

HOUSE CAPTAIN

CR 10

Male drow marshal 9^{MH}

NE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Listen +11, Spot +11

Languages Common, Drow Sign Language, Elven, Goblin, Undercommon

AC 23, touch 11, flat-footed 23
(+9 armor, +3 shield, +1 deflection)

hp 49 (9 HD)

Immune magic sleep effects

SR 20

Fort +8, **Ref** +4, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee +1 longsword +10/+5 (1d8+3/19–20)

Ranged +1 hand crossbow +7 (1d4+1/19–20)

Base Atk +6; **Grp** +8

Atk Options Goad^{CAD,MH}, Sadistic Reward*, poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

* See Chapter 2

Special Actions grant move action 2/day, major aura +2, minor aura +4

Combat Gear 1 dose of drow sleep poison, *potion of cure light wounds*, *potion of eagle's splendor*

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 14, Dex 10, Con 12, Int 14, Wis 10, Cha 18

Feats Goad^{CAD,MH}, Improved Initiative, Sadistic Reward*, Skill Focus (Diplomacy)^B, Weapon Focus (longsword)

* See page 52

Skills Bluff +12, Diplomacy +18, Disguise +4 (+6 acting), Gather Information +6, Intimidate +11, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Knowledge (history) +6, Knowledge (local) +7, Knowledge (nobility) +6, Knowledge (the planes) +4, Listen +11, Search +4, Sense Motive +8, Spot +11, Survival +0 (+2 underground, +2 avoiding getting lost and hazards)

Possessions combat gear plus +1 mithral full plate, +1 heavy steel shield, +1 longsword, +1 hand crossbow with 10 bolts, *ring of protection* +1, *cloak of resistance* +1

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Grant Move Action (Ex) As a standard action, a house captain can grant an extra move action to any and all allies within 30 feet. This extra movement does not affect the allies' initiative count.

Major Aura As a swift action, a house captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher.

Motivate Ardor: +2 bonus on damage rolls.

Motivate Attack: +2 bonus on attack rolls.

Motivate Care: +2 bonus to AC.

Minor Aura As a swift action, a house captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher.

Accurate Strike: +4 bonus to confirm critical hits.

Force of Will: +4 bonus on Will saves.

Master of Opportunity: +4 bonus to AC against attacks of opportunity.

Over the Top: +4 bonus on damage when charging.

Watchful Eye: +4 bonus on Reflex saves.



House captain

HOUSE CAPTAIN

House captains command the slaves and dark elves that make up the personal army of the house matriarch. Trained in strategy and tactics, captains put the combatants to good use on the battlefield. When not warring with a rival house or an external threat, they are nominally in charge of their house's security. Typically, a house captain is the first son (or the favored son) of the matriarch.

HOUSE WIZARD

Though they rank lower than clerics, drow wizards and their ilk are important to the survival of dark elf society. Their ingenuity and magical talent make possible many of the luxuries found in the cities. It is tradition for a matriarch to send her second or third son to study magic. The apprentice returns home only after he has learned enough to lend his power to the defense of the house and to fulfill his mother's wishes.

Many house wizards, such as the sample NPC below, study to become warmages. However, the eldest among them are more likely to be wizards or specialist wizards, preferring versatility to the raw destruction wielded by the younger upstarts.