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DROW Also known as dark elves, drow are a depraved and evil subterranean offshoot. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

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SRD:Elves, Dark—Drow (Race) From D&D Wiki. Jump to: navigation, search. This material is published under the OGL: Drow. Also see the elf creature listing. Also known as dark elves, drow are a depraved and evil subterranean offshoot. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their ...

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DROW Also known as dark elves, drow are a depraved and evil subterranean offshoot. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

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Also known as dark elves, drow are a depraved and evil subterranean offshoot. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red. +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Constitution.

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Drow craft weapons made of adamantine, a dark and supernaturally hard metal. Drow artisans adorn their weapons and armor with web-like filigree and spider motifs, and mages sometimes imbue items with magic to enhance their effectiveness.

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Drow - D&D Wiki

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage).

SRD:Poisons - D&D Wiki

5e System Reference Document; Tools. D&D Home; Wizards D20 Home Page; SRD Infrastructure; If you wish to make any comments on the SRD, please leave a note in a discussion page. Back to Main Page ? 3.5e Open Game Content. Open Game Content (place problems on the discussion page). This is part of the (3.5e) Revised System Reference Document. It is covered by the Open Game License v1.0a, rather ...

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SRD Talk:Drow. From D&D Wiki. Jump to: navigation, search. Ability Scores . Each set of ability scores for a race has 3 elevens and 3 tens. So does anyone else see why it is odd for the drow to have +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma with ability scores of Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10? I would think that either the modifiers to abilities should ...

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The drow (/ dra? / or / dro? /) or dark elves are a generally evil, dark-skinned, and white-haired subrace of elves in the Dungeons & Dragons fantasy roleplaying game.

Drow - Wikipedia

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Eilistraee, also referred to as " The Dark Maiden ", is a fictional deity in the Forgotten Realms campaign setting of the Dungeons & Dragons fantasy role-playing game. In the game world, she is a goddess in the drow pantheon, and her portfolios are song, dance, swordwork, hunting, moonlight and beauty.

Eilistraee - Wikipedia

"The drow are purely malign by temperament, as hateful as wolverines, as opportunistic as hyenas." — Gary Gygax, 2005 The drow, also called dark elves, are a subterranean race of elves. They are noted for their cruelty and powerful magic.

Drow | Dungeons & Dragons Lore Wiki | Fandom

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Also known as dark elves, drow are a depraved and evil subterranean offshoot. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red. Drow usually coat their arrows with a potent venom.

Elf :: d20srd.org

Half-Drow are a particular rare breed. Occasionally a male drow to take advantage of a female slave or even rare a drow priestess may have affair with a human slave. Despite this half-drow are considered unworthy and untrustworthy from both sides. Drow see them as an abomination and distrusting.

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

A player's handbook for the newest edition of the role-playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.

This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

Part thriller, part love story, Mazes and Monsters is a spellbinding novel about a group of college students in the 1980s who use a fantasy game as refuge from their personal, emotional, and social problems. Based loosely on the "steam tunnel incidents" of the 1970s, the four friends—Kate, Jay Jay, Daniel, and Robbie—eventually take their game too far when they decide to live-action role-play in the caverns near their college campus. What follows is terrifying and unexpected, as each character dives deep into the darkest part of their mind, those forbidden places where our most menacing truths lie.

The Masque of the Red Death Edgar Allan Poe - The story is said in the most enthralling manner that it makes it very interesting as well as introspective. Even though it appears to be very literal but the crux of the matter is all about the inevitability of death. The prince thought that with his power and position he could defy the plague that caused death in his kingdom. But eventually even he is not spared because on the figurative level it is not a plague but death itself, that does not spare anyone. Prince Prospero's intentions and preparations did not stand a chance when death decided to take him on.

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