

VUPDRAX

Medium-Size Monstrous Humanoid (Elf)

Hit Dice: 3d8 (13 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 30 ft. (average)

AC: 14 (+1 Dex, +3 natural)

(Flat-Footed): 13

(Touch): 11

Attacks: 2 claws +5 melee, bite –1 melee; or longsword +4 melee

Damage: Claw 1d4+1, bite 1d2; or longsword 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Vupdrax traits

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 12, Dex 13, Con 10, Int 8, Wis 10, Cha 8

Skills: Climb +6, Hide +4, Listen +14, Move Silently +4, Spot +3

Feats: Weapon Focus (claw)

Climate/Terrain: Any underground

Organization: Solitary, company (2–4), or flock (10–200)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

ECL: +5



Vupdrax are another failed and castoff drow experiment that have managed to survive and carve out a place for themselves in the Underdark. Congregating in huge flocks, vupdrax are terrible carnivores, hunting and eating other sentient races.

Vupdrax look like well-muscled dark elves with great bat wings protruding from their shoulders. Batlike ears project from a vupdrax's head, and its grin reveals a predator's maw filled with sharp fangs instead of teeth. Long clawed fingers and bald heads complete the picture of horror.

Vupdrax speak Drow and Undercommon.

COMBAT

Vupdrax make liberal use of *darkness* before entering melee, relying on their blindsight to locate victims. Some vupdrax use ranged weapons, but most prefer to taste the blood of their enemies before they kill them.

Spell-Like Abilities: 3/day—*darkness* as the spell cast by a sorcerer of a level equal to the vupdrax's total HD.

Vupdrax Traits: All vupdrax share certain racial traits.

- Immune to *sleep* spells and effects.
- Vupdrax require sleep as humans do. It is a weakness that drow have used to their advantage in conflicts with vupdrax.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- *Drow Blood (Ex):* Vupdrax are considered to be both drow and elves for the purposes of racially specific abilities and effects.
- *Darkevision (Ex):* Vupdrax can see in nonmagical darkness up to a range of 10 feet. This vision is in black and white only.
- *Blindsight (Ex):* Vupdrax rely on sound to “see” and have blindsight to a range of 60 feet. A vupdrax does not normally need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell blocks a vupdrax's blindsight and forces it to rely on its weak darkevision.
- *Light Blindness (Ex):* When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), vupdrax are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), vupdrax incur a –1 circumstance penalty on all attack rolls, saves and checks.
- *Sound Sensitivity (Ex):* Any abrupt exposure to a very loud sound that originates from within the range of the vupdrax's blindsight (*sound burst*, *shout*, *fireball*, an exploding thunderstone, and so on) deafens and suppresses the vupdrax's blindsight for 1 round. When the source of a continuous very loud sound (a roaring waterfall, dwarven foundry, tornado, and the like) is within the range of the vupdrax's blindsight, it suffers a –1 circumstance penalty on attack rolls, saves, and checks.
- *Skills:* Vupdrax have a highly developed sense of hearing and receive a +8 racial bonus on Listen checks. In addition, vupdrax receive a +4 racial bonus on Animal Empathy, Handle Animal, and Ride checks dealing with bats and dire bats. These bonuses are already figured into the statistics above.

VUPDRAX SOCIETY

Seemingly more animal than humanoid, vupdrax gather in great flocks like bats. They hunt and rest together, following a regular schedule of feeding and sleeping. Despite their evil natures, vupdrax are almost civil to one another, relying on a very fluid social hierarchy and loud but rarely deadly scuffles to settle disputes.

VUPDRAX CHARACTERS

A vupdrax's favored class is barbarian. For more information on vupdrax characters, see Drow Subraces in **Chapter One: The Way of Darkness**.

- MASTER SUMMONER -

Why fight when you can get another to fight for you? The master summoner answers this question the same way every time: Battles are won by warriors, but it takes a general to win a war. As likely to employ slaves as summoned and conjured creatures, master summoners are deadly opponents, creating armies from thin air and then using their superior command of tactics to outmaneuver and outwit foes.

Master summoners focus on the study of Conjunction magic and its use to summon creatures both great and small. Loath to dirty their hands with brute combat, they set hordes of servants to doing their bidding. These troops are often magically bound to the master summoner and thus resistant to the usual intrigues and betrayals of drow society.

Most master summoners are conjurers or clerics of Reykabre, but a fair number of druids who worship Reykabre's Air aspect become master summoners. Few other classes have the discipline or devotion to Conjunction necessary to gain the master summoner's skills.

Many master summoners serve Reykabre's church, and many more give homage to their god by paying for the use of the conjunction chambers and summoning circles beneath the Slave Lord's temples. Master summoners form a loose confederacy with one another. Although they rarely share the same aims, they often meet to discuss new discoveries and advances in the art of summoning. These meetings are veritable menageries of extraplanar creatures, as each master summoner brings the most powerful beings they can in an effort to impress their fellows.

Abbreviation: Msu
Hit Dice: d6.

REQUIREMENTS

To become a master summoner, a character must fulfill all the following criteria.

Patron Deity: Reykabre (but see special requirement, below).

Knowledge (Arcana): 8 ranks.

Knowledge (the Planes): 8 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus (Conjunction).

Spells: Ability to cast 3rd-level Conjunction (summoning) spells.

Special: If the potential master summoner is not devoted to Reykabre, the character must be a Conjunction specialist wizard.

CLASS SKILLS

The master summoner's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Intimidate (Cha), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the master summoner prestige class.

WEAPON AND ARMOR PROFICIENCY

Master summoners gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A master summoner continues training in magic. Thus, when a new master summoner level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that she adds the level of master summoner to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

EASY ENSPELLING (EX)

At 1st level, a master summoner can use the Enspelled Summons feat using a spell slot of the same level as the chosen spell. (See **Chapter**

Five: Skills and Feats for more information about the Enspelled Summons feat.)

EMPOWERED CONJURATION (EX)

A 2nd-level master summoner can use the Empower Spell feat using a spell slot only

one level higher, rather than two levels higher as normal, but only when applied to Conjunction spells.

STRONG CONJURATION (EX)

At 3rd level, a master summoner becomes more adept at Conjunction magic. Anyone other than the master summoner who tries to dispel one of her Conjunction spells must make a dispel check with a DC +2 higher than normal. This stacks with the benefits of the Strong Spellcasting and Sacrifice Familiar feats (see **Chapter Five: Skills and Feats**).



"MIRIORS, KILLS THESE FOOLS."

CHAPTER FOUR: PRESTIGE CLASSES

TABLE 4-9: THE MASTER SUMMONER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Easy enspelling	+1 level of existing class
2nd	+1	+0	+0	+3	Empowered Conjuration	+1 level of existing class
3rd	+1	+1	+1	+3	Strong Conjuration	+1 level of existing class
4th	+2	+1	+1	+4	Maximized Conjuration	+1 level of existing class
5th	+2	+1	+1	+4	Summoning Alacrity	+1 level of existing class

MAXIMIZED CONJURATION (EX) SUMMONING ALACRITY (EX)

At 4th level, the master summoner can use the Maximize Spell feat using a spell slot only two levels higher, rather than three levels higher as normal, but only when applied to Conjuration spells.

At 5th level, the master summoner has gained an intimate knowledge of the Conjuration school. When she casts any *summon monster*, *summon nature's ally*, or *summon Underdark slave* spell, the casting time is reduced to 1 action. Thus, summoned creatures appear and act on the round the spell is cast.

- SPELLS ADDICT -

Spell addicts are obsessed with magical power. The desire to control arcane magic drives them and drags them to the edge of sanity. They sacrifice everything else in their fevered study of the secrets of magic. Their passion for arcane spellcasting allows them to outstrip their fellow spellcasters—at the cost of their own mental and physical health.

Spell addicts make powerful but unpredictable allies and terrible enemies. Their power is beyond doubt, but their control of that power is always in question. Spell addicts gain spellcasting ability beyond what they should be capable of, but in return their grip on magic loosens, and sometimes the spells they cast fail or drain them of vigor. Their interest in all things magical is infamous, and they can often be found working as mercenaries for creatures that have promised them some new spell or an insight into ancient magical theory.

Wizards are most often spell addicts, but sorcerers are only slightly less common. Some bards take this path, but it's more likely for members of a nonspellcasting class, such as fighters or rogues, to take a few levels of sorcerer or wizard and then become spell addicts to gain great spellcasting power quickly. Drey, particularly males, appreciate the spell addict's intense outlook and desire for power, and so many enter the prestige class.

Spell addicts have incredible power, but the means by which they achieve that power leaves them physically drained. Physical weakness is a flaw most drow try to avoid, considering their already low Constitution scores, so they generally view spell addicts as insane. This forces spell addicts to pursue their magic learning outside the drow social order, and those of the wizardly tradition must often resort to murder and theft to gain new spells. Many spell addicts are outcasts, living like hermits in the Underdark on the fringes of drow settlements.

Abbreviation: Spa

Hit Dice: d2. Spell addicts sacrifice their health to gain power.

REQUIREMENTS

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

Alignment: Any chaotic.

Concentration: 8 ranks.

Knowledge (Arcana): 5 ranks.

Spellcraft: 5 ranks.

Feats: Skill Focus (Spellcraft), Skill Focus (Knowledge [arcana]).

Special: Ability to cast 1st-level arcane spells.

CLASS SKILLS

The spell addict's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 1 + Int modifier.

CLASS FEATURES

All of the following are class features of the spell addict prestige class.

WEAPON AND ARMOR PROFICIENCY

Spell addicts gain no proficiency with any weapons, armor, or shields.

SPELLCASTING

A spell addict continues training in magic. Thus, when a new spell addict level is gained, the character gains new spells known and spells per day as if he had also gained the appropriate number of levels in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, turn or rebuke undead, and so on). This essentially means that he adds the levels of spell addict to the levels of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. He must apply all levels to the same class.

"THIS ISN'T ABOUT MONEY! IT'S ABOUT POWER! NAKED, MERCILESS FORCE!"

DROW MARTIAL AND MAGICAL ARTS STYLES

Dark elves are infamous for their skill in martial and magical arts. A number of magical and martial arts styles are unique to drow. Taught in monasteries, barracks, temples, and colleges of magic, these represent the deadly prowess drow can attain in their centuries-long lives.

A character pursuing a given style need only take all the required feats to gain the benefits of mastery. Mastery of martial and magical arts styles grants benefits that resemble free special feats. The feats need not be taken in order, but all their prerequisites must be met. An exception is “virtual” feats, such as the monk’s unarmed strike ability, which count as their feat counterpart. Most mastery benefits are extraordinary abilities unless otherwise noted.

MARTIAL ARTS STYLES

Combat specialists among the drow are common, but masters of these styles are rare and terrifying to behold. Few drow attain the heights of experience and training necessary to claim the title of martial arts master.

BLOODY DERVISH

The Bloody Dervish style focuses on using double weapons to their greatest effect. The master of this style becomes a deadly tornado on the battlefield, spinning into combat and whirling a double weapon in each hand. Few can withstand the fury of a master’s full attack.

Prerequisites: Dex 15+, Weapon Proficiency (selected double weapon), Ambidexterity, Double Weapon Mastery, Impressive Flourish, Improved Two-Weapon Fighting, Strong Off-Hand Attack, Two-Weapon Fighting, Weapon Focus (selected double weapon), Perform 5+ ranks, Perform (attack flourish), base attack bonus +9 or higher.

Mastery Benefit: When you attack with two double weapons, one in each hand, and attack with both ends of both weapons, you get a +1 competence bonus on all attack and damage rolls.

MITHRAL CARAPACE I

The Mithral Carapace style is primarily defensive, but masters of the style can become juggernauts on the battlefield. Protected by their superior skills of defense, they can run through a hail of arrows to reach distant foes or withstand the full attack of a dragon before unleashing their own potent attacks.

Prerequisites: Dex 15+, Alertness, Ambidexterity, Deflect Arrows, Double Shielding, Improved Unarmed Strike, Shield Proficiency, Shield Mastery (any).

Mastery Benefit: Your shield bash attacks get a +3 competence bonus on damage.

MITHRAL CARAPACE II

The greatest masters of the Mithral Carapace style eschew the use of weapons altogether, using only their shields to pummel foes into the ground.

Prerequisites: Mithral Carapace I mastery, Combat Reflexes, Cut Arrows, Improved Deflect Arrows, Shield Mastery (large shield), Shield Specialization (large shield), Two-Weapon Fighting.

Mastery Benefit: Any enhancement bonus to AC of a large shield you wield counts as an enhancement bonus on attacks and damage when you make shield bash attacks with it. This is a supernatural ability that renews as a free action each time you make a shield bash attack.

POISON RAIN I

The Poison Rain style is heavily dependent on the use of repeating hand crossbows and virulent poisons. Masters of the style fire their weapons with deadly accuracy and inflict terrible damage with the poisons they craft.

Prerequisites: Dex 13+, Exotic Weapon Proficiency (repeating hand crossbow), Point Blank Shot, Poison Use, Precise Shot, Quick Draw, Craft (poisonmaking) 5+ ranks.

Mastery Benefit: You can reload a case of bolts into a repeating hand crossbow as a free action.

POISON RAIN II

Seasoned masters of the Poison Rain style truly live up to its name, unleashing a storm of poisoned hand crossbow bolts with each full attack.

Prerequisites: Poison Rain I mastery, Dex 15+, Ambidexterity, Improved Critical (repeating hand crossbow), Improved Two-Weapon Fighting, Rapid Shot, Two-Weapon Fighting, base attack bonus +9 or higher.

Mastery Benefit: When using a repeating hand crossbow in each of your hands during a full attack action, you get a +2 competence bonus on attack and damage rolls against all foes within 30 feet, in addition to the benefits granted by the Point Blank Shot feat. In addition, the critical multiplier of all your attacks with a repeating hand crossbow is increased from x2 to x3.

RAZOR’S EDGE

Practitioners of the Razor’s Edge style dance through combat, confusing foes with a flurry of movement and disguising their attacks amid the mesmerizing motions of their weapons.

Prerequisites: Dex 13+, Int 13+, Dodge, Expertise, Impressive Battledance,

