

# Drow

**Requirements:** Minimum INT 9

**Prime requisite:** STR and WIS

**Hit Dice:** 1d6

**Maximum level:** 10

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Common, Deepcommon, Elvish, Gnomish, the secret language of spiders

Drow (also known as *dark elves*) are slender, fey demihumans with pointed ears, skin as black as the night sky, and hair of silver or white. They have extremely long lifespans, being nigh immortal. Drow dwell exclusively underground, carving great cities of stone and crystal. They are related to the elves of the surface world and share their love of nature and magic. Drow typically weigh about 120 pounds and are from 5 to 5½ feet tall. They are talented fighters and gain powerful magic through the worship of their strange subterranean deities. They have a strong resistance to magic, as reflected in their saving throws.

**Prime requisites:** A drow with at least 13 STR and WIS gains a 5% bonus to experience. A drow with at least 13 STR and at least 16 WIS gains a 10% bonus.

## Combat

Drow can use all types of weapons and armour.

## Detect Secret Doors

Drow have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

## Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

**Holy symbol:** A drow must carry a holy symbol (see the equipment lists).

**Deity disfavour:** Drow must be faithful to the tenets of their alignment, clergy, and religion. Drow who fall from favour with their deity may incur penalties.

**Magical research:** A drow of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. On reaching 9th level, drow are also able to create magic items.

**Spell casting:** A drow may pray to receive spells from their deity. The power and number of spells available are determined by the character's experience level. Drow have the same spell selection as clerics (see *Old-School Essentials Classic Fantasy*). At 1st level, a drow may only pray for the *light* (*darkness*) spell, but from 2nd level, the character may pray for any spell on the spell list. Drow can also pray for the magic-user *web* spell, from 3rd level.

**Using magic items:** As spell casters, drow can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves).

## Immunity to Ghoul Paralysis

Drow are completely unaffected by the paralysis ghouls can inflict.

## Infravision

Drow have infravision to 90' (see *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

## Light Sensitivity

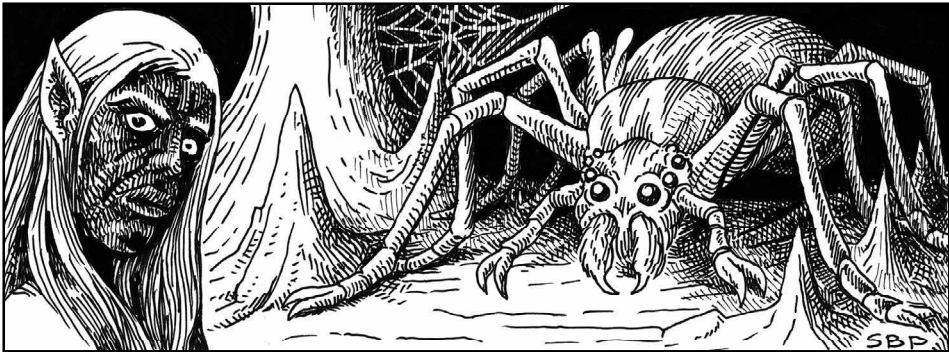
When in bright light (daylight, *continual light*), drow suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Drow Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	12	1†	–	–	–	–
2	4,000	2d6	19 [0]	12	13	13	15	12	2	–	–	–	–
3	8,000	3d6	19 [0]	12	13	13	15	12	2	1	–	–	–
4	16,000	4d6	17 [+2]	10	11	11	13	10	2	2	–	–	–
5	32,000	5d6	17 [+2]	10	11	11	13	10	2	2	1	–	–
6	64,000	6d6	17 [+2]	10	11	11	13	10	2	2	2	1	–
7	120,000	7d6	14 [+5]	8	9	9	10	8	3	3	2	2	1
8	250,000	8d6	14 [+5]	8	9	9	10	8	3	3	3	2	2
9	400,000	9d6	14 [+5]	8	9	9	10	8	4	4	3	3	2
10	600,000	9d6+2*	12 [+7]	6	7	8	8	6	4	4	4	3	3

\* Modifiers from CON no longer apply.  
† At 1st level, a drow may only pray for the *light* (*darkness*) spell.

D: Death / poison; W: Wands;  
P: Paralysis / petrify; B: Breath attacks;  
S: Spells / rods / staves.



Listening at Doors

Drow have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring in Old-School Essentials Classic Fantasy*).

Spider Affinity

Drow live alongside many different species of spiders, including giant spiders. They can speak the secret language of spiders and gain a +1 bonus to reaction rolls when encountering spiders (see *Encounters in Old-School Essentials Classic Fantasy*).

After Reaching 9th Level

A drow may establish a subterranean stronghold or temple. If the drow is in favour with their deity, the complex may be bought or built at half the normal price due to the direct intervention of the deity. Once a stronghold or temple is established, the drow will attract followers (5d6 × 10 non-spell casting drow of 1st or 2nd level). These troops are completely devoted to the drow (never checking morale). The referee decides how many of the followers are 1st and 2nd level, and which are archers, infantry, etc.