits; AL LE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Appraise +2, Craft (any) +4, Climb +5, Jump +4, Swim +6; Exotic Armor Proficiency (dwarven plate)**; Rapid Reload (heavy crossbow), Shield Wall**, Weapon focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: Dwarven plate*, heavy steel shield, dwarven waraxe, heavy crossbow, 30 bolts.

* This appears in *Hammer & Helm, a Guidebook to Dwarves*.

DWARVEN CLERIC OF ORBANE**

Male or female dwarf Cleric 3; CR 3; Medium humanoid (dwarf); HD 3d8+9; hp 22; Init -1; Spd 20 ft.; AC 19 (-1 Dex, +10 dwarven plate**), touch 9, flat-footed 19; Base Atk +2; Grp +3; Atk +4 melee (1d10+1/x3, dwarven battlehammer) or +3 melee (1d4+1, light hammer) or +1 ranged (1d4+1, light hammer); Full Atk +4 melee (1d10+1/x3, dwarven

battlehammer) or +3 melee (1d4+1, light hammer) or +1 ranged (1d4+1, light hammer); SA spells; SQ dwarven traits, rebuke undead (3/day); AL LE; SV Fort +6, Ref +0, Will +5; Str 13, Dex 8, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Craft (any one) +2, Heal +5, Knowledge (religion) +4, Spellcraft +2; Combat Casting, Dodge, Weapon Focus (dwarven battlehammer).

Cleric Spells Prepared(4/3/2; save DC 12 + spell level; Domains: Armor** and War): 0—*guidance, light, mending, resistance*; 1st—*command, doom, magic weapon, shield of faith**; 2nd—*resist energy, sound burst, spiritual weapon**. *Indicates domain spell.

Possessions: Dwarven battlehammer**, dwarven plate**, 6 light hammers.

** This appears in *Hammer & Helm, a Guidebook to Dwarves*.

SCOUT CAPSULES

Normally operating by themselves or in small groups, scouts scour the Above and Below in search of dangers to the drow. In the event of combat, they slink into the shadows, attacking when it causes the most confusion and harm. Scouts are also skilled at delaying an enemy with traps and distractions long enough for a large force to arrive.

DROW SNEAK

Male or female drow Rogue 1; CR 2; Medium humanoid (elf); HD 1d6; hp 3; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18-20, rapier) or +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4/19-20, repeating hand crossbow) or +3 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d6+1/18-20, rapier) or +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4/19-20, repeating hand crossbow) or +3 ranged (1d4+1/19-20, dagger); SA poison, sneak attack +1d6, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12, trapfinding, ; AL NE; SV Fort +0, Ref +5, Will +0; Str 12, Dex 17, Con 11, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +4, Craft (trap making) +4, Disable Device +6, Escape Artist +4, Hide +7, Jump +4, Knowledge (local) +4, Listen +6, Move Silently +7, Open Lock +7, Search +7, Sleight of Hand +4, Spot +5, Survival +2, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Rapier, dagger, masterwork studded leather, repeating hand crossbow†, 5 clips of 5 bolts, 1d4-1 doses of knockout poison.

DROW ELITE SNEAK

Male or female drow Rog 6; CR 7; Medium humanoid (elf); HD 6d6; hp 21; Init +8; Spd 30 ft.; AC 18 (+4 Dex, +4 studded

leather), touch 14, flat-footed 14; Base Atk +4; Grp +5; Atk +6 melee (1d6+2/18-20, +1 rapier) or +6 melee (1d4+2/19-20, +1 dagger) or +8 ranged (1d4/19-20, repeating hand crossbow) or +9 ranged (1d4+2/19-20, +1 dagger); Full Atk +6 melee (1d6+2/18-20, +1 rapier) or +6 melee (1d4+2/19-20, +1 dagger) or +8 ranged (1d4/19-20, repeating hand crossbow) or +9 ranged (1d4+2/19-20, +1 dagger); SA poison, sneak attack +3d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell resistance 17, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 11, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (trap making) +8, Disable Device +6, Disguise +4, Escape Artist +5, Hide +11, Jump +8, Knowledge (local) +4, Listen +9, Move Silently +11, Open Lock +8, Ride +7, Search +11, Sense Motive +5, Sleight of Hand +5, Spot +9, Survival +4, Swim +4, Tumble +11, Use Magic Device +5; Dodge, Improved Initiative, Shield Proficiency.

Possessions: +1 studded leather armor, +1 buckler, +1 rapier, +1 dagger, cloak of shadows*, repeating hand crossbow†, 5 clips of 5 bolts each, 1d4-1 doses of knockout poison.

*This item appears in *Plot & Poison*.

DROW SCOUT

Male or female drow Ranger 1; CR 2; Medium humanoid (elf); HD 1d8; hp 4; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword) or +4 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d8+2/19-20, longsword) or +4 ranged (1d4/19-20, hand crossbow); SA favored enemy +2, poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12, wild empathy +1; AL NE; SV Fort +2, Ref +5, Will +1; Str 14, Dex 17, Con 11, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +4, Concentration +2, Handle Animal +5, Hide +5, Jump +4, Knowledge (geography) +3, Knowledge (nature) +3, Listen +4, Move Silently +4, Ride +6, Search +4, Spot +4, Survival +5, Power Attack, Track^B.

Possessions: masterwork studded leather, longsword, hand crossbow, 20 bolts, 1d4–1 doses of knockout poison.

DROW ELITE SCOUT

Male or female drow Ranger 6; CR 7; Medium humanoid; HD 6d8+6; hp 36; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 studded leather), touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +9 melee (1d8+3/19-20, +1 longsword) or +9 melee (1d6+3/19-20, +1 short sword) or +10 ranged (1d4+1/19-20, +1 hand crossbow); Full Atk +9/+4 melee (1d8+3/19-20, +1 longsword) or +9/+4 melee (1d6+3/19-20, +1 short sword), or +7 melee (1d8+3/19-20, +1 longsword) and +7/+2 melee (1d6+3/19-20, +1 short sword); or +10/+5 ranged (1d4+1/19-20, +1 repeating hand crossbow); SA animal companion, combat style, favored enemy +4, improved combat style, poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17, wild empathy +6; AL NE; SV Fort +6, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +6, Concentration +4, Handle Animal +7, Hide +7, Jump +6, Knowledge (geography) +5, Knowledge (nature) +5, Listen +5, Move Silently +6, Ride +10, Search +5, Spot +6, Survival +10, Tumble +6; Combat Reflexes, Endurance^B, Improved Two-Weapon Fighting^B, Mounted Combat, Power Attack, Track, Two-Weapon Fighting^B.

Ranger Spells Prepared(2; save DC 12 + spell level): 1st—longstrider, summon nature's ally I.

Possessions: +2 studded leather armor, +1 longsword, +1 shortsword, +1 repeating hand crossbow†, 5 clips of 5 bolts each, cloak of underdark survival†, quiver of sharpness†, 3 potions of cure light wounds, 1d4–1 doses of knockout poison.

Dire Rat Companion (Elite Scout) CR 2; Small animal; HD 3d8+3; hp 15; Init +4; Spd 40 ft., climb 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +0; Grp -4; Atk +5 melee (1d4 plus disease, bite); Full Atk +5 melee (1d4 plus disease, bite); SA disease; SQ evasion, link, low-light vision, scent, share spells; AL N; SV Fort +3, Ref +6, Will +3; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +9, Listen +4, Move Silently +5, Spot +4, Swim +12; Alertness, Weapon Finesse (bite)

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

DROW SCOUT RIDER

Male or female drow Ranger 3/Rog 2/Vermin Outrider† 4; CR 10; Medium humanoid (elf); HD 3d8+3 plus 2d6+2 plus 4d10+4; hp 51; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4

studded leather), touch 14, flat-footed 14; Base Atk +8; Grp +9; Atk +12 melee (1d8+4/19-20, +2 longsword) or +11 melee (1d8+3/x3, +1 lance) or +13 ranged (1d4+1/19-20, +1 repeating hand crossbow); Full Atk +12/+7 melee (1d8+4/19-20, +2 longsword) or +11/+6 melee (1d8+3/x3, +1 lance) or +13/+8 ranged (1d4+1/19-20, +1 repeating hand crossbow); SA combat style, poison, sneak attack +1d6, spell-like abilities; SQ darkvision 120 ft., drow traits, favored enemy (select type) +2, light blindness, nimble rider, ride well, riding reflexes, running charge, spell resistance 20, stealthy rider, vermin empathy, wild empathy +3; AL NE; SV Fort +8, Ref +14, Will +5; Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +7, Concentration +8, Handle Animal +9 (+14 with vermin), Hide +8, Jump +8, Knowledge (geography) +3, Knowledge (nature) +8, Listen +7, Move Silently +8, Ride +12 (+17 with vermin), Search +8, Spot +8, Survival +9, Tumble +8, Use Magic Device +2; Color Darkvision†, Combat Reflexes, Endurance^B, Iron Will, Mounted Combat, Rapid Shot, Track^B.

Nimble Rider (Ex): Make a Ride check to replace the mount's Reflex save to reduce any damage by half, allowing the mount to avoid damage altogether if successful. Use of this ability uses up one of the rider's Combat Reflexes attacks of opportunity or use of the Mounted Combat feat for that round.

Improved Nimble Rider (Ex): When using the nimble rider ability, the mount only takes half damage if the vermin outrider fails the Ride check.

Ride Well (Ex): When riding a vermin mount for more than 8 hours, or if the mount is made to hustle for more than 1 hour, the mount takes nonlethal damage and makes a Constitution check just as the character does. Make a DC 20 Handle Animal check each hour of hustling or a forced march to change the way the mount suffers damage for that hour.

Riding Reflexes (Ex): May use the Mounted Combat feat to negate damage to his mount an additional number of times as equals the rider's Dex bonus or that of his mount, whichever is lower. Each time this ability is used the amount of attacks of opportunity that may be exploited by Combat Reflexes is reduced by one. Similarly, each attack of opportunity taken with Combat Reflexes reduces the number of times the character may use Mounted Combat.

Running Charge (Ex): Make a DC 25 Ride check as a free action to urge the mount to charge at a run, granting the character the benefits of a charge if using a lance or similar weapon. The mount moves at quadruple its normal speed but it cannot attack.

Stealthy Rider (Ex): Can command the mount to Move Silently or Hide. If the rider gets a result of 10 or more on a Move Silently or Hide check, the mount gains a +2 bonus on its Hide or Move Silently.

Vermin Empathy (Ex): The vermin outrider gains a +5 competence bonus to Handle Animal and Ride checks with vermin.

Possessions: +1 studded leather of alertness†, +2 longsword, +1 lance, +1 repeating hand crossbow†, 6 clips of 5 bolts each, *cloak of underdark survival*†, 1d4–1 doses of knockout poison.

Monstrous Web-Spinning Spider Companion: CR –; Tiny vermin; HD 1/2d8 (treat as 11d8); hp 17; Init +3; Spd 20 ft., climb 10 ft.; AC 17, touch 17, flat-footed 14; Base Atk +7; Grp -5; Atk +12 melee (1d3-4 plus poison, bite); Full Atk +12 melee (1d3-4 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, web; SQ alertness, darkvision 60 ft., deliver touch spells, empathic link, improved evasion, share spells, tremorsense 60 ft., vermin traits; SV Fort +7, Ref +10, Will +4; Str 3, Dex 17, Con 10, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide +14, Jump –4, Spot +4; Weapon Finesse.

Poison (Ex): A monstrous spider has a poisonous bite, with initial and secondary damage of 1d2 Str (Fort save DC 10).

DROW SCOUT SENTINEL

Male or female drow Druid 3/Rogue 1/Warren Sentinel 5; CR 10; Medium humanoid (elf); HD 3d8 plus 1d6 plus 5d8; hp 39; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 *hide*, +1 shield), touch 13, flat-footed 15; Base Atk +7; Grp +7; Atk +9 melee (1d6+2/18-20, +2 *rapier*) or +8 melee (1d4+1/19-20, +1 *dagger*) or +11 ranged (1d6+1/x3 plus poison, +1 *composite short bow*); Full Atk +9/+4 melee (1d6+2/18-20, +2 *rapier*) or +8/+3 melee (1d4+1/19-20, +1 *dagger*) or +10/+5 ranged (1d6+1/x3 plus poison, +1 *composite short bow*); SA poison, sneak attack +1d6, spell-like abilities; SQ animal companion, darkvision 120 ft., darkvision stealth, drow qualities, immune to spider venom, light blindness, nature sense, pack alpha, pack sense, spell resistance 20, spider companion, trackless step, trapfinding, wild empathy +5, woodland stride; AL NE; SV Fort +7, Ref +10, Will +6; Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +5, Concentration +7, Handle Animal +11, Heal +8, Hide +10, Knowledge (dungeoneering) +4, Knowledge (nature) +8, Listen +7, Move Silently +10, Ride +7, Search +10, Spellcraft +6, Spot +8, Survival +8, Tumble +7, Use Rope +5; Alertness, Animal Affinity, Dodge, Mobility.

Druid Spells Prepared(4/3/2; save DC 12 + spell level): 0—*create water, detect poison, purify food and drink, resistance*; 1st—*detect snares and pits, hide from animals, longstrider*; 2nd—*flaming sphere, spider climb*

Warren Sentinel Spells Known(Cast per Day: 4/3/1; save DC 12 + spell level): 1st—*endure elements, know direction, obscuring mist, pass without trace*; 2nd—*find traps, silence, summon swarm*; 3rd—*deeper darkness, summon monster III*

Possessions: +1 *hide armor*, light wooden shield, +2 *rapier*, +1 *dagger*, +1 *composite shortbow*, 30 arrows, 3 *potions of cure light wounds*, 1d4–1 doses of knockout poison.

Dire Rat Companion: CR –; Small animal; HD 3d8+3; hp 16; Init +8; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +2; Grp –2; Atk +7 melee (1d4 plus disease, bite); Full Atk +7 melee (1d4 plus disease, bite); SA disease; SQ bonus tricks (2), evasion, link, low-light vision, scent, share spells; SV Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +9, Listen +6, Move Silently +5, Spot +6, Swim +11; Alertness, Improved Initiative, Weapon Finesse^B.

Disease (Ex): Filth fever—bite, Fort DC 11, incubation 1d3 days, damage 1d3 Dex and 1d3 Con.

Monstrous Web-Spinning Spider

Companion: CR –; Tiny vermin; HD 1/2d8 (treat as 11d8); hp 17; Init +3; Spd 20 ft., climb 10 ft.; AC 17, touch 17, flat-footed 14; Base Atk +7; Grp -5; Atk +12 melee (1d3-4 plus poison, bite); Full Atk +12 melee (1d3-4 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, web; SQ alertness, darkvision 60 ft., deliver touch spells, empathic link, improved evasion, share spells, tremorsense 60 ft., vermin traits; SV Fort +7, Ref +10, Will +4; Str 3, Dex 17, Con 10, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide +14, Jump –4, Spot +4; Weapon Finesse.

Poison (Ex): A monstrous spider has a poisonous bite, with initial and secondary damage of 1d2 Str (Fort save DC 10).

Pack Spiders: Any combination of spiders totaling 20 HD or less.



SPECIALIST CAPSULES

Assassins either act on their own to hunt down and eliminate troublesome intruders, or they are assigned to shadow another group of drow, using them as a distraction to strike at enemies from concealment.

Battle champions are among the most feared warriors the drow have to offer for they are a whirlwind of slicing deadlines that has no fear of mixing it up in the very heart of a group of enemies, killing wherever their blade passes.

Exploiters serve many purposes in Dezzavold. Their ability to mimic the powers of Outsiders is without peer and there are always people willing to pay top coin for it, be the employer the city guard or a back-alley criminal. Exploiters tend to be aware of just how unique their powers are, and so they are not above showing off in battle and being unnecessarily flamboyant.

The Hundred are the Black Heart of Nyarleth's all-female, elite soldiers. She uses them when only her most trusted servants can be counted on to get the job done. They also act as shock-troopers and protect her in battle. Each of the Black Heart of Nyarleth's eight lieutenants, known as Daggers, lead a cadre of their fellow Hundred: one sergeant and ten soldiers. The remaining four Hundred serve as the Black Heart of Nyarleth's personal bodyguard and rarely leave her side.

HUNDRED

Female drey Netherstrider 4/Barbarian 2; CR 8; Medium Humanoid (elf); HD 2d8+6 plus 4d8+12 plus 2d12+6; hp 64; Init +3; Spd 40 ft.; AC 20 (+3 Dex, +7 *mithral shirt*), touch 13, flat-footed 17; Base Atk +7; Grp +9; Atk +4 melee (1d8+2, unarmed savage bite), +4 melee (1d6+2, unarmed savage attack [other]), +11 melee (1d6+6/+1d6 electricity, +2 *talons of shock* savage attack), +5 melee (1d3+6/+1d6 electricity, +2 *talons of shock*), or +11 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); Full +4 melee (1d8+2, unarmed savage bite) or +4/+4 melee (1d6+2, unarmed savage attack [other]) or +6/+6 melee (1d6+6/+1d6 electricity, +2 *talons of shock* savage attack) or +7/+3 melee (1d3+6/+1d6 electricity, +2 *talons of shock*) or +10 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); SA poison, rage (1/day), savage rage (2/day), savage unarmed strike, spell-like abilities; SQ darkvision 120 ft., drey traits, fast movement, light blindness, spell resistance 17, trackless step, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +8, Concentration +5, Escape Artist +3, Heal +4, Hide +11, Jump +8, Intimidate +5, Knowledge (dungeoneering) +5, Listen +7, Move Silently +10, Ride +7, Search +4, Spot +7, Survival +8, Swim +5, Tumble +7; Combat Reflexes, Improved Unarmed Strike, Rapid Reload (hand crossbow).

Rage (Ex): When a Hundred enters a rage, use the following statistics for 8 rounds. Hp 80; AC 18, touch 11, flat-footed 15; Grp +11; Atk

+6 melee (1d8+4, unarmed savage bite), +6 melee (1d6+4, unarmed savage attack [other]), +13 melee (1d6+8/+1d6 electricity, +2 *talons of shock* savage attack), +7 melee (1d3+8/+1d6 electricity, +2 *talons of shock*); Full +6 melee (1d8+4, unarmed savage bite) or +6/+6 melee (1d6+4, unarmed savage attack [other]) or +8/+8 melee (1d6+8/+1d6 electricity, +2 *talons of shock* savage attack) or +9/+5 melee (1d3+8/+1d6 electricity, +2 *talons of shock*); Fort +12, Will +4; Str 18, Con 20.

Skills: Climb +10, Jump +10, Swim +7.

Savage Rage (Ex): When a Hundred enters a savage rage, use the following statistics for 9 rounds. Init +4; AC 19, touch 12, flat-footed 16; Grp +11; Atk +1 melee (1d8+3, unarmed savage bite), +1 melee (1d6+3, unarmed savage attack [other]), +8 melee (1d6+7/+1d6 electricity, +2 *talons of shock* savage attack), +2 melee (1d3+7/+1d6 electricity, +2 *talons of shock*), or +8 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); Full +1/+1 melee (1d8+2, unarmed savage bite) or +1/+1/+1 melee (1d6+2, unarmed savage attack [other]) or +3/+3 melee (1d6+7/+1d6 electricity, +2 *talons of shock* savage attack) or +4/+0 melee (1d3+6/+1d6 electricity, +2 *talons of shock*) or +7 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); Ref +8; Str 16, Dex 18.

Skills: Climb +9, Escape Artist +4, Jump +9, Move Silently +11, Swim +6, Tumble +8.

Possessions: +3 *mithral shirt*, one set of +2 *talons of shock*, +2 *hand crossbow*, 5 clips of 5 bolts each, 1d4-1 doses of knockout poison.

HUNDRED SERGEANT

Female drey Netherstrider 5/Barbarian 3; CR 10; Medium humanoid (elf); HD 2d8+6 plus 5d8+15 plus 3d12+9; hp 81; Init +3; Spd 40 ft.; AC 20 (+3 Dex, +7 *mithral shirt*), touch 13, flat-footed 17; Base Atk +9; Grp +11; Atk +4 melee (1d8+2, unarmed savage bite), +4 melee (1d6+2, unarmed savage attack [other]), +13 melee (1d6+6/+1d6 electricity, +2 *talons of shock* savage attack), +6 melee (1d3+6/+1d6 electricity, +2 *talons of shock*), or +14 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); Full +5 melee (1d8+2, unarmed savage bite) or +5/+5/+2 melee (1d6+2, unarmed savage attack [other]) or +7/+7/+4 melee (1d6+6/+1d6 electricity, +2 *talons of shock* savage attack) or +9/+5 melee (1d3+6/+1d6 electricity, +2 *talons of shock*) or +12 ranged (1d4+2/19-20 plus poison, +2 *hand crossbow*); SA poison, rage (1/day), savage rage (2/day), savage unarmed strike, spell-like abilities; SQ darkvision 120 ft., drey traits, fast movement, light blindness, skittering climb trap sense +1, spell resistance 19, trackless step, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +8, Will +3; Str 15, Dex 16, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +10, Concentration +5, Escape Artist +3, Heal +4, Hide +11, Jump +8, Intimidate +6, Knowledge (dungeoneering) +5, Listen +9, Move Silently +11, Ride +7, Search +3, Spot +7, Survival +10, Swim +7, Tumble +8; Combat Reflexes, Improved Unarmed Strike, Power Attack, Rapid Reload (hand crossbow).

Rage (Ex): When a Hundred sergeant enters a rage, use the following statistics for 8 rounds. Hp 101; AC 18, touch 11, flat-footed 15; Grp +13; Atk +6 melee (1d8+4, unarmed savage bite), +6 melee (1d6+4, unarmed savage attack [other]), +15 melee (1d6+8/+1d6 electricity, +2 talons of shock savage attack), +8 melee (1d3+8/+1d6 electricity, +2 talons of shock); Full +7 melee (1d8+4, unarmed savage bite) or +6/+6/+4 melee (1d6+2, unarmed savage attack [other]) or +9/+9/+6 melee (1d6+6/+1d6 electricity, +2 talons of shock savage attack) or +11/+7 melee (1d3+6/+1d6 electricity, +2 talons of shock); Fort +12, Will +5; Str 19, Con 20.

Skills: Climb +12, Jump +10, Swim +9

Savage Rage (Ex): When a Hundred enters a savage rage, use the following statistics for 9 rounds. Init +4; AC 19, touch 12, flat-footed 16; Grp +12; Atk +1 melee (1d8+3, unarmed savage bite), +1 melee (1d6+3, unarmed savage attack [other]), +10 melee (1d6+7/+1d6 electricity, +2 talons of shock savage attack), +3 melee (1d3+7/+1d6 electricity, +2 talons of shock), or +11 ranged (1d4+2/19-20 plus poison, +2 hand crossbow); Full +2/+2 melee (1d8+2, unarmed savage bite) or +2/+2/-1 melee (1d6+3, unarmed savage attack [other]) or +4/+4/+1 melee (1d6+6/+1d6 electricity, +2 talons of shock savage attack) or +6/+2 melee (1d3+6/+1d6 electricity, +2 talons of shock) or +9 ranged (1d4+2/19-20 plus poison, +2 hand crossbow); Str 17, Dex 18.

Skills: Climb +11, Escape Artist +4, Jump +9, Move Silently +12, Swim +8, Tumble +9;

Possessions: +3 mithral shirt of greater fire resistance, two sets of +2 talons of shock, +2 hand crossbow, 60 bolts, 2 potions of cure serious wounds, 1d4-1 doses of knockout poison.

ASSASSIN

Male or female drow Rogue 5/Assassin 5; CR 11; Medium humanoid (elf); HD 5d6+5 plus 5d6+5; hp 45; Init +4; Spd 30 ft.; AC 21 (+4 Dex, +5 studded leather, +2 ring), touch 16, flat-footed 17; Base Atk +6; Grp +7; Atk +12 melee (1d6+3/15-20 plus 1 Con, +2 keen rapier of wounding) or +7 melee (1d4+2/19-20, dagger of venom) or +12 ranged (1d4+2/19-20 plus poison, +2 repeating hand crossbow of distance); Full Atk +12/+7 melee (1d6+3/15-20 plus 1 Con, +2 keen rapier of wounding) or +7/+2 melee (1d4+2/19-20, dagger of venom) or +12/+7 ranged (1d4+2/19-20 plus poison, +2 repeating hand crossbow of distance); SA death attack, poison use, sneak attack +6d6, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, evasion, improved uncanny dodge, light blindness, poison save +2, spell resistance 21, trapfinding,

trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +12, Will +4; Str 12, Dex 18, Con 12, Int 16, Wis 10, Cha 10.

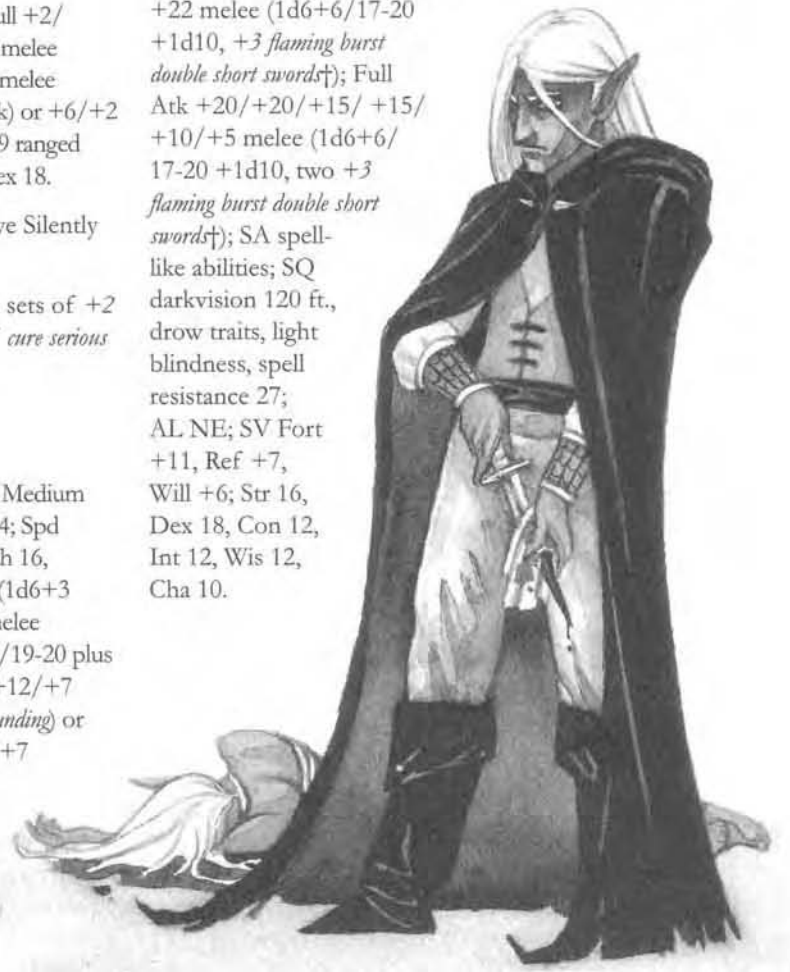
Skills and Feats: Balance +10, Bluff +4, Climb +6, Disable Device +8, Disguise +10, Escape Artist +8, Gather Information +3, Hide +15, Intimidate +8 Jump +9, Knowledge (local) +5, Listen +8, Move Silently +15, Open Locks +11, Search +9, Sense Motive +4, Sleight of Hand +7, Spot +9, Tumble +14, Use Magic Device +2, Use Rope +8; Iron Will, Perfect Strike* (rapier), Weapon Finesse, Weapon Focus (rapier).

Assassin Spells Known(Cast per Day: 4/3/1; save DC 13 + spell level): 1st—*disguise self, feather fall, obscuring mist, true strike*, 2nd—*cat's grace, invisibility, pass without trace*, 3rd—*deep slumber, nondetection*.

Possessions: +2 studded leather armor, +2 keen wounding rapier, dagger of venom, +2 repeating hand crossbow of distance†, 4 clips of 5 bolts each, ring of protection +2, cloak of arachnida, 2 potions of cure moderate wounds, 3 potions of neutralize poison, 1d4-1 doses of knockout poison.

BATTLE CHAMPION

Male or female drow Fighter 16; CR 17; Medium humanoid (elf); HD 16d10+16; hp 104; Init +7; Spd 30 ft.; AC 21 (+4 Dex, +7 Chain shirt), touch 14, flat-footed 17; Base Atk +16; Grp +19; Atk +22 melee (1d6+6/17-20 +1d10, +3 flaming burst double short sword†); Full Atk +20/+20/+15/+15/+10/+5 melee (1d6+6/17-20 +1d10, two +3 flaming burst double short sword†); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 27; AL NE; SV Fort +11, Ref +7, Will +6; Str 16, Dex 18, Con 12, Int 12, Wis 12, Cha 10.



Skills and Feats: Climb +8, Intimidate +8, Jump +11, Listen +5, Perform (attack flourish) +6, Ride +8, Search +3, Spot +7, Swim +5, Tumble +11; Alertness, Combat Reflexes, Double Weapon Mastery†, Exotic Weapon Proficiency (double short sword†), Impressive Flourish*, Improved Critical (double short sword), Improved Initiative, Improved Two Weapon Fighting, Lightning Reflexes, Strong Off-Hand Attack†, Strong Two-Handed Attack†, Two Weapon Fighting, Weapon Focus (double short sword), Weapon of Choice (double short sword) †.

Bloody Dervish Martial Arts Style†: When attacking with two double weapons, and using both ends of both weapons, the character gains a +1 competence bonus to attack and damage.

Possessions: +3 chain shirt, 2 +3 flaming burst double shortsword† 2 potions of cure moderate wounds.

EXPLOITER

Male or female drow Wizard 9/Demonician 3; CR 13; Medium humanoid (elf); HD 9d4+27 plus 3d6+9; hp 69; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 bracers), touch 11, flat-footed 13; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/18-20, +1 rapier) or +8 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); Full Atk +7/+2 melee (1d6+1/18-20, +1 rapier) or +8/+3 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); SA imprison, poison, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, exploit ability, light blindness, spell resistance 23; AL CE; SV Fort +8, Ref +7, Will +12; Str 10, Dex 12, Con 16, Int 19, Wis 12, Cha 10.

Skills and Feats: Bluff +3, Concentration +15, Craft (alchemy) +8, Decipher Script +5, Hide +3, Intimidate +3, Knowledge (arcana) +9, Knowledge (the planes) +12, Listen +5, Search +5, Spellcraft +15, Spot +5; Augment Summoning, Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Summoning Mastery.

Wizard Spells Prepared(Cast as 11th level. 4/5/5/5/4/2/1; save DC 14 + spell level): 0—*daze, detect magic, mage hand, read magic*; 1st—*mage armor, magic missile, obscuring mist, summon monster I, true striker*; 2nd—*blur, cat's grace, fox's cunning, summon monster II,*

web; 3rd—*dispel magic, fireball, lightning bolt, slow, summon monster III*; 4th—*charm monster, confusion, contagion, summon monster IV*; 5th—*passwall, summon monster V*; 6th—*summon monster VI*.

Spellbook(contains all of the prepared spells plus the following): 0—*all cantrips*; 1st—*chill touch, endure elements, grease, identify, mount*; 2nd—*acid arrow, arcane lock, hypnotic pattern, mirror image*; 3rd—*ray of exhaustion, stinking cloud*; 4th—*black tentacles, fire shield, fire trap*; 5th—*cone of cold, mind fog, symbol of sleep*; 6th—*planar binding*.

Possessions: bracers of armor +3, +1 rapier, +1 repeating hand crossbow†, 4 clips of 5 bolts, boots of spiderkind†, cloak of resistance +2, 2 random scrolls, 4 random potions, 2 random wands, a collection outsiders of various alignments trapped in gems and crystals (a typical collection might be 1 barghest, 1 chaos beast, 2 dretch, 1 bearded devil, 1 formian warrior, 1 janni, 2 hell hounds, 1 ooze mephit, 1 shadow mastiff), 1d4–1 doses of knockout poison.

WINGED CORPS FLYER

Male or female drow Ranger 2/Rog 1; CR 4; Medium humanoid (elf); HD 2d8 plus 1d6; hp 12; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 mithral shirt), touch 13, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+3/18-20, +1 rapier), +4 melee (1d8+2/x3, longspear), or +5 ranged (1d8+1/19-20 plus poison, +1 light crossbow); Full Atk +5 melee (1d6+3/18-20, +1 rapier), +4 melee (1d8+2/x3, longspear), or +5 ranged (1d8+1/19-20 plus poison, +1 light crossbow); SA combat style (archery), favored enemy +2, poison, sneak attack +1d6, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 14, trapfinding, wild empathy +2; AL NE; SV Fort +3, Ref +8, Will +1; Str 14, Dex 17, Con 11, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +5, Bluff +3, Climb +4, Handle Animal +7, Heal +3, Hide +5, Jump +4, Knowledge (nature) +3, Listen +7, Move Silently +5, Ride +10, Search +6, Spot +9, Survival +4, Use Rope +4, Animal Affinity, Rapid Shot^B, Track^B, Winged Attack.

Possessions: mithral shirt, +1 rapier, longspear, +1 light crossbow, 60 bolts, 1d4–1 doses of knockout poison.

Dire Bat Mount: hp 30, see the MM for details.

TYPICAL CITIZENS

Although its ruthless warriors carved Dezzavold from the black wilds of the subterranean realms, the city was built upon the backs of drow commoners and slaves. “Commoners” are the working class, barely considered citizens. They have few rights and fewer options should they anger someone from a higher social stratum. Below even the commoners are the thralls and slaves, pitiful beings whose will has been bent to that of their master.

Artisans are only slightly higher on the city’s hierarchy than are other commoners. Although still considered little better

than slaves by the nobility and power elite of Dezzavold, at least artisans have skills, services, or knowledge to offer and thereby have value.

The most influential and powerful of Dezzavold’s citizenry are the nobility. Whether from a lesser or greater house, the drow nobility is the most visible representation of authority, wealth, and greed. Most nobles spend their hours exploiting and torturing (often literally) the masses, while plotting to outdo and supplant each other, all in the name of personal gain and social advancement for their house.

DEGENERATE SERPENT PERSON SLAVE

CR 1/2; Medium monstrous humanoid; HD 1d8+1; hp 5; Init +4; Spd 30 ft., swim 15 ft.; AC 11 (+1 natural armor), touch 10, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, spear) or +2 melee (1d4+1 and poison, bite) or +1 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/x3, spear) or +2 melee (1d4+1 and poison, bite) or +1 ranged (1d6+1, javelin); SA poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +0, Will -2; Str 13, Dex 11, Con 13, Int 6, Wis 7, Cha 8.

Skills and Feats: Climb +1, Escape Artist +2, Hide +2; Improved Initiative.

Poison (Ex): A bite's venom induces madness. Bite, Fortitude save (DC 11); initial and secondary damage 1d6 temporary Wisdom.

Possessions: Not much beyond a few scraps of food.

COMMONER

Male or female drow Commoner 1; CR 1; Medium humanoid (elf); HD 1d4; hp 1; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Craft (any one) +4, Handle Animal +1, Listen +2, Profession (any one) +3, Search +3, Spot +2, Use Rope +3; Great Fortitude.

Possessions: Not much, possibly a dagger.

ARTISAN

Male or female drow Expert 1; CR 1; Medium humanoid (elf); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, dagger) or +1 ranged (1d4+1/19-20, dagger); SA spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will +2; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 9.

Skills and Feats: Bluff +2, Craft (choose one) +5, Gather Information +2, Handle Animal +2, Knowledge (local) +4, Listen +4, Profession (choose one) +5, Search +5, Spot +4, Use Rope +3; Great Fortitude.

Possessions: Not much, about one-half of them carry daggers.

DROW MATRON

Female drow Aristocrat 10; CR 10; Medium humanoid (elf); HD 10d8+10; hp 55; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 ring), touch 17, flat-footed 14; Base Atk +7; Grp +7; Atk +10 melee (1d4+3/19-20 plus poison, +3 dagger) or +13 ranged (1d4+3/19-20 plus poison, +3 dagger); Full Atk +10/+5 melee (1d4+3/19-20 plus poison, +3 dagger) or +13 ranged (1d4+3/19-20 plus poison, +3 dagger); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 21; AL NE; SV Fort +4, Ref +6, Will +9; Str 10, Dex 16, Con 12, Int 16, Wis 15, Cha 14.

Skills and Feats: Appraise +7, Bluff +13, Diplomacy +15, Disguise +4 (+6 acting), Forgery +7, Gather Information +8, Handle Animal +4, Intimidate +10, Knowledge (local) +9, Knowledge (nobility) +11, Knowledge (religion) +7, Listen +11, Perform (any one) +7, Ride +6, Search +8, Sense Motive +14, Spot +10; Deceitful, Dodge, Persuasive, Negotiator.

Possessions: +3 dagger, ring of protection +4, 2 potions of cure critical wounds, 1d4-1 doses of knockout poison.

DROW NOBLE

Female drow Aristocrat 1; CR 1; Medium humanoid (elf); HD 1d8; hp 4; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19-20 plus poison, dagger) or +3 ranged (1d4/19-20 plus poison, dagger); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 11, Int 15, Wis 12, Cha 12.

Skills and Feats: Appraise +3, Bluff +3, Diplomacy +6, Gather Information +3, Listen +3, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Knowledge (religion) +3, Perform (any one) +3, Ride +5, Search +4, Sense Motive +6, Spot +3; Negotiator.

Possessions: A thin, elegant dagger, 1d4-1 doses of knockout poison.

GOBLIN SLAVE

Male or female goblin Warrior 1; CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 12 (+1 Dex, +1 size), touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk +2 melee (1d2 nonlethal, unarmed strike); Full Atk +2 melee (1d2 nonlethal, unarmed strike); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Not much beyond a few scraps of food.

ORC SLAVE

Male or female orc Warrior 1; CR 1/2; Medium humanoid (orc); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +4; Atk +4 melee (1d3 nonlethal, unarmed strike); Full Atk +4 melee (1d3 nonlethal,

unarmed strike); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: Not much beyond a few scraps of food.

WARRIOR CAPSULES (ARMY, MILITIA, AND PALACE GUARDS)

Warriors are one of the most important aspects of the drow war machine, not because they actually hold any disproportionate degree of power, but because it is upon their backs that the drow build their empires. The militia is far less impressive than the military, having filled their ranks from the common drow.

MILITIAMAN

Male drow Expert 1; CR 1; Medium humanoid (elf); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d8+1, heavy mace) or +1 ranged (1d8/19-20 plus poison, light crossbow); Full Atk +1 melee (1d8+1, heavy mace) or +1 ranged (1d8/19-20 plus poison, light crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +0, Ref +1, Will +3; Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (choose one) +4, Hide +3, Intimidate +3, Knowledge (local) +2, Listen +5, Profession (choose one) +5, Ride +3, Search +5, Spot +5; Alertness.

Possessions: Studded leather, heavy mace, light crossbow, 20 bolts, 1d4–1 doses of knockout poison.

MILITIA SERGEANT

Male drow Expert 2; CR 2; Medium humanoid (elf); HD 2d6; hp 7; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, heavy mace) or +2 ranged (1d8/19-20 plus poison, light crossbow); Full Atk +2 melee (1d8+1, heavy mace) or +2 ranged (1d8/19-20 plus poison, light crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 13; AL NE; SV Fort +0, Ref +1, Will +4; Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (choose one) +5, Hide +5, Intimidate +3, Knowledge (local) +4, Listen +5, Profession (choose one) +6, Ride +3, Search +5, Spot +6; Alertness.

Possessions: Studded leather, heavy mace, light crossbow, 20 bolts, 1d4–1 doses of knockout poison.

MILITIA OFFICER

Male or female drow Expert 6; CR 6; Medium humanoid (elf); HD 6d6; hp 21; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; Base Atk +4; Grp +5; Atk +5 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20 plus poison, light crossbow); Full Atk +5 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20 plus poison, light crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL NE; SV Fort +4, Ref +4, Will +6; Str 13, Dex 14, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (any one) +5, Gather Information +1, Hide +5, Intimidate +7, Knowledge (local) +7, Listen +11, Move Silently +5, Profession (any one) +9, Ride +6, Search +11, Spot +10; Alertness, Dodge, Great Fortitude.

Possessions: Studded leather, heavy mace, light crossbow, 20 bolts, 1d4–1 doses of knockout poison.

WARRIOR

Male drow War 1; CR 1; Medium humanoid (elf); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 light steel shield), touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +3 melee (1d6+1/18-20, rapier) or +2 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +1, Hide +0, Listen +2, Ride +3, Search +4, Spot +2; Weapon Focus (rapier).

Possessions: Chain shirt, light steel shield, rapier, hand crossbow, 20 bolts, 1d4–1 doses of knockout poison.

DROW SERGEANT

Male drow Warrior 2; CR 2; Medium Humanoid (elf); HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 light steel shield), touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +4 melee (1d6+1/18-20,

rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 13; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +1, Hide +1, Intimidate +2, Listen +2, Ride +2, Search +4, Spot +2; Weapon Focus (rapier).

Possessions: Chain shirt, light steel shield, rapier, hand crossbow, 20 bolts, 1d4-1 doses of knockout poison.

LIEUTENANT

Male drow Warrior 6; CR 6; Medium humanoid (elf); HD 6d8; hp 27; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 *verminous chain shirt*, +1 light steel shield), touch 11, flat-footed 15; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/18-20, +1 rapier) or +7 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +9/+4 melee (1d6+3/18-20, +1 rapier) or +7/+2 ranged (1d4/19-20 plus poison, repeating hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL NE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 13, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +2, Hide +3, Jump +3, Listen +4, Search +6, Spot +4; Combat Expertise, Point Blank Shot, Weapon Focus (rapier).

Possessions: *verminous chain shirt*, light steel shield, +1 rapier, repeating hand crossbow, 4 clips of 5 bolts each, 1d4-1 doses of knockout poison.

CAPTAIN

Male or female drow Warrior 9; CR 9; Medium humanoid (elf); HD 9d8; hp 40; Init +2; Spd 30 ft.; AC 19 (+2 Dex, +5 *verminous chain shirt*, +2 light steel shield), touch 12, flat-footed 17; Base Atk +9; Grp +11; Atk +13 melee (1d6+4/18-20, +2 rapier) or +12 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); Full Atk +13/+8 melee (1d6+4/18-20, +2 rapier) or +12/+7 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 20; AL NE; SV Fort +6, Ref +5, Will +2; Str 14, Dex 14, Con 10, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +4, Hide +3, Jump +5, Listen +4, Move Silently +2, Ride +5, Search +6, Spot +5; Combat Expertise, Point Blank Shot, Precise Shot, Weapon Focus (rapier).

Possessions: +1 *verminous chain shirt*, +1 light steel shield, +2 rapier, +1 repeating hand crossbow, 4 clips of 5 bolts each, 1d4-1 doses of knockout poison.

COMMANDER

Female drow Warrior 15; CR 15; Medium humanoid (elf); HD 15d8; hp 67; Init +6; Spd 30 ft.; AC 22 (+2 Dex, +7 *verminous* chain shirt*, +3 shield), touch 12, flat-footed 20; Base Atk +15; Grp +17; Atk +19 melee (1d6+6, plus 1d6 Con damage /18-30, rapier of puncturing) or +19 ranged (1d4+1/19-20 plus poison, +2 repeating hand crossbow); Full Atk +19/+14/+9 melee (1d6+6, plus 1d6 Con damage /18-30, rapier of puncturing) or +19/+14/+9 ranged (1d4+1/19-20 plus poison, +2 repeating hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 26; AL NE; SV Fort +9, Ref +7, Will +5; Str 14, Dex 14, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +5, Jump +11, Listen +3, Move Silently +5, Ride +12, Search +4, Spot +4; Combat Expertise, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (rapier) Weapon Specialization (rapier).

Possessions: +3 *verminous chain shirt*, +2 light steel shield, rapier of puncturing, +2 repeating hand crossbow, 6 clips of 5 bolts each, 1d4-1 doses of knockout poison.

GOBLIN SERGEANT

Male goblin Warrior 3; CR 2; Small humanoid (goblinoid); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +3; Grp -1; Atk +5 melee (1d6, small morningstar) or +5 ranged (1d4, small javelin); Full Atk +5 melee (1d6, small morningstar) or +5 ranged (1d4, small javelin); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +6, Ride +4, Spot +3; Alertness, Weapon Focus (morningstar).

Possessions: leather armor, light wooden shield, small morningstar, 4 small javelins.



GOBLIN LIEUTENANT

Male goblin Warrior 5; CR 4; Small humanoid (goblinoid); HD 5d8+5; hp 27; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather), touch 12, flat-footed 14; Base Atk +5; Grp +2; Atk +8 melee (1d6+1, small morningstar) or +7 ranged (1d4/x3, small shortbow); Full Atk +8 melee (1d6+1, small morningstar) or +7 ranged (1d4/x3, small shortbow); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Ride +4, Spot +5; Alertness, Weapon Focus (morningstar).

Possessions: studded leather armor, small morningstar, small shortbow, 30 arrows.

GOBLIN CHIEFTAIN

Male goblin Warrior 8; CR 7; Small humanoid (goblinoid); HD 8d8+8; hp 44; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather), touch 13, flat-footed 14; Base Atk +8; Grp +5; Atk +11 melee (1d10+1/19-20, small greatsword) or +11 ranged (1d4/x3, small shortbow); Full Atk +11/+6 melee (1d10+1/19-20, small greatsword) or +11/+6 ranged (1d4/x3, small shortbow); SQ darkvision 60

ft.; AL NE; SV Fort +7, Ref +4, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +7, Move Silently +6, Ride +6, Spot +7; Alertness, Point Blank Shot, Weapon Focus (greatsword).

Possessions: studded leather armor, small greatsword, small shortbow, 30 arrows.

GOBLIN SHAMAN

Male goblin Adept 5; CR 4; Small Humanoid (goblinoid); HD 5d6; hp 17; Init +0; Spd 30 ft.; AC 12 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +2; Grp -2; Atk +3 melee (1d4, small shortspear) or +4 ranged (1d3, small sling); Full Atk +3 melee (1d4, small shortspear) or +4 ranged (1d3, small sling); SA spells; SQ darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +6; Str 10, Dex 12, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +4, Heal +6, Knowledge (history) +4, Listen +4, Move Silently +4, Ride +4, Spellcraft +4, Spot +4; Alertness, Eschew Materials.

Adept Spells Prepared(3/3/2; save DC 12 + spell level): 0—*detect magic, ghost sound, light*; 1st—*burning hands, cure light wounds, obscuring mist*; 2nd—*bull's strength, scorching ray*.

Possessions: small shortspear, small sling.

WIZARD CAPSULES

Wizards hold high positions of respect and power in drow society (though they rarely rival the priesthood), and are expected to lend their arcane might to the defense of the city. Many larger or specialized patrols will include a wizard or two, possibly even a master and a few apprentices if the duty is important enough to warrant it.

APPRENTICE

Male drow Wizard 1; CR 2; Medium humanoid (elf); HD 1d4; hp 2; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6/18-20, rapier) or +3 ranged (1d4/19-20 plus poison, hand crossbow); Full Atk +0 melee (1d6/18-20, rapier); or +3 ranged (1d4/19-20 plus poison, hand crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 12; AL NE; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 11, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +3, Craft (alchemy) +6, Decipher Script +6, Knowledge (arcana) +6, Listen +2, Search +5, Spellcraft +7, Spot +3; Combat Casting, Scribe Scroll.

Wizard Spells Prepared(3/2; save DC 13 + spell level): 0—*daze, detect magic, read magic*; 1st—*mage armor, magic missile*.

Spellbook(contains all of the prepared spells plus the following): 0—all cantrips.

Possessions: rapier, hand crossbow, 20 bolts, 2 random scrolls, 1d4-1 doses of knockout poison.

WIZARD

Male drow Wizard 6; CR 7; Medium humanoid (elf); HD 6d4+3; hp 18; Init +3; Spd 30 ft.; AC 14 (+3 Dex, +1 bracers of armor), touch 13, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20 plus poison, repeating hand crossbow); Full Atk +3 melee (1d6/18-20, rapier); or +6 ranged (1d4/19-20 plus poison, repeating hand crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 17; AL NE; SV Fort +5, Ref +6, Will +7; Str 10, Dex 16, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +7, Craft (alchemy) +11, Decipher Script +11, Hide +5, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Listen +5, Search +6, Spellcraft +13, Spot +5; Brew Potion, Combat Casting, Great Fortitude, Scribe Scroll, Toughness.

Wizard Spells Prepared(4/5/5/4; save DC 14 + spell level): 0—*daze, detect magic, mage hand, read magic*; 1st—*mage armor, magic missile (x2), obscuring mist, shield*; 2nd—*blur (x2), hypnotic pattern, web (x2)*; 3rd—*dispel magic (x2), lightning bolt (x2)*.

Spellbook(contains all of the prepared spells plus the following): 0—all cantrips; 1st—*identify*.

Possessions: bracers of armor +1, rapier, repeating hand crossbow†, 4 clips of 5 bolts each, cloak of resistance +1, 2 random scrolls, 4 random potions, 1d4–1 doses of knockout poison.

WARLOCK

Male drow Wizard 9; CR 10; Medium humanoid (elf); HD 9d4+12; hp 34; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 bracers of armor), touch 13, flat-footed 12; Base Atk +4; Grp +4; Atk +5 melee (1d6+1/18-20, +1 rapier) or +8 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); Full Atk +5 melee (1d6+1/18-20, +1 rapier); or +8 ranged (1d4+1/19-20 plus poison, +1 repeating hand crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 20; AL NE; SV Fort +7, Ref +8, Will +9; Str 10, Dex 16, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +11, Craft (alchemy) +14, Decipher Script +14, Hide +5, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Listen +5, Search +6, Spellcraft +16, Spot +5, Survival +1 (+3 underground); Brew Potion, Combat Casting, Great Fortitude, Improved Initiative, Scribe Scroll, Toughness.

Wizard Spells Prepared(4/5/5/4/3/1; save DC 14 + spell level): 0—*daze, detect magic, mage hand, read magic*; 1st—*mage armor, magic missile, obscuring mist, shield, true strike*; 2nd—*blur, cat's grace, fox's cunning, hypnotic pattern, web*; 3rd—*dispel magic, fireball, lightning bolt, summon monster III*; 4th—*confusion, contagion, sharp stone*; 5th—*passwall*.

Spellbook(contains all of the prepared spells plus the following): 0—all cantrips; 1st—*chill touch, endure elements, identify*; 2nd—*acid arrow, ghoul touch*; 3rd—*stinking cloud*; 4th—*fire shield, fire trap*; 5th—*mind fog, symbol of sleep*.

Possessions: bracers of Armor +2, +1 rapier, +1 repeating hand crossbow†, 4 clips of 5 bolts each, boots of spiderkind†, cloak of resistance +2, 2 random scrolls, 4 random potions, 2 random wands, 1d4–1 doses of knockout poison.



MASTER

Male drow Wizard 15; CR 16; Medium humanoid (elf); HD 15d4+15; hp 52; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 bracers of armor), touch 13, flat-footed 13; Base Atk +7; Grp +7; Atk +9 melee (1d6+2/18-20, +2 rapier) or +12 ranged (1d4+2/19-20 plus poison, +2 repeating hand crossbow); Full Atk +9/+4 melee (1d6+2/18-20, +2 rapier); or +12/+7 ranged (1d4+2/19-20 plus poison, +2 repeating hand crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., drow traits, light blindness, spell resistance 26; AL NE; SV Fort +10, Ref +13, Will +13; Str 10, Dex 16, Con 12, Int 19, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Craft (alchemy) +14, Decipher Script +14, Hide +8, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Listen +3, Move Silently +8, Search +6, Spellcraft +21, Spot +3, Survival +1 (+3 underground); Brew Potion, Combat Casting, Craft Wand, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Penetration, Toughness.

Wizard Spells Prepared(4/5/5/5/5/4/3/2/1; save DC 14 + spell level): 0—*daze, detect magic, mage hand, read magic*; 1st—*mage armor, magic missile, obscuring mist, shield, true strike*; 2nd—*blur, cat's*

grace, fox's cunning, hypnotic pattern, web; 3rd—*daylight, dispel magic, fireball, lightning bolt, summon monster III*; 4th—*animate dead, black tentacles, confusion, contagion, solid fog*; 5th—*dismissal, mind fog, passwall, transmute rock to mud*; 6th—*chain lightning, globe of invulnerability, veil*; 7th—*banishment, mage's sword, spell turning*; 8th—*mass charm monster*.

Spellbook(contains all of the prepared spells plus the following): 0—all cantrips; 1st—*chill touch, endure elements, identify*; 2nd—*acid arrow, ghoul touch, pyrotechnics*; 3rd—*deep slumber, stinking cloud, summon monster III*; 4th—*fire shield, fire trap, summon monster IV*; 5th—*contact other plane, symbol of sleep*; 6th—*mislead, true seeing, wall of iron*; 7th—*grasping hand, reverse gravity*; 8th—*demand, iron body, prismatic wall*.

Possessions: bracers of Armor +3, +2 rapier, +2 repeating hand crossbow*, 4 clips of 5 bolts each, boots of spiderkind†, cloak of resistance +3, 2 random scrolls, 4 random potions, 2 random wands, 1d4–1 doses of knockout poison.

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DEZZAVOLD: FORTRESS OF THE DROW - ERRATA

Compiled by Robert J. Schwalb

Monster stats for the Crys Spider (page 12), Hound Spider (page 13), and Mithral Guardian Spider (page 14) should read as follows.

Crys Spider

Medium Magical Beast
 Hit Dice: 3d10 (16 hp)
 Initiative: +7
 Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)
 Armor Class: 18 (+3 Dex, +5 natural) touch 13, flat-footed 15
 Base Atk/Grapple: +2/+3
 Attack: Bite +3 melee (1d6+1 plus poison)
 Full Attack: Bite +3 melee (1d6+1 plus poison)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Crysilk web, poison
 Special Qualities: Darkvision 60 ft., low-light vision.
 Saves: Fort +5, Ref +6, Will +1
 Abilities: Str 12, Dex 17, Con 14, Int 7, Wis 12, Cha 10
 Skills: Climb +10, Jump +6
 Feats: Ability Focus (poison), Improved Initiative
 Environment: Any underground
 Organization: Solitary or cluster (2-5)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always neutral
 Advancement: 4–5 HD (Medium); 6–7 HD (Large)
 Level Adjustment: —

Hound Spider

Medium Vermin
 Hit Dice: 2d8+2 (11 hp)
 Initiative: +3
 Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)
 Armor Class: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13
 Base Atk/Grapple: +1/+1
 Attack: Bite +4 melee (1d6)
 Full Attack: Bite +4 melee (1d6)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Stink, web
 Special Qualities: Alarm, darkvision 60 ft., tremorsense 200 ft., vermin traits.
 Saves: Fort +4, Ref +3, Will +0
 Abilities: Str 11, Dex 17, Con 12, Int 7, Wis 10, Cha 4
 Skills: Climb +10, Hide +3*, Jump +3, Survival +0 (+6 when following tracks)
 Saves: Fort +4, Ref +3, Will +0
 Feats: Weapon Finesse (bite), TrackB
 Environment: Any underground
 Organization: Solitary or cluster (2-5)
 Challenge Rating: 1
 Treasure: None
 Alignment: Always neutral
 Advancement: 2–4 HD (Medium); 5–6 HD (Large)
 Level Adjustment: —

Mithral Guardian Spider

Large Construct
 Hit Dice: 12d10+30 (96 hp)
 Initiative: +2
 Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)
 Armor Class: 27 (–1 size, +2 Dex, +16 natural) touch 11, flat-footed 25
 Base Atk/Grapple: +9/+13
 Attack: Bite +14 melee (1d8+6) or Gore +9 melee (2d6+6)
 Full Attack: 2 bites +14/+9 melee (1d8+6); or 2 Gores +9/+4 melee (2d6+6)
 Space/Reach: 10 ft./10 ft.
 Special Attacks: Arcing energy, mithral web, leap
 Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, rust vulnerability, time limit, tremorsense
 Saves: Fort +4, Ref +6, Will +6
 Abilities: Str 22, Dex 14, Con —, Int —, Wis 14, Cha 1
 Skills: Climb +14, Hide +6, Spot +6
 Feats: —
 Environment: Any
 Organization: Solitary or pair
 Challenge Rating: 10
 Treasure: None
 Alignment: Always neutral
 Advancement: 13–16 HD (Large); 17–20 HD (Huge)
 Level Adjustment: —

ERRATA

The stats for the drey were inadvertently cut off. They should appear thusly:

THE DREY

	Drey Male Medium Humanoid (elf)	Drey Female Medium Humanoid (elf)
Hit Dice:	2d8 (9 hp)	
Initiative:	3	
Speed:	30 ft. (6 squares)	
Armor Class:	15 (+3 Dex, +2 leather), touch 13, flat-footed 12	
Base Atk/Grapple:	2	1
Attack:	Longsword +1 melee (1d8-1/19-20) or light crossbow +5 ranged (1d8/19-20)	Longsword +2 melee (1d8-1/19-20) or light crossbow +5 ranged (1d8/19-20)
Full Attack:	Longsword +1 melee (1d8-1/19-20) or light crossbow +5 ranged (1d8/19-20)	Longsword +2 melee (1d8-1/19-20) or light crossbow +5 ranged (1d8/19-20)
Space/Reach:	5 ft./5 ft.	
Special Attacks:	Spell-like abilities	
Special Qualities:	Drey traits, spell resistance 13	
Saves:	Fort +3, Ref +3, Will +0	Fort +3, Ref +3, Will +1
Abilities:	Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 12	Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 14
Skills:	Climb +3, Hide +9, Listen +6, Move Silently +9, Spot +6, Survival +3	Bluff +4, Climb +4, Hide +11, Listen +8, Move Silently +10, Spot +8, Survival +5
Feats:	Weapon Focus (longsword)	
Climate/Terrain:	Any Underground	
Organization:	Company (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd to 6th-level), or war party (30-100 plus 1 3rd-level sergeant per 10 drey, 5 5th-level lieutenants, 3 7th-level captains, and a 12th-level leader.)	
Challenge Rating:	2	
Treasure:	Standard	
Alignment:	Usually chaotic evil	
Advancement:	By character class	
Level Adjustment:	2	3

ERRATA

Fierce cousins to the drow, drey are the spawn of Nyarleth and her first followers. Chaotic and vengeful to the extreme, drey barely muster enough order to form a society and continue their race. Females dominate the society, using and abusing males at their whim.

Superficially similar to drow, drey resemble black-skinned elves with white hair. Their eyes are blank voids of white, and their features are harder and more angular than drow's. Females are more muscular than the average drow, while males are clearly weaker. Males can, and often do, grow facial hair. Drey master few crafts, preferring to take what they need from others.

Drey speak Drow and Undercommon.

Combat

Though many drey charge into a battle with abandon, they are brilliant strategists and quick to adapt to any situation. Female drey use their spell-like abilities to gain foreknowledge of battlefields and foes when they know they are going to fight. In combat, they make judicious use of levitate and suggestion. Male drey fight without fear, knowing failure will yield a fate worse than death at the hands of the outraged females.

Spell-Like Abilities: Female, 1/day—clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice; Male, 1/day—dancing lights, darkness, detect good, detect magic, faerie fire, and levitate. These are as the spells cast by a sorcerer whose level equals the drey's total Hit Dice.

Drey Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- * Males: -2 Strength, +4 Dexterity, +2 Intelligence, +2 Charisma; Females: +4 Dexterity, +4 Intelligence, +2 Wisdom, +4 Charisma.
- * Darkvision out to 120 feet. This trait replaces the elf's low-light vision.
- * Racial Hit Dice: A drey begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- * Racial Skills: A drey's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Spot, Survival.
- * Racial Feats: A drey's humanoid levels give it one feat.
- * Spell resistance equal to 11 + character level.
- * +2 racial bonus to Will saves versus spells and spell-like abilities.
- * Spell-Like Abilities: Female drey can use the following spell-like abilities once per day: clairaudience/clairvoyance, dancing lights, darkness, detect good, detect magic, dispel magic, discern lies, faerie fire, levitate, and suggestion; male drey can use the following spell-like abilities once per day: dancing lights, darkness, detect good, detect magic, faerie fire, and levitate. Caster level equals the drey's character level.
- * Immunity to sleep spells and effects. Though drey share this immunity with other elves, they are cursed to sleep as do humans.
- * Weapon Proficiency: A drey is automatically proficient with the hand crossbow, light crossbow, longsword, scimitar.
- * Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drey for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- * Stonecunning: This ability grants a drey a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something not stone but disguised as stone also counts as unusual stonework. A drey who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a drey can use the Search skill to find stonework traps as a rogue can. A drey can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- * Drow Blood: For all effects related to race, a drey is considered a drow and an elf.
- * Skills: Drey receive a +4 racial bonus to all Hide, Listen, Move Silently, and Spot checks. These bonuses are already figured into the statistics above, and replace the elf's racial skill bonuses.
- * Favored Class: Rogue (male) or barbarian (female). This trait replaces the elf's favored class.
- * Level Adjustment +2 (male), +3 (female).

Drey Society

Female drey rule over the males—they possess superior strength and sharper wits. Their patron deity, Nyarleth, also favors her female worshippers, making males even less relevant.

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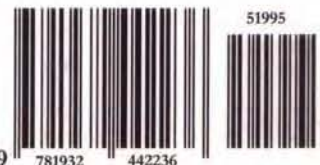
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