

LESSER DROW

Lesser drow have the following racial traits.

Racial Abilities: These traits are in addition to the standard elf abilities in the *Player's Handbook*, except where noted.

- +2 Dexterity, -2 Constitution: The lesser drow have ruthlessly selected for agility at the expense of hardiness over countless generations. These adjustments replace the ability adjustments given for elves in the *Player's Handbook*.
- Darkvision: Lesser drow can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and lesser drow can function just fine with no light at all. This ability replaces the low-light vision noted for elves in the *Player's Handbook*.
- Weapon Proficiency: Lesser drow are automatically proficient with the hand crossbow, rapier, and short sword. These proficiencies replace those of standard elves.
- +2 racial bonus on Will saves against spells and spell-like effects.
- Spell-Like Abilities: A lesser drow with a Charisma score of at least 10 has the following spell-like abilities: 1/day—*dancing lights, daze, touch of fatigue*. Caster level equals the lesser drow's class levels.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds lesser drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the favored class entry for elves in the *Player's Handbook*.
- Darkvision: Lesser svirfneblin can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and svirfneblin can function just fine with no light at all.
- Stonecunning: This ability grants a lesser svirfneblin a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A lesser svirfneblin who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a svirfneblin can use the Search skill to find stonework traps as a rogue can. A lesser svirfneblin can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Lesser svirfneblin have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against spells and spell-like effects: Lesser svirfneblin are resistant to magic. This trait replaces the +2 racial bonus on saving throws against illusions given for gnomes in the *Player's Handbook*.
- +1 dodge bonus to Armor Class against all creatures: This trait replaces the +4 dodge bonus against monsters of the giant type given for gnomes in the *Player's Handbook*.
- Weapon Familiarity: Lesser svirfneblin may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by lesser svirfneblin.
- Spell-Like Abilities: 1/day—*resistance, daze, lullaby*. Caster level equals one-half character level, DC 10 + spell level + Cha modifier.
- +2 racial bonus on Hide checks: A svirfneblin is an expert at remaining unseen. This bonus improves to +4 underground.
- Favored Class: Rogue. This trait replaces the favored class entry for gnomes in the *Player's Handbook*.

LESSER PLANETOUCHE

All lesser planetouched have the following racial trait in common, in addition to all the racial traits detailed elsewhere in this book.

- Planetouched: Planetouched are humanoids (not outsiders) with the planetouched subtype. They are susceptible to spells and effects that specifically target both humanoids or outsiders. *Charm person* works against them, and so does *banishment*. This trait replaces the outsider entry in each planetouched description.

LESSER DEEP GNOMES

Lesser svirfneblin have the following racial traits.

Racial Abilities: These traits are in addition to the standard gnome abilities in the *Player's Handbook*, except where noted.

- -2 Strength, +2 Dexterity: Lesser deep gnomes are quick but not terribly strong. These adjustments replace the ability adjustments given for gnomes in the *Player's Handbook*.