

PLOT & POISON WEB ENHANCEMENT

Design: Matthew Sernett **Editing:** Jennifer Clarke Wilkes **Graphic Design:** Hal Mangold

Plot & Poison Web Enhancement is ©2003 by Green Ronin Publishing.

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

- INTRODUCTION -

Plot & Poison introduced several new drow subraces. This web enhancement presents PHB-style racial trait write-ups for these subraces to make character creation easier.

All text in this document is Open Game Content.

AQUATIC DROW RACIAL TRAITS

- +2 Strength, +2 Dexterity, -2 Constitution: A life beneath the depths has made aquatic drow strong, but they retain the elven tendency to be of weak health.
- Medium-size.
- Aquatic drow base speed is 20 feet, with a swim speed of 30 feet. They are slow on land but swim with astonishing grace. As natural swimmers, they have a +8 bonus on Swim checks to perform some special action or avoid a hazard, and can always take 10, even if rushed or threatened when swimming. They can use the run action while swimming, provided they swim in a straight line
- *Spell-Like Abilities:* 1/day—*dancing lights*, *detect thoughts*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the aquatic drow's character level. Aquatic drow have little use for *darkness* in the inky waters of the Underdark, but a spell that can detect the presence of thinking creatures is invaluable.
- Spell resistance equal to 11 + character level.
- Immune to *sleep* spells and effects.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- *Cold Resistance 5 (Ex):* Aquatic drow are inured to the chill waters of the Underdark.
- Aquatic drow do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. An aquatic drow resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- *Darkvision (Ex):* Aquatic drow can see in nonmagical darkness up to a range of 60 feet.



- *Light Blindness (Ex):* Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds aquatic drow for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), aquatic drow suffer a -1 circumstance penalty on all attack rolls, saves and checks.
- *Gills (Ex):* Aquatic drow have gills that allow them to breathe ^{water}. An aquatic drow can breathe normally outside of water total number of hours equal to twice her Constitution. At time the aquatic drow must hold her breath or start to ." Aquatic drow can renew an hour's worth of air-breath-time by spending 10 minutes completely submerged in reathable water.
- Proficient with shortspear or trident; proficient with net. All aquatic drow are trained to hunt prey beneath the waves.
- +4 racial bonus on Listen checks. Aquatic drow rely heavily on their ears to inform them about the world.
- *Feats:* Aquatic drow have Soundsight as a racial bonus feat, gaining blindsight to a range of 10 feet. See Chapter 5: Skills and Feats in *Plot & Poison* for more information about the Soundsight feat. They also gain Improved Unarmed Strike as a racial bonus feat. Many weapons are useless underwater, so aquatic drow must learn to fend off foes with unarmed attacks.
- *Drow Blood (Ex):* Aquatic drow are considered to be both drow and elves for purposes of racially specific abilities and effects.
- *Automatic Languages:* Drow and Undercommon. *Bonus Languages:* Aboleth, Abyssal, Aquan, Common, Draconic, Elven, Infernal, and Kuo-toan. Aquatic drow are often familiar with the languages of other dwellers beneath the deep waves.
- *Favored Class:* Monk. A multiclassed aquatic drow's monk class does not count when determining whether she suffers an XP penalty for multiclassing. Aquatic drow must often fight the terrors of the depths at close range in unarmed combat.
- *Effective Character Level (ECL):* +2. An aquatic drow adds 2 to her character level when determining experience points. This means an aquatic drow with one class level would be appropriate to adventure with a 3rd-level party. An aquatic drow also starts play with equipment suitable for a character 2 levels higher.

DREY RACIAL TRAITS

These traits are common to all drey. Female drey are born different from males, and their powers increase as they mature. Male drey are inferior in almost every way and occupy a place in society just above that of a slaves.

- Medium-size.
- Drey base speed is 30 feet.
- Drey begin play with 2 levels of humanoid. This grants them 2d8 racial Hit Dice, initial skill points of 7 + Intelligence modifier, and one feat. Drey base saves are Fort +3, Ref +0, Will +0. Hide, Listen, Move Silently, and Spot are considered class skills for drey, and they receive a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks.
- Spell resistance equal to 11 + total Hit Dice.
- Immune to *sleep* spells and effects.
- Drey require sleep like humans. It is a weakness that standard drow have used to their advantage in conflicts with them.
- *Darkvision (Ex)*: Drey can see in nonmagical darkness up to a range of 120 feet.
- *Light Blindness (Ex)*: When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), drey are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), drey incur a -1 circumstance penalty on all attack rolls, saves and checks.
- *Stonecunning (Ex)*: Drey receive a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but is disguised as stone also counts as unusual stonework. A drey who merely comes within 10 feet of unusual stonework can make a check as if actively searching, and can use the Search skill to find stonework traps as a rogue does. A drey can also intuit depth underground, knowing the distance to the surface within inches.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Proficient with longsword or scimitar; proficient with light crossbow or hand crossbow.
- *Drow Blood (Ex)*: Drey are considered to be both drow and elves for purposes of racially specific abilities and effects. However, their racial weapon proficiencies supersede the usual elven ones.
- *Automatic Languages*: Drow and Undercommon. *Bonus Languages*: Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal, Kuo-toan, and Orc. Like drow, drey may know the languages of their enemies and slaves.

FEMALE DREY RACIAL TRAITS

- +6 Dexterity, +4 Intelligence, +2 Wisdom, +4 Charisma: Female drey are almost supernaturally nimble. Most possess near-genius intelligence and a deadly cunning, and if they could overcome their vicious and chaotic natures even for a moment, they would make superb leaders.
- *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 sorcerer whose level equals the drey's total Hit Dice.
- *Favored Class*: Barbarian. A multiclassed female drey's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing. Female drey are excellent in any class, but their natural dispositions and worship of the war deity Nyarlath make barbarian their favored vocation.

- *Effective Character Level (ECL)*: +4. A female drey adds 4 to her character level when determining experience points. This means a female drey with one class level would be appropriate to adventure with a 5th-level party. A female drey also starts play with equipment suitable for a character 4 levels higher.

MALE DREY RACIAL TRAITS

- -2 Strength, +6 Dexterity, +2 Intelligence, +2 Charisma: Although physically weaker than their female counterparts, male drey are just as nimble. They lack the tactical brilliance and overpowering command possessed by female drey, but they are smarter and more self-assured than most other creatures they encounter.
- *Spell-Like Abilities*: 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.
- *Favored Class*: Rogue. A multiclassed male drey's rogue class does not count when determining whether he suffers an XP penalty for multiclassing. Male drey quickly learn the arts of dissembling and lying low, to survive the often violent moods of the dominant females.
- *Effective Character Level (ECL)*: +3. A male drey adds 3 to his character level when determining experience points. This means a male drey with one class level would be appropriate to adventure with a 4th-level party. A male drey also starts play with equipment suitable for a character 3 levels higher.

SPIDERLING RACIAL TRAITS

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Wisdom: Spiderlings are agile and alert but tend to be frail, and their Small size makes them weak.
- *Small*: Spiderlings gain a +1 size bonus on attack rolls and Armor Class, and they receive a +4 size bonus on Hide checks. They must use smaller weapons than normal drow use and their lifting and carrying capacities are three-quarters those of Medium-size creatures. In addition, they suffer a -4 size penalty on grapple, bull rush, and trip checks and attempts to resist such attacks.
- Spiderling base speed is 20 feet, with a climb speed of 20 feet. As natural climbers, spiderlings have a +8 racial bonus on Climb checks and can always take 10, even if distracted or threatened when climbing.
- +1 racial attack bonus against flat-footed opponents. Spiderlings are masters of ambush tactics.
- *Multiple Legs*: Spiderlings gain a +4 stability bonus to defend against bull rush and trip attacks.
- *Monstrous Humanoid*: Spiderlings are immune to spells that particularly target humanoids (such as *charm person* and *hold person*).
- Spiderlings do not sleep or dream. Instead they meditate in a deep trance for 4 hours a day. A spiderling resting in this fashion gains the same benefits a human does by sleeping for 8 hours.
- *Darkvision (Ex)*: Spiderlings can see in nonmagical darkness up to a range of 60 feet.
- *Light Blindness (Ex)*: When abruptly exposed to bright light (such as a *lightning bolt* in a dark room), spiderlings are blinded for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), spiderlings incur a -1 circumstance penalty on all attack rolls, saves and checks.

- +2 racial bonus on Listen, Hide, Jump, Move Silently, and Spot checks.
- *Drow/Halfling Blood (Ex)*: Spiderlings are considered to be drow, elves, and halflings for the purposes of racially specific abilities and effects.
- *Automatic Languages*: Undercommon. *Bonus Languages*: Abyssal, Common, Drow, Elven, Gnome, Goblin, Halfling, Infernal, and Orc. Spiderlings are familiar with many of the languages spoken by drow.
- *Favored Class*: Rogue. A multiclassed spiderling's rogue class does not count when determining whether he suffers an XP penalty for multiclassing. Spiderlings make excellent rogues and assassins, and they hold such occupations in high regard.
- *Effective Character Level (ECL)*: +0. Spiderlings can be used without any adjustment.
- Vupdrax require sleep as humans do. It is a weakness that drow have used to their advantage in conflicts with vupdrax.
- *Spell-Like Abilities*: 3/day—*darkness* as the spell cast by a sorcerer of a level equal to the vupdrax's total HD.
- *Darkvision (Ex)*: Vupdrax can see in nonmagical darkness up to a range of 10 feet.
- *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 darkvision.
- *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.

VUPDRAX RACIAL TRAITS

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Charisma: Vupdrax are fast and strong, but they have a base and animal nature.
- Medium-size.
- Vupdrax base speed is 30 feet, with a fly speed of 30 feet (average maneuverability). Vupdrax must have 5 feet on each side free of obstruction or they stall in flight. A vupdrax who flies less than 15 feet in a round must land at the end of the round or stall in flight and fall. A vupdrax whose speed is reduced to less than 15 feet cannot fly.
- +3 natural armor bonus to AC.
- Vupdrax begin play with 3 levels of monstrous humanoid. This grants them 3d8 racial Hit Dice, initial skill points of 4 + (2 x Intelligence modifier), and one feat. They favor Weapon Focus (claw) as a starting feat. Vupdrax base saves are Fort +1, Ref +3, Will +3. Climb, Listen, Hide, Move Silently, and Spot are considered class skills for vupdrax. As monstrous humanoids, vupdrax are immune to spells that particularly target humanoids (such as *charm person* and *hold person*).
- Vupdrax may make two natural claw attacks, dealing 1d4 points of damage each, and a secondary bite attack, dealing 1d2 points of damage, instead of wielding a weapon. Vupdrax with multiple attacks based on a high attack bonus cannot make iterative natural attacks unless they incur two-weapon fighting penalties (in this case the bite is also considered an off-hand attack).
- Immune to *sleep* spells and effects.
- *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.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- +8 racial bonus on Listen checks. Vupdrax have a highly developed sense of hearing. In addition, vupdrax receive a +4 racial bonus on Animal Empathy, Handle Animal, and Ride checks dealing with bats and dire bats.
- *Drow Blood (Ex)*: Vupdrax are considered to be both drow and elves for the purposes of racially specific abilities and effects.
- *Automatic Languages*: Drow and Undercommon. *Bonus Languages*: Abyssal, Common, Draconic, Dwarven, Elven, Goblin, Infernal, Kuo-toan, Orc. Vupdrax often know the languages that drow have learned.
- *Favored Class*: Barbarian. A multiclassed vupdrax's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing. Vupdrax are strong fighters and enjoy allowing their animal side to take over during combat.
- *Effective Character Level (ECL)*: +5. A vupdrax adds 5 to his character level when determining experience points. This means a vupdrax with one class level would be appropriate to adventure with a 6th-level party. A vupdrax also starts play with equipment suitable for a character 5 levels higher.



OPEN GAME LICENSE Version 1.0a

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

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

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

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You

are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

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

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

Plot & Poison: A Guidebook to Drow, Copyright 2002, Green Ronin Publishing; Author Matthew Sernett.

Plot & Poison Web Enhancement, Copyright 2003, Green Ronin Publishing; Author Matthew Sernett.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.