

THE DROW COMPENDIUM

Drow. This text offers up homebrew elements to flesh out and individualize drow characters and campaigns that include drow. The Drow Compendium covers:

Class Archetypes: Class archetypes unique to the drow.

Deities & Prestige Class: The Drow Pantheon is as old as the drow themselves, but many things have changed. Each deity has a prestige class that only the highest ranking of their followers may attain.

Monsters & Templates: There are many monsters that inhabit the Underdark, but a few are related directly to drow affairs and concerns.

Equipment: The drow are known for their magical weapons and equipment, some of which are detailed here.

BARD COLLEGES

COLLEGE OF BAE'QESHEL

The College of Bae'qeshel is an old, secretive order. They are known as the "dark minstrels". They practice the arcane arts and twist magic into song and music, most known for their healing songs. Most bae'qeshel practitioners are females, with only one or two males ever trained in the art. Bae'qeshel bards twist the arcane arts to mimic that of the divine to the point some confuse them for clerics.

BONUS PROFICIENCIES

When you join the College of Bae'qeshel at 3rd level, you gain proficiency with one skill of your choice, medium armor, and martial weapons.

HEALING SONG

Also at 3rd level, your ability to twist your music in battle reaches new heights. Whenever you take the Attack action or cast a spell, you may, as a bonus action, simultaneously sing and expend one use of your Bardic Inspiration to heal yourself or a creature an amount equal to your Bardic Inspiration die + your Charisma modifier that you can see and is within 60 feet. The creature must be conscious and currently have at least 1 hit point to receive healing in this way. Constructs and undead cannot be healed in this way.

Additionally, you may use your voice as a spellcasting focus and the verbal component to cast bard spells and cantrips you know, but you must sing when doing so.

CHARISMATIC AURA

At 6th level, you gain the ability to become strikingly alluring and difficult to attack when you perform. As a bonus action or part of an attack or casting of a spell in which you are singing or performing, your song innately ripples over you a charismatic aura. Up until the end of your next turn or as long as you continuously use the Attack action, cast a spell, or use a bonus action, you gain an armor class equal to 11 + your Charisma modifier + your Dexterity modifier. Creatures that are immune to being charmed ignore this new armor class.

DARKSONG

At 14th level, the bae'qeshel has taught you the epitome of their talents: the Darksong. As an action, while you sing on your turn, a darkness spell is cast that you can see through that has a radius of 10 feet and a range of 60 feet. You may select a number of creatures that you can see to see through the darkness spell with you equal to your Charisma modifier. Each round that you maintain the sphere of darkness makes its radius extend 10 more feet at the end of your turn you maintain it, which requires concentration and a bonus action each turn. You may maintain the Darksong ability for up to 1 minute before it dissipates, or you may, as an action, dissipate it yourself. At that point, roll your Song of Rest die and multiply that result by your Charisma modifier and heal all creatures that amount within the radius of the darkness. If your concentration is broken the effect immediately ends and no one is healed.

Once you use this feature, you can't use it again until you finish a short or long rest.



CLASS ARCHETYPES: DIVINE DOMAINS

SPIDER QUEEN DOMAIN

Followers of the Spider Queen who fully, utterly embrace her fiendish, vile dogma often embrace the Spider Queen Domain. The epitome of Lolth's dogma is followed through with this domain.

SPIDER QUEEN DOMAIN SPELLS

Cleric Level Spells

1st	<i>command, wrathful smite</i>
3rd	<i>hold person, spiritual weapon</i>
5th	<i>clairvoyance, dispel magic</i>
7th	<i>giant insect (spiders only), staggering smite</i>
9th	<i>flame strike, insect plague (spiders only)</i>

KNOWLEDGE OF THE YATHRIN

At 1st level, you have access to greater, older knowledge of the dark elves. You gain proficiency in two martial weapons of your choice (usually a dagger, mace, or whip). Additionally, whenever you are targetted by a magic effect or spell and require a saving throw, you may use your reaction to tap into the deepest and oldest part of drow's innate magical affinity and gain advantage on that saving throw. Once you do so, you may not do so again until you finish a long rest.

FURIOUS BLOWS

Also at 1st level, Lolth bestows upon you a rage difficult to abate. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



CHANNEL DIVINITY: EXPEL THE MEAGER

Starting at 2nd level, you can use your Channel Divinity to weaken the moral and mental fortitude of those around you.

When you make an attack roll you may call upon your divine authority as a follower of Lolth. If you have her favor, every creature that is hostile towards you within 30 feet of you feels a quake in their heart. They must make a Wisdom savings throw. If they fail, they have disadvantage on all attacks directed at you until the end of your next turn. Additionally, if the foe you targeted to attack failed at their Wisdom savings throw, you roll your attack at advantage and all subsequent attacks until the beginning of your next turn.

CHANNEL DIVINITY: SPIDER SWARM

Starting at 6th level, you may use your Channel Divinity to summon forth a swarm of tiny, biting spiders at the feet of a foe.

As an action, target one creature within 30 feet of you that you can see. That target must make a Dexterity saving throw or suffer 2d10 + your level in cleric piercing damage as they are quickly overcome by a swarm of biting spiders. If the target succeeds the saving throw, they only avoid taking damage if they use their reaction to move five feet in any direction, as the swarm quickly encompasses the entire spot. If the target takes damage, at the beginning of their next turn they must succeed on a Constitution saving throw or be poisoned for one round. If the target is poisoned by this feature, then at the beginning of their following turn they must succeed on an additional Constitution saving throw or be stunned for 1 minute.

As an action, you may maintain the spider swarm for up to 1 minute with concentration. As a bonus action, you may move the swarm 10 feet, but a new foe for them to devour must be within that movement otherwise the swarm disappears. Any creature who begins their turn with the swarm in their location begins the cycle of damage and saving throw anew. If a target saves in their Constitution saving throw that staves off being stunned, they are immune to that part of this feature for 24 hours. They may still take damage and be poisoned, however. If the swarm deals no damage in a complete round by the beginning of your turn, it disappears as the tower of spiders meld into the ground like the wax of a burnt candle.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level the extra damage increases to 2d8.

FAVOR OF THE SPIDER QUEEN

At 17th level, if you have the favor of the Spider Queen, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and one more damage type of your choice.

CLASS ARCHETYPES:

SACRED OATHS

OATH OF THE DARKSONG KNIGHT

The Church of Eilistraee has long guarded its halls with the might and prowess of the demon-fighting Darksong Knights. They are the warriors and knights of the Dark Maiden, infusing their blade and armor with the wrath of the moon and the dignity of their goddess, the Lady of the Dance.

TENETS OF THE DARKSONG KNIGHT

The tenets of the Oath of the Darksong Knight are well preserved and known through Eilistraee's faith. While most of the religion of the Dark Maiden is carried by notions of hope, charity, and goodness, the Darksong Knights behold themselves to this and more.

Spread the Lady's Message. Eilistraee's message to the drow caught in the web of Lolth must be heard by all ensnared. Save them.

Find Joy. The fate of the drow is not lost in darkness. Find joy in the light as well as the dark.

By Song or Sword. Offer the ensnared drow hope and the song of Eilistraee, but love them if they cannot hear your song. Offer them the sword if only you must.

No More Fiends. Fiends are the end of goodness. Destroy them.

OATH SPELLS

You gain oath spells at the paladin levels listed

OATH OF THE DARKSONG KNIGHT SPELLS

Paladin Level Spells

3rd	<i>protection from evil and good, shield of faith</i>
5th	<i>misty step, moonbeam</i>
9th	<i>blinding smite, haste</i>
13th	<i>banishment, freedom of movement</i>
17th	<i>banishing smite, dispel evil and good</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Demonbane. Fiends are the enemy of the Darksong Knight. As a bonus action, you raise your holy symbol up and infuse your weapon with white, burning moonfire that does not harm you. Your weapon now deals 1d8 radiant on a successful melee weapon attack. Instead of dealing this additional damage, if the target creature is a fiend, you can instead make them succeed on a Constitution saving throw or be stunned until the end of their next turn. You must concentrate to maintain this effect for up to 1 minute. If your weapon falls from your hands or your grip, this effect immediately ends.

Battle Dance. You pray for Eilistraee to offer you part of her grace as you engage in battle and dance your way to victory. When you do so, you may take the Dodge and Disengage action as bonus actions. Battle Dance does not take effect if you are wearing armor that imposes a disadvantage to stealth. Finally, once per turn you may add your Charisma modifier to a melee weapon attack roll. If this attack hits, you deal additional damage equal to your Charisma modifier. You can decide to apply the bonus to attack after you roll, but not before knowing the result. Battle Dance lasts for 1 minute.

SINGING SPELLS

Starting at 7th level, your singing and magical knowledge are becoming one in the same. You may use your singing voice as a spellcasting focus as well as the verbal component of spells.

Additionally, you may quickly utilize magical energies through your effortless singing. Whenever you cast a spell that requires a bonus action that you cast while singing as either the spellcasting focus or the verbal component, you may roll a Charisma (Performance) check against a DC equal to 10 + the spell's level. If you succeed, the casting of the spell takes no action as opposed to a bonus action. If you fail, the casting requires a bonus action to cast as normal. Regardless, you the spell is still treated as casting a bonus action spell for purposes of determining the amount of spells you can cast in a round.

DANCE OF THE GODDESS

Starting at 15th level, you may engage in the ritualistic dance of your faith under the light of the moon for your goddess' enjoyment. For 10 minutes you must do nothing but dance naked under the moon wielding nothing but your sword. When the dance is complete, make a Charisma (Performance) roll. You gain spell slots in an alternative magical reservoir from your normal paladin class spell slots. For every five of your result, you gain an additional level of spell slot, up to a level you can currently cast. For example, if you are a 15th level Paladin and roll a 28, you gain a 4th level spell slot. You retain this spell slot until you cast a spell using it or dance again to receive a new result. You may also use this spell slot for your divine smite ability.

You may only dance once per evening and receive a new spell slot. When you receive a new spell slot when you already have an existing one, replace it.

DIVINE GRACE

At 20th level, you embody the divine grace of your goddess. Your Dexterity and Charisma scores increase by 4. Your maximum for those scores is now 24.

DROW RACIAL VARIANT: SURFACE DROW

Not all drow hail from the Underdark. In fact, some are quite used to living in the World Above, more accustomed to exposure to the sun and the surface. Apply these changes to surface drow:

Darkvision. Your darkvision only extends to 60 feet, instead of 120 feet.

Sunlight Sensitivity. You lose this racial feature.

CLASS ARCHETYPES

PRIMAL PATHS

Few drow are barbarians, although some find themselves drawn to the rage and fury of battle. Some overly sadistic drow females enter into a rage that becomes difficult to abate; Drizzt Do'Urden was well known to be overcome by his rage, dubbed the Hunter.

PATH OF THE TAMED FURY

For some barbarians, recklessness and abandonment are the key to their rage. For others, they struggle with their rage. Always trying to balance their fury and what it brings, those who follow this path train in harnessing their own rage to the point where one might never know just how much anger was raging within them.

FURIOUS FINESSE

Starting when you choose this path at 3rd level, you have honed your rage enough to handle a number of weapons that have the finesse feature to use with your rage. Select a number of weapons that you are proficient in equal to your Intelligence modifier (a minimum of 1). While raging, you may apply your barbarian rage damage to its attacks. Should your Intelligence increase, you may train one week to gain new weapons to use in this way and as detailed below.

At 5th level, whenever you enter into a rage you may instead opt to gain advantage on Dexterity checks and Dexterity saving throws instead of Strength checks and Strength saving throws. You cannot change this until you enter into a new rage.

At 9th level, whenever you use the Reckless Attack class feature, you may use your selected weapon that has finesse and thus gain advantage on a melee weapon attack roll that uses Dexterity.

FURY

At 6th level you learn how to utilize your rage to push yourself to your physical limits. When you rage you may choose to enter into a fury. When you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

FURIOUS MOVEMENT

At 10th level, whenever you opt to take the fury class feature during a rage, you may use the Dash action as a bonus action so long as you aren't wearing heavy armor.

TAMED FURY

At 14th level, you understand the ability to withhold your rages when you desire. Whenever you end your rage on your turn as a bonus action and you still have rounds remaining beyond the round in which you end the rage, you may add those rounds to the 10 the next time you rage before taking a long rest. You can only add a number of rounds to your next rage in this way equal to your Intelligence and Wisdom modifiers combined. Thus, if you have 14 Intelligence and 12 Wisdom, you may only add a maximum of 3 rounds of a rage to the next rage you use before you take a long rest. Many warriors prepare themselves for future battles by entering into a rage, abating it, and using that hinge of fury in the upcoming battle to prolong its effect.

When you rage with an extended rage as per this feature, you do not have to take damage or deal damage within a round to maintain the rage.



DEITIES & PRESTIGE CLASS

The Drow Pantheon consist of: Eilistraee, Kiaransalee, Ghaunadaur, Lolth, Selvetarm, and Vhaeraun. Their dogma and current events are outlined here as well as a prestige class that resembles one who fully embraces their worship.



EILISTRAEE

The Lady of the Dance, The Dark maiden

DOGMA

Be always kind, except in battle with evil. Encourage happiness everywhere. Learn and teach new songs, dances, and the flowing dance of skilled swordwork. Promote harmony between the races. Befriend strangers, shelter those without homes, and feed the hungry. Repay rudeness with kindness. Repay violence with swift violence so that those who cause it are quickly dealt with. Aid drow in distress and give them the Lady's message: "A rightful place awaits you in the Realms Above, in the Land of the Great Light. Come in peace and live beneath the sun again where trees and flowers grow."

CURRENT EVENTS

Eilistraee is the daughter of Lolth and brother of Vhaeraun. She self-exiled herself from Arvandor to be among her kin to serve as a beacon of hope and goodness from the drow, trying to aid them in their escape of the Spider Queen's web. Recently, it was believed she slew her brother, Vhaeraun in combat, absorbing his portfolio and becoming the Masked Lady. In this new form, she adopted many new worshippers and battled the Spider Queen herself for sole divine dominion over the drow.

Eilistraee failed. She was slain in the Material World, which caused enough damage to temporarily strip her of her divine strength, descending her into nothing but an aspect of her former self. Soon, however, with an alliance with Mystra, who was also believed to be dead at the time, Eilistraee ascended to divinity again. She was seen dancing above Waterdeep, calling to her faith to return to their dance.

Having a new alliance with her also re-materialized brother, Vhaeraun, Lolth's children are fully united in their new offense against the Spider Queen and her cruel web of deceit and subjugation of the dark elven race.

PRESTIGE CLASS: THE SWORD DANCER

Eilistraee's elite order of priestesses are known as the sword dancers. They are the graceful, battle-ready females who are often known to carry the ancient swords of Eilistraee's faith: the singing swords. Sword dancers are expected to lead the fight in bringing drow and other creatures with good intent into the World Above. They nurture beauty, music, and are always ready for a hunt or helping others. Most sword dancers are drow or half-drow, although some surface elves and half-elves have been known to take up a singing sword and have become sword dancers if they are worthy.

THE SWORD DANCER

Level	Proficiency Bonus	Features	Spell Level
1st	+2	Spellcasting, Sword Song	5th
2nd	+2	Battle Dance	5th
3rd	+2	Moonlights, Lesser Spell song	6th
4th	+2	Battle Dance Improvement, Ability Score Improvement	6th
5th	+3	Sword Dance	7th
6th	+3	Quickness	7th
7th	+3	Spell song	8th
8th	+3	Sword Shield, Ability Score Improvement	8th
9th	+4	Greater Spell song (1)	9th
10th	+4	Greater Spell song (2)	9th

PREREQUISITES

In order to advance into and as a sword dancer, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

Dexterity 15. Sword dancers need to be agile, graceful, and fluid in their precise movements.

Charisma 15. To rise to such a leadership in the faith of Eilistraee requires a charismatic persona.

Gender female. All sword dancers are female.

Patron Deity: Eilistraee

At least 5 levels between bard, cleric, or paladin.

Eilistraee chooses only the most powerful and worthy of her priestesses for this role and the art of the sword dance feeds off divine magic. Many sword dancers are also bards, paladins, and fighters.

Complete a special task. To discover whether one is worthy or not, you must do one of two things. You can locate a singing sword and dance with it, seeing if Eilistraee chooses to imbue you with the understanding of all it takes to be one of her sword dancers. Otherwise, you must dance naked under the moonlight each night for 30 days consecutively. If you are worthy, you will slowly feel the presence of another dancing with you whom you believe to be the Dark Maiden herself. At this point, you may advance as a sword dancer.

DIVINE DOMAIN VARIANT: MOON DOMAIN

The Light Domain is clearly designed for the more sun-oriented light abilities. Eilistraeeans, instead, change the effects created as that of moonlight. Additionally, all spells cast through this domain deal half fire and half radiant damage, instead of just fire damage, if they don't already.

Spell Swap. Exchange *flaming sphere* for *moon beam*.

CLASS FEATURES

As a sword dancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per sword dancer level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The sword dancer prestige class does not grant any equipment.

SPELLCASTING

Treat your sword dancer levels as a full-spellcaster for multiclassing purposes. Thus a character with 10 bard levels and 2 levels in sword dancer is treated as 12th level for multiclassing purposes in determining her available spell slots. This means you may not be able to cast sword dancer spells for a few levels, depending upon when you take the class.

OF SONG AND DANCE

Sword dancers may utilize their voice and dance in spellcasting. You may treat singing as a spellcasting focus as well as a verbal component when casting a spell. You may also treat your dancing as a somatic component when casting a spell.

PREPARING AND CASTING SPELLS

The Sword Dancer table shows what level of spells from the sword dancer spell list you may cast and at what level.

You prepare the list of sword dancer spells that are available for you to cast, choosing from the sword dancer spell list. When you do so, choose a number of sword dancer spells equal to your Charisma modifier + half your levels in sword dancer (rounded down) to prepare. The spells must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sword dancer spells. The power of your spells comes from your devotion to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sword dancer spell you cast and when making an attack roll with one.

RITUAL CASTING

You can cast a sword dancer spell as a ritual if that spell has the ritual tag and you have the spell prepared, but you must dance during the ritual to cast a spell with the ritual tag as a ritual.

SWORD SONG

At 1st level, you may attune yourself to a particular sword (magical or not), a process that takes ten days. During this time, you must be wearing or holding the sword for at least 8 hours each day, and if you are interrupted you must start over. You may be attuned to only one sword in this way at a time. Beginning the process of attuning another sword negates the ability of the previously attuned sword. Attuning a sword in this way takes up a magical item attunement slot.

Once attuned with this sword as described above, whenever you wield the blade it sings to you heroic songs when you are in battle. If not already, the sword becomes a +1 magical sword. In battle, as a bonus action, you may activate its singing abilities. When activated, you and all allies within 30 feet of you, or the sword if it is dancing, gain advantage to resisting Charmed and Frightened conditions as the singing blade counters these effects, inspiring you. Additionally, as a bonus action, you may give a Bardic Inspiration (1d8) die to you or an ally as per the Bardic Inspiration ability so long as the sword is within 30 feet of you. Once you decide to do so, roll a 1d6. You may give another Bardic Inspiration (1d8) die in that many turns. As a bonus action, you may silence the blade from singing. Your sword can sing only a certain number of turns before exhausting its magical energies, which is up to 1 minute or 10 rounds (not counting the turn you silence it). After a long rest, regains all used rounds to sing again.



BATTLE DANCE

At 2nd level, you gain the ability to utilize your ability to dance with a sword in hand during battle. You gain an armor class equal to 10 + your Dexterity modifier + your Charisma modifier, so long as you are wielding a sword and not wearing any armor or a shield. A creature that is immune to being Charmed gains advantage to attacks against you if you are using this armor class.

At 4th level, you may exhaust yourself in battle by utilizing extreme feats of agility. So long as you are not wearing armor which imposes a disadvantage to stealth, you are not wielding a shield, and you are wielding a sword, you may use the Dash, Disengage, or Dodge actions as bonus actions a number of times equal to your Charisma modifier. You regain all uses of this ability when you complete a short or long rest.

MOONLIGHTS

At 3rd level, you gain the ability to effortlessly create tiny orbs of dancing light. You may, at will, cast the *dancing lights* spell that does not require any spell components or casting time. Instead, the orbs simply appear around you, effortlessly. You may only do this a number of times equal to your Charisma modifier. You regain all uses of this ability when you complete a short rest or long rest.

LESSER SPELLSONG

Also at 3rd level, you have acquired the ability to tap into divine magic, becoming an important priestess of your faith. Add two spells from the bard, cleric, or paladin spell list that are 4th level or lower to your sword dancer spell list. Thus, you may prepare new spells from your sword dancer spell list that are lower than 5th level spells.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase any ability score above 20 using this feature.

SWORD DANCE

At 5th level, you gain the ability to imbue another sword (or the same one) as described above in the Sword Song class feature. Using the same attunement process above, you grant a sword the dancing sword property (page 161 of the DMG). You may only have one sword imbued with this property at a time, and it may be the same sword as attuned with the sword song class feature or a different sword. Using a sword with this feature requires attunement.

The dancing sword acts the same way as the dancing sword property described in the Dungeon Master's Guide, except once it returns to you after dancing, a use of this feature is counted. You may only use this feature a number of times equal to your Charisma modifier. You regain all uses of this feature when you take a long rest.

QUICKNESS

At 6th level, you gain a supernatural speed imparted to you by your study of battle movement and the dance. Your speed increases by 10 feet when you aren't wearing heavy armor or armor that imposes a disadvantage to stealth.

SPELLSONG

At 7th level, you have unlocked further mysteries of magic. Add two spells from the bard, cleric, or paladin spell list that are 7th level or lower to your sword dancer spell list.

SWORD SHIELD

At 8th level, you better understand how to utilize a dancing sword in combat. Whenever you are within 5 feet of a sword that is currently dancing under your control, as per the dancing sword magical property, you may use a bonus action so that all melee attacks against you are made with disadvantage as the sword dances, parries, and protects you.

GREATER SPELLSONG

At 9th level, Eilistraee has unlocked greater mysteries of magic to you, opening your eyes to how to help the world become closer to the Dark Maiden's vision. Add one spell from the bard, cleric, or paladin spell list that is 9th level or lower to your sword dancer spell list. At 10th level, add one more.

SWORD DANCER SPELL LIST

5TH LEVEL

- Banishing Smite
- Commune
- Dispel Evil and Good
- Greater Restoration
- Hallow
- Hold Monster
- Raise Dead

6TH LEVEL

- Find the Path
- Forbiddance
- True Seeing
- Word of Recall

7TH LEVEL

- Divine Word
- Etherealness
- Plane Shift
- Symbol

8TH LEVEL

- Antimagic Field
- Holy Aura

9TH LEVEL

- Astral Projection
- Gate





KIARANSALEE

Lady of the Dead, The Vengeful Banshee, The Revenancer

DOGMA

Death comes to all and cruel vengeance will be exacted on those who waste their lives on the petty concerns of this existence. True power comes only from the unquestioning servitude of the once-dead, mastery over death, and the eventual earned stature of one of the ever-living in death. Hunt, slay and animate those who scorn the Revenancer's power, and answer any slight a thousandfold, so that all may know the coming power of Kiaransalee

CURRENT EVENTS

Kiaransalee was a powerful female lichdrow who, in her once mortal life, desired to ascend to the divine world. Battling over the domain of Orcus, Kiaransalee eventually seized her moment during the Silence of Lolth. As clerics flocked to her, abandoning the silent Spider Queen, Kiaransalee ascended to a goddess. During the battle between Eilistraee and Lolth, Kiaransalee fell victim to a powerful High Magic spell which erased her name from the world, thus obliterating her being as she faded from existence. After the Sundering, however, it became quite clear that the Vengeful Banshee was slowly returning, with her keen vengeance set upon all those who had wronged her, for when her name was destroyed, her divinity was broken. Her phylactery from her lichdrow time, however, remained quite safe. Slowly, Kiaransalee has risen again from a lichdrow to a deity, as she consumed hordes of magical items to do so. Albeit a much weaker goddess than her former ascension, Kiaransalee is still quite set on her plans of vindication. Her followers now simply refer to her by her titles, since her name feels familiar, yet unattainable to pronounce.

PRESTIGE CLASS: YATHRINSHEE

Because she is a goddess of undeath, Kiaransalee favors servants who combine their clerical mastery of the undead with arcane research into negative energy and necromancy. Yathrinshees, the elite ranks of Kiaransalee's priests, are powerful masters of necromantic magic, both arcane and divine.

Yathrinshees are the leaders of Kiaransalee's secretive church wherever it is found. They lead Kiaransalee's followers in worship and also in pursuing the church's goals – plotting revenge against the enemies of their goddess, killing her foes, and animating them as undead.

Many yathrinshees lost their lives, or sanity, during the Lady of the Dead's absence when her name was removed from history. Recently, Kiaransalee has been selecting more and more as her chosen yathrinshee.

THE YATHRINSHEE

Level	Proficiency Bonus	Features
1st	+2	Spellcasting (+1), Necromantic Boon
2nd	+2	Threnody
3rd	+2	Spellcasting (+1)
4th	+2	Death Ward, Ability Score Improvement
5th	+3	Spellcasting (+1), Curse of the Revenancer
6th	+3	Spellcasting (+1)
7th	+3	Zone of Desecration
8th	+3	Spellcasting (+1), Ability Score Improvement
9th	+4	Spellcasting (+1)
10th	+4	Keening

PREREQUISITES

In order to advance into and as a yathrinshee, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

Patron Deity: Kiaransalee

Cleric of 4th level or greater. You must to have begun to understand the necromantic opportunities presented by divine magic and be a cleric of Kiaransalee to even be considered one of her yathrinshee.

Bard, Sorcerer, or Wizard of 4th level or greater in which at least 4 necromancy spells are known or can be prepared. You must also have some knowledge of necromancy in the arcane arts.

Complete a special task. You must vengefully murder a creature who has significantly wronged you in some way and animate their corpse to serve you in their undeath. Only once you have done this are you worthy in the eyes of the Vengeful Banshee.

CLASS FEATURES

As a yathrinshee, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per yathrinshee level.

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The yathrinshee prestige class does not grant any equipment.

SPELLCASTING

Yathrinshees have unique spellcasting capabilities, in that they may understand both the arcane magic of their casting class from bard, sorcerer, or wizard as well as their cleric casting class.

When you gain a spellcasting feature on the Yathrishnee table, you treat yourself as gaining a level in two classes for sake of what spells they can know and/or prepare. Thus, a character with 4 levels of bard and 4 levels of cleric gaining their first level in yathrishnee acts as if they had 5 levels of bard and 5 levels in cleric for purposes of determining what spells they know, can prepare, and the highest level spells that they know and can prepare. In this example, the yathrishnee may now prepare up to 3rd level cleric spells in the amount of 5 + her Wisdom modifier. This does not permit you to gain additional class features. Additionally, treat your levels in the yathrishnee class as a full-caster in determining spell slots for multiclassing.

You gain additional level to add to your casting classes as detailed above at 3rd, 5th, 6th, 8th, and 9th level.

NECROMANTIC BOON

At 1st level, you are already rather adept at necromantic magic, but slowly grow in your prowess of it. Whenever you cast a necromancy spell of 1st level or higher, you gain temporary hit points equal to your levels in yathrishnee + either your Charisma, Intelligence, or Wisdom modifier, whichever is highest.

THRENODY

At 2nd level, you have learned how to twist a lamentable song of death to torment your foes and enchant your undead minions. As an action, you sing your cruel song and any undead within 30 feet of you gain an unnerving gaze attack that they may then use once within the next minute. Use of the gaze attack requires an action against a target that they can see and that can see them that is within 60 feet. The target must succeed on a Wisdom saving throw or be frightened until the end of its turn, as the undead's image slowly blurs to that of one of the creature's departed loved ones or bitter enemies in a horrific visage of torment. If the undead strays more than 30 feet of you then they lose their ability to use their gaze attack.

If the undead creature actually is the animated corpse of a friend or companion of the undead's target, then the target has disadvantage on their saving throw.

DEATH WARD

At 4th level, the yathrishnee have fully understood the art of death and dying and the magic behind it. You are always under the effect of a *death ward* spell. Should you die or be the target of a magical effect as described in the spell's description, you may reapply the effect of the *deathward* spell in this way as an action on your turn.

CURSE OF THE REVENANCER

At 6th level, you have become so imbued with necromantic magic that even slaying a foe forces negative energy into the void where once positive energy lied. When you reduce a creature to 0 hit points, and thus kill it, it immediately rises as a zombie under your control unless you wish it not to.

ZONE OF DESECRATION

At 7th level, yathrishnees are constantly surrounded by an aura of negative energy. You have a 60 foot radius aura that surrounds you, making all creatures feel a sense of uneasiness or frustration while within it. Your aura also bolsters your undead allies and minions. Any undead within your aura gains 1 temporary hit point per hit dice. They must remain within your aura to retain these temporary hit points. As an action, you may reimpose your aura, thus having undead regain the temporary hit points from this effect, should they have lost any. Additionally, all undead have advantage when resisting being turned while within your aura.

KEENING

At 10th level, you have unlocked the ultimate ability of the yathrishnee: the wail of the banshee. As an action, you may unleash a tormenting, cruel, malevolently enchanted magical keen in which all creatures that are not undead within 30 feet of you, excluding yourself and other yathrinshees, must succeed at a Constitution saving throw or immediately drop to 0 hit points as their soul is severed from their body. Creatures that succeed their saving throw take 4d6 necrotic damage as the dark, magical energies still tear through them.

Once you use this feature you may not do so again until you finish a long rest.





GHAUNADAUR

That Which Lurks, The Elder Eye, God of Outcasts

DOGMA

All creatures have their place, and all are fit to wield power. Those who hunt weed out the weak and strengthen the stock of all. Those who rebel or who walk apart find new ways and try new things and do most to advance their races. Creatures of power best house the energy of life, which Ghaunadaur reveres and represents. Make sacrifices to the Eye, persuade others to sacrifice themselves to Ghaunadaur or in service of the Eye, further knowledge and fear of Ghaunadaur, and in the end give yourself to Ghaunadaur in unresisting self-sacrifice. Convert all beings to the worship of Ghaunadaur. Slay all clergy of other faiths, plundering their temples and holdings for wealth to better your own lot and to further the worship of Ghaunadaur.

CURRENT EVENTS

Ghaunadaur is the enigmatic deity of unknown history. Lolth describes him as being “old even before Ao’s time”. He is worshipped by slimes and oozes and is viewed as the epitome of destruction and oblivion. For some time, he has resided in the Drow Pantheon, given many defectors, primarily male, fled the web of the Spider Queen to him. Before the Sundering, the Elder Eye abandoned his station as that of a member of the Dark Seldarine and the Drow Pantheon and instead made a home in the Deep Caverns. Drow still worship him to this day, as well as many aberrations.

PRESTIGE CLASS: SLIME LORD

Ghaunadaur may have resided on the Drow Pantheon for some time, he in fact not at all drow. He is a primordial deity and one of oozes and slimes. Slime lords, the most favored of Ghaunadaur’s servants, are not clerics; they are spies and infiltrators who can change their shapes in order to move unnoticed among members of various factions and races. Though most slime lords begin their lives as humanoids, it isn’t long before they are twisted into aberrant servants of Ghaunadaur.

Most slime lords are drow, though they can come from any race. As servants of the god of outcasts, they are outcasts in any society – drow, surface elf, or other. In the Underdark, slime lords lead small cults of Ghaunadaur’s followers, usually in rebellion against the rule of Lolth’s clergy in drow cities.

PREREQUISITES

In order to advance into and as a slime lord, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

Patron Deity: Ghaunadaur

Charisma 15. To lead, one must possess extreme charisma and persona. The slime lord is expected to be duplicitous, manipulative and a master of subterfuge.

Level 5 or higher. That Which Lurks demands experienced, powerful creatures to become his slime lords.

Evil Alignment. In order to have the cruel nature of dominance and sacrifice, a slime lord must be truly evil and willing to commit acts of vileness.

Deformity. To appease That Which Lurks, a potential slime lord must willing deform their body. This may consist of burns, cuts, scars, etc. The deformity must be significant, ritualistic, and frightful to set eyes upon, such as a series of lines from cuts along each cheek and forehead.

Complete a specific task. The Eye grants his slime lords their powers by testing their self-sacrifice. When you are ready, find an ooze creature and walk into it, ritualistically sacrificing yourself. Should Ghaunadaur see you worthy, the ooze will, at the brink of your death, implode within you, infusing you with its essence of slime and you will emerge very much alive and a slime lord... this of course assumes the Eye found you worthy.

CLASS FEATURES

As a slime lord, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per slime lord level

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: Constitution

Skills: None

EQUIPMENT

You gain no additional equipment for gaining a level in the slime lord prestige class.

THE SLIME LORD

Level	Proficiency Bonus	Features
1st	+2	Pseudopods (1d6)
2nd	+2	Charming Gaze
3rd	+2	Ooze Form (Gray Ooze)
4th	+2	Dominate Ooze, Pseudopods (1d8), Ability Score Improvement
5th	+3	Spiderclimb, Extra Attack
6th	+3	Ooze Form (Gelatinous Cube, Ochre Jelly)
7th	+3	Dominate Ooze Improvement, Pseudopods (1d10)
8th	+3	Ooze Form (Black Pudding), Ability Score Improvement
9th	+4	Corrosive Form
10th	+4	Amorphous Body, Psuedopods (1d12)

PSEUDOPODS

At 1st level, you have given the gift of your pseudopods, which is your ability to transform your arms into slimey oozes. As a bonus action, you may transform your hands and (if you'd like) your forearms into ooze-like slime, which are still capable of being used as functional hands. You can continue to hold or grip any item you could normally. Your pseudopods can attack with the attack action and they deal 1d6 bludgeoning damage on a successful hit, using either your Strength or Dexterity to hit and deal damage. When you hit a creature with your pseudopods, they must make a Constitution saving throw (DC is equal to 10 + your Constitution modifier + half your level in slime lord (rounded down)). If the target fails this saving throw, they are paralyzed until the end of their next turn. A target that saves against your pseudopod paralysis twice is immune to it for 24 hours. You may also slide your pseudopod slime up any weapon that you are holding, treating the weapon normally, except that on a successful hit the struck creature must roll for the pseudopod paralysis. Your pseudopods last for 1 minute or you may dismiss them as a bonus action.

You may use this feature a number of times equal to your Constitution modifier. You regain all uses of this feature when you take a long rest.

At 4th level, the damage of your pseudopods increases to 1d8. Additionally, you now regain all uses of this feature after a short or long rest.

At 7th level, the damage of your pseudopods increases to 1d10.

At 10th level, the damage of your pseudopods increases to 1d12.

CHARMING GAZE

At 2nd level, you have been bestowed a sinisterly charming gaze attack in which the target views you as their companion and ally. As an action, and when you are not in your ooze form, your eyes dully fade from their color. Choose one humanoid or ooze that you can see and that can see you. That creature must make a Wisdom saving throw (DC 10 + your Charisma modifier + half your level's in slime lord (rounded down)) or become Charmed by you for 1 hour, as per the charmed person spell. You may use your charming gaze a number of times equal to your levels in slime lord. You regain all uses of this feature when you take a long rest.

Ooze Form

At 3rd level, you have discovered That Which Lurks has bestowed you the ability to burn away your form like wax and become an ooze. As an action, you may turn into a gray ooze. You can stay in your ooze forms for a number of hours equal to half your level in slime lord (rounded down). As a bonus action, you can revert to your normal form. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, follow the same rules that apply to the druid's wild shape class feature (page 67 of the Player's Handbook). If you revert back to your normal form for whatever reason, all split oozes remain behind and act as though they are Charmed by you for 1 minute. Afterwards, they behave normally and will likely attack you or the nearest creature.

You may use this feature twice before you must take a long rest to regain all expended uses.

At 6th level, you may now transform into a gelatinous cube or ochre jelly using this feature. Additionally, your entire body has become a sensory organ. You gain blindsight out to 30 feet, even when you are not in your ooze form(s).

At 8th level, you may transform into a black pudding using this feature.

DOMINATE OOZE

At 4th level, you can use your action to take control over the sentience of oozes using the corruptible knowledge you have gained over them. As an action, you may dominate a creature of the ooze type that you can see within 120 feet of you that then must make a Wisdom saving throw (DC equals 10 + your Charisma modifier + half your level's in slime lord rounded down). If the creature fails, they are dominated as per the dominate monster spell, but the duration lasts 24 hours. You may have a number of oozes dominated in this way at a time equal to half your level in slime lord (rounded down). As an action that does not count as another use of this feature, you may reapply your domination to an ooze and it automatically fails its saving throw. When you dominate a new ooze, you may choose which existing dominate ooze effect you wish to terminate. Whenever you leave a plane of existence where an ooze has been dominated by you, they are instantly freed. Any oozes split by an ooze under your domination act as they are dominated by you, unless you cannot dominate any more (see above), in which the ooze may act freely on its turn. You may use this feature a number of times equal to your Charisma modifier. You regain all expended uses when you take a long rest.

At 7th level, you can dominate more oozes, fully realizing the title of a slime lord. You may dominate a number of oozes in this way equal to your levels in slime lord.

SPIDER CLIMB

A 5th level, you are capable of using your pseudopods to climb walls. So long as you have one pseudopod free and have that feature activated, you have a climb speed equal to 10 feet.



EXTRA ATTACK

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

CORROSIVE FORM

At 9th level, you adopt some innate form of oozes at all times. Your skin exudes the same corrosive elements of that of a gray ooze. Any nonmagical weapon made of metal that hits you corrodes. After being damaged by a nonmagical weapon made of metal, the weapon that struck you takes a -1 penalty to future damage rolls. When the penalty drops to -5, the weapon corrodes and is destroyed and unusable. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage.

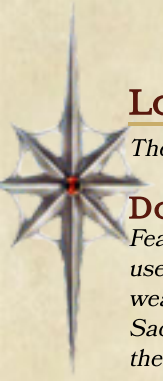
By spending an action, you can eat through 2-inch-thick, nonmagical metal.

AMORPHOUS BODY

At 10th level, you are more an ooze than you are a humanoid. By spending an action, you can infuse yourself and your gear, partially, with that of the form of an ooze, but retain your humanoid abilities and the abilities of your gear. In this form, you are an oozing, wax-like figure of your former self. You can easily move through a space as narrow as 1 inch wide without squeezing. Additionally, you gain resistance to acid, cold, lightning, and slashing damage. When you are in this form, you may use either a bonus action or reaction to absorb oozes to heal yourself and recover. Any ooze that is at least size small and within 5 feet of you may be absorbed. You regain hit points equal to 10 x its size, whereas small equals 1, medium equals 2, and large equals 3. If you are healed beyond your maximum hit points, you gain that number of temporary hit points. This form lasts for 1 minute.

After you have used this feature you may do so again after completing a short or long rest.





LOLTH

The Spider Queen, The Dark mother

DOGMA

Fear is as strong as steel, while love and respect are soft and useless. Convert or destroy nonbeliever drow. Weed out the weak and the rebellious. Destroy impugnors of the faith. Sacrifice males, slaves, and those of other races who ignore the commands of Lolth or her clerics. Raise children to praise and fear Lolth, each family should produce at least one cleric to serve her. Questioning Lolth's motives or wisdom is a sin, as is aiding nondrow against the drow, or ignoring Lolth's commands for the sake of a lover. Revere arachnids of all kinds; those who kill or mistreat a spider must die.

CURRENT EVENTS

Lolth, the mother of Eilistraee and Vhaeraun, the grandmother of Selvetarm, and the enemy of all good, lawful, kind, joyful creatures that exist. As a reveler of chaos and trickery, the Queen of the Demonweb Pits has gone through a great deal of changes.

After the Silence of Lolth, where she cocooned herself up in the Abyss, denying her clerics spells, she emerged more powerful and stronger than ever, ascending higher up in her divine rank. Afterwards, during the Spellplague and Sundering, she made moves to forge a Demon Weave in the supposed absence of Mystra. When this failed, she sowed chaos on the Material Plane by, through subterfuge of her followers, sending many Demon Lords of the Abyss to their Underdark to wreak havoc. In their absence, she hopes to better claim parts of the Abyss for herself.

Lolth is conniving and cruel. She demands absolute obedience and despises any drow that would dare follow the dogma of another deity. Covetous of her precious dark elves, Lolth has made a goal out of eliminating the drow pantheon. Before the Spellplague she was successful, yet the Sundering returned the pantheon and altered the divine landscape. Currently, Lolth seeks to harness the volatility of the Demon Lords on the Material Plane, and the voids of power in the Abyss that this brings, to her advantage. Her plans are often spoiled, or at least they appear to be so, yet none can deny her cunning and foresight to continue to spread chaos in the affairs of her worshippers and others on the Material Plane.

PRESTIGE CLASS:

HIGH PRIESTESS OF LOLTH

Lolth requires absolute subservience. Those who attain the highest accolades of the Spider Queen's religious order become high priestesses of the Dark Mother. High priestesses of Lolth are devout and exceptionally powerful at understanding the dark, cruel rituals of the Spider Queen. They also, depending upon their level within the faith, wield the deadly Whip of Fangs, a terrible, often multi-headed snake-whip with paralyzing poison dripping from the serpent's fangs.

THE TEST OF LOLTH

Lolth is a fickle, demanding goddess. She is also unusually involved in the affairs of her followers. In particular, many drow undergo a test as they grow in strength. Failure of this test, it is believed, dooms the drow to become a drider in a horrible ritual that is either performed by a High Priestess of Lolth or it just happens by the will of Lolth herself as she directly transforms her failed worshipper. In the very least, when a character is tested by Lolth and passes, they should gain Inspiration.

High Priestess of Lolth: The most powerful and chosen female drow clerics of Lolth are given the ability to transform drow into driders. Usually, priestesses interpret life events as tests themselves and punish those they deem to lose favor of Lolth, believing their ill-fortune is the will of Lolth herself. If Lolth wished, high priestesses believe, she would not permit the drider conversion ritual to take place and thus it is, ultimately, her will enacted.

The Will of Lolth: This is far more rare of an occurrence. While Lolth is indeed highly involved in the affairs of her drow, particularly in the ancient city of Menzoberranzan, to directly test and transform a "failed" drow into a drider is a unique phenomena. Driders who come to exist in this way are particularly shamed, harassed, and ostracized by other Spider Queen followers, as they embody the very weakness Lolth demands to despise.

PREREQUISITES

In order to advance as a high priestess of Lolth, you must meet the following prerequisites (in addition to the multiclassing prerequisites of your existing class):

Race must be drow, half-drow, drider, or half-draegloth.

Lolth rarely, if ever, even grants spells to inferior races, let alone permit them to the esteem of being a high priestess. Half-drow with particularly drow-present features have been known to rise to this status, although it is rare. Driders and half-draegloths may attain this status, but usually outside matriarchal cities of dark elves.

Gender female. Drow society is matriarchal and only females may be given this title and pursue this power.

8 levels in cleric or higher. Lolth demands only the strongest and most devout to become high priestesses.

Pass the Test of Lolth. At some point, Lolth has always tested a potential high priestess. She might not even know it. Driders who believe they previously failed and were transformed by another high priestess may pass a test by the Will of Lolth (see note above) and become a high priestess. Driders who fail a test by the Will of Lolth may not become a high priestess of Lolth.

THE HIGH PRIESTESS OF LOLTH

Level	Spellcasting Level	Features
1st	+1	Spider Affinity, Whip of Fangs (1 head)
2nd	+2	Webspinner
3rd	+3	Whip of Fangs (2 heads)
4th	+4	Ritual (Summon Yochlol), Ability Score Improvement
5th	+5	Whip of Fangs (3 heads)
6th	+6	Ritual (Zin-carla)
7th	+7	Whip of Fangs (4 heads)
8th	+8	Ritual (Dridr Conversion), Ability Score Improvement
9th	+9	Ritual (Demonmate)
10th	+10	Whip of Fangs (5 heads)

CLASS FEATURES

As a high priestess of Lolth, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per high priestess of Lolth level

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

See the Whip of Fangs class feature for your starting weapon.

SPELLCASTING LEVEL

A High Priestess of Lolth is, essentially, a powerful and specialized cleric of Lolth. This clerical knowledge does not stop when you take a level in high priestess of Lolth. Instead, it continues.

Count each level in high priestess of Lolth as though you gained a level in cleric for determining spells available to prepare and spell slots available (as though you were multiclassing with a fullcasting class). You do not gain any other class features on the cleric class table or your divine domain.

SPIDER AFFINITY

At 1st level, all high priestess of Lolth have an affinity with spiders and spider-like creatures. You are immune to all venom and poisons from spiders and spider-like creatures, unless Lolth wills otherwise. Additionally, you may communicate telepathically with arachnids and spiderlike creatures of all kinds so long as the creature has an intelligence score of at least 1. Normal spiders never attack or harm you unless magically controlled.

WHIP OF FANGS

Also at 1st level, you gain a whip of fangs, also known as the snake-whip. This weapon is a whip that has the head of a viper, or sometimes the head of more than one depending upon the strength of the high priestess. How you attain this weapon can differ. Choose one option below as your method of attaining your whip of fangs and let your DM know.

Gift. You are given a snake-whip by a fellow priestess, usually another high priestess or one that belonged to a fallen cleric of Lolth. Should this gifted whip of fangs have more than one head, all heads fall off but one as you attune yourself to it. It should be noted, however, that gifts from drow are never given freely and come with a price.

Ritual. You create your own whip of fangs through a magical ritual that requires eight days of constant, strenuous prayer in which you sacrifice an intelligent creature for seven days and then prostrate yourself to the Spider Queen on the eighth day. If you are worthy, she gifts you with the whip and you are automatically attuned to it.



At 1st level, your whip of fangs has only one head. As you level, your whip gains heads so long as, after you gain the appropriate level, you sacrifice an intelligent creature to Lolth ritualistically. At the end of the ritual sacrifice, a current viper head falls off and two regrow in its place.

For further details on this weapon, see the Equipment section of this text.

WEBSPINNER

At 2nd level, you are highly attuned to magical and natural webbing. You ignore all difficult terrain effects from natural and magically created webbing. Additionally, you may cast the *web* spell as an action. Once you cast the *web* spell in this way, you may not do so again until you finish a short or long rest.

RITUAL

At 4th level, you start to develop more prowess with the dark rituals of the Spider Queen. As you level, you gain access to more rituals. See each ritual description for their details. Regardless, each ritual requires either 500gp in material costs and the sacrifice of an intelligent creature of a Challenge Rating of at least 4.

You may only perform a ritual once before you must wait eight days to try again. Thus, if you attempt to summon a yochlol, you must wait eight days before you can attempt a drider conversion ritual.

SUMMON YOCHLOL

At 4th level, you gain your first ritual. You can summon a handmaiden of Lolth herself. You may use this ritual to gain insights into Lolth's will, request the aid of one of her handmaidens (a dangerous request), or whatever scheme you may be devising. Yochlols are signs of Lolth's favor and the capability of summoning one successfully is usually a boastful moment for drows and drow houses.

Time. This ritual takes 10 minutes to cast.

Religion Check. At the end of the 10 minutes, roll a Religion skill check. If you roll below an eight, you take 2d10 necrotic damage as the ritual's magic eats away at your flesh and soul. Lolth is disappointed by you. If you roll a nine or above, the ritual succeeds. If your check was above 25, the yochlol regards you respectfully.

Result. If your check succeeds, a yochlol is summoned before you. It may attack you, aid you, offer you advice, or any other reaction it desires. Usually, yochlols regard high priestesses of Lolth with a modicum of respect, although this is usually dependent on the whims of Lolth herself. Yochlols are not favorable to freely offering combat aid, usually, although it's possible to persuade them.

ZIN-CARLA

At 6th level, you gain your second ritual. You can create a special form of undead, called the zin-carla, which means "spirit-wraith". This applies the zin-carla template (see the Monsters and Templates section of this text) to a creature that you ritualistically murder with a dagger that is blessed by a cleric of Lolth, usually done by the high priestess performing the ritual.



After the ritual, you maintain telepathic communication with the zin-carla so long as you two are on the same plane of existence. After the ritual and then once after each dawn, you must make a Concentration check against the creature's Wisdom saving throw. If you succeed, the creature is under your control as per the *dominate monster* spell. Control over the zin-carla is severed should either of you travel to a different plane.

If control over the zin-carla is ever lost, either by planar travel or by the creature succeeding its saving throw, the telepathic link is destroyed and the creature becomes a free-willed undead with the sole purpose of seeking vengeance against you. It gains the supernatural ability to know your exact location and how to get to there from where it currently is. Should the zin-carla kill you, it crumbles to dust. Should you die before it can kill you as it is seeking vengeance, it becomes a free-willed undead.

Time. This ritual takes 8 hours to complete.

Sacrifice. You must use the creature sacrificed for the cost of the ritual as the creature you are applying the zin-carla template to.

Autonomy. Although the zin-carla creature is dominated and subject to your will, it is still an independent creature. It can act, think, and talk anyway it would like that otherwise does not disobey your commands through its domination.

DRIDER CONVERSION

At 8th level, you gain your third ritual: the ability to convert drow and half-drow into driders. You choose a creature to sacrifice (see below) and apply the drider template to them. This is an agonizing, painful ritual in which a creature is utterly destroyed and maimed in dark, cruel energies and contortion of their old body.

Time. This ritual takes 8 hours to complete.

Sacrifice. You must use the creature sacrificed for the cost of the ritual as the creature you are applying the drider template to. The creature must either be a drow or half-drow of Challenge Rating 4 or a character of 6th level.

DEMONMATE

At 9th level, you gain your final ritual: the summoning of a powerful demon to mate with in the hopes of siring a draegloth. When the ritual is complete, you summon a glabrezu who you make a pact with. You must pay some price it asks that you will only have to pay should you actually sire a draegloth as you ritualistically mate with it. Often times, several glabrezu are summoned as an orgy of the most powerful female clerics of the house attempt to show the height of favor by discovering they are with a demon-child weeks after this event.

Giving birth to a draegloth is a painful and difficult event, requiring magical healing constantly. Additionally, it is a symbol of Lolth's favor and a significant moment for an entire drow house, let alone the female who may claim it their child.

Time. This ritual takes 10 minutes to summon the demon(s). After the transaction is complete, the glabrezu is magically returned to the Abyss.

Demon Spawn. The DM decides whether or not this ritual succeeds. If it does, it must mean that you have done or will do something to earn the favor of Lolth. You discover you are pregnant and endure a particularly painful pregnancy over the next 9 months in which a baby draegloth is born. It grows quickly, fully maturing within 8 hours. This draegloth treats you as though it is constantly Charmed by you, smitten and overcome by you as its creator. See the Monster and Templates section of this text about the details of draegloths.

DRIDERS: A DIFFERENT VIEW

Driders are traditionally viewed by Lolthites as results of failure to pass tests of Lolth. A recent shift of perception, though, may change this. Drow of House Melarn and some other factions have recently begun to view the driders as vestiges of the will of Lolth, for good or ill. Some go as far as to view driders as blessings of Lolth, since the Spider Queen herself has been seen in the form of a drider by mortals.

Regardless, this is an important distinction to make, but one that is often best left unresolved. The religious conflict that this differing "truth" invites likely delights Lolth, as her followers bitterly feud over interpretations of her will. One thing is for sure, though, a drider is a formidable beast. Some high priestesses, particularly of the new House Melarn, have begun converting an army of worthy drow into driders so that they are a force to be reckoned with.



SELVETARM

The Spider that Waits, Lolth's Champion

DOGMA

War is the ultimate expression of individual power, and only through battle and death can you realize the respect of your comrades. Hone your fighting skills constantly and teach those who will follow into the fray. Never give or receive quarter, and hope to die amid the bloodlust of battle against overwhelming odds.

CURRENT EVENTS

Selvetarm is the loyal grandson of Lolth, son of Vhaeraun and Zandilar the Dancer. Long ago Selvetarm was tricked by Lolth into battling Zanassu, a demon lord who claimed dominion over spiders. In his battle with Zanassu, Selvetarm absorbed his demonic energy, becoming much like him and simultaneously became bound to Lolth's service.

Selvetarm battled his father during the Silence of Lolth when the Masked Lord attacked his mother in her weak state. The battle was a stalemate.

Before the Spellplague, a Darksong Knight, named Cavatina Xarann, entered the Abyss and battled Selvetarm, slaying him with the ancient artifact known as the Crescent Blade. He was believed to be dead for some time, until after the Sundering the vestige of his divine energies was re-created. Some believe it to be the will of Lolth, others think it other matters entirely.

Regardless, Selvetarm serves as the one who gifts male drows who serve Lolth with divine spells. Should any male cleric of Lolth think she is giving him spells he is actually receiving them from Selvetarm.

PRESTIGE CLASS:

JUDICATOR

A mortal imbued with fiendish cruelty, the drow judicator is a knight most foul. This unholy warrior is steeped in the divine energy of Selvetarm, the Spider That Waits, self-appointed Champion of Lolth. Consort of demons and demonic arachnids, the drow judicator is hated and feared by all, especially other male drow who are jealous of the heights of power to which he has risen.

Drow judicators must make an unholy pledge to Selvetarm and then survive the rites of entry to adopt the prestige class. At least a little schooling in spellcasting is required, but only the toughest and meanest sorcerers and wizards can survive the entry requirements. Clerics often attempt to take on the drow judicator's mantle as well, as do fighters, rangers, and rogues who have taken levels in spellcasting classes.

Typically, an NPC drow judicator serves a higher-ranking cleric of Lolth, although he chafes to be the sole authority. Drow judicators and assassins usually fill out the ranks of a high priestess's hand-picked murder team.



PREREQUISITES

In order to advance as a judicator, you must meet the following prerequisites (in addition to the multiclassing prerequisites of your existing class):

Race must be drow, half-drow, drider, or half-draegloth. Judicators embody war and are the archetypical drow.

Gender male. Selvetarm only chooses males as his elite judicators.

Character level 5. One must possess strength in order to channel the strength of Selvetarm.

Cast 2nd level spells or higher. A knowledge of magic and spellcasting is required to fully embrace the dogma of Lolth's Champion.

Complete a special task. A potential judicator must make an unholy pledge to Selvetarm: You must commit to obeying his will, respecting the church and hierarchies of Lolth, and seek to either be victorious or die in battle against overwhelming odds.

THE JUDICATOR

Level	Spellcasting Level	Features
1st	+1	War Strike (1)
2nd	+1	Command Spiders, Selvetarm's Blessing
3rd	+2	War Strike (2)
4th	+2	Selvetarm's Wrath (1), Ability Score Improvement
5th	+2	Spider Steed
6th	+3	War Strike (3)
7th	+3	Spider's Grace
8th	+3	Ability Score Improvement
9th	+4	Selvetarm's Wrath (2)
10th	+4	Judgement

CLASS FEATURES

As a judicator, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per judicator level

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per judicator level after 1st

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

You gain no additional equipment for joining the judicator prestige class.

SPELLCASTING LEVEL

At 1st level, you gain further knowledge of your previous spellcasting class. On the Judicator Class table, add the number of spellcasting level to one of your previous classes that was a spellcasting class. For spellcasting purposes, treat yourself as gaining a level in that class for figuring spells known or that you can prepare and available spell slots.

WAR STRIKE

At 1st level, you are trained in striking your foe in a debilitating way. As part of a melee weapon attack where you successfully hit an opponent, you may declare, as a bonus action, your war strike. The target creature must roll a Constitution saving throw (DC 10 + your Charisma modifier + half your level in Judicator rounded down). On a failure, the target takes 2d4 damage against their Constitution ability score. This ability score damage applies before they receive damage; thus the target's maximum hit points are reduced and then they receive damage from your attack.

At 3rd and 6th level you gain an additional use of this ability. You regain all uses of this feature when you take a long rest.

COMMAND SPIDERS

At 2nd level, you have the ability to mentally command spiders, spider-like creatures, or arachnids. Treat this ability like the *command* spell but it lasts for 1 minute and the DC is equal to 10 + your Charisma modifier + half your levels in judicator rounded down.

You can use this feature a number of times equal to your levels in judicator. You regain all uses of this ability after taking a long rest.



SELVETARM'S BLESSING

At 2nd level, you receive a blessing from Selvetarm that makes you efficient in any battle situation. In any saving throw in which you are not proficient in, you apply half of your proficiency bonus, rounded down. This effect only applies while you are conscious.

SELVETARM'S WRATH

At 4th level, you gain the ability to enter into a wrathful state where you can endure a long, strenuous battle against overwhelming odds. As a bonus action, you declare your wrathful state. Once you do, you add your judicator level as bonus damage to any damage roll you make from melee weapon attacks. Additionally, you may use bonus actions to make one additional melee attack. This wrathful state lasts for five rounds or a number of rounds equal to your Constitution modifier, whichever is higher. Once you use this feature you may not do so again until you finish a long rest.

At 9th level, you may use this feature twice. You regain all expended uses when you finish a long rest.

SPIDER STEED

At 5th level, you can summon forth a fiendish giant spider to serve as a mount. If you cannot already, you can cast a special version of the *find steed* spell. When you cast this spell in this way, you summon a giant spider that is also a fiend.

When you cast this spell in this way you may not do so again until you finish a long rest.

SPIDER'S GRACE

Starting at 7th level, you can take on some aspects of a spider. As a reaction to having to roll a Dexterity saving throw or as a bonus action, you activate your spider's grace. You gain a climb speed equal to half your regular speed. Additionally, you gain advantage on any Acrobatics or Athletics checks, as well as any Dexterity saving throws. This effect lasts for 1 minute.

You may use this ability twice. You regain all expended uses when you finish a long rest.

JUDGEMENT

At 10th level, you earn the ability to judge others harshly and by divine right. As an action, choose up to 8 creatures you can see within 100 feet of you. Each creature must make a Wisdom saving throw (DC equals 15 + your Charisma modifier) or take 1d8 necrotic damage as their body reels from divine judgement. A successful save only halves the damage.

You may choose to expend a spell slot when you use this ability to increase the damage by 1d8 per spell slot expended, up to 5th level. Thus if you expend a 5th level spell slot, each selected creature takes 6d8 necrotic damage.

Once you use this feature you may not do so again until you finish a long rest.



VHAERAUN

The Masked Lord, The Shadow

DOGMA

The shadows of the Masked Lord must cast off the tyranny of the Spider Queen and forcibly reclaim their birthright and rightful place in the Night Above. The existing drow matriarchies must be smashed, and the warring practices of twisted Lolth done away with so that the drow are welded into a united people, not a squabbling gaggle of rival Houses, clans, and aims. Vhaeraun will lead his followers into a society where the Ilythiiri once again reign supreme over the other, lesser races, and there is equality between males and females.

CURRENT EVENTS

Vhaeraun has had a great deal happen recently. For centuries he fueded with all the Dark Seldarine, trying to save drow from the useless and wasteful snares set by their Dark Mother, Lolth. Eventually, this led to a battle between him and his sister, Eilistraee, in which Vhaeraun was destroyed and the Dark Maiden absorbed some of his portfolio, even becoming a new form of herself: the Masked Lady.

It was believed Vhaeraun was deceased. However, after the Sundering when Eilistraee returned, Vhaeraun did as well. Him and his sister, who returned his portfolio to him as an act of treaty, became partners against their mother. Now, while ideologically vastly different, the churches of Eilistraee and Vhaeraun work towards a common goal: save the drow from Lolth.

MONSTERS & TEMPLATES



Monsters of the drow, the creatures who are often involved in the affairs of dark elves, are often formidable foes and terrible to encounter. This section of the text has two aspects: monsters and templates.

DRAEGLOTH

Large fiend, any evil alignment

Armor Class 17 (natural armor)

Hit Points 90 (9d10 + 36)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Con +7, Dex +5

Skills Perception +5

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities poisoned

Senses passive Perception 15

Languages Abyssal, Drow, Undercommon

Challenge 5 (1800 XP)

Innate Spellcasting. The draegloth's spellcasting ability is Charisma (spell save DC 14). The draegloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*

Magic Resistance. The draegloth has advantage on saving throws against spells and other magical effects.

Actions

Multiattack The draegloth makes four attacks out of the following options: two with its long arms, two with its short arms, and/or one with its bite.

Long Arm Claw *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 8 (1d8 + 4) slashing damage.

Short Arm Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) piercing damage.



DRAEGLOTH

Draegloths are created by the unholy union between an ascending high priestess of the drow goddess Lolth and a glabrezu. They are about ten feet tall and have four arms, the upper arms being much larger than the lower ones. They have large claws on the upper arms and they use them for hand-to-hand combat, for they usually prefer the feeling of tearing flesh and sinew under their claws and fangs. Their face is stretched so it resembles that of a dog. Their flesh is as dark as a drow's, and they are covered in a fine coat of fur; they also have a white mane. They are sacred creatures to the Lolthites and are usually treated with respect.

Sacred Union. Draegloths are sired in the dark ritual where a female high priestess of Lolth mates with a glabrezu demon. This union usually comes with a price that either the draegloth pays in its later life or the high priestess herself. Regardless, this union and creation is a sacrament in the eyes of Lolth and a prestigious symbol of Lolth's favor.

DRIDER TEMPLATE

This template is applied in two scenarios: a high priestess of Lolth performs a drider conversion ritual or Lolth herself curses (or blesses) a drow by transforming them, rather painfully, into a drider.

Driders are strong, thicker skinned, and excel at climbing and maneuvering through dark, slippery caverns. Those who become driders are much like they were before, but twisted, crueler, and far more beastial. While driders may not be mindless demons, they certainly are closer to fiend and monster than they are to their former selves.

DRIDER TEMPLATE

Creatures that wish to adopt the drider template must be either drow or half-drow. When they gain this template, the following changes occur:

Type. Your type becomes monstrosity.

Hit Dice. All hit dice you had that were less than d10s now become d10s.

Ability Score Improvements. Choose two ability scores between Strength, Dexterity, or Constitution. Two of these scores increase by 2, but not above 20.

Speed. You gain a climb speed equal to your normal speed.

Size. Your size increases to large.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. You ignore movement restrictions caused by webbing, magical or otherwise.

Natural Armor. You have a natural armor equal to 16 + your Dexterity modifier.

Skills. You gain proficiency in Stealth.

Bite. Your mouth enlarges slightly as your teeth and maw drip with venom. You gain a bite attack that may use Strength or Dexterity when determining your melee attack roll and damage. It deals 1d4 piercing damage and 2d8 poison damage. If you can attack more than once during an Attack action, you may only use your bite attack once.

THE TEST OF LOLTH

Although rare, promising drow who are directly tested by Lolth and then fail are indeed turned into a drider. They become pariahs and are ostracized from drow communities who obey the will of the Spider Queen. Although they are not exiled, driders who failed the test of Lolth may be permitted to exist within drow cities. Dark elves keep driders around as reminders of what happens when one fails to pass any test the Dark Mother demands of her children.



ZIN-CARLA TEMPLATE

High priestesses of Lolth are known, at times, to cast a dark ritual in which they murder a creature and it immediately rises as a spirit wraith, or zin-carla in undercommon, under her dominance. In a cruel twist of vengeance, the zin-carla is forced to do perhaps what it refused to do in life. Its only hope is to regain dominance by trying to subvert the will of the priestess each day and take back its will. Other than the telepathic, magical commands of the zin-carla's creator, a spirit wraith is fully in command of itself. It may think, act, and do as it would normally. Should the zin-carla ever fully abate the dominance of the priestess, however, they are magically compelled to find her and slay her in an act of vindication.



ZIN-CARLA TEMPLATE

Creatures that adopt the zin-carla template can be of any humanoid. Some other creatures may be able to become zin-carla's, but it is largely unknown of what happens when celestials, fiends, fey, or other types of creatures become a spirit wraith. When this template is gained, the following changes occur:

Type. Your type changes to undead.

Undead Nature. Because you are undead, you do not require air, food, drink, or sleep. For purposes of abilities and features, however, you still must take short or long rests to recover.

Undead Fortitude. If damage reduces you to 0 hit points, you can make a constitution saving throw with a DC of 5 + the damage taken that would reduce you to 0, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

Damage Immunities. Poison.

Condition Immunities. Poisoned.

Zin-carla Curse. Because you were created in a dark ritual, you are under the dominance of your creator. After each dawn, you must make a Wisdom saving throw opposed to your creator's Concentration check. If you succeed, you break dominance and gain a supernatural ability to know your creator's exact location. You are compelled to seek them and take their life. You know how to find her and the easiest route to get there. Should you succeed in slaying her, you crumble to dust. Should the priestess die before you kill her, you become a free-willed undead. Be aware that while you are dominated, the priestess can communicate with you telepathically over any distance. Dominance is also broken should you, or the priestess, ever travel to a different plane. You must still seek vengeance if dominance is broken in this way.

Mindfulness. Unlike most undead, you are mindful. You are aware of yourself, your past, your current life, and may still retain aspirations towards the future. You are even aware that your actions from being dominated are only done *because* of that dominance. Thus, you may cognitively despise the actions your creator forces you to perform.

EQUIPMENT

The drow are known for their magical gear. Even common patrols throughout drow cities and through the Underdark carry magical items that empower them. There are, however, some unique magical items that the drow are notorious for possessing.

WHIP OF FANGS

Weapon (whip), uncommon (1 head), rare (2-3 heads), very rare (4 heads), legendary (5 heads) (requires attunement)

The whip of fangs is a powerful magical whip, also known as a snake-whip, that is wielded by priestesses of Lolth. They are often status symbols of clerical rank; the more heads, the more prestige and power a priestess possesses. Treat a whip of fangs as a whip. Whenever a creature is hit by the whip, they must make a Constitution saving throw (DC 13 + the number of heads on the whip) or be poisoned for 1 round. At the beginning of their next turn, they must make another Constitution saving throw or be stunned for 1 minute. Creatures who resist being poisoned are immune to being stunned for 24 hours. The second snake head increases the damage die of the whip to a 1d6 from a 1d4. The third snake head increases the damage die of the whip to a 1d8. The fourth snake head increases the damage die of the whip to a 1d10. The fifth snake head increases the damage die of the whip to a 1d12.

If you wish, you may use your melee spell attack roll instead of melee weapon attack roll when using the whip of fangs.

SINGING SWORD

Weapon (longsword), legendary (requires attunement)

There were only 20 created singing swords, long ago when the Church of Eilistraee was founded. Most have been lost. Should any be found, they are powerful, deadly weapons for any warrior.

As you unsheath and fight with this sword, it sings a loud, inspiring song. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, you have 5 uses of Bardic Inspiration (1d8) that you may apply to yourself or an ally within 30 feet of you that you can see as a bonus action (as per the Bardic Inspiration class feature). After a long rest, you regain all 5 uses of the sword's Bardic Inspiration.

CONCLUSION

Let it be noted, I do not take any creative credit for the artwork here. I bastardized the beautiful work found on the internet to model it after the D&D 5e paint splash style of their work.

Thank you to to artists in the world and to The Homebrewery for your amazing web-based creation tool that was used to create this document.