

## 1: Dungeons And Dragons RPG: Character Folio: Drow Attack

*I just recieved my Attack of the Drow set in the mail not more than fifteen minutes ago, and I'm so mad I don't ever want to buy anything from WotC again. The Drow Ranger, arguably the coolest figure in the set, was missing an arm.*

Delving deep underground or wandering the lush jungles of the continent, the drow became more powerful than their blood brethren, and yet more distanced from and distrustful of from the cultures of friendly races. Their skin tends to be so black in color it may appear to have a bluish or purplish sheen; in contrast, their hair is almost always a brilliant, shining white. The colors of drow elf eyes range generally from maroon to bright red, though some drow elves have been noted to have an extremely light pink close to the color grey or even completely white eyes; if this is a sign of power, or some strange trait carried through the bloodlines of drow families, none can tell the answer. Neither males nor females grow any facial or body hair, apart from that on their heads and scalp. An elf is considered an adult about years old, and can often live to be well over years old. Elves do not sleep as other races do. Instead they meditate, descending into a trance-like state that lasts for about four hours each day, which is equal to around 8 hours of sleep for the other races. This lack of sleep gives all drow and elves a natural immunity to sleep and clouding of the mind due to weariness cause by lack of sleep, whether the urge to rest be brought on by magical or more mundane forces. When not living in the ruins of ancient giant cities, they are often living underground in the various cave systems. Politics[ edit ] Drow elves that have escaped to the surface are typically semi-nomadic and secretive, distancing themselves from common society. Thus, they have not really established any lasting "realms", and have created no government or ruling power as of yet. However, the realms below the ground are as dark as their pitch-black surroundings, consisting of frequent fighting, assassinations, and betrayal to gain power. Dragonmarks[ edit ] Drow elves are not known to carry any dragonmarks. As dragonmarks are usually signs that the possessors play a part in the Prophecy, this does not bode well for the future and importance of the drow in later times. However, there have been drow elves who have been looked kindly upon by those from Above; these "favored souls", as they are often known as, are living proof that the drow are not entirely excluded from the designs of the powerful deities, and so the drow may yet prove to gain one of their own dragonmarks. Society[ edit ] Surface-dwelling drow elves live and travel in small family tribes or bands. They have little interaction with other bands of drow elves, and even less with outsiders. They consider themselves to be the true preservers of elven dignity and valor and consider the elves that fled to Aerenal to be cowards. Drow elves dwelling beneath the ground in the lack-light caverns generally live in small realms, almost like kingdoms; however, drow must always watch their backs at all times, as the underground drow society is a brutal, bloody system of constant struggles for power. The children, from the moment they can defend themselves, are expected to do so, receiving little help from their parents or from other drow. While this forces the drow to become more cunning and smooth-tongued in order to survive, this also grants them a general distrust of all other sentient beings, even those who are not drow. Drow often worship a scorpion god called Vulkoor, often depicted with the lower body of a scorpion and the upper body of a drow. The drow of Menehtarun are believed to especially do so, to the point that they are sometimes addressed to as the Vulkoorim. They revere all types of scorpions and consider other arachnids to be lesser servants of Vulkoor. Many researchers believe that Vulkoor is an incarnation of the Mockery. Many religious drow scar themselves using scorpion venom to leave white scars on their black skin. However, drow are not limited to this dark divine ruler; plenty of drow have been able to serve as pious clerics or noble paladins in the name of the Silver Flame or the Sovereign Host, among other, much lighter deities than Vulkoor. Other Drow Elf Traits[ edit ] Drow elves are generally more cunning and charismatic than other "typical" elves, able to think faster on their toes and intimidate or sweet-talk other beings in a more fashioned manner than the other elves; this does not indicate that they are any wiser. They most likely gained their heightened physical prowess from their conflicted and blood-filled history serving time as giantese slaves or waging war against their captors. Drow elves are equally dexterous and frail as their blood brethren.

*Attack of the Drow: Chainmail Miniatures Game.*

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elves. A charismatic drow male, he is an excellent speaker and has much prestige within the city. Henge is a priest of Vhaeraun. He used to live in Ched Nasad a rival drow city to Menzoberranzan, but he escaped with help from Nisstyre in exchange for a magical oath of loyalty. Small and wizened, she is the most powerful priestess of Lolth in the city and greatly respected for her power despite her low rank. At a great meeting of all the noble houses after the disastrous attack on Mithral Hall, she spoke the message from Lolth that the houses were to stop warring and no priestesses were to be killed until the city had regained its strength. Iljrene is a priestess of Eilistraee at the Promenade. A tiny woman, she has a voice like that of a little girl, but she commands attention when she speaks. Easily recognized by his shaven head and unusual clothes, he carries several magic daggers that return to him after being thrown, an eyepatch that blocks mental intrusions, many rings, hard boots that can be made loud or quiet at will, a shimmering cape of many colors, a mirror that can be used to scry people, and a whistle that can detect magic and banish summoned creatures. He also has contacts on the surface world and is involved in organized crime in Calimshan through his business partner, Artemis Entreri. Scrawny and very short, she had psionic powers, as did a significant number of drow in her house. She was hated by Matron Baenre and was sent to the Abyss after the Time of Troubles to be tortured eternally for blaspheming Lolth. Fiends attacked her entire house, structure, and inhabitants and swept all of it into the Abyss as part of this punishment. Kelnozz is a commoner in service to house Kenafin. A student at Melee Magthere, he "befriended" Drizt early on but betrayed him in a grand melee to secure a higher rank for himself. Ker Horlbar is one of two matron mothers that rule house Horlbar. Her family is wealthy because of their agriculture holdings, and those same holdings make them rivals with house Hunszrin. She discovered Drizt outside the city, assumed he was the only survivor of a drow patrol, and let Drizt back into Menzoberranzan, not realizing his identity. Kharza-kzad was a master wizard of Sorcere. A male noble of house Xorlarrin, he was a tutor of Liriel. He was known among his peers for crafting powerful battle wands. He was an ally of Nisstyre, but he found himself forced to battle Nisstyre because of political and personal conflicts over Liriel. After plunging into a volcano he emerged as a lich, which is a powerful, undead spellcaster. Psionic male of the destroyed house Oblodora of Menzoberranzan, Kimmuriel has the ability to teleport, read minds, and create a barrier that absorbs physical attacks. She is the mother of Shakti, and it is likely that Shakti will inherit the house when Kintuere dies whether that is soon or not for many decades. Matron mother of house Kenafin, tenth house of Menzoberranzan, Kyrnill is cruel and tyrannical. In her house, priestesses rule absolutely supreme -- even for a Lolth-controlled society -- and they subjugate and terrorize all house males. Liriel is the daughter of Gromph and a minor female noble of house Vandree. After her father discovered her talent for arcane magic, he had her mother murdered and adopted her. She studied wizardry under him as well others such as Kharza-kzad Xorlarrin. She left the Underdark to explore the world and bears a magic amulet of the Rus that can sustain location-based magic when away from that location. She has amber eyes like her father and is a friend of Fyodor, a Rashemen berserker. She was slender and deceptively small, and she had a reputation for taking any man in her house that she wanted to pleasure her, even commoners. This is an oath he later broke, but he realized the folly of making such an oath in the first place. Matron mother of house Baenre, Matron Baenre was so old and spent so long in that position that none remember her personal name. Very old and withered for an elf, she was allied with a mind flayer, who she used to extract information from reticent subjects. She wore a spider-shaped gold ring with a black sapphire, which is said to contain a magically preserved lethal spider. She was killed by Bruenor Battlehammer at the end of the invasion of Mithral Hall. She is sadistic, not subtle in any way, and has no sense of intrigue or protocol. Drow merchant with contacts on the surface world, Nisstyre had unusual coppery-red hair. Formerly of Ched Nasad, he left there seeking greater opportunities. A worshiper of Vhaeraun, he also was skilled as a wizard. Liriel killed him in a magical battle. In addition to her powers as a priestess, she is Chosen empowered with direct power from a deity of both Eilistraee and Mystra. Quenthel was another daughter of the matron of house Baenre. Father of Dinin, he was killed by the zin-carla of Zaknafein when Malice grew tired of him. Shakti, a priestess of Lolth, is being courted by Vhaeraun. She is a rival and foe of Liriel, who she trained with at Arach-Tinilith. Nearsighted for most of her life, she was recently cured by unholy power of the two deities she serves. She carries a magic trident and a whip with five snake heads. She weighed barely fifty pounds but

was quite powerful. Content with watching over her precious chapter, she is the least ambitious drow Matron Baenre had ever known. Handsome commoner male and lover of Bythnara, Syzwick is the son of a perfume merchant. She is short and bad-tempered but patient and calculating.

### 3: Descent into the Depths of the Earth - Wikipedia

*The drow have attacked Daggerdale and so Lord Randal Morn seeks vengeance, no prisoners were taken in the raids. All the lower farms were sacked with the loss of all lives, it made no sense, the drow had not raided for hundreds of years.*

Healing Salve gives Drow Ranger a massive boost of health regeneration in one go. Tango provides Drow Ranger health regeneration in the early game. Boots of Speed give Drow Ranger a speed boost which can be helpful for getting around. Magic Wand can be a good idea to pick up if the enemy is using a lot of spells, as the burst heal can help her survive or win early fights. Ring of Aquila provides Drow Ranger with bonus attributes which can be helpful in the early game. It can be sold in the late game. Power Treads provide Drow Ranger with attack speed and additional attributes. Dragon Lance provides useful stats for a highly cost effective price, and the increased range allows Drow Ranger to easily achieve good positioning. It also allows her to out-range towers and destroy them without much risk. Upgrades later into Hurricane Pike. Shadow Blade provides mobility and stealth for Drow Ranger, allowing her to approach an ideal position for team-fights. It also provides some useful attack speed and damage. Mask of Madness is a good source of lifesteal, and is useful for farming. Butterfly provides ever-useful agility for Drow Ranger. It is usually picked up to help Drow Ranger defend against efficient backline attackers. Black King Bar is important if Drow Ranger is facing a team with many disables, giving her enough time to deal at least some damage. Silver Edge builds naturally from Shadow Blade, providing valuable stats and break. It can be disassembled to build another item with the Ultimate Orb. Diffusal Blade allows Drow Ranger to ambush an enemy hero with Gust, then quickly burn away their mana during the silence period. Alone, it can be a weak upgrade, but combined with several attack modifier items, it can allow Drow to heavily damage a grouped up enemy team. Satanic provides Drow Ranger with a huge amount of lifesteal for a short period of time, allowing Drow Ranger to stand her ground and regain practically all of her health with just a few shots. Manta Style provides Drow Ranger with mobility, stats, and the ability to dispel debuffs and create illusions of herself. Because her illusions benefit from Marksmanship, Manta Style provides Drow Ranger with a large damage increase, especially when sieging buildings. Eye of Skadi gives a decent stats boost, and stacks with Frost Arrows, making it possible to reduce most enemy heroes to minimum move speed.

## 4: The Drow Attack - Myth-Weavers

*Traxex, the Drow Ranger, is a ranged agility hero whose greatest assets are her incredible damage and ability to keep threats at bay. Traxex is a carry who.*

Uniqueness of Farland Drow Characteristics Like elves of the light, dulim singular dulam are immortal, ceasing to age upon reaching maturity at about the age of 25. The route to Faerie is closed to them, however, and if a dark elf is not killed, his fierce, fiery spirit eventually uses up his body. An aging drow simply fades away, until all that is left is a Dulim Shade, a creature neither dead nor undead drow began growing slightly translucent in their sixth or seventh century, although this has no mechanical game effects. By the middle of their eighth century, their body fades away completely and they become Dulim Shades. Dulim Shades are incorporeal creatures without undead traits and which cannot be turned or controlled as undead. Generally these shades have no power to affect the world around them, although some have been known to somehow do so. Often these shades, barely visible, inhabit tunnels and passages near drow communities which are set aside for their use. Eventually they leave even these, however, and where these cursed remnants go, no one knows. The dark elf language, called Mordularian "Nighted Speech" is a twisted but morbidly beautiful tongue. It uses basically the same structure and phonemes as Altarian, although the language has mutated over the millennia. This surprise quickly fades to bitter rancor, however, as the drow invariably attack the elves of the light. They must make this check once per encounter. Drow names are also strangely attractive, yet alien. Drow tend to form their names by combining a Ward Name, a name given in the drow nurseries, with an adult name, a name given upon entering drow society. They spell these names with an apostrophe. These adult names are perhaps remnants of surface elf doom-names, although drow, having severed their ties with Tal-Allustiel, follow no doom. Once drow reach maturity around age 25, they cease aging. Sometime in their sixth or seventh century, they begin to grow translucent, although this has no game effects. By the middle of their eighth century, they fade completely and become Dulim Shades. They can then no longer interact with the material world and become NPCs. Your size is medium. History The history of the dulim includes few years of peace. They have been forced to live in a constant state of warfare with other races and even themselves. While they rarely fight in open battle, preferring to use slaves for warfare see the section on dulim warfare, they are extremely concerned with power. War is a constant threat and for many dulim is even a hope. Dulim strive to prove their personal power at all costs. To do this they may even attempt to prove themselves in battle. To distinguish oneself in battle is extremely risky and few are willing to take such risks, but it is also one of the fastest and easiest ways to become a respected and distinguished member of dulim society. From their earliest origins as a race, the dulim have been involved in wartime intrigue, and to this day blackmail, trickery, and double-crossing are some of the most prized dulim strategies. While far underground in the Dark Deeps, the Serpent of Twilight, an agent of the Demon goddess Salystra, led them to a place of great power where they were able to develop abilities far beyond those of their surface cousins. It would be considered a great insult to suggest to a present day dulam that he or she is part of the Elven race. The dulim descended from the once great Elhil house Al-Dustriel. Long ago around the year E. They joined the evil forces. The ensuing war between Al-Dustriel and their kin was waged for centuries thereafter. Al-Dustriel lost more ground with each passing year and their defeat seemed inevitable. In the late years of the 63rd century E. He created a huge monolith in the middle of their city and instructed their leaders in the use of this great obelisk of power. Using this newfound might, in they defeated the other Elhil at the Battle of the Dark Pass. It was not long, however, until the rest of the Elhil retaliated, attacking once more. The elves of Al-Dustriel tried again to draw upon the power of the monolith, but to no avail, and Al-Dustriel was all but destroyed in the second Battle of the Dark Pass. The changes to the Al-Dustriel elves began when they channeled the power of the monolith. Their skin was blackened and many of their physical traits were twisted. The elderly mage who had brought them the monolith revealed himself again in the Dark Deeps, but this time in his true form, as the Serpent of Twilight, agent of Salystra. He promised them great power and led them to the site where the elves of Al-Dustriel would undergo further transformations, becoming once and for all the dulim. There have been four great dulim cities

throughout history. Two remain large and prosperous. One was destroyed by the surface dwellers. Another remains a sacred and historical site for the dulum, but few remain to reside in this remote location. The event that would lead to the foundation of the first dulum city occurred in the early days when the Serpent of Twilight led the great dulum captain Tralos to a powerful, long lost artifact. The history of the artifact was known to few even then, but its lore is rich indeed. Long ago in the time of the Godwars, the now deceased god Soggoth placed a portion of his life essence in a ruby skull and hid it deep beneath the surface. Thousands of years later, some dwarves stumbled upon this artifact and were twisted and changed by the power of the skull into the duergar. They settled in the area, and for several thousand years, they ruled from a great city of silver rumored to be largely made of mithril. Using the powers of the ruby skull, they imbued their city with great and terrible powers. Though they lived in this city for thousands of years, they were unable to finish the project, for they labored painstakingly to create a thing of perfection and thus did not rush in the least. Long before they were able to complete their city, the aboleth that lived in the underground lakes nearby began a war to rid their realm of the duergar. They were largely successful, and the duergar fled. The aboleth returned to the depths and the city lay dormant for centuries. Then the Serpent of Twilight, having learned from salystra herself of the dormant powers built into the city, saw an opportunity to make the dulum powerful, and he led their leader Tralos there. It was here that the race of dulum acquired their magical abilities, gaining them from the artifact city itself. Tralos immediately noted the worth of this city, but he also noted that it was too sacred to actually dwell within, so in E. Celustel still guards the approach to the Silver City. The only ones who dwell within the artifact city are a small sect of drow priestesses called the Keepers, who guard the Silver City carefully. Few dulum ever venture to this unholy site. An ancient prophesy holds that when the city is destroyed, the dulum race shall fail. The second great city of the dulum was named Morclaenthaur "Black Lake of Bondage". It was located somewhere under present day Zeland. The city was founded by the dulum Sorcerer Nartiluk in 10, E. At the time the dulum envisioned a great underground empire with Celustel and Morclaenthaur as the northern and southern tips. As the empire grew in power, the dulum grew arrogant and decided to extend their territory above the surface. The surface dwellers responded with war and after the elven hero Fingalion returned from over the sea to help the forces of the surface, the dulum were defeated and Morclaenthaur was destroyed. This blow to the drow utterly destroyed their attempts at empire. For many centuries, contact between Celustel and the survivors was lost. Darkonglaxsti is located under the Stonewall Mountains. It is the largest of all the dulum cities past and present. Most of the city is located in a vast underground cavern which is full of stalactites. The dulum of Darkonglaxsti used this natural phenomenon to build a highly defensible city. All houses and other structures are located in the great stalactites hanging from the roof of the cavern. Many of the most important structures are therefore quite high above the floor of the cavern and are very difficult to access and thus highly defensible. Roadways and paths exist on the cavern floor, and some are even carved into the roof. Others are made of hanging rope walkways. This city is a great splendor of the Dark Deeps, truly one of the most magnificent sights. The dulum of Darkonglaxsti and the duergar in this area enjoy relatively good relations. The duergar were very helpful in the construction of the city and were important allies during the early years when the fleeing dulum were in need of assistance. Trade flourishes between the two races in this area. It was founded in F. He was a very powerful member of the Darkonglaxsti elite who had been advocating for centuries for an invasion of the surface elves. The city was founded as a stepping off point for a great invasion of the elves of the light. The population grew quickly, as the idea of the invasion was quite popular among the dulum in general. Political intrigue and internal strife have kept this a dream so far, but the theocrat leaders of the city have not forgotten why their city exists. They never stop scheming and plotting for the day when they will get their revenge on their surface cousins. Drow Timeline Age of Immortals c. The dwarves of Liferock aid the elves. The fight would have been easily won, except a large faction of elves from Al-Dustriel inexplicably joins the evil forces. Should the line fail, the elves shall face the end of their time in the Hinterlands. The elven Queen Celewen, who continues the ongoing fight against Al-Dustriel and her allies, succeeds him. The Power of Al-Dustriel is all but smashed, although they will manage to hold out for another century. Celewen orders the execution of any member of the house of Al-Dustriel who can be found.

### 5: Attack of the Drow by Chainmail, ISBN: , , New, Used Books

*I tried giving the drow with the talent a blades of attack (+9 damage) and giving the drow without the talent alacrity with wex lv2 (+10 damage, +25 attack speed), they both had equal dps (almost equal, there was a tiny difference due to the drow with the talent having 1 less damage).*

Edit More commonly referred to as Dark Elves, drow have characteristics similar to their elven kin, but can be easily identified by their midnight black skin and white hair which tends to shade a pale yellow with advanced age. A matriarchal society, drow tend to live in the Underdark, where they serve their evil deity, Lolth. Branded traitors and outcasts by their own people, some have come to Neverwinter seeking acceptance on the surface world and protection from what lies beneath. At the dawn of creation, all Feywild races were a single race dwelling both in the Feywild and in the world, passing freely between the two. The drow were cursed and banished to the Underdark and their goddess was also cursed, twisted into the demonic spider goddess she is now known as, becoming Lolth or Lloth. Ties between the peoples of the Feywild and the world grew tenuous and eventually the elves and eladrin grew into two distinct races. History Edit Drow were once known as Dark Elves and their nation was one of the most powerful in the world. In DR however, their goddess Araushnee betrayed her fellow Seldarine and, along with Ghaunadaur, Vhaeraun, Malar and others, they tried to invade Arvandor. Afterwards Araushnee was cast into the Abyss, where she took the name Lolth. One of these was a balor named Wendonai who bred with the Ilythiiri, giving them a taint. After many malicious acts and abuses of elven magic, Corellon Larethian banished the dhaerow traitors, whom Lolth used to be responsible for and most of whom still secretly worshiped her, to the Underdark. A horrid magical storm known as the Dark Disaster laid waste to Miyeritar. The taint of Wendonai allows him to hear the thoughts of those tainted. It is only the Ilythiiri who carry it and it drives their cruel and arrogant nature. They stole dwarven magical items and used them against their former masters, creating the enmity that still exists to this day. They also seized the gold dwarf cavern of Bhaerynden, creating the kingdom of Telantiwar. The drow then began fighting amongst themselves, trying to establish a single ruler. The attempt failed, only resulting in a great magical explosion that destroyed this large cavern, forming the Great Rift. The surviving nobles took what they could and left to establish their own realms elsewhere in the Underdark. This time was known as the Scattering and produced most of the cities in which the drow live to this day. In many ways, drow resemble eladrin. Drow have obsidian colored skin and pale yellow or pale golden, silver or white hair. The latter, hair of snow-white, being by far the most common amongst children and adults. As a drow reaches a venerable age, their hair usually thins and either begins to turn a dull-yellow hue or the yellow hue becomes more prominent in those with a natural yellow hair color. Drow generally take great care of their hair, carefully grooming it and most drow wear their hair long with jewelry and other accessories decorating it. Like all elves, drow are incapable of growing beards, though many males are fond of long sideburns. Drow eyes are usually bright red, but some are known to have different colored, commonly much paler, eyes such as blue, lilac, pink, gray or silver. Even eyes of amber, brown and black are not unknown. All drow eyes, regardless of color, tend to grow redder when they are upset or angry. Sometimes their eyes are even green which, as well as blue, would implicate that a particular drow has some surface elven blood in their veins. The drow of the Underdark have been known to execute their newborn children born with blue or green eyes, seeing it as a sign of tainted "goodness," offering them as sacrifices to their goddess Lolth. Drow teeth can be white, purple, or even black and their gums, throats, and tongues can be red, pink, or even purple. Drow females are usually bigger and stronger than their male counterparts. Both genders are usually slim, lithe, and graceful in build, posture and features just as other elves appear to humans. Drow have lifespans far beyond that of humans and comparable with the rest of the elves, although usually somewhat longer. They have higher birthrate compared to other elves but their constant genocide of their own people has kept their population in control. Abilities Edit Although the strongest class for a Drow is perhaps the priestess class, or female cleric, they derive their power from the demon goddess Lolth of the Spider-web Pits in the Abyss. Hence, they may not be a strong playable character class but as a good monster class. Drow are brought up to be arrogantly self-dependent, cold-hearted,

ruthless and urbane. Their racial ability is tied to Lolth, those touched by Lolth can use dark powers. They are stealthy and because of them being drow, can intimidate others more easily. Psychology Edit The vast majority of dark elves base their behavior and attitudes on the worship of the chaotic evil goddess Lolth, also known as the Spider Queen. The drow of the Underdark do not believe in kindness, even towards their children. Their children must be cunning from birth or die. Drow are cold parents, instilling self-reliance and independence, which also reinforces their natural inclinations toward evil. Typical drow are cruel in their dealings with others and treacherous among themselves. Drow understand the value of alliances and enjoy congenial companionship, but they regard any such arrangements as temporary and learn at an early age to distrust. They expect the worst and are last to be surprised at a betrayal. Thus they can never form everlasting friendships. Though the drow concept of war is quite different than the surface. Drow rarely openly attack each other in the streets and the use of armies is all but unheard of with only a few rare historical exceptions. Drow conflicts are more Machiavellian in style; with quiet assassinations in dark alleys or secret hidden strike forces obliterating a rival house in a single night. If one house should make such an overt attempt to destroy another and fail in the attempt, that attacking house will then be destroyed by the entire drow city for its perceived weakness. Weakness is not tolerated. Of course, if the attacked house was weakened enough by the attacker, the community at large might choose to consume it as well. The heads of the most powerful houses, are always female drow members of the clergy. Male drow rarely hold positions of authority and are never allowed membership within the female dominated clergy. There are no male clerics of Lolth. Within the setting of Neverwinter the one good-aligned god of the drow pantheon Eilistrasee is dead. She is not available as deity a choice for player characters. Ghaundaur, the god of abominations, left the Dark Seldarine Court before being destroyed by Lolth. Drow who have forsaken the evil ways of their racial goddess are often outcasts that have immigrated to the surface. Outcast drow can worship any of the living Forgotten Realms gods, including other elven or human deities. Homelands Edit There are several sections, or regional areas of the underdark, not unlike geographical distinctions made for the surface of the Forgotten Realms Sword Coast, Dalelands etc. The underdark area that lies beneath the campaign setting of Neverwinter is known as the "Northdark". The basic geographic lands and drow cities include: Some examples of drow given names in Toril: Drow surnames are quite varied and only those of noble birth are allowed to directly use the name of their House as a surname. It is not unusual for a drow noble house to be referred to by a shorter public name while keeping its formal name reserved for special occasions. Drow Languages Edit Drow within the Neverwinter campaign setting speak an accented form of elvish. The Drow dialect of Elvish is the same base language with different idioms and inflections which have developed over thousands of years of cultural separation from mainstream elvish society. This offers a relatable platform of communication between Drow and Eladrin but that does not mean that a surface elf will automatically understand every word spoken by a drow, but there are some similarities that could offer a basic understanding of a conversation. Prayers to Lolth are said in the elven language. Drow do not beg Lolth for favors or protection. They thank her for allowing them to live and dedicate their lives to proving themselves worthy of being her chosen people. It is not a system of finger combinations used to spell out words. An outsider, such as a human or surface born dark elf, would need to spend a significant portion of their natural life span in order to learn how to effectively use the language 50 years plus. Drow words, phrases and titles that are based in the fiction of R. There are several fan sites and on-line translators available on the Internet to assist those players who may be interested in making use of such words in their role-play. Many of the words, phrases, names and titles are lifted directly from the official published fiction. Learning and using these drow words and phrases are not required for role-playing a drow, though some players consider it a means for more immerse role-play. It is not uncommon for drow to speak underdark common tongue, elvish as well as the various languages of their neighboring cultures and races. Such concepts as drow eating spiders, Arachnomancers, Dread Fangs of Lolth and the NPC Zinzerena should be ignored as they are in direct conflict with the published Forgotten Realms underdark lore.

### 6: Drow | Neverwinter Wiki | FANDOM powered by Wikia

*Created for tabletop role playing games, Character Folio: Drow Attack provide a convenient and perfectly geeky way to hold all papers related to your campaign.*

Plot summary[ edit ] The plot of the original modules *Descent Into the Depths of the Earth* and *Shrine of the Kuo-Toa* places a party of player characters PCs on the trail of the drow priestess Eclavdra through the Underdark , [3] a vast subterranean network of interconnected caverns and tunnels, [4] battling various creatures on their journey. In the last module in the preceding G-series, *Hall of the Fire Giant King*, the PCs were supposed to have discovered that the drow had instigated the alliance between the races of giants and their attacks on neighboring humans. The party encounters a kuo-toan rogue monitor who helps them cross a large river for a fee. A party of Svirfneblin or deep gnomes approaches the player characters on the other side, and the party has a chance to convince them to help them fight against the drow. As the party travels, signs of the drow are all around; the drow are allowed to pass through these subterranean areas, even though they are hated and feared by the other local intelligent races. The party then moves through kuo-toa territory, ruled by the Priest-Prince Va-Guulgh. If the PCs appease the kuo-toa and respect their customs, the evil kuo-toa are not openly hostile to the party, but will attack if the party gives them a reason. The party learns that the drow and kuo-toa trade with each other openly, but the kuo-toa hate and fear the drow, resulting in frequent skirmishes between the two peoples. *D3 Vault of the Drow* is set in Erelhei-Cinlu, an underground stronghold of the drow, and the Fane of Lolth, their evil spider-goddess. The adventure is written in a very open-ended fashion, giving the Dungeon Master DM free rein to script any number of mini-campaigns or adventures taking place inside the drow capital. An extensive overview of the drow power structure is given for just this purpose. Eventually, the players may discover an astral gate leading to the plane of the Abyss , leading into the Q1 module. *LaForce* , Bill Willingham and Roslof. Since the D compilation featured color cover artwork, Erol Otus was tasked with creating a new color cover for D3 as well. *LaForce* , David A. Trampier , and Otus. The overall campaign begins with the three modules in the *G1* "3 Against the Giants series, continues through the D-series, and concludes with module Q1 *Queen of the Demonweb Pits*. *Descent into the Depths of the Earth* was the basis for a novel of the same title by Paul Kidd. Reception[ edit ] When combined with the G-series and Q module as the *Queen of the Spiders* , the D-series was voted the single greatest adventure of all time by *Dungeon* magazine in This is where it all got started. They felt the Drow city detailed in the module offered "more intrigue" than any module previously. Judge Clark Peterson compared it favorably to *City State of the Invincible Overlord* , which also had a complicated city environment, saying "this was an underground city of evil monsters"the Drow, who, then, were new and mysterious as opposed to tired and overused as they are today. He compared the series favorably to the G series of modules , which he also liked. Turnbull commented that the scope was large, and that the modules were of good value. Although D3 can be played by itself, he speculated that the party of characters may need the magic items that can be acquired in the first two to not be put at a disadvantage. Turnbull did lament that the series was designed for parties of a high level, making it difficult to use with a group of lower level characters. He did run the adventure himself, though. He recommended using miniatures on a grid, because some of the battles involved so many characters and monsters. He also recommended rolling the dice for various encounters in advance. Although some such work would be wasted when the players chose one route over another, "it will be worth the effort. Although he felt the magical weapons he gave these characters were too powerful, he warned that giving weapons that are too weak would be a bigger problem. He also recommended lots of healing spells and potions. He hoped that people would not be scared to use the modules because of their difficulty. Swenson noted that purchasers of adventure publications had come to expect longer texts for the given price, so that the two adventures had been combined into one format; redundant text was eliminated, and new illustrations were added to fill the resultant gaps in layout. He was perplexed by all of the creatures found in the grand cavern area originally found in module D1: It is also surprising to find the Kuo Toa still in business, given the seeming superior military power of the Drow, but who knows? Gygax does not make a regular practice of organizing his text to help the

poor GM pick out the important information quickly. Aside from the problems I have already noted, the adventures are interesting and generally of superior quality.

## 7: Drow (Famous and Not)

*An all-new faction for the Chainmail miniatures game offers players the chance to experience something different and exciting. This box contains a complete warband of seven models, ready to be painted and sent into battle.*

Open Game License Drow Cruel and cunning, drow are a dark reflection of the elven race. Also called dark elves, they dwell deep underground in elaborate cities shaped from the rock of cyclopean caverns. Drow seldom make themselves known to surface folk, preferring to remain legends while advancing their sinister agendas through proxies and agents. Drow have no love for anyone but themselves, and are adept at manipulating other creatures. While they are not born evil, malignancy is deep-rooted in their culture and society, and nonconformists rarely survive for long. Some stories tell that given the right circumstances, a particularly hateful elf might turn into a drow, though such a transformation would require a truly heinous individual. Drow are similar in stature to humans, but share the slender build and features of elves, including the distinctive long, pointed ears. Their eyes lack pupils and are usually solid white or red. Drow skin ranges from coal black to a dusky purple. Their hair is typically white or silver, though some variation is not unknown. Drow society is traditionally class-oriented and matriarchal. Male drow usually fulfill martial roles, defending the species from external threats, while female drow assume positions of leadership and authority. Reinforcing these gender roles, one in 20 drow are born with exceptional abilities and thus considered to be nobility, and the majority of these special drow are female. Noble houses define drow politics, with each house governed by a noble matriarch and composed of lesser families, business enterprises, and military companies. Each house is also associated with a demon lord patron. Drow are strongly driven by individual self-interest and advancement, which shapes their culture with seething intrigue and politics, as common drow jockey for favor of the nobility, and the nobility rise in power through a combination of assassination, seduction, and treachery. Drow have a strong sense of racial superiority and divide non-drow into two groups: In practice, however, races that may share similar inclinations such as hobgoblins and orcs and those who serve willingly may be treated as servitor races and granted a measure of trust and modest rank in drow society. Others, such as dwarves, gnomes, and halflings, are deemed fit only for the lash. Manipulative drow delight in exploiting the weak character of humans. While they claim no kinship with fetchlings, the drow harbor a curiosity toward the shadow race, as both are adaptations of races exposed to extreme and dangerous conditions. Drow place a premium on power and survival, and are unapologetic about any vile choices they might make to ensure their survival. After all, they do not just survive adversity—they conquer it. They have no use for compassion, and are unforgiving of their enemies, both ancient and contemporary. Drow retain the elven traits of strong emotion and passion, but channel it through negative outlets, such as hatred, vengeance, lust for power, and raw carnal sensation. Consequently, most drow are chaotic evil. Conquerors and slavers, drow are driven to expand their territory, and many seek to settle ancient grudges upon elven and dwarven nations in ruinous and dreary sites of contested power on the surface. Male drow favor martial or stealth classes that put them close to their enemies and their homes, as either soldiers or spies. Female drow typically assume classes that lend themselves to leadership, such as bards and especially clerics. Both genders have an innate talent for the arcane arts, and may be wizards or summoners. Drow make natural antipaladins, but males are often discouraged from this path, as the feminine nobility feel discomforted by the idea of strong-willed males with autonomous instincts and a direct relationship with a demon lord. Drow are nimble and manipulative. Drow are humanoids with the elf subtype. Drow are Medium creatures and receive no bonuses or penalties due to their size. Drow have a base speed of 30 feet. Drow can see in the dark up to feet. Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow possess spell resistance equal to 6 plus their class levels. A drow can cast dancing lights, darkness, and faerie fire, once each per day, using her total character level as her caster level. Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area. Drow are proficient with the hand crossbow, rapier, and short sword. Drow begin play speaking Elven and Undercommon. Drow with high Intelligence scores can choose from the following languages: Alternate Racial

**Traits** The following racial traits may be selected instead of existing drow racial traits. Consult your GM before selecting any of these new options. Seduction and treachery are tools for advancement in drow society, even for the martially inclined. This racial trait replaces keen sight. The enmity between the drow and elves and dwarves is long-standing and deeply entrenched. This racial trait replaces poison use. Since their twisted beginnings, the drow have consorted with demons. Some drow have strong ties with these creatures and may call upon ancient and obscene associations to sway demonic cooperation. This racial trait replaces keen senses and poison use. The lands outside of drow cities, from rough-hewn tunnels to rocky caverns, are treacherous to navigate. Drow with this racial trait may move through difficult terrain without penalty while underground. This racial trait replaces the spell-like abilities racial trait. Certain drow possess an innate understanding of the darkest desires that lurk in every heart. This racial trait replaces drow immunities. Some drow dwell close to the surface lands, either because they serve drow causes or they were exiled. Drow with this racial trait gain low-light vision, allowing them to see twice as far as humans in conditions of dim light. This racial trait replaces the darkvision and light blindness racial traits.

**Favored Class Options** The following options are available to all drow who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Choose the disarm or reposition combat maneuver. Add one spell known from the sorcerer spell list. This spell must have the curse, evil, or pain descriptor, and be at least one level below the highest spell level the sorcerer can cast.

**Racial Archetypes** The following racial archetypes are available to drow.

**Cavern Sniper** **Fighter** Perfectly at home in the darkness, the cavern sniper capitalizes on stealth and ranged attacks imbued with his spell-like abilities to harass his opponents. The cavern sniper focuses on surprise, his innate magical abilities, and poison to take down unwary foes. The cavern sniper has the following class features. The cavern sniper adds Stealth to his list of class skills and removes Intimidate from his list of class skills. At 1st level, the cavern sniper gains the ability to imbue his arrows or bolts with the effect of one of his drow faerie fire, darkness, or deeper darkness spell-like abilities provided he has access to the ability as a swift action. The arrow must be fired during the round it was imbued, or the spell-like ability is wasted. If the arrow or bolt misses, the use of the spell-like ability is wasted. This ability replaces the 1st-level fighter bonus feat. This ability replaces bravery.

**Quick and Deadly** **Ex:** At 4th level, the cavern sniper can move at full speed while using Stealth at no penalty and can apply poison to a single arrow or crossbow bolt as a swift action. This ability replaces the 4th-level fighter bonus feat. This ability replaces weapon training 1, 3, and 4.

**Greater Imbued Shot** **Su:** At 9th level, the cavern sniper gains two extra uses of both his faerie fire and darkness spell-like abilities, but can only use these extra uses to imbue arrows and bolts with the imbued shot class feature. This ability replaces weapon training 2. At 20th level, when the cavern sniper gains weapon mastery, he must choose a weapon in either the bow or crossbow weapon group.

**Demonic Apostle** **Cleric** In order to survive, the drow threw in their lot with demon lords. A demonic apostle has the following class features. A demonic apostle must choose to channel negative energy, and must select either the Chaos or Evil domain or the Demon subdomain as her sole domain. At 3rd level, her familiar gains the fiendish template. At 7th level, the demonic apostle exchanges her familiar for a quasit without the need to take the Improved Familiar feat. At 1st level, a demonic apostle can channel demonic energy to damage creatures of lawful and good alignment, or, at higher levels, bolster the abilities of chaotic evil allies. Channeling this energy causes a foot-radius burst centered on the cleric. Creatures within the burst that are lawful or good take 1d6 points of damage, plus 1d6 points of damage for every two levels the cleric possesses beyond 1st. 2d6 at 3rd, 3d6 at 5th, and so on. Creatures that take damage from the channeled demonic energy receive a Fortitude save to halve the damage. Lawful good creatures take a  $\frac{1}{2}$  penalty on this saving throw. At 5th level, chaotic evil allies within the burst are affected as if targeted by a rage spell with a duration of 1 round. At 9th level, lawful or good enemies are also sickened for 1d6 rounds if they fail their saving throw against the demonic channel. Channeling demonic energy is a standard action that does not provoke attacks of opportunity. This ability replaces channel energy.

**New Racial Rules** The following options are available to drow.

**Drow Equipment** Drow have access to the following equipment. Considered to be the fastest nonmagical transport in the Darklands, dire bats **Bestiary 30** are domesticated in captivity to serve as riding animals.

### 8: Dungeons & Dragons : Portfolio Perso " Drow Attack - Boutique Philibert EN

*Traxex, the Drow Ranger, is a ranged agility hero whose greatest assets are her incredible damage and ability to keep threats at bay. Traxex is a carry who, though lacking survivability, provides a worthwhile contribution through her damage alone.*

They are aligned with chaos. They can create a patch of darkness using the monster command, or explore lit rooms slowly. Using the monster command consumes 10 power. If the player has less than 10 max power, then it costs all of what they have. Drow receive either a cave spider or a baby crocodile as a starting pet. They may also saddle and mount giant spiders , crocodiles , giant turtles , riding lizards , and salamanders. Drow Nobles receive either a saddled giant cave spider or a saddled riding lizard, depending on gender. Drow casting the summon insects monster spell will instead summon spiders. Drow start with strong racial weapons and armor, though these items have some significant drawbacks as well. Drowish Items Armor Drowen armor both droven plate mail and droven chain mail is made of a material that degrades when exposed to light, eventually evaporating completely. Fixed droven armor still evaporates, but will regenerate while in the dark. Unfixed droven armor does not regenerate. Cloaks with magic cancellation protect against the light, so a MC3 cloak is a virtual necessity when exploring lit rooms. It is worth it to try to keep your starting armor intact. Both armors are non- metallic , low weight, and offer high AC. Droven chain mail also boosts spellcasting. Most drow begin play with one of these types of armor. All Drow start with a droven cloak made of spiderwebs. These cloaks offer no AC but give level 3 magic cancellation. Droven cloaks can be applied to an adjacent square to create a web there. Each use of the cloak lowers its magic cancellation by 1. If it reaches MC0, the cloak is used up. The cloak may also be applied at an existing web to remove the web and restore MC to the cloak. Weapons Droven weapons are high damage, but are made of fragile obsidian, meaning they will shatter if thrown or in the case of droven crossbow bolts fired. All starting droven weapons are coated in sleeping poison. The lone exception to this is the droven crossbow, which is made of more durable stuff. Droven crossbows also bear the silver holy symbol of Lolth , so they deal an additional 1d20 silver damage if used to bash silver-hating creatures. Rings All drow also begin play with a droven signet ring. This is a new randomized appearance for rings , so the magical properties of the ring vary from game to game, but all signet rings function as poison-injection rings. When dipped into an eligible potion, the ring absorbs 30 doses of poison, which can be inflicted on opponents through barehanded combat while wearing the ring. If two signet rings are worn, both apply their poison. The signet rings given to starting drow are pre-loaded with sleeping poison. Signet rings are guaranteed to be of a valid type for starting players. All drow can reach grand-master level in unarmed fighting. Signet rings also bear specific crests, and sometimes the holy symbols of drow deities. Rings engraved with the holy symbols also count as silver rings when attacking silver-hating monsters. Lolth "Lolth" is a Drow-specific weaker version of Elbereth. It works against the same monsters all but , A, K, minotaurs and riders with the difference that if the monster is higher level than you, it will drain your alignment and it wont work if your alignment is 0 or less. Encyclopaedia entry Myths exist for a purpose - To explain the unexplainable. Because man fears the unknown.

### 9: Drow in Chainmail

*Drow elves dwelling beneath the ground in the lack-light caverns generally live in small realms, almost like kingdoms; however, drow must always watch their backs at all times, as the underground drow society is a brutal, bloody system of constant struggles for power.*

Each drow house insignia transmitting is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it. Three times per day, by speaking the command word, you can utter a short message into the item, which transmits it up to 1 mile away to another character wearing an insignia of the same house. The recipient hears the message in its mind. To transmit the message, you must name the intended target as part of the command word. Should the target not be wearing its drow house insignia, the message is lost, but you have no way of knowing whether it successfully transmits or not. Since each insignia is slightly different, even those from the same noble house, a person aware of the unique shape of an individual insignia can magically locate that amulet with a scrying or similar spell. A DC 15 Knowledge local, or a DC 20 Knowledge dungeoneering or bardic knowledge check reveals the house to which this insignia is keyed. Craft Wondrous Item, whispering wind, creator must be a drow. Faint; DC 16 transmutation; Weight: Eight rubies are set into its silver surface, starting directly over the covered eye and rising in a line toward the top of the head. A character wearing eyes of the spider cannot also wear a pair of eye lenses or goggles though he or she can wear a single eye lens, such as a single eye of charming or eye of doom or a headband, hat, or helmet. This causes excruciating pain and deals 2d6 points of damage. Once this occurs, the device cannot be removed until the wearer is dead. Three times per day, the wearer of the eyes of the spider may use a standard action to make a gaze attack identical to the corrupting gaze ability of some ghosts. The range of the attack is 30 feet, and the target must succeed at a Fortitude save DC 19 or take 2d10 points of damage plus 1d4 points of Charisma drain. The character gains the benefits of a continual true seeing spell the divine version to a range of feet. Finally, the eyes of the spider make the wearer immune to all mind-affecting effects charms, compulsions, phantasms, patterns, and morale effects. Craft Wondrous Item, eyebite, circle of death, prying eyes; Market Price: Excruciating Ring This bone ring is set with a marble-sized stone of white onyx. An excruciating ring punishes those who would touch you. Five times per day as an immediate action, when struck by a melee attack, you can send a lance of pain through your opponent, dealing 2d6 points of nonlethal damage. Forge Ring, death armor; Market Price: Faint; DC 17 necromancy; Weight: Fang Scarab A fang-shaped crystal dangles from a loop of finely wrought silver chain in the center of this spiderweb medallion. Though the fang scarab grants its wearer the same attack bonus that it would to a spider, it also initiates a metamorphosis that can change the wearer into a half-spider abomination over time. No further changes occur until the character attains levels in the fang of Lolth prestige class. Craft Wondrous Item, divination; Market Price: When the gem is crushed, smashed, or broken a standard action, a fire elemental Small, Medium-size, Large, Huge, greater, or elder appears as if summoned by a summon monster spell. The elemental is under the control of the creature that broke the gem. Gloom Mask This black mask seems to absorb the light around it. It is cool to the touch. Three times per day, you gain the ability to see in darkness out to 30 feet. This sight penetrates all forms of darkness, even that created by a deeper darkness spell; the effect lasts for 5 rounds. In addition, three times per day, any spell or spell-like ability up to 3rd level with the darkness descriptor that you cast functions as if you had cast it with the Widen Spell metamagic feat. Craft Magic Arms and Armor, darkvision, deeper darkness. Moderate; DC 20 evocation; Weight: As with the hand of glory, a magic ring placed on one of the fingers as a replacement for one of the silver rings functions normally for the character who wears the hand. In addition, each of the five silver rings allows the wearer of the hand to use a specific spell effect. Each ring can produce one of the following effects once per day: If removed from the hand, the silver rings have no magical power. Craft Wondrous Item, animate dead, chill touch, deeper darkness, ray of enfeeblement, see invisibility, spectral hand; Market Price: Mask Of The Matriarch This obsidian mask has been fashioned into the likeness of a drow female. Three times per day, you can make a gaze attack against all creatures that can clearly see you and are within 30 feet. Those who fail a

DC 20 Will save cover in fear for 1 round and are shaken on the following round. Your gaze remains effective for 1 round. Craft Wondrous Item , imperious glare. Moderate; DC 20 necromancy; Weight: While under this effect, you can take 10 on Climb checks, even if rushed or threatened. Craft Wondrous Item , spiderform , creator must be a drow. Moderate; DC 19 transmutation; Weight: Piwafwi, Lesser or Greater The dark-colored greater piwafwi is a cloak that has all the abilities of a cloak of elvenkind, and it also provides the benefit of endure elements fire , negating 5 points of fire damage per round. Lesser piwafwi are simply cloaks of elvenkind. Craft Wondrous Item , endure elements , invisibility , creator must be a drow; Market Price: Ring Of Anticipation This unusual ring is wrought from smooth, transparent lavender glass. When making initiative checks, you can roll twice and take the better result. Moderate; DC 18 divination; Weight: Ring Of Drow Blood This strange silver ring appears tarnished in the light, but when viewed in the shadow, it gleams as if highly polished. A ring of drow blood grants you the ability to use dancing lights, darkness, and faerie fire as spell-like abilities, each once per day. If you already have the ability to use these spells as spell-like abilities, you gain an additional daily use for each at your normal caster level. Forge Ring , dancing lights , darkness , faerie fire , creator must be a drow. Moderate; DC 18 evocation; Weight: Ring Of Escaping This black metal ring is extremely smooth. When worn, it fits snugly, though you cannot feel it. A ring of escaping allows you to slip away from a dangerous situation. In addition, once per day as a swift action, you gain a fly speed of 60 feet with good maneuverability for 1 round. Forge Ring , fly , freedom of movement. Moderate; DC 18 transmutation; Weight: Ring Of Resolve Eight small diamonds encrust this adamantine ring. This is a continuous effect and requires no activation. Once per day, as an immediate action you can turn back a fear spell or spell-like effect against the original caster as long as that effect had you as the target. For all aspects of the spell, the effect functions as if the original caster had selected itself as the target. Forge Ring , spell turning. Strong; DC 21 abjuration; Weight: Ring of See Invisibility This ring allows the wearer to see invisible, astral, or ethereal creatures or objects within feet as if they were normally visible. It does not reveal illusions or creatures that are simply hiding or concealed. Ethereal creatures viewed from the Material Plane appear slightly hazy and unfocused, but the wearer can otherwise see details normally. Forge Ring , see invisibility ; Market Price: Ring of Silent Spells Once per day, this plain silver ring can create a silence effect centered on the wearer. While the silence remains in effect, the wearer can cast up to three spells without verbal components as though using the Silent Spell feat, except that such spells do not require higher spell slots. The ring of silent spells appears in three varieties: Forge Ring ; Market Price: Robe of Gentle Repose This simple garment is favored by intelligent corporeal undead, particularly lichs. It surrounds the wearer with a constant gentle repose effect, preventing all decay of his or her corporeal form. Craft Wondrous Item , gentle repose ; Market Price: Shadow Cloak This black cloak writhes as if it were alive. If you are attacked, you can use the cloak three times per day to produce one or the other of the following effects. You can gain concealment for 1 round, or you can teleport to a space you can see clearly up to 10 feet in any direction. Craft Wondrous Item , blur , dimension hop , mage armor. Strong; DC 21 conjuration, illusion; Weight: Skullcap Of Eyes This iron skullcap is wrought to appear as if it were covered in eyes. In addition, opponents gain no bonus on attacks when they flank you. If you have Improved Uncanny Dodge, the level your opponent needs to flank you increases by 2. Craft Wondrous Item , combat readiness. Faint; DC 16 divination; Weight: Trackless Boots These boots look rather ordinary, though of fine make. While you wear trackless boots, Survival checks made to follow your trail have a -5 circumstance penalty. In addition, creatures with scent cannot use this ability to detect you. Craft Wondrous Item , camouflage. Arachnid Rod This 3-foot-long rod is made of pale wood bound with bone bands.

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