

The D3 Companion

by Dreamteam, posted on www.Dragonsfoot.org

Introductory Note

How to Use the Tables

The tables contained herein are built on the probability curves from rolling multiple dice rather than assigning arbitrary percentile rolls. **2d#** means roll 2 “#”-sided dice and add the results (ie. a bell curve), **<2d#** means roll 2 “#”-sided dice and keep only the lower result (ie. a diminishing curve). Some numerical table choices might fall outside the possible range of the indicated dice. Such potential choices represent role-play situations which are impossible under “normal” circumstances. If the DM feels the conditions warrant “unlocking” such special table results, s/he may opt to add or subtract ‘1’ or more to the die roll. *ie. Actively looking for a certain magic shoppe may grant a +1 bonus to the die roll when exploring a city street, or paying a large bribe might grant +2 to affect the severity of a judicial sentence, etc.*

Vault Society

The Vault of the Drow is a society founded on the selfish conceits of its individual members: a collection of minimalist statelets bordering on anarchy with a social order that rewards the pursuit of personal power free of moral or ethical

constraints. The Vault is the ultimate expression of millennia of social Darwinism as ordained by the will of Lolth under her watchful gaze. Lolth, a demon who uses the latent magic of the Vault and the sacrifices of her followers to maintain an open demi-portal between the plane she rules in the Abyss and this Prime. She wants it this way, to test her flock and make them strong. Her own demonic intentions for the drow are known only to her.

All plebeian drow belong to one of the 16 main clans. A drow needs very powerful motives to leave his or her clan; being banished is tantamount to a death sentence. Each faction lays claim to their own “rural” domain over which they rule supreme while scheming against the others. But the center of drowish power and population, the focus of society, remains the city of Erelhei Cinlu. Without a power base within the city, an active presence and means of exacting influence there, any single faction would quickly become irrelevant and likely be wiped out by the others. Within the Vault, one participates in the game of power or one perishes.

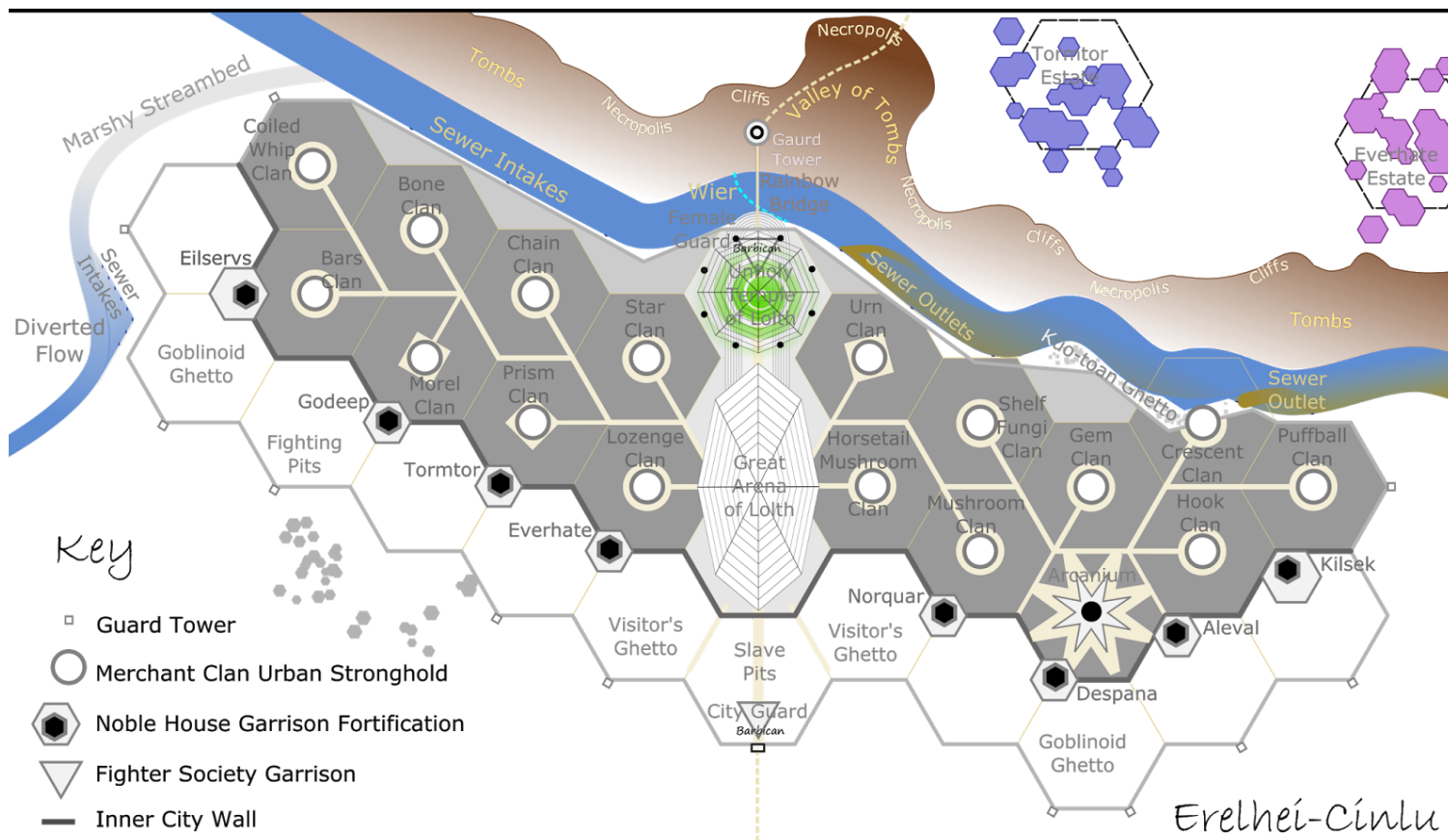
Vault Locations

In addition to the locations described in D3, some other points of interest found within the Vault:

2d6 Place	Description
1. Forgotten Shrine	Few drow remember, let alone go to, this overgrown mystical ruin dedicated to a forgotten goddess.
2. Weeping Spring	Clean, untainted natural water said to have magical properties trickles freely out of the ground here.
3. Mirror Mere	Many ancient elven rituals center on reflection of starlight and the moon. Here stands a stone circle of power, catching the reflected light of the perpetual vault night “sky”. Fae water spirits are said to haunt the depths of the mere. Where once arcane occult enchantments were cast, now demonic rites are practiced.
4. Vampire Bat Caves	Far above the cave floor, untold thousands of bats roost within a huge fissure reaching deep into the upper- most rock strata above the Vault. This cavern mouth is completely inaccessible without a means to fly. An immense swarm of these magically controlled blood-suckers accompanies drow armies going into battle.
5. Gargoyle Aerie	Thousands of these beasts roost here, remaining dormant till needed. The drow breed these “pets” as part of their military air wing; under Vrock control, they can be provoked and directed into a bloodthirsty swarm.
6. Necropolis	the Pitchy Flow’s northern cliffs are honeycombed with tombs, crypts and mausolea where the drow have buried their dead for millennia. Banshees and ghosts haunt here, protecting the Noble Lands from intrusion.
7. River Cascade	The river becomes completely unnavigable and offers no known portages above these treacherous rapids.
8. Tumkeoite Moon	This slowly decaying mass, the secret of much obscure drowish power, holds its own cryptic mystery. A clandestine and deadly mining operation high up on the Vault ceiling harvests crystals for a dark purpose.
9. Spider Nests	Much of the Vault roof lies unexplored, shrouded in spun webs and the dried husks of their cocooned prey.

10. Boat Slips	Some merchant clans trade on the Sunless Sea, docking their fleet elven vessels here between voyages.
11. Kuo Toan Spy Ring	A 'secret' underwater lair used as a forward spy base keeps an eye on the drow. The drow are both aware of and tolerate this espionage from Blibdoolpoop in order to maintain a currently useful peace with the Kuo Toans, knowing they could easily unleash a force of Hezrou to wipe out the "fish-heads" at any time.
12. Aboleth Lair	This enigmatic race has its own plans for the drow homeland and sends 'emissaries' to 'prepare the way'.

Erelhei Cinlu



Description of the City

Built upon a broad plateau-like outcropping of columnar basalt, the walls and streets of Erelhei Cinlu literally follow the hexagonal geometry of it's foundation stones. The buildings themselves are an awe-inspiring display of natural crystalline beauty, formations of towering minerals seemingly erupting out of the very rock itself. They have been grown over the millennia into a hodge-podge of fortified strongholds, fortresses and towers. Each one is ruled more or less autonomously by a nominal boss who pays homage to one of the different merchant clans or noble houses, and feuds with all the others. Each immediate city locale is dominated by such a stronghold, garrisoned by drow who also oversee all commerce in their territory. All resident drow belong to this local clan and live within the relative "safety" of their stronghold, simply for a question of survival. Many factions have also strengthened their garrisons with thrall troops.

City planning is nonexistent, although the lack thereof is not unpleasing to the eye. The polis is divided into two great parts by a huge wall running east-west, forming the magnificent "upper" elite city of free drow citizens and the "lower" city of comparative squalor for non-drow thrall denizens and visitors. The noble houses control all access through this wall, and

none are allowed to pass without patronage. The Great Arena and the Great Temple represent the largest monumental urban piles of note, dominating the urban center. A blasted ruin still stands prominently in the middle of the city that was once a school of magi called the Arcanium, destroyed years ago by infighting against the Fane. Any other ancient ruined temples found within the city are now wholly dedicated to worship of Lolth. There are no "merchant districts" or other distinctive districts, other than the Slave Markets and a collection of "lodgings" catering to visitors near the main city gate. Instead, each single stronghold serves as both self-contained market and goods production center for its clan, where all commerce is resolved under the watchful eye of the local clan lord. Trade also exists between strongholds of allied factions.

The drow living in this community look for ways to gain power or keep the power they have. Each local government only shows obeisance to any greater power out of fear, cunning or ambition. Those drow displaying high intelligence, wisdom and charisma, as well as physical prowess tend to gravitate towards the top of the social pyramid. Lacking even one such trait generally limits one's prospects. Assassination is an

ongo- ing method of advancement, along with coups, conspiracies, and purges. Adventurers and slave races are often used as pawns in the political machinations of the Vault, only to be in turn eliminated when they themselves become a

threat. The lesser residents of the Vault live in abject fear because of the unpredictable and horrific situations continually placed upon them.

Areas of Note within the City

2d8	Place	Description
1.	Wier	An old fishing wier crosses the Pitchy Flow below the soaring arch of the Flying Bridge and the watchful gaze of the walls high above. Kuo-Toan slaves work to collect cave fish. On occasion some disappear.
2.	Valley of Tombs	The road leading to the Noble Lands passes straight through this haunted city of the dead, where deceased drow have been interred for thousands of years. Banshees and ghosts allow none save the drow to pass.
3.	Bridge Tower	A high tower protected by a strong circular bastion wall guards the northern end of the Flying Bridge.
4.	Slave Pits	A diabolical maze of cages, holding pits and auction yards where slaves are brought before being sold. The Avenue of Enemies, a public display of mummified trophy corpses of vanquished foes, directs one's view towards the majestic dominating mass of the Great Arena, where many slaves meet their end.
5.	Inner City Wall	A huge immensely thick wall separating the 'lower' slums of the goblinoids from the effete drow-populated 'upper' city. There is no public gate in the wall, rather eight fortified castles guard egress, each the private bastion of a noble family and their own armed garrison. No visitor may pass through the Inner City Wall into the 'upper' city without the express consent of one of the eight noble houses.
6.	Goblinoid Ghetto	Carved into the living bedrock by untold dwarven slaves, each ghetto is a web of tunnels and broad deep pits opening directly into the open sewers below, ringed by tiers of vaulted chambers housing thousands of bugbears, trolls and troglodytes. Each noble house castle garrison maintains their own underground complex and private army of about 750 mixed troops.
7.	Visitor's Ghetto	The 'inns' for foreigners resemble fortified prisons designed to protect their staff and incarcerate their occup -ants as much as to provide secure accommodation. Indeed that is exactly what they are used for if need be. Some locales may also provide food and entertainment for a price.
8.	Fighter Garrisons	Both fighter societies maintain garrisons in strongly fortified barbicans just inside the two main city gates. The males patrol the city wall and streets, the females guard the Great Temple, Arena and Flying Bridge.
9.	Clan Strongholds	Each merchant stronghold houses ~450 drow, all clan members with varying trades and professions, and a like number of slaves and thrall servants.
10.	Great Arena	A center of drow civic entertainment, serving as the stage for many public executions and events.
11.	Noble Garrisons	Each castle houses ~100 drow 'family' members of all ranks and a like number of slaves. ~250 Garrison troops on duty are rotated out of the goblinoid ghettos adjoining each castle.
12.	Fighting Pits	Since lesser races are not allowed past the Wall as spectators into the arena, much blood sport and entertainment is to be had here amongst the thrall slaves of the drow.
13.	Unholy Temple	The base of power and a great religious Temple complex dominating the center of the city. Labyrinthine tunnels infested with spiders house Lolth's main urban public temple. It also serves as the seat for the Noble Council, where the eight ruling noble matrons meet. Special public rituals requiring all 8 Noble matrons and mass sacrifice are held here.
14.	Arcanium	A school of eldritch wizardry destroyed ages ago during infighting against the Fane, this blasted ruin hides many arcane secrets and stands as a warning to those who would oppose Lolth.
15.	Kuo-Toan Ghetto	The steep basalt face below the river wall is honeycombed by the caves and grottos of Kuo-Toan slaves.
16.	Sewer Intakes	The labyrinthine sewers below the city are fed by waters of the Pitchy Flow and its tributary, whose flow was diverted ages ago to cleanse the reeking filth from the city above. Just about anything disposed of can be found down here, and the water emerging from the grated outlets downriver is thoroughly polluted.

Drow Culture and Aesthetic

In spite of their evil nature, one tendency drow share with the other elves is a deep appreciation of beauty and quality in all things, especially the natural chaotic beauty of their underground homeland. The shiny facets of crystalline minerals, the frozen curtains and cascades of dripping rock formations, the multi-glowing hues and shapes of fungi and lichens, even the stillness of dripping echos in the Underdark fascinate them. This, as much as anything, might be the one thing they truly

value in common as a race, for the Vault they call home is a wonder of nature, not just in size but in beauty.

For the drow, this appreciation also manifests itself in a drive to experience the pinnacle of all earthy delights. A drow with centuries of perspective can acquire extremely refined tastes and skills. This thirst for excellence ensures that drow

structures are wonders of natural magnificence and they aspire to possess luxury and items of the finest quality.

Slaves tend to do all the work, menial, artisanal or otherwise. Drow artisans and masters in all specialties only intervene to execute the primary invocations or final finishing touches on

any object or oeuvre. Thus do they keep their secrets safe and yet manage to steal all the credit for the drow though others do the work. Individual slaves in long-time servitude tend to accumulate deep knowledge and experience of drow ways and skills, if not their secrets.

Demographics

<2d8	Urban Population	Visitors	Slaves by Race	Vault Thrall Denizens	Drow Classes ¹	Vault Factions
1.	Slaves 12250	Deep Races 675	Human 7900	Vampire Bats 50000	MT♂ CT♀	Servile Races
2.	Pure Drow 9000	Illithids 100	Orc/ Half-orc 1000	Giant Spiders 5000	FM♂ CF♀	Plebeians
3.	Bugbears 3500	Kuo-Toans 100	Goblin/ Hobgoblin 1600	Gargoyles 5000	CMT♂	Merchant Clans
4.	Troglodytes 2000	Surface Races 75	Dwarf/ Svirfneblin 1000	Cave Lizards 3000	FT♂ FA♀	Fighter Societies
5.	Trolls 750	Other Races 50	Gnoll 500	Ghasts 1000	FMT♂ CFT♀	Noble Houses
6.	Visitors 1000	Nether Creatures ?	Kuo-Toan 200	Ogres 700	CFM♂	The Fane
7.	Half Castes 500	Intell. Undead ?	Elf / Half-elf 50	Minotaurs 400	MA♂ CA♀	Visitors
8.	Total 28000	Total 1000	Total 12250	Total 65500	other	Outcasts

Bugbear - They form tough but expendable front-line brawlers in drow military cadres and are employed in that capacity in all walks of society. Also they are immune to charm- and hold-person spells as well as troglodyte stench, which immensely improves their usefulness.²

Cave Lizards - the giant subterranean type that can run along ceilings and walls, drow nobles and the military train them as cavalry mounts.

Deep Races/ Other Races - All manner of subterranean and foreign humanoids reside in the Vault, though mostly for nefarious reasons.

Dwarf/ Gnome - Many a good dwarf or gnome has disappeared without trace into the drowish lands. As slaves they make good miners, laborers and craftsmen, but are likely to rebel or escape, thus are kept in strict bondage. Untold 'drow' wonders are the result of their sweat and blood.

Gargoyles - can be mustered in great numbers to defend the Vault, forming a voracious airborne swarm accompanying drow-led armies.

Ghasts - Often used as slaves by powerful demons. The drow keep wary of these clever and smelly pests, easily mistaken for ghouls until it is too late. Clerics still employ them, but with much more care, since they smell, are harder to turn and even drow are not immune to their touch.

Ghouls - Ever-vigilant scavengers, they keep the city free of dead bodies. Being immune to their touch, evil drow clerics find many uses for these easily controllable, maintenance-free, voracious and utterly fearless thralls. A favorite military tactic is to incapacitate an enemy, then allow ghouls to make the killing blow so as to create more. Their ranks being thus easily renewed, in times of strife they can quickly swell in number.

Gnolls - Though well regarded troops, they are considered too risky since Lolth's betrayal by Yeenoghu. All suspect gnolls were sacrificed and the innocent ones thrown into slavery. In this role they have since proven to be less than satisfactory and their use has fallen out of favor.

Goblin/ Hobgoblin - Easy enough to replace from plentiful sources, they are considered bad investments, simply not strong enough compared to bugbears, though Hobgoblins make good foremen. Mostly kept for mining, menial dangerous labor and the amusement of their drow masters.

Half Castes - ostracised from society, condemned to a life of servitude or worse, drow-elves and human strain half-drow rarely reach adulthood. Those that do often possess formidable survival skills as thieves, fighters and assassins. Magic users are effectively unknown, as they lack the formal training. Some clandestinely worship chaotic-neutral gods in secret hidden shrines whose location in the sewers is known only to them.

Humans - Far from the sun or bred into captivity, free of ties to the drow's many enemies and unable to see in the dark, humans are seen as ideal slaves wholly dependent upon the drow for their own survival. Without hope, many subsequently succumb to the evil ways of their dark masters. Their capacity to learn almost any skill makes them useful in diverse walks of society, highly valuable and less expendable than other slaves.

Illithids - a delegation of the Hive Mind resides in the city as a symbol of 'peace', though secretly they seek a lost artifact hidden here ages ago.

Kuo-Toans - they generally do not make good slaves, but some are kept as aquatic laborers while others are employed by the fishing industry.

Minotaurs - mercenary bands hired by drow nobles and the military, they are too ferocious and untrustworthy to be allowed free reign of the city. Most are kept in specially constructed dark labyrinthine dungeon mazes, which seems to keep them content till they are needed.

Ogres - although strong fighters and laborers, their stupidity and love of elf flesh often proves too costly a risk. Only the military still uses them.

Orc/ Half-orc - while their strict-discipline and trained fighting cadres are valued, given their inter-clan hatred of one another, it has proven impossible to breed/cross-breed orcs in useful numbers without open warfare breaking out. In any case the drow find their lawful ways tedious.

Troglodytes - While militarily useful in battle and for sewer patrol, drow find them smelly and quarrelsome, insisting they remain in special areas away from the more expensive human slaves, whom they like to eat. The fighter societies maintain an armed force of many thousands.

Trolls - excellent melee meat shields, trolls prove too stupid to be given free reign of the city, and are kept under close-chained supervision.

Visitors - free non-drow residents and transients. Drow distrust all non-clan members, but they do show some respect for powerful foreigners, especially those who master skills the drow find useful. Some come and stay by choice, others lack the means to leave or safely return home.

Economy

d4	Exports	Imports
1.	Drow Weaponry	Magic Inks, Dyes
2.	Elixirs, Potions, Poisons	Spell Components, Spell Scrolls
3.	Jewelry, Artworks	Spider Silk
4.	Magical Trinkets	Unholy Objects
		Exotic/Bulk Foodstuffs
		Gems, Semi-Pr. Stones
		Glass, Crystal
		Luxury Goods
		Metal Ingots, Bullion
		Spices, Oils, Incense
		Slaves
		Wines, Spirits, Drugs

¹ Drow multi-class options per "Unearthed Arcana Additions and Corrections", Dragon Mag #103. Gender preferences indicated.

² The Dragon #90 "Hold that person! The definitive list of charm-able humanoids" by E. Gary Gygax

Laws and Punishments

To the drow, laws are the tools of weaklings who are unable to fend for themselves: the strong take what they want, and the weak are there to be exploited. What little laws there are tend to both support this notion and be regularly circumvented by those who can get away with it. Being a CE city, organised and protracted pursuit of justice within Erelhei Cinlu is dubious and most punishment is arbitrary. Retributive justice is commonly used to punish those who show failure or weak-

ness. Any actual form of leniency or altruism is simply a tool to gain leverage or establish a debt bond. Perceived guilt can affect the severity of a sentence, hence encounter reactions may allow PCs to roleplay/bribe/ plea-bargain their way to a lesser punishment (ie. add ± die roll modifier, thus table results >6 are possible). The corpses of notorious executed criminals are publicly displayed as mummified trophies on the *Avenue of Enemies*.

d6	High Crimes	Punishments for High Crimes
1.	Worship, invoke or display loyalty to any deity but Lolth.	Roll twice
2.	Cause harm to come to a Drow or be a threat to the Drow race.	Offering to Lolth's Temple (PC's body is consumed, no raise dead)
3.	Insult, offend or disobey a drow noble or priestess.	Public Execution (raise dead possible if ghastrs don't eat body first)
4.	Foreigners caught without permission to be in the Vault.	Cut off a limb (PC permanently crippled)
5.	Unauthorized beings crossing the Rainbow Bridge.	Slavery (sent to the slave pens or given to the accuser)
6.	Demonic summoning to the Vault without express permission.	Fighting Pits for # months (%/week of being slain)
7.	Cause danger or destruction to the Drow homeland.	Clemency (consider punishments as for a crime)
	Crimes	Punishments for Crimes
1.	Resist inquiries from a drow noble or priestess.	Torture (1d3 points from any 1 ability lost permanently)
2.	Intimidate or attempt to harm an agent of the nobility or Temple.	Branding (1d4 points from charisma lost permanently)
3.	Non-drow caught stealing from or cheating a Drow.	Imprisonment (%/week of catching a disease)
4.	Violate, damage or harm property of the Drow.	Indentured servitude for # months/years
5.	Unauthorized entry to the private domicile of a Drow.	Public Pillory for # days (# rand. encounters while enchained)
6.	Failure to pay Temple tithes when required.	Confiscate all money/possessions
7.	Leave the city by any way other than the Main city gate.	Pay an arbitrary fine

Arena, Temple and City-wide Events

d4	Diurnal	Weekly	Monthly	Yearly
1.	Arcane Sports	Judgement Day	Mass Sacrifice	Festival of Pain
2.	Feast of the Damned	Gladiatorial Combats	Night of Spiders	Prominent Sacrifices
3.	Feeding of the Spiders	Rites of 1000 eyes	The Summoning	Lolth's Test ³
4.	Monster Baiting	Trial by Combat	Wild Hunt	The Great Games

Arcane Sports - magical competitions of all types, mostly involving the letting of blood in some form or another.

Feast of the Damned - ghouls are given free reign to clean the city of dead bodies and cull those foolish enough to watch.

Feeding of the Spiders - living victims are fed to the temple spiders to entertain the crowd.

Monster Baiting - wild creatures captured by drow hunters are forced to fight in the arena.

Judgement Day - a summoned Nalfeshnee sits in public judgement and passes sentence on accused criminals.

Gladiatorial Combats - professionals vie for glory and coin. Deaths are rare, unless replacements are readily available.

Rites of 1000 Eyes -

Trial by Combat - any drow can demand to redress a grievance through combat in the arena.

Mass Sacrifice - a bloody practice based upon the lunar cycles as dictated by the rituals and customs of worship to Lolth.

Night of Spiders -

The Summoning - when the signs align, demons and nether-creatures are called forth from the abyss in a public event.

Wild Hunt - a monthly orgy of blood centered around chasing down escaped slaves for sport and culling the city's ghouls.

Festival of Pain - a yearly holiday dedicated to sadistically inflicting and masochistically experiencing pain in all its forms.

Prominent Sacrifices - captives and hated enemies of great importance will die a gruesome death for this dedicated ritual.

Lolth's Test - a rite of passage for all drow. Those found worthy survive, those who fail face Lolth's wrath or worse.

The Great Games - a festival lasting many days, featuring every variety of combat to the death in the Great Arena.

³ See *The Punishments of Lolth*, Dragon Magazine # 298 for ideas.

Cityscape

There is no day or night in Erelhei-Cinlu: all time passes under the same constant bath of amethyst light from the tumkolite mass glowing high up in the Vault’s dome. Temple gongs toll the passage of time.

Street Features and Locales:

<u>Street Lighting d12</u> 1. Caged Fire Beetles 2. Glowing Mushrooms 3. Phosphorescent Lichens 4. Luminous Chemicals 5. Pale Glowworms 6. Incandescent Stonework 7. Sparkling Crystals 8. Gleaming Slime 9. Magical Burning Flame 10. Illuminated Cobblestones 11. Smoldering Lamplight 12. Flaming Skulls	<u>Mainstreet 2d6</u> 1. Magic Emporium 2. Arcane Smithy 3. Auction/Execution Sq. 4. Stable / Clan Holding 5. Tavern of Delights 6. Gambling Den 7. Drug Saloon 8. Bordello / Bath House 9. Massage Parlor 10. Bazaar of the Bizarre 11. Theater of Decadence 12. Alchemist	<u>Backstreet 2d6</u> 1. Black Arts Shoppe 2. Hexes and Curses 3. Underdark Survival 4. Slavers Pit 5. Torture Palace 6. Tattoo Parlor 7. Bar / Brothel 8. Den of Inequity 9. Poison Shop 10. Pit Fighting Ring 11. Maps and Secrets 12. Fortunes and Scrying	<u>Backalley d12</u> 1. Lycanthropic Transfusion 2. Demonic Divination 3. Surgical Transmutation 4. Extraplanar Arcana 5. Hallucinogenic Psionics 6. Martial Improvements 7. Thaumaturgic Protection 8. Anything for a Price 9. Casting Specialization 10. Necromantic Powers 11. Bio-Morphic Herbalist 12. Illusions and Glamours
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Rooftops and Sewers:

<u>2d6</u>	<u>Roofscape</u>	<u>Upper City</u>	<u>Undercity</u>	<u>Sewers</u>
1.	Open Balcony	Luxurious Bathhouse	Secret Temple	Signs of Habitation
2.	Crumbling Construction	Hanging Gardens	Crumbling Masonry	Flooded Passage
3.	Chimney Stack	Abandoned Shrine	Dank Junction	Rusted Gratings
4.	Perilous Drop	Dilapidated Span	Foreboding Stairways	Impassible Sewage
5.	Precarious Handholds	Fungal Shrubbery	Suspicious Stonework	Narrow Walkway
6.	Web Cluster	Twisting Causeway	Pillared Chambers	Sewer Nexus
7.	Spider Nest	Arched Promenade	Warren of Passages	Dank Junction
8.	Narrow Ledge	Elegant Stairway	Suspended Catwalks	Moldy Tunnel
9.	Steep-Pitched Roof	Filigrane Bridge	Vast Stone-walled Pit	Slimy Drainage Basin
10.	Slippery Surface	Interesting Vantagepoint	Torture Chambers	Dripping Crawlway
11.	Impossible Jump	Secluded Grotto	Abandoned Prison Complex	Scum-laden Pool
12.	Arched Bridge	Open Theater	Ancient Vaulted Galleries	Slippery Footing
13.	Oculus	Magical Portal	Secret Door	Forgotten Ruin

Streetnames:

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Drow NPC Encounters

Drow NPC Professions

Roll	Free Drow	Free Drow (cont'd)	Indentured Drow	Drow Outcasts
1.	Adventurer	Mapmaker, Arcane	Apprentice/Page	Adict
2.	Alchemist	Mercenary/ Sellsword	Beedle (Foreman)	Assassin
3.	Armorer, Arcane	Merchant, Clan Member	Body Guard	Beggar
4.	Architect, Arcane	Money Lender	Clerk/Scribe	Criminal
5.	Artist, Arcane	Musician, Player/Singer	Dancer, Exotic	Clergy (heretical)
6.	Assassin	Officer, Noble/Military	Drover, Lizard	Footpad
7.	Bounty Hunter	Pawn Broker	Gaoler/Torturer	Pickpocket
8.	Clergy, Evil	Performer, Theater/Torture	Harlot/Prostitute/Wench	Rake
9.	Courtier/ Courtesan	Pimp/ Madame	Head Steward (Reeve)	Spy (reroll assumed identity)
10.		Proprietor, Inn/Den/Shop/Brothel	Herald/Town Crier	Thief
11.	Dancer, Blade/Fire/Ghost	Sage/Scholar	Informant (reroll for profession)	Thug
12.	Drug Dealer	Slave Trader	Keep, Tavern/Shop	
13.	Enchanter/Spell Caster	Scion, Noble House	Masseur/euse	
14.	Fortuneteller	Scryer, Arcane	Master, Baker/Brewer/Vintner	
15.	Gambler, Professional	Soldier/ City Watch	Money Collector	
16.	Gem Trader	Spy (reroll assumed identity)	Servant, Indentured/Debtor	
17.	Healer, Arcane	Tithe Collector	Sheppard, Spider/Lizard	
18.	Herbalist/Poisoner	Trainer, Master Specialist	Slave Trainer	
19.	Instrument Maker	Weaponsmith, Arcane	Spy (reroll assumed identity)	
20.	Jeweler, Arcane	Witch, Hexer	Squire/Personal Servant	

Drow Ability Scores*	♂	♀	All drow can speak:	Commonly spoken languages <2d6
S	7-12	9-14	Drowish, Undercommon, Elvish, Sign-Language, Gnome + <2d6 commonly spoken languages	1 Common or Alignment
*per D	14-20	14-20	All drow can cast 1/day:	2 Goblin, Bugbear or Hobgoblin
Fiend C	4-16	4-16	Dancing Lights, Darkness, Faerie Fire	3 Svifneblin, Dwarvish or Aquan
Folio I	11-18	13-18	All females can also cast 1/day:	4 Trog, Troll or Ogre
W	9-12	9-18	Clairvoyance, Detect Lie, Dispel Magic, Suggestion	5 Orcish, Giant or Gnoll
Ch	9-16	11-18	At Lv4, all drow can additionally cast:	6 Abyssal, Illithid or Elemental
			Detect Magic, Know Alignment, Levitate	

Drow, Half-Drow and Drow-elf NPCs, Classes and Maximum Levels

<2d6 Common Pure Drow NPC Classes	Drow Class Level Limits in D3	♂	♀	Common Rake NPC Classes
1. FT 67% or Thief 33% (any gender)	Fighter ⁴	7+	9+	FT (50% Drow-elves, 50% Half-drow)
2. MT (♂) or CT (♀)	Thief	U	U	Thief 50% (any) Assassin 50% (any)
3. FM (♂) or CF (♀)	Assassin	10	10	FA (Half-orc only)
4. FMT (♂) or CFT (♀)	Magic User ⁵	12+	5+	Fighter (80% Half-drow, 20% other)
5. CFM 50% or CMT 50% (any gender)	Cleric	4-7*	U	Heretical Druid (H-drow) or CA (H-orc)
6. MA (♂), CA (♀) 67% or FA 33% (any)	* Male clerics >Lv4 tend to get fed to Lolth.			MT, MF, FMT, CM, CFM race per PHB

Drow NPC Traits	CE Personalities	CN Personalities	...
1. Cruel Slave Master	power hungry, scheming	anarchic, individualistic	
2. Devotee of Lolth	cruel, heartless	unfettered, confusing	
3. Master of Arcane Secrets	deceitful	discourteous	
4. Silent Killer	domineering or compliant	independent, free	
5. Treacherous Infiltrator	malicious	greedy	
6. Dangerous Beauty	selfish, self-centered	self-reliant, disorderly	
7. Demonic Bargainer	suspicious, untrustworthy	cautious, unreliable	
8. Keeper of Stolen Secrets	uncaring, unfeeling	cold, seemingly unfeeling	
9. Gifted Poisoner	violent, volatile	vengeful, impetuous	
10. Hatred of Surface Dwellers	capricious, unpredictable	inconsistent, surprising	

⁴ Unearthed Arcana allows "exceptional strength" drow (ie.13-15 STR) to advance up to Lv 8-10 (males) or 10-12 (females).

⁵ UA allows "exceptional intelligence" drow (ie.19-21 INT) to advance up to Lv 13-18 (males) or 7-9 (females).

Encounter Reactions (experimental)

<u>2d3 Reaction Roll</u>	<u>Modifiers</u>
1. Violently Hostile	-1/+1 Hostile / friendly circumstances
2. Hostile (price x10)	-1 Different race
3. Unfavorable (price x5)	-2/+1 Perceived as racial enemy / ally
4. Neutral (price x2)	-2/-1/±0 Opposed / similar / same alignment (if known)
5. Favorable (price x1.5)	per Cha Charisma modifiers
6. Friendly (price x1)	per skill Situational skills (intimidation, diplomacy, awareness, etc)
7. Enthusiastic (price x0.75)	-1/0 Foreigner (not) / wearing green visitor's cloak
	+2 Bearing drow noble house brooch
	+3 Bearing Lolth spider brooch

Drow Magic

The drow's unnaturally high resistance to magic means spellcasters occupy a lesser status within their society than one would expect. That said, they are still a culture based around high magic, as this allows them to dominate the other races of the Underdark. For this reason, when amongst their own kind, drow magic users tend to favor spells that don't need to overcome magic resistance, such as those from the conjuration, transmutation and abjuration schools. Evocation, enchantment or necromancy are more commonly reserved for use against other races.

Military Units

Probability of Troop Control (see DMG p105)

Race of Troops	No officers & weak leader	No officers & strong leader	Officers & strong leader	Per Minor Demon present	Per Major Demon present	Demon Lord present	Comments
Bugbear	30%	50%	80%	+Bonus	+Bonus	99%	Add the type # per demon present to the base % chance
Drow	80%	95%	98%	+Bonus	+Bonus	100%	
Gargoyle	n/a	n/a	n/a	80%*	90%**	70% (telepathy)	* can't be controlled unless by flying demons or telepathy
Giant	25%	80%	95%	-Penalty	-Penalty		
Gnoll	30%	40%	80%	+Bonus	+Bonus	99%	
Goblin	40%	50%	90%	+Bonus	+Bonus	99%	
Minotaur	5%	65%					
Ogre							
Troglodyte	25%	70%	90%	+Bonus	+Bonus	99%	
Troll	10%	60%	95%	+Bonus	+Bonus	99%	
Minor Demon	10%	90%	90%	-Penalty	+Bonus	98%	
Major Demon	5%	95%	85%	-Penalty	-Penalty	97%	

CE Troop Racial Preferences (see DMG p 106)

View of → Race	Major Demon	Minor Demon	Troll	Trog	Ogre	Minotaur	Goblin	Gnoll	Giant	Gargoyle	Drow	Bugbear	Key
Bugbear	F	F	N	N	T	A	G	T*	T	H	G	P	P preferred
Drow	G	G	T*	N*	A*	T*	N*	T*	G	N*	N**	T*	G good
Gargoyle	F	F	A	A	A	N	A	A	A	P	T	A	T tolerate
Giant	A	A	T	A	G	N	A	G	P	N	T	G	N neutral
Gnoll	F	F	G	A	G	A	A*	P	T	A	N	G	A antipathy
Goblin	F	F	A	N	H	A	P	A	N	H	T	G	H hatred
Minotaur	F	N	N	N*	N	P	N*	N*	A	N	T	N*	F fear
Ogre	F	F	T	N	P	N	A*	T*	G	H	H	T	
Troglodyte	F	F	N	P	A	A	N	N	A	N	N	N	
Troll	F	N	N**	N	N	N	A	N	T	N	T	A	
Minor Demon	H	H/A	N*	N*	N*	N*	N*	N*	N*	N*	G	N*	
Major Demon	H/A	N	N*	N*	N*	N*	N*	N*	N*	N*	G	N*	

CE Troop Preference Results

<2d4	Preferred	Goodwill	Tolerate	Neutral	Antipathy	Hatred	Fear
1.	Morale boost	Morale boost	Obeys orders	Obeys orders	Morale loss	Morale Loss	Obeys orders
2.	Obeys orders	Obeys orders	Obeys orders	Morale loss	Hesitates	Open Hostility	Morale Loss
3.	Obeys orders	Obeys orders	Morale loss	Hesitates	Open hostility	Deserts	Deserts
4.	Obeys orders	Morale loss	Open hostility	Open hostility	Deserts	Deserts	Deserts

Noble House Garrisons inside Erelhei-Cinlu

Rank	Drow ♀ Ftrs Lv1-7	Leaders ♀ Cl Lv	Bugb	Trog	Troll	Slave Mnt	DB	Castellain ♂ Cl Lv	Hp AC Wp	Guardians
1. Eilservs	50 24 26 18 5 2 2	FM6/9 FM5/11 CF8/8	525	700	175	50	17	8	Yasirii ♂ CF 9/9 45 -7	Sw+4 Elementals
2. Kilsek	43 22 24 16 5 2 2	FM5/6 FM7/12 CF7/7	300	400	100	42	15	6	Onlisa ♂ CF 8/8 40 -6	Mc+3 Golems
3. Despana	41 20 22 14 5 2 1	FM5/5 FM5/7 CF6/6	275	350	100	38	14	5	Aaren ♂ CF 7/7 35 -5	Hmr+4 Hezrou
4. Noquar	39 18 20 12 5 2 1	FM4/4 FM5/6 CF6/6	225	300	75	34	13	4	Iseith ♂ CF 7/7 35 -5	Sw+3 Nightmares
5. Everhate	37 17 19 10 5 2 1	FM5/5 FM5/5 CF7/7	225	300	75	30	12	4	Anbyr ♂ CF 9/8 45 -7	Mc+4 Ghouls
6. Godeep	34 16 18 9 5 2 1	FM5/6 FM5/7 CF6/6	200	250	50	26	11	3	Loriel ♂ CF 8/7 39 -6	Mc+3 Ogres
7. Tormtor	47 20 22 15 5 2 2	FM6/9 FM7/9 CF7/7	475	600	125	46	16	7	Maran ♂ CF 8/8 40 -6	Mc+3 Daemons
8. Aleval	32 14 16 8 5 2 1	FM4/4 FM4/4 CF5/5	150	200	50	21	9	2	Phana ♂ CF 6/6 30 -4	Mc+2 Spiders
Totals	~700	24	2375	3100	750	287	107	39	8	
Drow fighters are 75% female, 25% male; Bugb=Bugbear; Trog=Troglodyte; Mnt=Mounts; DB=Displacer Beasts FM=FighterMU										

Merchant Clan Strongholds inside Erelhei-Cinlu

Clan	Patron	Allies	Ftrs ♂ Lv1-4	Ldrs ♂ Cl Lv	Bugb	Slave	Mnt	Town Magistrate ♂, Cl Lv	M.Item	Treasure	Specialty Wares
1. Prism	Tormtor	3,8	56 24 8 5	CF2/5 CF4/5	18	30	11	Galcoran ♂ FM 7/9 Vorpall Blade		14k gp	Spices
2. Morel	Godeep	4	56 24 8 5	CF2/5 CF4/5	18	30	11	Silthas ♂ FM 6/9 Alchemy Jug		7k gp	Carpets
3. Coiled Whip	Eilservs	1	56 24 8 5	CF2/5 CF4/5	18	30	11	Cyrian ♂ FM 7/9 Staff of Curing		20k gp	Reagents
4. Crescent	Aleval	2,9	30 17 2 2	CF2/5 CF4/5	13	19	3	Shdran ♂ FM 5/9 Pfilter of Love		6k gp	Metals
5. Puffball	Kilsek	6	56 24 8 5	CF2/5 CF4/5	18	30	11	Illnul ♂ FM 7/9 Water Breathing Ring		17k gp	Gadgets
6. Hook	Kilsek	5,13	56 24 8 5	CF2/5 CF4/5	18	30	11	Allgyal ♂ FM 7/9 Oil of Etherealness		13k gp	Pigments
7. Shelf Fungi	Despana	13	56 24 8 5	CF2/5 CF4/5	18	30	11	Nahaeth ♂ FM 7/9 Robe of Blending		12k gp	Disguises
8. Chain	Tormtor	1	56 24 8 5	CF2/5 CF4/5	18	30	11	Anlthas ♂ FM 7/9 Ring of Fire Resist.		19k gp	Animals
9. Mushroom	Noquar	4,15	56 24 8 5	CF2/5 CF4/5	18	30	11	Hagyal ♂ FM 7/9 Flaming Sword+3		9k gp	Cures
10. Bars	Eilservs	16	56 24 8 5	CF2/5 CF4/5	18	30	11	Shnas ♂ FM 7/9 Wand of Polymorph		18k gp	Arcana
11. Urn	-	-	56 24 8 5	CF2/5 CF4/5	18	30	11	Y'aenel ♂ FM 7/9 Ring of Telekinesis		10k gp	Secrets
12. Horsetail	Noquar	15	56 24 8 5	CF2/5 CF4/5	18	30	11	Meallaes ♂ FM 7/9 Net of Snaring		11k gp	Stories
13. Gem	Despana	6,7	56 24 8 5	CF2/5 CF4/5	18	30	11	Uelori ♂ FM 7/9 Ring of Spell Turning		8k gp	Advice
14. Star	~Eilservs	-	56 24 8 5	CF2/5 CF4/5	18	30	11	Thagos ♂ FM 7/9 Wand of Illusion		12k gp	Slaves
15. Lozenge	Everhate	9,12	56 24 8 5	CF2/5 CF4/5	18	30	11	Yinnul ♂ FM 7/9 Fig. of Wondrous Pwr		13k gp	Ungents
16. Bone	Eilservs	10	56 24 8 5	CF2/5 CF4/5	18	30	11	Nylshar ♂ FM 7/9 Helm of Brilliance		16k gp	Perfumes
Totals			~1170	32	512	400	112		16	205k gp	
Ftrs=75% of Lv-1 Drow fighters are female, 25% are male; all other Drow are male; Bugb=Bugbear; Mnt=Mounts&PackLizards											

Fighter Society Garrisons inside Erelhei-Cinlu

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Unaligned Forces inside Erelhei-Cinlu

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Drow Architecture

Drow incorporate and work with natural elements in their buildings, just as other elves do. Their constructions and artwork tend to mimic chaotic shapes and patterns of natural beauty. They use time and arcane magic to shape stone, minerals and crystals into massive livable structures finished with artistic skill, both real and illusionary. Petrified mushroom shaped buildings tower over the rooftops, reminiscent in some fanciful way of the drow's treehouse cities on the surface eons ago. Less permanent constructions can be assembled quickly using spells to conjure magical slabs and walls of stone, iron, or even force. Natural rock formations are often riddled with beautifully carved rooms and galleries.

Spatial organization and room layouts are generally both vertical and radial in nature, with certain parts of buildings purposefully kept accessible only using levitation. Thus do the drow hierarchs separate themselves and gain safety from their inferior peons and minions. Command-word operated *Tenser's disks* maintained under *permanency* spells are also a frequent means of access floor-to-floor. Stairways are only commonplace to communicate between private chambers or in the more public spaces down below that are purposefully left accessible to the servant and slave races.



Magical protections are incorporated into any drow building of note. In general, d6 enchantments will be cast on any wing of the structure, forming multiple layers of defense. The drow have adapted their own version of the *Permanency* spell to work on a large variety of defensive magic, with *Imprisonment* subsequently being used to entrap the magi casting the spell

for all time, so the enchantment never expires (a carefully guarded drow secret). **General** protections usually envelop the entire outer structure preventing entry. **Strongpoint** protections are encountered at manned outposts and choke points. **Inner Sanctum** protections and **Ethereal Sentries** are used in spaces for leaders.

Permanent Magical Wards and Protections in/around Drow Buildings

<2d6	General	Strongpoint	Sanctum	Ethereal Sentries
1.	Roll twice	Roll twice	Arcane Lock, Explosive Runes	Phase Spiders
2.	Dimensional Lock	Lesser Globe of Invulnerability	Fire Trap	Invisible Stalker
3.	Forbiddance	Globe of Invulnerability	Nondetection, Obscure Object	Aerial Servant
4.	Guards and Wards	Glyph of Warding	Resistance	Basilisk
5.	Wall of Fire, Force, Ice, Iron, Stone	Greater Glyph of Warding	Antilife Shell	Cockatrice
6.	Mage's Private Sanctum	Magic Circle vs Good/Law	Prismatic Sphere / Wall	Gorgon

Major City Factions

Note that any individual's level corresponds roughly to their current place within the drow social hierarchy of the Vault. The DM has several different options for generating random encounters on this table using various dice and either the <2d# or d# techniques (for either weighted outcome or even odds). Roll <2d6 if a randomized column is needed.

Relative Levels/Social Rank Between Factions for Drow City Encounters

EL	Roll	6.Lolth's Temple	5.Noble Houses	4.Military Societies	3.Merchant Clans	2.Plebeians	1.Foreigner & Slaves	SL
Lv?	1.						Laborer, Condemned	-7
Lv0	2.	Roll <2d10+SL on any column for random encounters					Stable/Litterbearer	-6
Lv0	3.		EL = Encounter Level				Wash-/Kitchen-slave	-5
Lv0	4.		SL = Social Level				Servant/Bath-slave	-4
Lv0	5.		♀ = female only	♂ = male or female	♂ = male only		Bed Chamber Slave	-3
Lv0	6.						Clerk, Cellarer	-2
Lv?	7.		Slaves***	Slaves***	Slaves***	Slaves***	Gladiator, Eunuch	-1
Lv?	8.	Temple Slaves ***	House 'Pets'	Guardian Monsters	Exotic Beasts	Gutter Trash/Rake	Tradesman, Artisan	0
Lv?	9.	Supplicants ♀**	Thrall Minions	Non-Drow Grunts	Goblinoid Drivers	Sell-Sword, Slaver	Foreigner, unknown	1
Lv1	10.	Temple Spiders	Common Servants♀	Informants ♀	Concubines ♀	Indentured Drow ♀	Beadle (Foreman)	2
Lv2	11.	Adepts ♀	Watchers ♀	Foot Soldiers ♂	Market Guards ♂	Apprentice, Carver♀		3
Lv3	12.	Temple Guards♀	House Troops ♀	Elite Soldiers ♀	Tithe Collector ♂	Free Drow ♀	Foreigner, respected	4
Lv4	13.	Curates ♀	Wardens ♀	Sergeants ♀	Shop Keepers ♂	Pimps, Overseers ♀	Reeve (Headservant)	5
Lv5	14.	Temple Captains ♀	Scions ♀	Captains, Spies ♀	Merchants ♂	Sages, Artisans ♀	Foreigner, feared	6
Lv6+	15.	Canoness ♀	Castellaine ♀	Commander♀, Bailiff♂	Cofferer/Treasurer♂	Proprietors ♀		7
Lv7+	16.	Demons	Councilor, Consort♀	Generals♀	Merchant Magnate♂	Magistrates ♀		8
Lv8+	17.	Priestesses ♀	Marshal, Daughter♀	Lieutenant General ♀	Clan Lord ♂*			9
Lv9+	18.	High Priestesses ♀	Grand Matron♀*	High General♀*		* Will never be randomly encountered.		10
Lv13	19.	Grt. High Priestess♀*				** Roll again on any other column.		11
Lv16	20.	Lolth*				*** Roll again on slaves column.		12

The Fane - The *Sisters of the Dark* aka **Dalninine' Oloth**. All drow within the Vault profess to worship Lolth. Her priestesses jealously uphold their exclusive social status and "lovingly" enforce Lolth's will upon the populace in all aspects of life, thus ensuring their own preeminence and authority. Clerics of Lolth communicate with spiders who serve as their minions, eyes and guard-beasts. In centuries past, they destroyed what was perceived as a competing power faction centered around the School of Magi - the Arcanium - and left the ruins standing as a warning to others. Hence any conflicting sects must practice in secret. The Fane's word is law, which changes as they see fit, and they constantly scheme to extend their power over the noble houses. Lolth's spies are everywhere. The **Unholy Temple of Lolth**, their base of power and a great religious Temple complex and center of learning. Labyrinthine tunnels, infested with spiders of all sizes and dominating the center of the city, not only houses the main urban public temple dedicated to Lolth. It also serves as the seat for the **Noble Council (Sil'in Blada)**, where the eight ruling noble matrons meet and determine the destiny of the Vault under the watchful gaze of Lolth's clergy. Special rituals requiring the presence of all 8 matrons and mass sacrifice are held here on occasion for the summoning of the most powerful demons.

Noble Houses - Sil'in Qu'ellar - Lolth decreed that as a spider has eight eyes and eight legs, so shall the Vault have eight ruling factions. Thus it is so. Each Noble House is organized around a single female usurper and a cadre of her most able-bodied ambitious conspirators. The political machinations of the Fane and their own vile natures keeps the

8 matriarchal Houses in perpetual conflict with one another in a constantly shifting web of alliances, plots and intrigues. In truth the chaos pleases Lolth, where only the strongest of her servants seize power and survive for long. The eight Houses jealously guard their status and power, and ruthlessly put down any other faction that would dare dream of rising to challenge them. Although their main estates are outside the city, each House maintains a fortified tower complex, minor shrine and permanent garrison within the ancient walls of Erelhei Cinlu, both to maintain political urban influence by controlling access to the upper drow city, and to oversee any sordid private business they may have with the merchants and plebeians. These private castles control access through the Inner City Wall. No one knows the many secrets hidden within their dark depths.

Drokke' Adaman - The *Adamantine Fist*, aka *Jesshce' Loth* (Lolth's Fangs), the **warrior sisterhood** nominally serves as the military enforcers of the Fane. They also maintain a monopoly on the production of magical drow weaponry and armor, which grants them a substantial boon of wealth. Their main fortress and manufactory lies in the Vault to the south, but within the city they maintain a powerful urban garrison in a fortified barbican adjoining Lolth's temple complex near the Noble Gate. Within the city they act as bodyguards, temple guardians, censors and tithe collectors for Lolth's priestesses in addition to guarding the River Wall. However, as the noble houses themselves furnish these promising drow females as new recruits, loyalties are split and scheming between individuals within the ranks is prevalent, though not as open as between the nobles. There is a strong possibility (75%

chance) that any given female fighter also secretly possesses skills as a thief at a level equal to or greater than her fighting ability.

Merchant Clans - Mei'q Ka'lum - Each of the 16 merchant clans keeps a fortified villa in the open Vault as well as maintains a stronghold within the city walls. These well-guarded civic strongholds each dominate and rule a city block for which it serves as administrative center, market, manufactory, treasury, goods stockpile, distribution hub and barracks. The markets of Erelhei-Cinlu are a great place to get stuff you just can't find on the surface: adamantite ore, rare fungal preparations, finely crafted hand crossbows, and magic unique to the Drow and their Deepearth trading partners. Urban clan-owned slaves tend to be those supporting the drow economy; skilled artisans, tradesmen, clerks and laborers while the rural estates house larger menageries of domestic- and farm-slaves. The patriarchal clans maintain a relatively high social standing through patronage granted by one of the noble Houses, but as in all aspects of drow society, intrigue runs rampant and loyalties shift.

Dalninuke' Vhid - Within the city the **warrior brotherhood** calling itself *Sons of Chaos* acts nominally as City Guard, but in reality all they really do is patrol the slave market to check that the "goods" there are not damaged, and ensure the merchant caravans travel the streets unmolested. Their main headquarters lies east of the city but they maintain a strongly garrisoned barbican, the first thing one sees as one enters the city just inside the main city gate. It holds a commanding view of the slave market and the *Avenue of Enemies*, where vanquished foes are kept on public display as mummified trophies, with the dominating bulk of the *Great Arena* looming above and beyond. Additionally these troops man the outer walls and protect the *Great Gate*, allowing no-one in or out without permission. Thus the city serves as a prison for many of its inhabitants. Many male fighters (75% chance) secretly also practice thievery, of which they can become immensely proficient long after they have stopped progressing as fighters. Marshalling the troglodyte forces in the city also falls under the command of the male fighters, a duty that they do not relish because of the smell.

Plebeians - There are no guilds in the city per se, rather all drow plebs belong to the local ruling merchant Clan which furnishes "protection" and the safety of the clan stronghold to both live and work. The Clans are themselves in turn affiliated through a complex web of intimidation and racketeering to wider networks controlled by one of the Noble Houses. Hence all business and commerce, indeed any transaction at all is ultimately sanctioned by a Merchant clan who takes their cut, and who in turn passes part of their ill-gotten gains over to their patron noble House. Drow plebeians are additionally either **Duul'sso ilythiiri** (free drow) or **Yvalm ilythiiri** (literally "bound" drow, meaning indentured). Free drow have full citizenship and freedom to live as they wish within drow society, while indentured drow have either lost or given up their freedom for some reason (money, punishment, etc.) and are beholden in service to another, albeit for a contractually limited time span (could be years, decades or even a century or two). But even bound drow are still held superior to slaves and other subterranean races living in the Vault.

Magthere de' Faern - Here stood a magnificent school of wizardry, the **Arcanium**, composed of eight towers, each one dedicated to a different college of eldritch study. Once a powerful faction of drow magi in its own right, the Fane brought them low and all but destroyed them during the *Mageslaying*. The haunted ruins now stand in the middle of the city as a warning to those who would defy Lolth. The towers and ancient underground vaults hold much arcane knowledge of dark wizardry and demonology, including libraries, arcane laboratories, summoning pits and magical forges. Many parts are haunted by tormented souls and quassits. Drow wizards still sometimes come here, but the old sages are all dead and the arcane teachings must pass directly from one mage to another. Foreign visitors come seeking ancient tomes holding dark secrets, forgotten lore and forbidden magic, and there is a thriving trade in such things. Some are never seen nor heard from again...

Illithids - consider the Vault a "safe" haven to practice their psionic arts, since the drow maintain their own ethereal guardians against psionic parasites. Illithids sometimes serve as guides for inter-planar travel, and drow clans may enter into dark contracts to enlist such services. The mind flayers risk coming to the very heartland of their enemy ostensibly to research at the Arcanium, but in fact are secretly seeking the location of an ancient artifact of power they believe lies somewhere hidden in the endless labyrinthine sewers underneath the city...

Undead - Ghouls, created by Lolth's unholy clergy, are tolerated in the city as they keep the streets free of dead bodies and the drow can resist their paralyzing touch. But their numbers are not allowed to get out of hand. A coven of vampires stalks the streets, but the drow are too unorganized or uncaring as of yet to root them out.

Nether Beings - most demons in the city are bound to servitude by some summoning ritual: the exact terms and duration of their service are unique to each. See the section on *Extra-Planar Outsiders*.

Visitors - Humans and other races come to the city seeking knowledge lost or forbidden in other realms. They are tolerated in the drow homeland as sometimes they are hired for particularly dangerous undertakings by anonymous patrons, or when a high-level caster is needed for some dark magic ritual.

Thrall Races - used primarily as meatshields and baggage handlers, the various goblinoid races subservient to the drow are treated little better than slaves. They are in truth as much prisoners here as free denizens. The walled enclosures of their ghettos act as much to keep them in and out of the rest of the city. They are not tolerated to wander freely throughout the Vault. Good service is rewarded with a chance to get out of the stink-pits which serve as their lairs. Their own areas are all in the undercity amongst the filth and the unspeakable things lurking there. Within their own areas they tend to clan together into societies for defense, the stronger dominating the weaker. They lose no chance to exert authority over those slaves of lesser standing than themselves.

Outcasts - Treated little better than slaves and banding together for mutual protection, outcast rakes discreetly haunt the back-alleys and dark corners of the city. They may decide to waylay or just kill the party outright, or perhaps help or join them for the right price. Some half-elf rakes have embraced

druidism and turned to a secret heretical cult worshipping Kurell (CN lesser gawd of jealousy, revenge and thievery). Likewise half-orc rakes of clerical nature have their own clandestine sect worshipping Erythnul (CE lesser gawd of Hate, Envy, Malice, Panic, Ugliness, and Slaughter). If the Fane finds out about them, these cults are likely to be wiped out.

Slaves have no rights within the city, but they do have a social hierarchy within their own ranks (see Social Ranks table above). While any drow locale might employ slaves for any type of job, such affairs are overseen by a Reeve assisted by a Beadle, who might themselves be either favored servants or loyal slaves. The lesser residents of the Vault live in abject fear because of the unpredictable and horrific situations continually placed upon them.

Randomized Treasure Found

2d6	Arcanium	Loth's Temple	Clan Stronghold	Noble's Castle		
1.	Demon's Truename	Demon's Amulet				
2.	Ring					
3.	Staff					
4.	Misc. Magic Item					
5.	Potion					
6.	Potion Reagent(s)					
7.	Spell Component(s)					
8.	Scroll Ink, parchment					
9.	Scroll, 1 spell					
10.	Scroll, 1-3 spells					
11.	Wand					
12.	Spellbook 2d6 spells					

Clerical Services (under construction)

	Malady	Spell	Class/Level	Base Cost	Caster Aging		
	Death	Raise dead	Cleric 9	5,450 gp			
	No corpse	Resurrection	Cleric 16 or 17	26,530 gp	3 years		
	Energy drain	Restoration	Cleric 16 or 17	17,843 gp	2 years		
	Ability drain	Restoration	Cleric 7	380 gp			
	Curse	Break enchant.	cleric 9, wizard 9	450 gp			
		Remove curse	cleric 5, wizard 7	280 gp			
	Disease	Remove disease	Cleric 5, druid 5	280 gp			
	Petrification	Break enchant.	cleric 9, wizard 9	450 gp			
		Stone to flesh	wizard 11	660 gp			

Lolth's Unholy Temple: This massive complex is one of the most prominent landmarks in the city - the Fane considers itself the center of drow society. The drow fighter societies get their healing from here. Non-drow will find most of Lolth's worshipers exceedingly indifferent to their plight. The fee for any services will be steep, the most powerful rituals require human sacrifice, and the recipient will be indebted to Lolth.

Noble Family Temples: Each drow noble hierarchy is lead by clerical-warrior matrons, many of whom are name-level in their own right. Each faction maintains private temples to Lolth within the confines of their rural estates and urban fortresses where they conduct their own rituals. The difficulty is for non-house members to gain access. Only those having had prior dealings with a noble family are likely to even be listened to let alone admitted. In addition to payment, recipients will be bound to do service for the noble house in question.

Merchant Shrines: While the male-dominated merchant clans have no name-level clerics, each is headed by a cleric/fighter loyal to Lolth. As such each faction maintains small shrines to Lolth in their villas and urban strongholds. Being businessmen, the merchant clans are generally open to foreigners bartering for clerical services. But their prices are exorbitant (base x3) and the healing they can offer is limited.

Temple of the Eye: Even their Tormentor allies are unaware of the secret temple dedicated to an Elder Elemental God that the Eilservs have built near their estate. With their gruesome rituals and secrecy, it is unlikely the Cult of the Elemental Eye will help any outsiders. Whether or not Lolth is aware of this upstart temple amongst her drow flock, or why she tolerates it if she does is known only to herself.

Minor Tribal Shrines: Hidden deep in the furthest recesses of the subterranean pits they call homes are the tribal shrines of the bugbear and troglodyte shamans. While nominally only the worship of Lolth is tolerated in the Vault, tribal shamans also perform rituals to Hruggek and Laogzed, their traditional gods. Such shamans are far more likely to offer up any non-tribal member as a sacrifice rather than help them. Lolth and the drow care little about these minions' beliefs, as long as they remain loyal and absolutely subservient.

Clandestine Sects: Some half-elf rakes have embraced druidism and turned to a secret heretical cult worshipping Kurell (CN lesser gawd of jealousy, revenge and thievery). Likewise half-orc rake assassins have their own sect worshipping Erythnul (CE lesser gawd of Hate, Envy, Malice, Panic, Ugliness, and Slaughter). The two sects are aware of each other, but generally avoid conflict out of greater fear of discovery. Their temples are disguised and well hidden underground in secret passageways in the sewers of the lower city where few drow venture. If the Fane finds out about either one, these cults are likely to be wiped out. These worshipers keep to themselves, and it is unlikely any outsiders will even know of their existence, unless a trustful relationship has been established.

Foreign Cleric: Wandering missionaries found preaching any other faith but Lolth's in the Vault are tortured and horribly killed. However, foreign priests of other evil faiths visiting the Vault for their own diabolical purposes are not uncommon. As long as such priests keep a low profile, the drow tend to leave them alone. These clerics have their own motives and agendas. Many of them are quite powerful and such humans are among the most accomplished clerics in the Vault. Being a forbidden black market of sorts, such dealings are always shady.

DM-ing the Chaotic Evil City⁶

Chaotic evil is the philosophy that the self is best advanced through the freedom to act independently and the end justifies the means. Chaotic evil can also be associated with egoistic hedonism (striving to maximize pleasure while minimizing pain), and social darwinism (one's standing in society is bound by survival of the fittest). Moral and ethical nihilism (the belief that values are baseless) also feature heavily in chaotic evil thought.

Chaotic Evil Society...

To a resident of the Vault, the lives of others are incidental in the pursuit of ultimate freedom and personal power. Thus when drow band together, they are not motivated by a desire to cooperate, but rather by the need to improve personal safety and oppose powerful enemies. Fear and ambition are the two primary motivators that stitch drow society together: fear for oneself, fear of others and one's ambition to rise. Typically, they work together only under a strong leader capable of manipulating their underlings into obeisance through trickery, coercion, force or fear. Since leadership is based on raw power and cleverness, it is likely to be challenged at the first sign of weakness by anyone who believes they can usurp the position and hold it for themselves.

How Drow See Themselves...

Although labeled as morally "evil" this alignment tends to view itself as determined, assertive, and full of conviction. To such characters, "good" is simply self-righteousness and the promotion of the weak over the strong. Neutrals tend to be viewed as irresolute, since they seem to cling to shreds of morality. Ethically, chaotics tend to see themselves as free from any rigid code, while lawfuls are seen as enforcers of an unyielding dogmatism that suppresses true potential. Ethical neutrals are considered conformists who lack conviction.

Thus chaotic evil characters believe that freedom means taking whatever action is necessary to advance oneself, regardless of means. In their eyes, a legitimate way of maximizing one's freedom and power is to dominate others to serve. Individual freedom and choice are important, but those of other individuals and races are unimportant if they aren't smart, capable, or ruthless enough to get what they want. They will profit at the expense of those who cannot do so through their own strength and merit. This makes them rather treacherous and untrustworthy by nature as they do not value the lives of others, excepting perhaps as a commodity. Extremes are murderous and cruel. Additionally, chaotic evil sees a certain humor in corrupting, using and manipulating the innocent, virtuous and lawful, thus demonstrating their superiority.

Chaotic Evil Character Traits

1. believe the strong prosper while the weak exist to serve them	11. use fear and ambition as motivators
2. will lie for personal gain or break a contract if beneficial	12. are untrustworthy
3. feel no compassion towards the weak, innocent or needy	13. expect no mercy
4. manipulate laws to personal ends and disregard them in the pursuit of self-interest	14. consider themselves above the law
5. are unfettered by bonds of family, comrades, friendship or community	15. betray for personal gain
6. will kill, torture or poison others if it benefits them to do so	16. are unconcerned by moral considerations
7. value community and nation only as a means to more personal power	17. have many personal enemies
8. disdain those who protect the weak or honor laws	18. find others narrow-minded and inflexible
9. pursue all forms of pleasure and seek flexible relationships with romantic partners	19. accept great risks
10. honor no-one lesser than themselves and distrust organisations	20. prefer to work alone

⁶ Many ideas from <http://www.easydamus.com/chaoticevil.html>, various sources referenced there by G.Gygax and others.

Chaotic Evil Character Traits II⁷

An alternate take on CE drow, from another *Dragonsfoot*: While it is not a drow's duty to help other races head towards ultimate enlightenment, those who are more spiritually minded do take on slaves, test and torture them and teach them to be like drow, and then kill them so their spirits can improve on the reincarnation cycle. Thus do the drow justify cruelty and murder as a form of charitable kindness.

<ul style="list-style-type: none">01. It is the duty of the strong to show the weak that their bodies mean nothing, and that this life is a test to become stronger in the next. The weak-willed (good) need to be shown the error of their ways.02. Contracts are a game, only entered so you can trick your opponent into doing what you want them to (appear to be untrustworthy, but drow to drow understand the game and their contacts have some merit)03. Feel great compassion towards the weak, innocent or needy and thus test them by torture, murder and if extremely good take them on as slaves and mentor them in the ways of pain and suffering.04. Laws merely exist until some ruler changes them, to be followed only if they do you personal good. Much like one only uses an umbrella when it rains. Some laws however are tests to be defeated.05. The bonds of family, comrades, friendship or community are much different -these are important but only in the context of 100s of years; community is actually more important but things like marriage (which you will have many of during centuries of life) or a work friend have little value as this are short term amusements. However acts of cruelty to the drow often appear to be acts of kindness, and testing one friends appear to be betrayal to others.06. Will kill, torture or poison others if it benefits them to do so - and is often an act of charity allowing others to improve their next reincarnation. Less moral drow will merely kill to improve their own personal status, not taking the extra time to be charitably by torturing and testing lesser lifeforms.	<ul style="list-style-type: none">07. Community and nation are important tools towards drow rising to demonhood - however most do that have time to concern themselves with such higher goals. A community only has value if it forces the drow to improve so competition (and murder) and self improvement (theft) is the base of community. As well drow might have to have 100 or so life cycles in the same city, so protecting one's city and the amusements in it are key to one's own happiness in this life and the next 100 lives. Unlike other races drow actually get to talk to ex-drow spirits in some lower-planar form so this reality is absolute.09. Pursue all forms of pleasure and seek flexible relationships with romantic partners after you have lived for 100 or so years. One is now ready to begin preparing for the next life by exploring this one. Until their 100 birthday drow are encouraged to serve the community in preparation for total freedom and adulthood. After a period of total self indulgence drow start then to concern themselves with the next life - and the community which they will then be born into again unless they can become strong enough to be promoted by Lolth. As most are reincarnated as drow, the drow community is important - but who knows what they will be - female almost certainly if they have been half decent drow. A male is a sign of a bad past life.10. Becoming a higher spirit form is based on self knowledge and independence. IF one ever wishes to become a demon one must learn to work alone. Organizations are merely training grounds for this final step. (prefer to work alone)
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⁷ Based on ideas posted by user FanExpoDM at <http://www.dragonsfoot.org/forums>.

Generic Drow Combatants

Generic Drow Females (ie. Non-Boss)

Cl	Lv	Hp	AC	S	D	C	I	W	Ch	Armor	Weapons	Spells
None	2	9	7	10	15	6	10	10	12	Leather	Dg+1	All females 1/day Clairvoyance, Dancing Lights, Darkness, Detect Lie, Dispel
Patrol	2	10	1	12	15	12	10	10	12	Chain+1 Buckler+1	SSw+1 Dg+1 CBow(sleep x10)	Magic, Faerie Fire, Suggestion
Elite	3	15	0	12	16	13	10	10	13	Chain+1 Buckler+1	SSw+1 Dg+1 CBow(sleep x10)	
F	4	20	-2	13	16	14	10	10	14	Chain+2 Buckler+2	SSw+2 Dg+2 CBow(sleep x10)	
C Fane	4	24	0	13	14	16	10	16	14	Chain+2 Buckler+2	Mc+2	See Great Fane of Lolth: Level#3 Rm1
F	5	25-30	-2	13	16	14	10	10	14	Chain+2 Buckler+2	SSw+2 Dg+2 Jav+1+2+3(sleep x3)	
F	6	33-36	-4	14	17	14	10	10	15	Chain+3 Buckler+3	SSw+3 Dg+2 Jav+1+2+3(sleep x3)	At Lv4, all females can also cast:
F	7	42	-5	14	18	15	10	10	16	Chain+3 Buckler+3	SSw+3 Dg+3 CBow(sleep x10)	Detect Magic, Know Alignment, Levitate
F	8	56	-7	14	19	16	10	10	17	Chain+4 Buckler+3	SSw+4 Dg+3 CBow(sleep x10)	
F	9	63	-8	14	19	16	10	10	18	Chain+5 Buckler+3	SSw+4 Dg+3 Jav of Lightning x3	
C	6	30	-3	14	15	16	10	13	15	Chain+3 Buckler+3	Mc+2	See Module D1: Encounter Area#D3
C	7	35	-5	14	17	15	10	13	16	Chain+3 Buckler+3	Mc+3	See Random Encounters: Drow Patrol (f)
C Fane	7	42	-3	14	15	16	10	18	16	Chain+3 Buckler+3	Mc+3 Staff of Striking	See Great Fane of Lolth: Level#3 Rm2
C Fane	9	54	-6	14	17	16	10	18	18	Chain+4 Buckler+3	Mc+4	See D1:Area#D3 or D3: Fane, Lvl#3 Rm3
CF	10/9	60	-8	14	19	15	10	17	18	Chain+5 Buckler+3	Mc+4	See Module G3: Level 2, Rm#12
Mounted												
F	3	15	-2	14	16	14	10	10	13	Chain+2 Buckler+2	SSw+1 Dg+1 CBow(sleep x10) Lance	
F	6-7	30-35	-4	14	17	14	10	10	15	Chain+3 Buckler+3	SSw+2 Dg+2 Jav+3(sleep x3) Lance	
F	8	40	-6	14	18	15	10	10	17	Chain+3 Buckler+3	SSw+2 Dg+2 Jav+3(sleep x3) Lance	
CF	7/7	42	-5	14	17	15	10	15	16	Chain+3 Buckler+3	Mc+3 Death-Lance	See Rnd Enctr Drow Noble Hunting Party
Female fighters working for The Fane sometimes get +1 higher weapons. Personal treasure see D3 p4 or per MM types N,Q												

Generic Drow Males (ie. Non-Boss)

Cl	Lv	Hp	AC	S	D	C	I	W	Ch	Armor	Weapons	Spells
None	2	8	8	8	14	5	11	10	9	Leather	Dg+1	All male drow can cast 1/day:
Patrol	2	9-10	1	9	15	6	11	10	10	Chain+1 Buckler+1	SSw+1 CBow(sleep x10) or Jav x3	Dancing Lights, Darkness, Faerie Fire.
Guard	2	11	0	10	16	10	11	10	10	Chain+1 Buckler+1	SSw+2 CBow(sleep x10)	
Elite	3	13-16	0	10	16	12	11	10	11	Chain+1 Buckler+1	SSw+2 CBow(sleep x10)	
F	4	18-24	-2	11	17	14	11	10	12	Chain+2 Buckler+2	SSw+2 Dg+1 Jav+1+2+3(sleep x3)	
C	4	24	-1	11	16	15	12	16	15	Chain+2 Buckler+2	Mc+2	See Module G3: Level 2, Rm#12
CF	4/4	18	-3	11	16	6	12	12	13	Chain+3 Buckler+3	Mc+2	See Random Encounters: Drow Merchants
F	5	30	-3	12	18	15	11	10	14	Chain+2 Buckler+2	SSw+2 Dg+2 Jav+1+2+3(sleep x3)	At ≥ Lv5, all males can also cast:
F	6	36	-6	12	19	15	11	10	15	Chain+3 Buckler+3	SSw+3 Dg+3 CBow(sleep x10)	Detect Magic, Know Alignment, Levitate.
F	7	42	-7	12	19	15	11	10	16	Chain+4 Buckler+3	SSw+4 Dg+2 CBow(sleep x10)	
FM	5/4	23	-1	12	17	15	14	10	14	Chain+3	SSw+3 Dg+3	See Rand Enctr: Drow Merchant Raid Party
FM	5/5	23	-3	12	17	15	15	10	14	Chain+2 Buckler+2	SSw+2 Dg+2	See Random Encounters: Drow Patrol (M)
FM	7/7	33	-2	12	17	15	16	10	16	Chain+4	SSw+2 Dg+2	See Module D1: Encounter Area D3
CF	4/5	23	-3	12	15	10	11	14	14	Chain+3 Buckler+3	Mc+3	See Encounter Area#6: Merchant Villa
CF	4/7	42	-5	12	16	10	11	15	16	Chain+4 Buckler+3	Mc+3 SSw+3 Dg+3	See Encounter Area#6: Merchant Villa
Male members of Noble Houses usually get +1 higher armor or weapons or both. Personal treasure see D3 p4 or per MM types N,Q												

Demons in Erelhei Cinlu

"It is told that demons walk freely amongst the Drow, that the Dark Elves regard them as benefactors and friends, and actually consort with them gladly." - Gary Gyga

To understand the drow's relationship with demons, one must remember that powerful drow mages and clerics have been visiting the Abyss for millennia and have talked with the demons who guard the keys to their next life. The drow believe that through the cycle of reincarnation their own spirits will one day eventually be "raised" and granted demon status. Whether this is true or some horrible lie fabricated by demonic minds to trick the drow is irrelevant; the drow believe in it. In the cosmic cycle of reincarnation, a drow's ambition is for their spirit to be reborn either as a highborn drow or raised up to demon status. Only

through proper behaviour and understanding of the long game can this be achieved. Those spirits strong enough to become chosen are promoted by Lolth. Thus the drow's willing affinity towards demons reflects a sort of ancestor worship.

Nether Creature Encounters

Roll	Goal	Demon Type						Daemons				
		I	II ⁸	III	IV	V	VI	Suc	Mez	Nyc	Hag ⁹	
1.	Abduct	X	X	X	X	X	X					Attempt to take a victim's soul back to the Abyss using brute force.
2.	Guard	X	X									Bidden to kill anything that enters a location or touches an object
3.	Scout	X	X	X								Bidden to clandestinely observe from a distance and report any info.
4.	Disrupt		X	X	X		X			X		Cause fear/discord amongst individuals or a group, making them vulnerable.
5.	Assassinate			X	X	X		X	X	X	X	Use disguise, stealth and/or cunning to stalk, ambush and kill a sole victim.
6.	Infiltrate/Spy			X	X	X		X	X	X	X	Use disguise/ethereality to gain trust/secrets with intent to disrupt/betray.
7.	Corrupt			X	X	X		X	X	X	X	Cause a paladin or other non-evil class to fall from grace or switch alignment
8.	Deceit				X	X	X	X	X	X	X	Weave a web of lies and treachery that leads victim(s) to a horrible fate.
9.	Mind Control					X	X	X		X		Use command, charm, or suggestion to control a victim's mind/actions.
10.	Ambush	X	X	X	X	X	X		X	X		Instigate and take part in a planned open assault on a large group.
11.	Mind Tricks							X	X	X	X	Read a victim's thoughts/alignment, or use telepathy to mislead.
12.	Seduce							X			X	Use shapechange, seduction + trickery to isolate a victim and drain them.
13.	Possession				X*	X*	X*	X*	X			Use <i>Magic Jar</i> to directly inhabit the victim's own body for evil purposes.
14.	Destruction	X	X	X	X	X	X					Simply conduct wanton chaotic slaughter and mayhem in a fit of evil rage.
15.	Rule					X	X	X		X		This demon has established a cult of mortal followers on the PMP

* Only if the demon's own Demon Amulet is currently within spell range (See Monster Manual). Mezzodaemons use the PH MU spell.

Balor - These fearsome lords of the netherworld are primarily present in the Vault acting as emissaries of Lolth (90%) or another demon Prince (10%), likely playing a major role in some great internecine conflict involving the drow. Lolth has coerced the loyalty of several balors, and one of these might have been summoned to deal with some serious matter.

Glabrezu - These horrendous monstrosities are called upon when both brute force and deception are needed, for their polymorph ability allows a great leeway for devious betrayal, such as overt assassinations, public abductions or battlefield ambush.

Hezrou - Slimy brutes often used as amphibious shock troops, spreading both fear and darkness in battle, or as aquatic scouts.

Manes - Summoned for practice by temple acolytes or as a byproduct of other rituals, they are usually tortured or killed on sight.

Marilith - It is said these clever demonesses have no peers as weapon-mistresses. They respond much more benignly to female summoners and allow them some latitude, especially if such dealings will empower an evil female. More than one drow matron or priestess has used such demonic favor to her advantage. Mariliths are often called upon to lead cadres of lesser demons whom they control through fear, or to serve as infiltrators and assassins capable of using charm and disguise to act alone or quickly gate in a strong demonic host. They despise being subservient to more powerful demons.

Mezzodaemon - These purely evil creatures are favored by the drow as ethereal guardians and for all manner of clandestine treachery, as their magical abilities make them formidable at such tasks. They also specialize in demonic possession of unwilling hosts. As emissaries, spies and assassins, they are seen as more reliable and methodical than the more chaotic demons.

Night Hag - These nether visitors from Hades dwell side by side with the drow, sometimes acting as watchful lookouts in the ether. The drow highly value the magical periapts night hags use to project astrally, and willingly barter other people's souls for them. In exchange the drow tolerate their presence and overlook their fondness for soul-stealing, as long as it is someone else's.

Nalfeshnee - These malignant creatures are mostly summoned when powers of wit, illusion and deception are needed, or their weapon immunity offers some distinct advantage. They are experts at spying, setting ambushes and other treachery, although their demonic nature often leads them to violence. Though slower, they control airborne hosts of lesser Vrocks through guile and brute force. Named individuals are often called to judge or referee drow conflicts and carry themselves with an air of superiority.

Nycadaemon - horrible beings only summoned with trepidation when enforcers are needed to reign in a wild or escaped nether-planar creature, or to fulfill some nefarious task for Charinida the High Priestess. They hunt their prey with malign relish, while their cruel telepathic thoughts can make the drow's most steadfast minions bow in fear and turn on their masters.

Succubus - easily adapted to the intrigue of drow society, these evil creatures shape-change into male or female drow or other forms to work their demonic charms to gain influence, power and bring discord and death to mortals. They are sometimes

⁸ 25% chance this type is in service to the Fane, 25% chance to house Despana, otherwise use the Controlling Faction table below.

⁹ These nether-creatures visit the Prime of their own accord, thus require no roll for a controlling faction..

called upon as spies, thieves or assassins in the service of the drow, which perfectly suits their nefarious scheming. Some succubi have gained their own name and demon amulet, while others are still just anonymous charlatans of the abyss.

Vrock - often called upon to act as sentries or guardians given their keen senses and wailing ability. Using speed and darkness for cover they make ferocious aerial fighters and scouts, inciting large swarms of gargoyles, vampire bats or other flying chaotic creatures to aid them. They must be kept separated from Hezrou, with whom they willingly fight.

Demons Gating Demons

Per the *Gate* spell (PH p53), every newly gated demon undergoes an *encounter reaction roll* (DMG p63), adjusted as for henchmen (DMG p240) to see how it responds to the caster. Apply the following modifiers to the reaction roll:

Add Positive Modifiers

+30% Gated demon is of lesser Type than the caster
+2%/HD Total HD of demons present, alive, including caster
+1%/HD Total HD of foes already dead
+25% Gated demon is a servant of the caster in the Abyss**
+5% x Typ Gated demon's Type # x 5% (ie. +5-30%)
+10% Gated demon promised rich compensation**
+15% Caster present, in sight, alive
+1-50% Gated demon finds the matter of urgent importance**
+/-bonus Caster's charisma bonus/penalty, if any

* Ignore this modifier if the gating demon is a succubus

Subtract Negative Modifiers

-10% Gated demon is of greater Type than the caster *
-1%/HD Total HD of foes present, alive
-3%/HD Total HD of demons already dead
-5% Gated demon is unaffiliated with the caster in the Abyss**
-30% Gated demon has reason to hate the caster in the Abyss**
-10% Gated demon promised poor compensation**
-10% Racial preferences: demons hold apathy for one another
-1-50% Gated demon finds the matter trifling or annoying**
-25% Caster is chaotic evil
-33%/demon For each demon present before this round, including caster

** DM's fiat, these choices are purely to add roleplay flavor

Encounter Reaction Roll for Gated Demons

Adjusted d100	Reaction	Takes Action
05 or less	Violently hostile, immediately attack	Gated demon attacks the caster and makes a morale check.
06-25	Hostile, immediate action	Gated demon checks morale, leaves if failed; otherwise attacks any demon.
26-45	Uncertain but 55% prone towards negative	If neg, gated demon leaves through the portal; otherwise same as neutral.
46-55	Neutral - uninterested - uncertain	Gated demon does nothing this round. Next round try a new reaction roll.
56-75	Uncertain but 55% prone towards positive	If pos, gated demon stays to help the caster; otherwise same as neutral.
76-95	Friendly, immediate action	Gated demon stays to help caster and begins by casting a spell.
96 or more	Enthusiastically friendly, immediate acceptance	Gated demon stays and immediately charges/attacks foes.

Encounter Reaction Roll (alternate method, per the DMG *Gate* spell description)

Gated demon's view regarding (use worst case): Adjusted d100

Importance Attitude Difficulty Alignment Demon flees Subsequent Actions

Very, urgent	pleased	easy	same	on: 01 or less	Acts accordingly, then asks whatever is its wont thereafter
Middling	neutral	doable	similar	15 or less	Takes positive action to set matters aright, then demands appropriate repayment
Trifling	displeased	difficult	different	20 or less	Attacks foe
Bothersome	angry	risky	opposed	50 or less	Completes task and does away with the caster as well

Demon Morale

	Base	Morale Check Modifiers	Apply
Type I, Night Hag	85%	Each enemy deserting	-5%
Type II	90%	Each enemy slain	-10%
Type III	95%	Inflicting casualties/ Receiving none	-20%
Type IV, Mezzodaemon	100%	Each demon killed	+10%
Type V	87%	Taking casualties/ Inflicting none	+10%
Type VI	93%	Each demon deserting	+15%
Succubus	75%	Outnumbered/ outclassed > 3:1	+20%

Summoning/Controlling Demons

Due to their current religious affiliation, the Eilservs prefer to call upon the services of daemons from Hades, whom they consider more reliable and less liable to secretly serve Lolth. This has created a new layer of tension and not a few untimely deaths within the city. That said, all noble houses have been known to hire powerful foreign Wizards to do their dirty work from time to time, engaging them to cast a *Cacodemon* or *Gate spell*. Non-drow caught summoning demons into the Vault without such Drow patronage risk pain of death or worse.

Drow clerics of sufficient level can *Planar Shift* to the Abyss with a several bodyguards, which allows them to freely roam

there and physically join hands with a demon and bring it back to the Prime (Norquar is currently the only Noble faction unable to do this, as their ruling matron cleric was recently assassin-ated). This is however, exceedingly dangerous, as more than one ambitious matron's spirit has been carried off by the very demon whose help she was trying to enlist. More typically, the cleric will lead a *summoning ritual* protected by spells and magic circles that help control the demon while on the Prime till a *pact* is formed with it, after which the demon is allowed freedom to fulfill the services required. The typical incantation involves a group of cultist acolytes lead by their matron cleric chanting in an extended trance (lasting hours/days) to call the demon. Strange and exotic material

components, living sacrifice, and other aspects make such rituals difficult and expensive to cast. More powerful demons summoned this way require longer more complicated rituals involving higher cost and more sacrifice. It can only be attempted during particular moon phases, in specially defiled unholy shrines, and the consequences of failure are dramatic.

It is beyond the interest of this author to go into the details of demon summoning rituals. IMC, such things remain firmly the domain of NPCs to serve as plot hooks or campaign story

backdrop. It suffices that whatever the narrative specifics, even the richest noble houses commune with demons only for very particular reasons. For anyone interested in charts and tables, try *The Dragon* issue #20 "Demonology Made Easy".

All demons, no matter how it might seem, constantly look for opportunities to inflict their fiendish appetites for evil and corruption. These fiends practice deception and betrayal as a part of their very existence. Unwary or overly ambitious summoners can lose control, resulting in a demon evading restraint and loose on the Prime.

Controlling Faction

2d6	Demon	Daemon	Comments
2.	Broke free	Broke free	Rogue demons/daemons are 90% likely to be obsessed with killing/abducting the one who called them. The rest are free to roam on the PMP for up to 666 days.
3.	Aleval	Night Hag	Night hags sometimes work in collusion with <i>Mezzodaemons</i> to steal souls to bring back to Hades.
4.	Noquar	Tormtor	Noquar is currently unable to summon demons, as their current matron is not of sufficient level. Treat the result as a reroll, or a foreigner is involved, until the situation is alleviated. See Tormtor comment below.
5.	Foreigner	Foreigner	Demon types I-III are called by evil human clerics lvl 10-13, types IV-VI or named daemons by evil human magi lvl 14-16. There is a 84% chance the caller has been hired by a drow faction, 16% s/he is acting independently.
6.	The Fane	The Fane	A <i>Nycadaemon</i> personally serves the high-priestess Charinida due to an artifact currently in her possession.
7.	Lolth	reroll	Lloth usually (99%) calls Types I-III to do her personal service on the PMP. Greater demon types IV-V are reserved for more punitive displays of power, type VI for reasons of inter-planar divine importance only.
8.	Despana	reroll	Despana greatly prefers type I demons, since they can summon one per day using their demon staff.
9.	Kilsek	Eilservs	Eilservs prefer the services of evil elementals summoned through the EEG cult. That said, if they do indeed require the services of a nether creature, it will be a daemon rather than risk summoning a demon loyal to Lolth.
10.	Everhate	Tormtor	Tormtor finds daemons more reliable than risking a demon loyal to Lolth, due to their alliance with the Eilservs.
11.	Godeep	Any	For a daemon table result, a <i>Nycadaemon</i> has been summoned to kill a specific demon that broke free of control.
12.	Demon Overlord	Nether creature	This nether being is in service to another more powerful creature from the lower planes and temporarily resides on the PMP solely to spread evil for reasons known only to itself...

Demon Tactics

General - per the MM description, *all* demons have *infravision* and can *teleport without error*, in addition to any listed abilities. Additionally they have a form of telepathy that allows them to understand any communication, while those of average intelligence or better can speak.

Succubus - In public, succubi will generally be encountered in shape-changed form while actively roleplaying their disguise. Roll on the City NPC Encounter Table to determine the persona. She can/will freely change to other forms as the situation merits, so as to confuse and misdirect, as long as maintaining such charades continues to grant an advantage. Succubi use true *shape change* ability (per 9th lvl MU spell), thereby gaining all the physical attack/defense modes of their chosen form. If encountered in their lair, they are 75% likely to be in their true demonic form. A succubus will suss-out the situation using her exceptional intellect and by casting ESP at will, which effectively gives her pre-knowledge of class, general intentions (ie. if she is in danger) and any detectable mood changes (ie. suspicion, anger, fear, etc). Her clairaudience power makes it quasi-impossible for anyone to audibly communicate with each other without the succubus overhearing if she so wishes. This knowledge is used to choose a desirable victim (likely the one most open/corruptible/susceptible to her guiles) and formulate tactical plans.

At the most opportune moment, a succubus attacks by spamming charm/suggestion spells to take control of individuals and/or cause a group to disarm/retire/disperse, using her teleport power or ethereality to avoid melee. Named succubi near their lair and owning a demon amulet might also consider possessing a victim through *magic jar*. Once safely in control of the situation, having isolated her target(s), she will suggest a kiss-drain on an enthralled victim. Succubi prefer to maintain charmed control over multiple days, using a victim to further their own evil schemes while draining them at their leisure. If a victim is particularly useful, a succubi might prefer to keep them in charmed thralldom (for a time) to expand her own power on the Prime.

If hard pressed in combat, a succubus might choose to shape-change into a *ghast*, *raksasha*, *sea hag*, *vampire* or *wraith*, with all associated special abilities. If wounded, she will direct any individual(s) under her control to defend her person, while directing her full attention against the perpetrator using charm/suggestion or the best attack mode available. A wounded succubus is likely to command the nearest individual already under her power to kiss her before she flees, the chance per round being equal to her current state of health expressed as a percentage of her full hp (ie. current hp / full hp x 100). Above 50% damage, the succubus will simply retire from combat by the safest means (usually by

risks.

other, roll again on the WM table for exact form) which allows them to safely approach strangers. Once within 10ft, the hag begins to identify potential victims using Know Alignment. If any good-alignments are detected, do an encounter reaction roll and apply -20% to the result for every good soul she has detected. On any result other than immediate attack, follow the table results below.

In combat, a night hag will generally fight in a polymorphed form (*Polymorph Self*, PH p78) that misleads her prey from knowing what they truly face, even though she gains no attack benefits thereby. A badly wounded hag will etherize, heal herself fully by polymorphing multiple times, then re-corporealize to the Prime to rejoin the fight. If the party has left the area, roll on the pursuit table to see if she pursues. If strongly attacked in the ether, a night hag will likely project astrally if still in possession of her special periapt, otherwise she prefers returning to Hades rather than risk being killed.

<u>Detected Alignments</u>	<u>Night Hag's reaction</u>
1. Neutral only	Retire OR attempt to further her disguise and join the group so as to encourage them to commit evil acts that will cause an alignment shift, and thereby allowing her to steal their souls.
2. Any Good	Immediately attack OR fall back to secretly spy from a distance and plot the murder of at least one good-aligned person. If there is an opportunity to isolate a victim, she will use her <i>Sleep Spell</i> and strangle them. If that is not possible, she will await till they rest normally, then sneak up (likely ethereally) and strangle them in their sleep.
3. Any Evil	Stay with the group in disguise or secretly spy from a distance till such time that her victim rests normally, after which she begins her ethereal constitution-drain attack. Once she has ridden a victim in their sleep at least once, she will attempt to remain at the victim's side throughout the day while staying ethereal, or if that is not possible re-corporealize into the Prime in polymorphed form and secretly track the victim till s/he falls asleep again.

Hooks for Outer-planar Creatures

- The draw have opened a portal to the infernal realms, the confluence of energy from different planes spawns a dungeon. A sentient Abyss, the evil will of Lolth or the ancient Elder Elemental Eye wills a dungeon into existence. (ie. Adventure hooks in the Vault)

Thought Eaters

All drow racial spell-like powers resemble psionic powers, thus their use can attract Thought Eaters and other psionic monsters (DMG p182). One would suppose that a city full of drow would attract them like the plague. Here are a number of magic items and spells that the drow use to keep these creatures at bay:

Protections	Means to Fight/Kill	Guardian Monsters	Regaining Lost Int
<u>Grants Immunity from TE:</u> • Amulet of Protection from ESP	<u>Direct attack spells:</u> • Mordenkainen's Faithful Hound • Mordenkainen's Sword	<u>Co-existent on ethereal and PMP:</u> Wind walkers	<u>Spells:</u> limited wish, wish, restoration
<u>See TE, but not attack:</u> • Detect invisibility • Dust of appearance • Gem of seeing	<u>Going ethereal:</u> • oil / plate mail of ethereality • plane shift spell • Summoning / polymorph spells to create an ethereal-capable friendly monster	<u>Ethereal-capable monsters:</u> Aerial servants, djinni, efreeti, ghost, invisible stalkers, night hags, night mares, mezzo-daemons, phase spiders, succubi.	<u>Artifacts:</u> magic pools
Running away	<u>Possible uses:</u> • Vanish spell (displaces objects to the ethereal)	<u>Ethereal gaze-attack monsters:</u> Basilisk, cockatrice, gorgon, medusa.	The Gods

Procedure: whenever psionics or psionic-like spells are used in the last turn/round, there is a 25% chance that if the *next* wandering monster check is positive, it will be something from the Psionic Encounter Table (DMG p.182).

Encounter Key (Vault)

Bat, Huge - These evil creatures are certainly dangerous and hunt lone stragglers or Rothe without a herd. They generally give the drow a wide berth. They roost high on the ceiling of the vault in cracks and crevices that dot the roof.

Beetle, Giant, Boring - These rapacious hunters tend to stay in the fungal forests, where there is plenty of rotting organic matter to eat. They are likely to have a nest dug into the ground, often the entrance being a hollowed out stalk of a giant mushroom. Such nests also contain slimes, molds and shriekers raised as both food sources and guardians.

Beetle, Giant, Fire - A great many of these creatures roam the walls, floor, and even ceiling of the vault, providing an eerie accent of slowly moving red dots amidst the burgundy glow of the vault landscape. These creatures are both predator and prey and form a vital part of the vault ecosystem.

Bugbear - These are almost always favoured slaves or warriors of a drow house, the priesthood, or some noble or merchant. They tend to be well treated for slaves and are generally loyal to their masters. Most will bear a brand or wear an earring showing their owner. Bugbear warriors are popular for gladiatorial matches and as house guard troops and personal bodyguards. They tend to enjoy sneaking up on other beings, simply to keep in practice and prove their prowess, though they'd never intentionally try that against drow. Should they successfully sneak up on other folk, they often carry through an attack just for sport. Bugbear encounters in the Vault are likely either patrols if near house grounds, or travelling on a mission for their patron. Bugbears encountered in the fungal forests are likely hunting prey or searching to recapture escaped slaves, or both.

Carrion Crawler - These creatures are both pests to the vault inhabitants and serve a vital purpose consuming carcasses and the like before they can cause disease and miasma. Crawlers usually dwell high on the ceilings or walls of the vault near or above the fungal forests, coming down only to hunt when their keen eyes and sense of smell tells them that prey is available.

Centipede, Giant - Like the carrion crawlers, these scavengers generally dwell on the walls of the cavern, usually near fungal forests, and they emerge and hunt within the dense groves of the vault.

Centipede, Megalo - Unlike their smaller cousins, these monstrosities dwell within the fungal forests, usually establishing a lair amidst heaps of dead mushrooms or burrowed into the bat guano and detritus that forms the "soil" of the forests.

Fungus, Shrieker - These fungi form a vital part of the vault food chain. While they also serve as alarms, there are just too many of them around, constantly shrieking to attract the attention of the drow. Nonetheless, the shrieking can attract the attention of a nearby monster, so allow a 25% chance of a new encounter roll should the party set off a shrieker alarm.

Fungus, Violet - These dangerous fungi grow amidst a shrieker patch. Roll 2d4 to determine the total number of fungi and 1d4 to determine how many of those are violet fungi.

Gargoyle - These stony monstrosities lair in caverns and niches high in the vault walls. They are opportunists, and love to swoop down on injured or abandoned creatures. They tend to fear and serve the drow, especially the priestesses, and can be mustered in great numbers to defend the Vault or form an elite airborne force to accompany drow armies.

Ghoul - These ravenous undead are usually derived from the bodies of the various slave races, animated by evil drow necromancers and priestesses for fell purposes or vile amusement and then set to run free in ravenous packs. Within the city, they are used to keep the streets clean of dead bodies, and there is the daily Feast of the Damned in which they are allowed to freely roam for an hour and cull anything foolish enough to be found outdoors. Most of the ghouls that roam the vault are either in the service of some obscene priestess or have long ago escaped or outlived their mistresses and now roam feral. Allow a 10% chance that any pack of ghouls includes 1-4 ghasts.

Goblin - These small, evil humanoids are usually slaves of the drow, though ones encountered in the fungal forests might be escaped slaves. Most bear the brands of their house or the Fane somewhere on their body. While goblins are typically armed by the drow when travelling, they do not make good soldiers and tend to fight only when directly threatened or commanded. Many goblins do not even serve as soldiers but are instead used as house slaves. However, their crudeness leaves dwarven and human slaves more in demand for such purposes. Goblins are generally fearful and cowardly in this environment, as they know they are quite expendable. Nonetheless, they are loyal to their powerful mistresses, always hopeful of being promoted to a better station.

Gremlin (Jermlaine) - These pests dwell in the nooks and crannies of the vault and have managed to infiltrate into the city as well, likely through the sewers. They are supreme pests, often hunted by the drow for sport, but occasionally used as scouts and informants as well. Most drow slave races have orders to hunt and kill these gremlins on sight. Nonetheless, the jermlaine survive, using their innate abilities to escape from even the dreaded drow after pulling one caper or another. They might be inclined to aid the party, should suitable reward be offered, but are just as likely to steal from them or alert some drow in order to watch the ensuing spectacle.

Kobold - Like the goblins, kobolds are either slaves or escaped slaves. The latter are most likely encountered within the fungal forests. These creatures are even less valued as slaves than the goblins, and so are routinely mistreated and abused. Drow don't even bother trying to arm or train these creatures, keeping them mostly as bearers, pets or food for the other slave races. As such, most kobolds here have a downtrodden disposition and are inclined to be resigned to whatever fate has in store for them. They will not fight unless forced to.

Lizard, Giant - These lazy predators generally spend their time lounging around conserving energy. However, they will take a bite at anything that wanders near them, and a whole nest that is aroused can be a significant danger. Any such lizards encountered in the open are probably pack lizards owned by a drow merchant. In this case they will be branded and attended by 1-6 members of slave drovers (refer to the slave race table). Pack lizards are very docile and can be goaded by a trained handler.

Lizard, Subterranean - While these lizards are raised from eggclings and trained as war mounts for elite drow soldiers, the ones encountered outside the city are wild specimens that crawl over the walls, floor, and ceiling of the vault. They are aggressive and opportunistic hunters.

Minotaur - A small cadre of these fearsome brutes are owned by some of the houses as elite slaves. They are prized both for their ferocity and their ability to negotiate the labyrinthine passageways of the underdark. All minotaurs are aggressive towards anyone they meet, but they are also intelligent enough to refrain from attacking drow. Other slave races are fair game and had best give them a wide berth. Those encountered in the vault are likely on a mission for their masters, generally involving violence and bloodshed.

Mold, Yellow - Patches of these molds are prevalent in the fungal forests and on the vault walls. It is 50% likely that the growth is large enough to have formed a collective intelligence, and psionically attack any prey that comes within range.

Ogre - Ogres are unsuited for work as anything but soldiers and heavy labour, and most encountered here are armoured and used as shock troops or elite bodyguards. They are stupid enough to be fairly loyal to their cruel masters. They enjoy bullying those smaller than themselves (except for drow, of course!) and love a good fight. Those found in the vault might be hunting, patrolling, digging, gouging rock or moving heavy stones.

Orc - The drow ridicule the orc's lawful tendencies but use them as slave warriors nonetheless because their fighting formation discipline has it's uses, and orcs are cruel enough to delight drow sensibilities. However, orc slaves are rare in the Vault as they are also favoured minions of other evil powers and are thus pressed into service elsewhere. Orcs in the vault are likely to be branded by their owners and marching to or from some mission or errand. They are also used by some houses as patrollers.

Quaggoth - Drow favour quaggoth for their ferocity and their immunity to poisons, which makes them excellent troops for fighting spiders and other drow. In addition, their berserk tendency means they will rarely desert the field of battle. Groups encountered are likely on a hunting or patrol mission for their drow masters.

Rat, Giant - Even the drow vault is subject to these ubiquitous vermin. They form a vital link in the food chain, providing food for predators and consuming smaller insects and fungus in return. They will, when pressed or hungry, sometimes attack en masse. They exhibit a malign cunning.

Roper - These hideous creatures enjoy the favour of the drow simply because of their resemblance to *yochlols* and their shared malignance and vileness. Ropers occasionally barter with the drow, while others come to feed (even perhaps upon drow). Several houses are known to employ ropers as a sort of living fence.

Rothe, Deep - These underground herd beasts form an important part of the Vault ecosystem and will be encountered in herds along with d10 young. They can usually be spotted by way of their *Dancing Lights* ability, which flicker eerily through the underdark. All rothe in the Vault belong to one house or another or a given drow merchant clan. They will be branded, and the herd will be guarded by from 2-8 members of a slave race (roll on the slave race table for the identity of the slave race(s)).

Scorpion, Giant - These large menaces are truly deadly, and most of the denizens of the Vault give these arachnids a very wide berth. These creatures will attack aggressively, for food and for territory.

Shambling Mound - These dangerous life forms haunt the damp portions of the fungal forests and sewers of the city, consuming anything they can wrap their tendrils around.

Slaves, Dwarves - The drow love to have dwarven slaves, as a sign of status and because there is such enmity between the two races. In addition, dwarves are intelligent and skilled in craftsmanship, which can be a real boon to a drow master. The only problem is, their natural underground senses and tendency towards law make them one of the most likely of the humanoid races to try and escape. Most drow will not trust dwarven slaves with weapons of any sort. In addition, most dwarven slaves are shackled or leashed throughout their captivity. Dwarves are almost never loyal to their masters and always seek to escape back to their homeland.

Slaves, Human - These are almost exclusively the descendants of humans purchased generations or even centuries ago by drow raiders and slavers and are now bred and sold by drow. These are essentially underdark raised and bred humans and they know of no life beyond slavery. Most bear the brands of their bondage and many of them blindly follow the wicked role model set by their masters. Underdark humans have grown accustomed to the dark and are sensitive to light (-1 to hit in bright light). Most could be convinced to betray their masters if it was proven that there is a life beyond drow thralldom.

While humans can make fine soldiers, and with proper training show the same ruthlessness or viciousness as other slave races do in combat, they are expensive enough and in demand by drow as craftspersons, house slaves, and even consorts that few drow will waste them in combat.

Slaves, Other - These might include deep gnomes, kuo-toans, or any other useful intelligent race found in the Underdark.

Slug, Giant - It is not often that one of these huge beasts wanders into the vault, but when they do they can cause much damage to the fungal forests and they are usually quickly driven off.

Snake, Constrictor, Giant - These large carnivores are a largely blind subterranean albino variety. They hunt primarily by a keen sense of smell from their flicking tongues. They haunt the fungal forests and, when encountered in the vault, often wrap around low stalagmites or stalactites and drop down on prey.

Spider, Giant - These malign creatures exhibit intelligence and cunning and a few can actually speak Drow in a hissing tongue. Most spiders will avoid attacking drow, unless the favour of Lolth has been withdrawn from them, but they are not above preying on slaves.

Spider, Huge - These rovers wait patiently in ambush and then spring out at prey. Because of this, they are the most feared of spiders in the vault, at least by the slaves. 35% of these are actually watch spiders, trained, intelligent pets of the drow. These are often marked in some fashion and are trained not to attack slaves.

Spider, Large - These dangerous creatures tend to hunt in packs and their lairs are marked with webbing.

Spider, Phase - These intelligent creatures are favoured by the drow as guardians against ethereal attacks. As many drow enemies are capable of turning ethereal and using this power to invade the Vault, phase spiders are often found ethereally in the vault. Although not evil as a race, the phase spiders found in the vault are cruel and vile examples of their kind, eager to cause pain and to please their masters.

Toad, Giant - These creatures frequent the fungal forests and the rivers of the vault, often entering by way of the latter and emerging to hunt before retreating back to the boggy caverns where they make their homes.

Troglodyte - The drow generally disdain troglodytes, as they are foul smelling, stupid, chaotic, and tough to control. However, the drow also cannot deny their usefulness as scouts and skirmishers due to their proficiency with javelins and their chameleon abilities which often gives them the advantage of surprise. Usually, troglodytes are commanded directly by another slave species instead being directly controlled by the drow, since the drow find their smell abhorrent. Free troglodytes use stone weapons, while drow slaves are armed with iron and use javelins with drow poison.

Troll - Horrid beyond belief, trolls are stupid and smelly, but there is just no denying their usefulness as shock troops and as weapon target practice and even as a source of food for drow on the march. They are slow witted but terrifying and lord it over the other slaves whenever possible as virtual masters of the slave hierarchy. As long as there is plenty of chance to kill and eat things, the trolls are moderately loyal. The Trollish natural attacks are so formidable that the drow usually do not bother to arm them with weapons. All trolls encountered in the vault will be slaves, usually with a collar since branding them doesn't do any good.

Vampire - Vampires are rare in the vault, but vampirism does occur amongst drow, especially those seeking even greater longevity. Other vault races rarely succumb to vampirism, perhaps because vampiric drow have a particular taste for drow blood. Vampires are usually found alone, eventually being outcast for their incessant need for blood and inherent revulsion at anything not pure drow. However, allow a 15% chance that 1-4 are found, a band having grouped together for mutual protection. Vampiric drow often try and hide amongst the normal drow populace, taking advantage of never having to worry about sunlight. However, their gaze attack is less effective against drow than it would be against slave races. Vampiric drow keep all of their former racial and class abilities in addition to their vampiric ones. This gives the vampire at least a 50% MR for example.

Missions available in Erelhei Cinlu

Hunt the vampires			
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Places of Note

Brothels

Most taverns, inns, bathhouses, gambling dens and massage parlours offer prostitution in some form. Such business is subject to heavy taxation from the local crime syndicate nominally in charge. Drow temples subservient to the Fane also house sects that practice ritual prostitution. Proprietors can be madams, pimps, thugs, or a character associated with one of the places with which the brothel is affiliated (e.g., a minor noble, the priestess of a sex cult). The prostitutes themselves are of any number of races appealing to drow tastes, almost all unwillingly bound through slavery, magic or extortion. Many such unfortunates are held in a drugged or charmed state, although a few drow earn money this way willingly. Almost all are fated to service ever baser levels of drow society till they meet some gruesome end. Security is provided to ensure payment or enforce compensation should a slave be “damaged”. Non-slave prostitutes often keep various sorts of weapons close to hand. Some may even engage in a bit of thieving on the side as well.

** An enslaved prostitute whose drugged charm has inadvertently worn off beseeches the party for help. She proves to be a capable NPC with skills, knowledge or class useful to the party if they can effect an escape.*

** Customers are mysteriously dying. A succubus, night hag or other nether creature might be behind it. The party can either stumble upon this knowledge through first-hand experience, or be hired by the local crime syndicate to investigate and stop the killings.*

** A mischievous and greedy but otherwise willing drow prostitute gives a hard-luck story to gullible-looking clients about being forced into selling herself, in hopes she can enlist their “aid”. Such convincing stories might inadvertently lead to any number of unfortunate consequences or adventures (e.g., misguided rescue attempts, set-ups, betrayals, prison breaks, useful information, etc). The prostitute might indeed prove to be much more than what she seems as the DM sees fit.*

** Enlisted in an underworld war with a criminal organization, a network of prostitutes provides the party with a good deal of expertise in gathering and passing along information from a surprising range of influential citizens.*

Gambling Dens

Gambling in all it's forms is widely sanctioned in drow society, the most visible aspect being local merchant clans running institutionalized gaming dens that ultimately answer to one of the noble houses. Losing bets are not always limited to money, as sometimes body parts, life force or even souls wagered. The need to ensure secure storage of large amounts of cash winnings makes gambling dens some of the most strongly guarded operations in the city, employing vaults, guards, and security measures equaling those used by the mercantile clans themselves. These establishments don't take kindly to losing money, and will actively prevent cheating or winning more consistently than the house anticipates. Hence floor bosses and security brutes

are always near at hand to halt games, void bets, eject, take into custody, maim, or kill trouble-making or suspicious individuals as the situation calls for and allows.

** Player characters might play through a game to its conclusion, either winning or losing, and find that safely collecting their winnings is by no means a certainty... or avoiding the severe consequences of owing losses they might be unable to pay could constitute a plot hook that can lead to other adventures.*

** Players may stumble upon a game run by a succubus or demon, where winning bestows a much coveted item and losing demands a life-draining kiss or forfeiting one's soul. Subsequently dealing with the fiend might lead to further adventures.*

** Magical games of chance where changes of sex, class, alignment, etc. could all be on the table (possibly randomized) as potential stakes.*

** A fugitive, who has information the party needs and known for his love of gambling, might be found at his favorite gambling den and be willing to wager information on game(s) of chance.*

** The more thieving-inclined members of the party might decide to conduct a heist to rob the vault of one of the particularly brutal gambling establishments known for cheating it's customers.*

Pit Fighting Rings

Underworld places used for all sorts of blood sports, no-holds-barred fights, gladiatorial combats, monster-baiting matches, and the like. Specific events have one thing in common: grievous injuries and deaths tend to be typical. The rings tend to be small and functional. Many do indeed consist of a pit or large cage inside of which combatants fight, although any number of alternate forms are also used in which combatants can be confined and yet still be visible to spectators. Other features generally include a staging area where fighters await their turn in the ring, areas for confining prisoners or monsters that are to be forced to fight, places for spectators to stand or sit around the fighting area, and a nearby place for dumping or disposing of the slain.

** Characters traveling through a particular area might fall prey to press gangs or other agents of a pit-fighting establishment and be forced to fight various foes or monsters for the entertainment of the local inhabitants. Eventual death is inevitable unless they can find a means to freedom...*

** Characters investigating the disappearance of their associated beasts, companions or familiars might find evidence of them being intended as combatants for high-stakes pit-fighting meets. Before the players can infiltrate one of these fights, they must somehow find out where and when the next event will be staged.*

** Down-on-their-luck or tough characters might decide that the way to earn some cash and experience is by participating in unregulated and increasingly dangerous pit-fighting spectacles.*

Crime Guilds

The competing organized crime syndicates are in fact each closely tied to one of the 16 mercantile clans, which serves them as legitimate fronts. Such guilds control and monitor all commercial activity in the city, whether through direct management or by enforcing their rule over independent operators. Separate chapters rule different neighborhoods, forcing everyone to pay a portion of their revenues to avoid violent reprisals. Powerful affiliated gangs also profit from pick-pocketing, robbery, burglary, extortion, gambling, prostitution, and murder-for-hire (of any non-drow race or outcast-drow only). Each guild carefully guards its secrets such as hidden hideouts and security measures (magical and mechanical traps of all sorts, murder holes and other means to sneak-attack intruders, guardian monsters, etc.), where and when its leaders meet and where it hides its wealth. There is a convocation of sorts comprised of guild leaders that meet periodically in order to keep some semblance of peace (or at least avoid outright warfare) between the various factions.

** A power struggle between guilds results in a widespread wave of violence that includes brawls, street fights, and assassinations. Players must try to survive the chaos, and perhaps even thrive in it, whether it is through choosing sides, trying to remain neutral, or just escaping.*

** Characters (players or NPCs) might enlist the specialized resources of a guild in their covert struggles against another guild, foreign enemy, or secret plot. That said, these organizations do have at least a practical interest in maintaining drow hegemony and rule, and will not abet outside forces that blatantly threaten this.*

** Betrayed by a local guild, the party must launch an assault on a guild house and permanently put out of business those who have crossed them.*

** The players are tasked (cursed, geased, bribed) by a mysterious third party to take out one or more guild leaders at a secret convocation meeting held in a very dangerous place. Who or what is behind the hit and why can lead to other adventures.*

Assassinations

Secretive individuals, often powerful wielders of magic or demonic summoning, open to committing murder in service of the many secret cults or political organizations intent on stopping at nothing to fulfil one of their twisted schemes. Such operators will follow the wishes of their clients for either a gruesome and spectacularly public killing (e.g., to intimidate or panic surviving citizens) or a secret murder that might appear to be an accident or unexplained disappearance. The contracts are extremely secretive since murder of a captain or higher ranking drow generally merits a reprisal in kind by the victim's own organization. Such services are exclusively available to those of high social class or powerful affiliation who also pay an enormous fee.

Designer's Notes

In many ways, the chaotic society depicted by Gary Gygax in D3:Vault of the Drow does not make much sense. For a chaotic society, it seems to be too well hierarchized according to faction. To soften this uncharacteristically rigid stratification, I strive to portray each Noble House or Clan as a semi-autonomous societal entity answerable to no-one (except perhaps Lolth). Within each social group the stronger rule the weaker, hence higher level brings higher status.

Strangely, Gygax chose to base two of the main pillars of drow culture (the male and female fighter societies) largely upon their most limited racial class: single-class fighters. Similarly it is strange that the module's encounters lean so heavily on this arguably weakest (level-wise) drow single-class. Both the D-series and Fiend Folio solidly anchor drow fighter class limitations to 7th /9th level for males/females respectively. Thus male single-class fighters can't even advance to named-level. Unearthed Arcana extends these limits somewhat to 10th and 12th level with exceptional (for a drow) strength. To me it makes more sense that fighter skills would be common for drow multi-classes, but no drow worth their salt, whose place in society is based upon their personal power, would ever willingly limit themselves to being a single-class fighter.

The Fiend Folio also lists max and min racial attributes for drow. If you take these into account, strength and constitution are the drow's weakest attributes, while dexterity, intelligence and wisdom are their highest. Per the FF, absolutely all drow meet the minimum attributes to multiclass as C/M/T. The only thing preventing this is the PH limiting elven (hence logically applicable to drow) multi-class choices to F/M, F/T, C/F, M/T and F/M/T. The inhibiting attribute for a drow assassin is strength, so male drow assassins should be very rare, and female ones still quite uncommon, but it stands to reason that a M/A drow multi-class would thematically be possible. Hence by-the-book we find that for both male and female drow, M/T would likely be the default class choice for those having access to magical education. Those who have the requisite strength (~50-66% of the population, depending on how you statistically look at it) could alternatively choose one of the fighter-based multi-classes listed above, with F/M/T likely being the most popular for males and C/F for females. Pure clerics would perhaps represent ambitious females who lack the physique to multi-class as C/F. The least popular choices would likely be F/M for females and C/F for males, since those present the most stringent limitations on level advancement. Single-class male clerics and female magic-users would likely be almost non-existent in a society where the strong dominate the weak. Only the most destitute drow or absolute outcasts unable to train in the mystical arts or clerical temples would remain mere thieves, and of those ~50-66% would likely choose to be F/T.

The Demonic Controller table is meant to add in an extra layer of intrigue to nether-planar encounters. But in a gaming sense, determining which demon serves which faction only becomes relevant to the story if the players are able to glean such information. I presuppose the demons are basically pro-Loth while the daemons are basically pro-Elemental Eye. This could help the players determine their own response to such encounters, but might only be of import to the campaign if the players spend a prolonged time in the Vault. It might make more sense to make a single faction responsible and hence take the "blame" for the outworlders in the party's eyes. Or make no faction responsible and hence the presence of nether creatures on the Material plane becomes an enigmatic threat to all. But between those three different story arcs, I felt the "intrigue" one needs the most forethought and DM prep-time, hence the tables.