

Drow of the Underdark Errata

The Vril Warrior

The following information appeared on pg. 123 of *Drow of the Underdark*, introducing the goblinoid vril:

This small humanoid has dark violet skin with black tiger stripes on its back and limbs. Dull yellow eyes peer out of a scrunched, batlike face with pointed ears and a wide mouth filled with sharp fangs. It is somewhat stooped, and its long arms hang down past its knees.

Vril are the product of dark elf wizards' experiments over many generations. These goblinoids are imbued with innate sonic ability and can alter the consistency of their own flesh.

Most vril are brutally trained as warriors by the drow to weed out the weakest specimens. The information in the statistics block is for one of 3rd level. The vril warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.



However, the accompanying stat block did not appear in the book. The vril warrior should make use of the following stats:

Vril Warrior CR 2

Vril warrior 3

Usually CE Small humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot –1

Languages Goblin, Undercommon

AC 15, touch 11, flat-footed 15

(+1 size, +4 armor)

hp 19 (3 HD); DR skinshift 1/day (5 rounds)

Resist sonic 5

Fort +5 (+1 against drow and spiderkind poison), **Ref** +1, **Will** +0

Weakness light blindness, vulnerability to poison

Speed 20 ft. (4 squares) in hide armor; base speed 30 ft.

Melee Medium mwk heavy pick +5 (1d6+1/x4)

Ranged javelin +4 (1d4+1)

Base Atk +3; **Grp** +0

Atk Options Dazing Shriek (DC 13)

Special Actions shriek 1/day (2d6, DC 13)

Combat Gear *potion of barkskin* +3, *potion of cure moderate wounds*

Abilities Str 13, Dex 11, Con 14, Int 8, Wis 9, Cha 6

Feats Dazing Shriek*, Weapon Focus (heavy pick)

*New feat described in the Vril Feats sidebar

Skills Balance +0, Climb +3, Hide +2, Jump +1, Listen +1, Spot –1

Advancement by character class; **Favored Class** barbarian; see text

Possessions combat gear plus +1 *hide armor*, Medium masterwork heavy pick, 5 javelins

Vulnerability to Poison (Ex) As a defense measure, the drow bred the vril to be particularly susceptible to drow sleep poison and spiderkind venom.

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

Skinshift (Ex) Once per day as a move action, a vril can alter the consistency of its flesh for a number of rounds equal to 3 + its Con modifier. For the duration of the effect, it gains damage reduction 5 against its choice of bludgeoning, piercing, or slashing damage.

Starting at 4th level and every four levels thereafter, a vril can use this ability one extra time per day (2/day at 4th, 3/day at 8th, 4/day at 12th, and so on).

Shriek (Ex) Once per day as a standard action, a vril can emit a horrible shriek, either as a 15-foot-radius burst centered on itself or as a 30-foot cone. Any creature in the affected area takes 1d6 points of sonic damage. A successful Reflex save (DC 10 + 1/2 the vril's character level + the vril's Con modifier) reduces the damage by half. A vril barbarian can use its shriek when raging.

The shriek's damage increases by 1d6 at 3rd level and every three levels thereafter (2d6 at 6th, 3d6 at 9th, and so on), up to a maximum of 4d6 points of sonic damage at 12th level. Skills Due to their longer arms and lanky build, vril have a +4 racial bonus on Climb checks. They also have a +2 racial bonus on Balance and Jump checks.