

# THE DROW COMPENDIUM



New spells, poisons, potions, magical items, and more  
for the world's greatest roleplaying game

A MIDNIGHT TOWER COMPENDIUM





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# THE DROW ASSASSIN'S APOTHECARY

Welcome to The Drow Assassin's Apothecary, where we present a range of wicked concoctions guaranteed to make your enemies meet quick and often agonizing deaths. The poisons, candles, and oils found in here have never before been seen outside the realms of the drow. Now they are yours to possess and use as you please. But be mindful of what you touch: Some of the substances here can kill at a touch – or less.

Enter the apothecary with care. Handle the goods with caution. Exit if you are fortunate.

## POISONS

### WIDOW'S WISH (CONTACT)

**Appearance:** This snow-white powder is usually stored in a carefully prepared vellum envelope. Once dusted onto an object, the poison becomes almost invisible and lacks smell as well as taste. Only a successful DC 26 Wis (Perception) check allows a creature to notice the substance.

**Origin:** According to legend, this poison was commissioned by drow commander Sharin Tal'dun. After her companion was slain during a raid, Sharin contacted a reclusive high elven artisan who worshipped one of the dark elves' evil deities and requested a poison that caused great pain and anguish. Its effectiveness was widely noticed, and it remains popular among the drow who can afford it.

The poison is often applied as a coating on regular objects, such as wine glasses or door handles, or on items worn close to the body (e.g. jewellery).

**Effects:** A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or become infected by a withering and rapidly advancing disease. The infected creature immediately suffers one level of exhaustion as well as intense cramps. At dusk on each successive day, the affected creature suffers an additional level of exhaustion, and the racking pain intensifies. The progression of this disease is halted only by ingesting a special kind of antidote, which enables the affected creature to be cured as normal.

**Cost:** 1,500 gp (similar for the antidote)



### DOWNWARD SPIRAL (INJURY)

**Appearance:** Dark red and treacly, usually kept in tiny sheets of folded paper.

**Origin:** This poison is made from a mixture of oils and the foul saliva of the giant lizards used throughout the homeland of the dark elves.

**Effect:** This feared poison leaves rapidly festering wounds that may result in agonising death. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or suffer 2d6 poison damage. Creatures who fail the saving throw must at the end of the following round make another Constitution saving throw with a -2 penalty or suffer an additional d6 poison damage (for a total of 3d6). Each following round, the penalty increases by 2 and the damage by 1d6. The effect of the poison continues to escalate in this way until the creature dies or makes a successful saving throw.

Drow warriors delight in using this poison in combat, as it allows them to taunt and toy with their increasingly feeble victims.

**Cost:** 700 gp





### NIGHTFALL (INJURY)

**Appearance:** A midnight black, sticky liquid, often stored in small glass bottles.

**Origin:** This extremely potent and highly infamous poison is created through a long alchemic process that requires, among other materials, the fresh blood of an adult black dragon. The other ingredients are known only to the handful of master assassins who dwell in the remote Temple of Oblivion, situated in the Endless Moors. As very little of the substance needs to be used, the poison is often used on throwing darts or spiked rings.

From time to time, bold merchants guarded by skilled bodyguards venture to the temple in hope of purchasing a few vials. Some of these traders return to civilized lands, where the poison fetches huge sums of gold in shady circles. Other merchants enter the temple never to be seen again.

**Effect:** A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or be Poisoned for one round. At the start of the following round, the creature becomes Paralyzed. On the next round, the creature's Hit Points drop to 0. There is no known way to neutralize the poison or halt its course except through the spell *Wish*.

**Cost:** 3,000 gp

### QUICKLASH (INJURY)

**Appearance:** A bright yellow paste that smells slightly of sulphur. It is typically kept in ceramic and clearly labelled containers.

**Origin:** The methods used to craft this poison are known solely to the Guild of the Seven Eyes, a group of expert alchemists that has affiliates in all major drow settlements. It is rumoured that one of the ingredients is ore mined from the plane of fire, while others claim that the poison contains the ashes of salamander hearts. Because of the poison's volatile nature, only the most sure-footed among the drow tend to use it.

**Effect:** This poison causes vicious burns on those affected and may self-combust if treated carelessly. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or suffer 2d6 fire damage. The poison is effective for a total of 1d4 hits, after which it becomes ineffective. If a creature who carries a vial of this poison suffers 1d6 or more falling damage, there is a 50% chance that the poison ignites and causes the creature 3d6 fire damage.

**Cost:** 400 gp



## ABYSSAL BLESSING (DIGESTED)

**Appearance:** Harmless-looking but notoriously lethal, this poison is identical to a dull green, very small leaf, easily mistaken for normal foodstuff or an innocent vegetable. In truth, it is the egg sack of a spider that has been infused with horrid magical properties.

**Origin:** The legendary alchemist Veinezza T'nar developed this nightmarish poison for her high priestess over a millennium ago. Impressed by Veinezza's innovative creation, the high priestess used the poison on several of her rivals to thin the competition before she herself was assassinated. However, the recipe and rituals needed to make the poison survived the high priestess's downfall, and to this day wealthy drow houses use it on their enemies to send them a vivid warning.

**Effects:** The magically permeated egg sac infests the victim's body with spider egg sacs. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or the egg sacs hatch to venomous spiders after 1d4 hours. Upon hatching, the affected creature suffers 12d6 acid damage (half on success). If the creature dies as a result of this damage, dozens of small spiders crawl out of the victim's mouth and ears before they dissipate after one round.

**Cost:** 1,200 gp

## NIZZARAH'S BANE (INHALED)

**Appearance:** This fine powder is blue-green in colour and faintly fluorescent. Almost without exception, it is kept in bottles or vials plugged with long corks and sealed with several thick layers of wax.

**Origin:** The powder is a blend of vibrant purple and slime green mushrooms that grow deep underground. These mushrooms have been collected and left to ferment over years before they are dried, ground, and stored in secure containers.

Many believe that the poison was discovered more or less by accident when a dark elf druid was experimenting with new recipes. It is also said that the druid tested his creation on an unsuspecting band of drow scouts and watched in fascination as the fellow dark elves lost all wits and turned upon each other. Some claim (but never loudly) that this test was ordered by a high priestess, who had heard about the experiment and was eager to see what effect the mixture would have.

**Effects:** Once the glass jar is opened or crushed, the poison quickly escapes into the air and affects everyone within a 30-foot radius of the container. A creature subjected to this poison must succeed on a DC 14 Wisdom saving throw or suffer the effects of short-term madness for 1d10 rounds.

**Cost:** 400 gp

## OILS

### OIL OF IMPALEMENT

*Potion, very rare*

This oil sharpens metallic points and greatly increases their ability to punch through armour. The wielder of a piercing weapon on which this oil has been applied receives a +2 bonus to attack rolls against creatures in heavy (metal) armour. Also, when damage is rolled, results of 1 and 2 on the dice may be re-rolled. The new results must be used. Applying the oil takes 1 minute, and its effects last 1 hour.

Oil of Impalement is watery in texture and has a silvery, mirror-like tint akin to mercury. As this oil temporarily alters the properties of metal, it is usually kept in sturdy glass or ceramic containers.

The secrets behind the production of this oil were obtained many hundreds of years ago by





Zarik Mal'damer, a dark elf master thief who snuck into the den of a duergar wizard and stole several alchemic recipes, which later found their way into the greater drow society.

### OIL OF ENTANGLEMENT

*Potion, uncommon*

When this oil is emptied out, it solidifies over 1d4 rounds into a grey-black, stringy and extremely sticky web. The web lasts for 2d6 rounds before it dissipates. While in effect, the web covers a total of 30 square feet and can be used in a myriad of ways:

- If applied over an opening, the web has AC 18, withstands 40 Hit Points, and has resistance to piercing and bludgeoning damage.
- Creatures who walk into the web must succeed on a DC 16 Dexterity saving throw or be Restrained. Creatures running into the web have disadvantage on this saving throw. A new saving throw can be attempted at the start of every round.
- Should the oil be poured over two separate objects, a successful DC 18 Strength check is required to pull them apart.
- If thrown at a medium-sized or small creature, they must succeed on a DC 14 Dexterity saving throw or become Restrained. A new saving throw can be attempted at the start of every round. The range of the attack is 10 feet.

The DM may add additional ways to use the oil at their discretion.

This dark grey oil has a sharp, repulsive acrid smell, and is usually kept in smooth black iron cylinders.

It was first made by Gulos Arkenduiz, a retired wizard who served as head chef in House Lor'zabian, who spent much of his spare time experimenting with concoctions that would help the assassins and warriors of his House.

## DUSTS

### DUST OF DESERTION

*Wondrous item, uncommon*

When the container of this dust is smashed or crushed, the dust expands rapidly to fill a 15-foot cube with swirling, sooty smoke. The air inside the cube is heavily obscured for 1d4 rounds, then lightly obscured for another 1d4 rounds, after which the air clears.

A creature that enters this area, or begins its turn inside it, must make a DC 15 Constitution saving throw or be blinded for 2d4 rounds. Creatures native to underground environments are immune to the blinding effect. The dust is consumed when its magic takes effect.

The Dust of Desertion was innovated by Yvone T'elaen, leader of the Thieves' Guild in the underground drow port town of Llurth Nazaad. After a band of human adventurers ventured into the city to avenge a fallen comrade and attacked her guild's members, Yvone saw the need for an aid that enabled quick escapes from non-drow opponents.

### DUST OF LETHARGY

*Wondrous item, rare*

When thrown into the air, this dust quickly spreads to fill a 15-foot-radius sphere. Anyone within this space must make a DC 15 Constitution saving throw or become affected by the dust. The highly caustic dust makes eyes water and causes uncontrollable coughing, and those who fail their saving throws are Restrained. Creatures that succeed on their saving throws are not Restrained but have halved walking speed.

The effects of this dust last for 1d6 rounds. Undead creatures are unaffected by Dust of Lethargy. Mummies that are subjected to the dust regain 2d10 Hit Points.

Dust of Lethargy is frequently used by the Fatal Jesters, a small group of drow mercenaries who excel in causing diversions behind enemy lines. They discovered the secret behind the production of this dust when they explored the Tomb of Ankharra on their way to cause havoc in an army camp. Some rumours say the inhabitants of this tomb had life beyond death, and that the Fatal Jesters are hunted by an undead entity to this day.





## CANDLES

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### NIGHTGASP

*Wondrous item, rare*

When lit, this candle fills the air inside a 10-foot sphere with an invisible, scentless poisonous gas over 1d4 rounds. Creatures in this area must succeed on a DC 18 Constitution saving throw or become Poisoned for 1 hour, and they remain oblivious to the source of their discomfort.

Creatures that stay in the affected area for one or more rounds after passing the first saving throw must succeed on another DC 18 Constitution saving throw or become Unconscious for 2d6 minutes. The candle burns for 3 hours and can be extinguished by normal means.

Nightgasp candles look perfectly ordinary and come in a great range of sizes and colours. This makes them easy to hide in plain sight among other, similar-looking but harmless candles.

Originally devised by the drow High Priestess Alryn Zen'dar, they were used to subdue an entire group of human paladins who had ventured into her temple in the hope of slaying her. After this incident, the candles became well-known among the dark elves, but few can rise high enough in the priestess's regard to hope to obtain them.

### HALLOWGLOW

*Wondrous item, common*

When one of these candles is lit, it creates darkness within a 15-foot radius of its flame. This darkness is magical and functions as the spell of the same name, with the exception that text written in Undercommon remains visible to creatures with Darkvision.

The candle burns down in 10 minutes and cannot be extinguished except by magical means or spells, such as *Prestidigitation*, *Gust of wind*, *Cone of cold*, *Wind wall* or *Whirlwind*. Even if the candle or its flame is covered, the darkness persists.

Black as tar and greasy as oil, these candles are odourless but leave dark stains on skin, textiles and even metal that take weeks to wash out. Hallowglow candles are found in many temples in drow settlements as the candles can soak a room in darkness while leaving holy texts readable. They are particularly favoured at the Chapel of the Eternal Eclipse, located near Greypike Mountain, where a handful of dark elf priestesses worship the evil goddess of night.



# THE DROW WARRIOR'S ARMOURY

Found in this secure, dim and organized chamber are a range of weapons designed by and for the drow. As the tunnels and caves in which the dark elves dwell are filled with dangers, few wander far without carrying two or three good weapons.

All items here are crafted for excellent covertness or efficiency. They also take into account the light build of the drow, and the prevalent darkness in which they make their home. Also, the weapons are

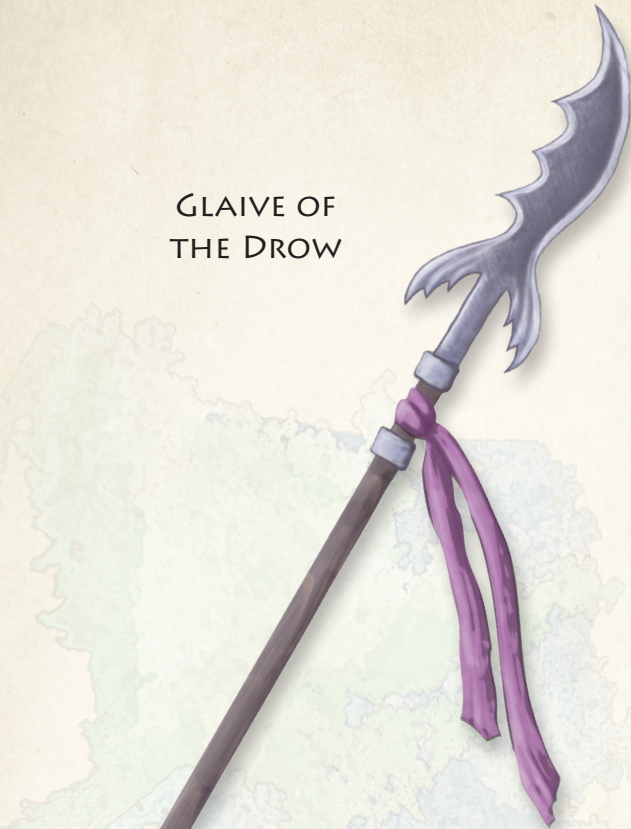
always made with elegance in mind – for the only thing better than slaying an enemy quickly is killing them in style.

To enable DMs to reward these items to characters of any level, all weapons and armour listed here can range from +1 to +3 in terms of bonus to attack rolls and damage, as decided by the dungeon master.





GLAIVE OF  
THE DROW



## WEAPONS

### GLAIVE OF THE DROW

*Weapon (glaive), uncommon*

This magical weapon provides a +1 bonus to attack and damage rolls. Its tip is lined with hooked barbs that add an additional 1d4 slashing damage if the wielder moves more than 20 feet in a straight line before hitting a target. The glaive is hollow and weighs only 3 lb., and therefore does not count as heavy. This also allows the wielder to choose between using their Dexterity or Strength modifier for attack rolls when mounted.

The Glaive of the Drow is made of an alloy understood by only a few blacksmiths among the drow. It is a burnished dark grey and slim for a glaive. Drow knights who wield them traditionally wrap streaming bands around the handle, carrying the maxims of the House they serve.

The glaives were originally developed for the mounted warriors of House Tren'tzaar. Also known as the Depthrunner Knights, these feared mounted warriors specialized in hit-and-run attacks on enemies of the dark elves.

### MACE OF THE SPIDER QUEEN

*Weapon (mace), uncommon*

This magical weapon provides a +1 bonus to attack and damage rolls. It glows faintly green when it is within 60 feet of a human or a dwarf, and can be used by clerics as a holy symbol if they worship a drow deity. In addition, while holding this mace, the wielder cannot be entangled by any means, including spells such as *Web*.


The mace is crafted from brushed steel and engraved with a myriad of symbols and figures that portray the drow's premier deity in numerous ways. Its head is lined with two rows of spikes shaped as spider's legs, while the handle is wound with a single length of leather dyed dark black.

These maces are commonly used by dark elf clerics, both in battle and for ceremonial purposes. Their exact origin is unknown, but it is believed that they were designed by a high priestess as part of preparing for a conflict with a high elf king who threatened her House.

MACE OF THE  
SPIDER QUEEN







TORTURER'S  
WHIP

### TORTURER'S WHIP


*Weapon (whip), very rare (requires attunement)*

This magical weapon provides a +2 bonus to attack and damage rolls. When wielded, the whip provides a +2 bonus on Charisma (Intimidation) checks. On a hit, the whip also deals an additional 1d6 slashing damage.

While wielding the Torturer's Whip, you can draw on the whip's innate magic to cast the following spells: *Charm person* (1 charge), *Hold person* (2 charges), and *Dominate person* (5 charges). The weapon has 7 charges and regains 1d4 charges every dusk. Its save DC is 15.

The Torturer's Whip is unusually long and made from hundreds of dark red leather strands. Each of its nine tails is laced with dozens of small steel barbs that inflict extra damage and also amplify the sound the whip makes when it is cracked.

This superbly crafted whip was made over two hundred years ago by Lovis Razneer, widely held as one of the best leatherworkers among the drow. It was designed for the head torturer of House Dru'zel after the House's raiders brought back an unprecedented number of captives to be used as slaves.



SOUL  
STEALER

### SOUL STEALER

*Weapon (rapier), rare*

This magical weapon provides a +2 bonus to attack and damage rolls. Its handle features a discreet button that releases a fluid (typically a poison), which takes one round to flow out and cover the blade. The handle also comes with another secret compartment in which small notes or other tiny items can be hidden. In addition, the wielder is granted a +2 bonus to Charisma skill checks while the weapon is on their person.

The blade of this perfectly balanced rapier is highly reflective and a gleaming silver in hue. Its ornate cross guard is flamboyant in design, while the unusually long handle is wound in red dragon leather. The rapier can store a single use of poison. A successful DC 21 Wis (Perception) check is required to spot the compartment or the button that releases the poison, even at close inspection.

The Soul Stealer was commissioned by Merdrin Deszyn, an extravagant noble, skilled duellist, and favourite consort of the leader of House Deszyn. He used it to defeat dozens of opponents in dusk-time duels before he was slain by a dragonborn assassin, who subsequently slipped away before she could be captured.



## NIGHTWHISPER

*Weapon (longbow), very rare (requires attunement)*

This magical weapon provides a +3 bonus to attack and damage rolls. If the user spends two or more rounds doing nothing except aiming at a target, this bonus increases to +4 for the next 1d4 rounds as long as the user fires at least one arrow at the target every round. Also, the bow provides a +1 to Strength (athletics) checks to its user, and doubles the range of the user's Darkvision.

Designed in birch from Rockwyrn Forest, and inlaid with matte silver from the Longhunter Mines, Nightwhisper is a work of art. Its near-invisible string is made of the web from giant spiders, which causes the bow to give off a soft hiss rather than a twang when fired.

A limited number of these bows were crafted for outstanding archers during a conflict between a drow city and invading demons. Its powers are useful for archers who seek hard-to-reach vantage points high above the battlefield to rain death upon their enemies.



NIGHTWHISPER

## SHADOWBLADE

*Weapon (any sword), legendary (requires attunement)*

This magical weapon provides a +3 bonus to attack and damage rolls. When wielded, the user gains the benefits of the feat Alert (as described in the rulebook), and does not suffer disadvantage on Wis (Perception) checks in lightly obscured areas. The Shadowblade also enables its user to cast the following spells once per day: *Expeditious Retreat*, *Longstrider*, and *Misty step*.

The handle of the Shadowblade is made of layers of coarse blue-black wyvernhide, and its cross guard is shaped like the wings of a dragon. It is named after its smoky black and viciously sharp blade that reflects no light whatsoever. Some scholars believe the sword was forged from a metal mined on the plane of shadow.

The Shadowblade is highly sought after by rogues and scouts. It was carried for centuries by Elva "Wraithstep" T'rael, a spy famous among the drow for her stealth and cunning. Elva was the leader of the Veiled Sisters, five powerful dark elf scouts who carried out clandestine missions in the heartlands of human and elven territory. It is said that Elva stole Shadowblade from the scabbard of a death knight, but the tale remains unverified.



SHADOWBLADE





SILENT  
SLAYER

IZABEL'S  
DARTS



### SILENT SLAYER

*Weapon (hand crossbow), rare (requires attunement)*

This magical weapon provides a +2 bonus to attack and damage rolls. When its user rolls an attack roll of 18, 19 or 20, the user can choose to use their reaction to make another attack with the Silent Slayer. When folded and tucked away, attempts to spot the weapon by sight alone are made with disadvantage.

The Silent Slayer is made from dark steel and yew limbs carefully prepared for extreme flexibility. On its stock is a small metal plaque engraved with the emblem of the assassins' guild in the drow settlement of Sun'Taaz: Three tiny arrows arranged in a pyramid with their tips angled outwards. Its limbs can be folded away to make the weapon difficult to notice when carried. When folded, the Silent Slayer requires 1 bonus action to be readied.

As these weapons are slim, fast, and easy to conceal, they are highly desired by assassins and rogues. No more than five of these are known to exist, and it is said that they were produced for a group of spies who, disguised as high elves, infiltrated the court of a human king.

### IZABEL'S DARTS

*Weapon (dart), rare (require attunement)*

This magical weapon provides a +2 bonus to attack and damage rolls, and its range is 40/100 feet. Upon a hit, the dart embeds itself into the wound and adds 1d6 piercing damage every subsequent round until it is removed. Removing an embedded dart requires 2 rounds (or 1 round if the target is helped by another creature).

The darts come in sets of five. Each dart is made of black matte steel and wound with a strip of red-brown leather. A case in smooth dark leather, closely resembling a seamstress's toolkit, was produced to contain the darts.

Izabel's Darts were commissioned by the drow master assassin Izabel Nebexar, who ordered many bespoke weapons during her eventful and bloody career. Her most notorious assassination with these darts took place during the yearly parade in Farview City, when she slew Ambassador Frinton Rosebed in her seat next to the King.



## ARMOUR AND SHIELDS



LIZARD  
SCALE MAIL

### LIZARD SCALE MAIL

*Armour (hide armour), rare (requires attunement)*

You gain a +2 bonus to AC while you wear this armour, and you are considered proficient with this armour even if you lack proficiency with medium armour. The armour provides the wearer with a +2 bonus on saving throws against acid and poison damage. In addition, critical hits from nonmagical piercing, bludgeoning or slashing damage become normal hits.

As its name suggests, the Lizard Scale Mail is crafted from the hide of various lizards, specifically the large fierce species that dwell deep underground and are used by dark elves as mounts. The colour of this armour is typically a blend of dull, cloudy blue-green hues, but the combination varies from set to set: Some armours are almost solely deep blue, while others are completely dark green. The design often includes metal details and jagged, overlapping flanges over the shoulders.

This armour is popular among mounted warriors among the drow for its durability and resilience. Among drow knights and nobility, the rider often complements the armour with a matching cloak or tabard.



DROW  
BREASTPLATE  
ARMOUR

### DROW BREASTPLATE ARMOUR

*Armour (breastplate), uncommon*

You gain a +1 bonus to AC while you wear this armour, and your maximum Dexterity modifier for stealth rolls is +4. Also, critical attacks from piercing weapons become normal hits, and you receive a +3 bonus to Cha (Intimidation) checks against opponents who can see the armour clearly. The armour weighs 10 lb.

The Drow Breastplate Armour is wrought from a grey-black alloy that includes ore from the Bloodwyrms Mines, held for many centuries by the black dragon Chomgorrozath. The alloy is extremely light yet robust, provides excellent protection against arrows, and is engraved with frightening motifs of feral spiders that appear to thrash and writhe in weak lighting.

This armour is often used by mounted drow warriors and knights, who value solid protection over stealth. As the drow usually rely on coyness and fast movement, wearing the Drow Breastplate Armour is considered by many dark elves to be a form of a statement that indicates long experience and great skill with martial weapons. It is also the armour of choice for many nobles when settling their differences through mounted duels.



VICIOUS  
SHIELD



## VICIOUS SHIELD

*Armour (shield), uncommon*

You gain a +1 bonus to AC while wielding this shield. Every round, you can use a reaction to make a melee weapon attack with the shield that deals 1d4 piercing or slashing damage to a target within 5 feet. Because of its excellent balance and ingenious shape, the shield also provides a +3 bonus to Wis (Animal Handling) checks during combat.

This shield is slimmer and thinner but taller than most shields used by human and other riders. Most of these Vicious Shields are decorated with elaborate motifs, often portraying thorny stems or weeping faces, set inside a border of matte silver. Its gentle arcs ending in ferociously sharp edges are devised to enable surprise attacks, and one side of the shield is effectively a long, curved blade.

Popular with dark elves who charge into battle on giant lizards, these shields are found throughout the drow society. It is unclear how long they have been in use, but a thousand-year-old mural in the Temple of Discordance portrays a large force of drow knights, led by Lady Sazel Mel'tar, armed with these shields as they overrun an enemy fortress.



# THE DROW MAGE'S LIBRARY

These halls contain some of the darkest works ever collected or authored by the drow: Magical items crafted to combat all that is good, spells designed to unleash nightmarish horrors, and potions brewed with nothing but the most horrific intent in mind.

Few are the times when these items leave the realm of the drow and make their way to the surface. However, every now and then some

shady travelling merchant or backstreet market stall will have one of these rarities available, usually at a very hefty price.

But looking is free, so step inside and marvel at the gruesome inventiveness of the dark elves. Tread softly, though, and speak quietly. Even assassins come here to browse and read – and they do not like being disturbed.





## MAGIC ITEMS

### STAFF OF THE ARACHNOID

*Staff, very rare (requires attunement)*

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it, you also gain a +1 bonus to spell attack rolls. You can also communicate with spiders (but no other animals) as per the spell *Speak with animals*.

The staff has 10 charges for the following properties. It regains 1d6 + 2 expended charges at dusk.

**Poison Strike.** When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 poison damage to the target.

**Spells.** While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *Animal friendship* (spiders only, 1 charge), *Poison spray* (1 charge), *Spider climb* (2 charges), *Web* (2 charges), *Conjure animals* (spiders only, 3 charges), *Animal shape* (spiders only, 8 charges).

This tall, slightly curved staff is carved from a single bone (some say from a demonic spider), and it is inscribed with a length of indecipherable runes. It was discovered on the plane of demons under mysterious circumstances by the arch-sorceress Shinaar Khym.

### CLOAK OF DOMINION

*Wondrous Item, rare*

While you wear this cloak, you gain a +1 bonus to your Charisma score. You also have advantage on Intimidation and Persuasion checks, as well as on saving throws against Enchantment spells. The cloak enables you to cast the following spells once per day using your spell save DC and spell attack bonus: *Charm person*, *Command*, *Bane*, and *Compulsion*.

This cloak is an oversized flamboyant garment in lustrous purple satin and rich black velvet. Its clasp is shaped like interlocking skeletal fingers in silver.

First worn by Antaxle Or'lyz, renowned rogue-turned-politician and favourite companion of high priestess Maliir Mezzaerth, this cloak became the sensation at the Ball of Eternal Night when it was hosted by House Mezzaerth three hundred years ago. It is said that it helped Antaxle win support for his House and reach many beneficial deals.

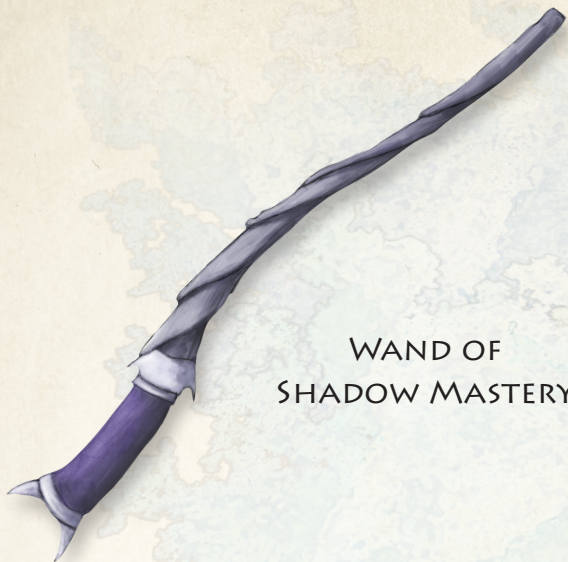


STAFF OF THE  
ARACHNOID



CLOAK OF  
DOMINION





WAND OF  
SHADOW MASTERY

### WAND OF SHADOW MASTERY

*Wand, rare (requires attunement by a spellcaster)*

While holding this wand, you gain a +1 bonus to spell attack rolls. When you are in an area of dim light or darkness, you can use your action to become invisible (as per the spell of the same name) until you move or take an action or a reaction.

Also, once per day you can cast the spell *Unseen servant* with the following modifications:

- The servant is a semi-transparent shadow shaped vaguely like a humanoid.
- The servant vanishes if exposed to direct sunlight.
- The servant has resistance to necrotic damage.

The staff has 6 charges, and regains 1d3 + 2 expended charges daily at dusk. While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *Darkness* (1 charge), *Darkvision* (1 charge), *Vampiric touch* (3 charges), *Phantom steed* (3 charges).

This wand was reportedly found in the hoard of a mad vampire. It is made of a thin, gnarled, foot-long branch the colour of wet charcoal. It is always icy to the touch. A piece of purple velvet of unknown origin is wrapped around its base.

DROW RANGER  
BOOTS



### DROW RANGER BOOTS

*Wondrous Item, uncommon*

While you wear these boots, you can use a free action to whisper *In darkness I dwell* in Undercommon to enable the boots' magical properties. This phrase can be learned through the spell *Identify* or similar means.

When the boots are active and you are underground, they provide you with the following benefits:

- Your walking speed increases with 10 feet.
- You have advantage on saving throws against natural environmental hazards, such as moulds, pits, and cave-ins.
- You have Darkvision. If you already have Darkvision, its range is doubled.
- You have advantage on Str (Athletics) checks when climbing.
- You ignore difficult terrain created by rubble or slippery surfaces.

Drow Ranger Boots are made of black or dark grey leather, with sturdy soles designed for good traction on slick rocks. They are decorated with a subtle pattern of small spiders.

The first Drow Ranger Boots were made by Dai D'halmass, an underground ranger who set out from his drow hometown and brought back many stories and treasures from countless unknown depths. He is said to have ordered the boots made after nearly falling prey to a monstrous bat that chased him for many miles. To this day, drow hunters still search for this mysterious bat.



## SPELLS

### FANGSTRIKE

*Evocation Cantrip (Cleric)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A crooked fang, large as a hand-axe and dripping with green venom, appears in the air just behind a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d4 piercing damage and 1d4 poison damage. Spiders and ettercaps are immune to damage from this spell.

**At higher levels:** The spell's damage increases by 1d4 when you reach 5th level (2d4 + 2d4), 11th level (3d4 + 3d4), and 17th level (4d4 + 4d4).

### AGONIZING WEB

*3rd-level Conjuration (Warlock, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Concentration, up to 2 hours

A huge mass of thick webs erupts from a point of your choice within range. These webs immediately fall on the ground or floor, where they rush out to fill a 20-foot-square for the duration of the spell. If there is no surface below the webs that can support them, they dissolve at the end of the turn.

The space covered by the webs counts as difficult terrain. Also, the webs are crawling with swollen, fist-sized, bright green and very hostile magical spiders. These spiders exist only for the duration of the spell and perish immediately if removed from the webs.





Creatures that begin their turn on the webs, or enter them during their turn, must make a Reflex saving throw. On a failed save, they suffer 6d6 poison damage and become Poisoned for 10 minutes. On a successful saving throw, the creatures suffer half damage and are not Poisoned.

The origin of this spell is unclear even to the most learned among the drow, but some claim it was found on a scroll carried by the witch Sagata Murkwillow.

### HAIL OF BLADES

*3rd-level Conjuration (Warlock, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Instantaneous

You summon seven sleek, jet-black daggers moulded from the raw essence of the plane of shadow. The daggers materialize above your upturned palm and immediately fly toward one target within range.

The target must make a Dexterity saving throw. It takes 4d6 cold damage and 4d6 necrotic damage on a failed save, or half as much damage on a successful one. Creatures that originate from the pale of shadow have disadvantage on the saving throw. However, undead creatures are immune to damage from this spell.

The material component of this spell is a pinch of cold soot.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

This spell was invented by Brez Rynblood, a travelling sorcerer who made many journeys to the other planes, where she fought untold dangers. Legend has it she met her lifelong companion, a priestess at the Halls of the Void, on the plane of shadow and relocated there to conduct her arcane research.

### SUMMON ABYSSAL SPIDER

*6th-level Conjuration (Cleric, Paladin)*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You summon a huge spider from its nest on the plane of demons. It appears in an unoccupied space that you can see within range. The spider disappears when it drops to 0 Hit Points or when the spell ends. The spider is not hostile to you and your companions for the duration of the spell. You must roll initiative for it, and it acts on its own turns.

As a free action, you can command the spider verbally once per round. The spider is compelled to heed your orders, but its demonic nature means it is prone to lashing out at all nearby creatures. If no commands are given by you during a round, the spider attacks the nearest creature except for you and your companions.

Should your concentration be broken at any point, the spider becomes uncontrolled and remains on the plane to which it was summoned for 1d20 rounds, during which time it attacks you.

The spider has the same statistics as a phase spider with the following changes:

- The spider is a large fiend.
- Its Intelligence is 11.
- It has 99 Hit Points.
- Its Armour Class is 15 (Natural Armor).
- The bite of the spider has +7 to hit and deals 2d6 + 4 piercing damage plus 7d6 poison damage. The target must make a DC 15 Constitution saving throw, suffering the poison damage on a failed saving throw, or half as much damage on a successful one.

Reserved for the more powerful among drow clerics, this spell is held in high regard for its close symbolic connection with the Queen of Spiders, the chief deity of the drow. One of these spiders was the cause of the downfall of the high elf outpost of Farhaven, as it slew their commander in a surprise assault. Even mighty dark elf paladins are known to have made use of this spell to distract their enemies.







## POTIONS

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### POTION OF THE WRAITH

This potion provides you with advantage on Dex (Stealth) checks made to avoid being seen. It also enables you to attempt to hide even when directly observed, unless you are in direct sunlight. In dim light, you count as having half cover at all times, including in melee. You also gain resistance to cold damage. These effects last for 10 minutes.

This potion is ashen in colour and has the texture of partially melted snow. It is often stored in smoky glass bottles reinforced with metal webbing.

It was developed by the alchemist Martyn Chamberblade and contains the raw essence of the plane of shadow. When consumed, it causes your body to attract shadows, much like how a campfire draws the attention of nocturnal beings. These shadows cling to you and make you difficult to tell apart from normal shadows, especially in poor lighting conditions.

### POTION OF SURFACE SALVATION

This potion enables creatures who have the Sunlight sensitivity trait function normally even in direct sunlight. The effect lasts 1 hour. When the effect abates, you suffer one level of exhaustion for 24 hours.

If more than one of these potions is consumed within this 24-hour period, you must immediately make a DC 18 Constitution saving throw. On a success, your Hit Points drop to 0, and the potion has no effect. If you fail the saving throw, you die and instantly turn to golden, glittering dust, and cannot be brought back to life except for through the spell *Wish*.

As the Potion of Surface Salvation is hard to produce and often costs a small fortune on the rare occasions one finds it for sale, it is typically stored in tough mithral vials triple-sealed with wax from Slaughterbee hives. The fluid is easy-flowing, similar to honey in colour, hot to the touch, and smells intensely of hot spices.

The recipe for this potion has been lost for centuries. However, the priest Syc Oldrysh, who studies ancient alchemy in the town of Laconarezzan, insists that it contains sand from the native plane of certain celestial beings, and also the extract of a plant that grows on the plane of fire.

### POTION OF FELINE GIFTS

This potion provides you with a +5 bonus on Initiative checks. You also make Dexterity saving throws with advantage and gain a +1 bonus on your Armour Class. In addition, normal feline creatures, such as cats, tigers and panthers, do not attack you unless they are provoked. These effects last for 1 hour.

The potion is warm, syrupy, and tastes vaguely of grass. It contains a great number of ingredients, many of which are toxic, harvested with great care from remote tunnels and caverns. The container is typically a tiny glass vial that comes with a protective layer of fur.

Its creator, Zogg Indigotwig, was a dark-minded gnomish druid who lived along the drow for most of his eventful life. He specialized in infusions that had surprising and often spectacular effects on physical attributes. He was also a huge friend of cats of all types and sizes.

### POTION OF EPHEMERALNESS

This potion gives you a +5 bonus to your Dexterity score and increases your walking speed by 20 feet. You can also move across difficult terrain at normal speed, and you make Strength (Athletics) checks with advantage. Moreover, your passive Perception increases by 8.

While under the influence of this potion, your actions and reactions are limited to the following: Dash, Disengage, and Dodge. You can also move as normal and interact with your surroundings through free actions as described in the chapter on Combat in the rulebook. The effects last 5 minutes, and drinking this potion requires only a bonus action.

The Potion of Ephemeralness comes in a discreet metal vial attached to a necklace, making it easy to uncork the container and swallow its contents. The potion tastes of strawberry and mint.

Popular among thieves and assassins, this potion fills the body with boundless energy and enables feats of great speed such as, for example, running away from danger. As such, it is valued as a means to escape, even at the cost of preventing one from fighting or casting spells. The recipe was developed by the alchemist Myrgrimm Lat'hazz and has helped to make her name and concoctions famous throughout the domain of the drow.



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