

RACES OF THE DARKNESS

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**Little Red
Goblin Games**

Little Red Goblin Games Racial Guide 3: Races of Darkness

Credits

-PRODUCER-
SCOTT GLADSTEIN

-DESIGNERS-
SCOTT GLADSTEIN, CALEB ALYSWORTH, CHRISTOS GURD, SASHA HALL

-EDITORS-
APRIL HALCOMB, IAN SISSON, JEREMIAH ZERBY, DAYTON JOHNSON

-ART-
MEGAN STEVENS AND AMANDA WEBB

-GRAPHIC DESIGN/LAYOUT-
SCOTT GLADSTEIN



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Questions? Comments? Contact us at:
ScottGladstein@littleredgoblingames.com

<http://littleredgoblingames.com/>

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The Underdark

Beneath the soil of the planet lies the terrain of the Underdark, a vast land the size of a large continent. A plethora of creatures and races dwell in the caves, caverns, mines, and tunnels that form the Underdark. Some can withstand heat better than others and live deeper underground. Some can withstand light better than others and commune to the surface on a regular basis. The Underdark is as vast and rich as the surface world.

GMing the Underdark

The races that live in the Underdark have weaknesses to light or similar racial features, due to their development in the Underdark's terrain and geography. Therefore, GMs who plan a campaign in the Underdark should note the various class features of his players that could be potentially very powerful against such races. For instance, the alchemist's sun bomb discovery class feature should only be allowed tentatively because it is rife with abuse potential. The GM should be aware, cautious, and plan alternatives for such features.

Underdark Geography

The Underdark is categorized by scholars into four layers. The first three are geologically located in the continental crust of the planet, and the fourth is located in the mantle. The heat of the core of a planet grows hotter exponentially as the distance from the crust increases.

THE TWILIGHT LAYER

The zone closest to the surface is called the twilight layer. This area is 0 to 500 feet below the surface, and most creatures who live here are only quasi-subterranean. Their major food sources include root plants and other surface-growing edibles. Most creatures in this zone either prey on surface dwellers, use the underground as protection against surface threats, or both. The twilight layer has access to direct sunlight, and those that reside here often have no issues with exposure to it. Elements of the Underdark that lie within mountains are classified as being within the twilight layer, as this layer is defined by the ease of access to the surface.

Inhabitants: Dark folk, dwarves, kobolds, pech, ratel, sunkids, svirfneblin, and trolls.

THE DUSK LAYER

The second layer is known as the dusk layer, and it is a transitional zone. It is where the majority of Underdark creatures live. It is between 500 feet and 30 miles from the crust of the planet. Geologically, this is the continental crust or oceanic crust of the planet. While logically, the entire core of a planet should be hot, this layer is simply warm. However, it is warmer farther from the crust, and the heat of the whole layer can range from 50 to 120 °F normally. No natural light makes its way to the dusk layer, and only artificial illumination guides the way for those without darkvision. It is either very moist or very dry depending on the surface of the crust above.

Inhabitants: Arachno, Dark folk, drow, duergar, svirfneblin, trolls, kabouters, kobolds, pech, and dwarves.

THE MIDNIGHT LAYER

The third layer, known as the midnight layer, is 30 to 100 miles from the crust. Absolute darkness is the mainstay of this layer, and sustaining life can be very difficult. Very little food can be grown here, and there are patches of ambient “midnight gas” which render an area in shadows so dark that even those with darkvision become blind (as per deeper darkness). Unlike the dusk layer, the midnight layer is already hot and, like the dusk layer, also becomes hotter as the distance from the crust increases. At its entrance, it is about 380 °F and can reach 750 °F at its deepest reaches (for context, paper burns at 451 °F). In game terms, a creature in the midnight layer takes 1d10 points of fire damage per round at even the coolest reaches of the midnight layer. Creatures take an additional d10 fire damage for every 200 additional degrees (maximum 3d10 which is as hot as the elemental plane of fire). Most creatures who live this far from the crust have ways to manage the heat but, even still, trips to the midnight layer are grueling and dangerous. It is mostly reserved for mining.

Inhabitants: Derro and duergar.

THE DEEP DARK

After the midnight layer, the deep dark represents depths below 100 miles. This is generally the mantle of the planet’s core. The temperature at the start of the deep dark ranges from about 900 to 1,600 °F and is even higher after the 100-mile mark. It is also called “the molten sea” or “the red depth” by various Underdark cultures. Occasionally, elementals will reside in this layer but very little study has been made of it.

Inhabitants: Elementals.

Underdark Culture

The following gives a small snapshot of Underdark culture by overviewing basic needs, politics, travel, and slaves.

BASIC NEEDS

Food:

The cultivation of various low-light, low-water edible crops such as mushrooms, mosses, ferns, liverworts, and even some root plants consist of the majority of the vegetable diet of Underdark creatures. Meat can be cultivated from the various vermin and other creatures that live underground. Magic can produce a wealth of food, and raids on or trade with the surface world can supplement any additional needs. “Fairy farms” are often seen on the surface and, to surface dwellers, they seem to be wild vegetable farms with no one to tend them. In reality, they are tended from below, and a sentry is often watching from a concealed location nearby.

Air Circulation:

One option for clean, fresh air and to maintain air circulation is to use small “air grates,” which are tiny apertures to the elemental plane of air. Some air grates suck air in from the plane, and others export old air out of the Underdark. Sometimes, small shafts run to the surface or along underground rivers that allow oxygen to exchange directly with the surface. These are always guarded and well hidden.

Some forms of mushrooms, known as “foa” (elven for “puff of breath”) rapidly convert carbon monoxide into oxygen. This is how the first settlers survived. They initially existed in caves rich with carbon monoxide.

Many races who live underground have learned to respire with less oxygen.

Water:

The main source of water is from underground rivers and aquifers. Many societies collect the water that drips from the surface to supplement their supplies.

The use of magic to create small portals to the elemental plane of water or to other points in the world where water is plentiful is quite common. Oftentimes, it is the responsibility of a day-traveler (a denizen of the underground trained to walk on the surface world) to secretly place these portals in far-off bodies of water.

POLITICS

Wars and Raids:

Large-scale troop movement is a liability in the tight underground tunnels. While maintaining a large defensive force is viable to defend a city, it is impractical to employ large numbers of fighting men. Wars are fought with “raids” of 5-20 people. These are small parties who attempt to infiltrate and cripple an opponent’s life-sustaining facilities. Their missions are often assassinations of key political or military figures, the destruction or tainting of food stores, the collapse of vital tunnels that serve as supply routes or air circulation channels, desecration of holy sites, or other impediments to the vital functions of a society.

Isolationist Societies:

Societies underground are there for a reason, and not all of the reasons selected are biological. Some isolate themselves from the world at large and wish to be left to their own devices. This creates a barrier to trade and cultural diversity, which leads to homogeneity, perpetuation of conservative norms, poverty, drastic unequal distribution of wealth and power, and/or racial/cultural xenophobia. Societies tend toward monarchies or other forms of absolute authority vested in a single individual (or a caste, in the case of an oligarchy).

Drow Politics:

Drow politics make a great deal of sense, even if asinine at first glance. Their legal system is based on one’s ability to perform. It is a variation on “might makes right.” A crime has only been committed if someone has been caught. A stealthy drow will not be caught; an intimidating drow will not be charged; a smart drow will get someone else to do it for him; and an eloquent drow will disprove the charges. Thus, it is only the weak and/or stupid drow who is caught. Those who are caught (or framed) are killed or worked to death. This keeps the drow gene stock trim and in good standing. It fosters brutality and cunning, something their constant fights for survival and dealings with infernal beings require.

Drow are split into tight-knit houses that are comprised of nobility and vassals. Nobility keeps the workers and slaves in order and reap all the rewards of their labor. These nobles are responsible for their charge’s food and care, but they see any price they have to pay for this as a “slave tax” and intentionally starve and abuse them regularly (for both economic gain and pleasure).

Each drow house has a patron demon or devil whom they serve. Houses jockey for the attention of more and more powerful patrons. Those with coveted contracts will often be targeted by other houses. The drow, as a whole, benefit immensely from these dealings and have become fabulously wealthy as a result.

Duergar Politics:

In duergar society, might makes right. On paper, they are an imperial monarchy, but in reality, the strongest warlords seize power. In effect, this makes them a military oligarchy. Old and powerful clans work behind the scenes to position their kinsmen in key locations to assure military control. All citizens are required to serve in the military or other state-sponsored activity. Everything in duergar society is strictly regulated and “for the greater good.” This outlook is skewed because the rich get richer and the poor die in shallow graves from starvation. Crime and revolts are common in duergar society. Some are legitimate peasant uprisings; some are disguised inter-clan wars; and some blur the

line between genuine revolt and political agenda. Long ago, a genuine grassroots communist/socialist uprising occurred and managed to hold power for a decade before being corrupted from within. The last vestiges of the good intentions can be seen in some of the political manifestors of the duergar, but it is so buried under the dung of political malfeasance that nothing effective remains.

Duergar clans are honor-bound to one another and, although they are typically an evil race, they respect their clansmen. They work together to commit greater evils and obtain personal power. Trust between duergar is measured by blood relations. A duergar cannot dishonor his brother, for example, but is permitted to cheat his second cousin. Powerful heads of families have enormous political sway; even though they may hold relatively inconsequential positions governmentally, they often sit on committees who appoint other positions so they can place their kin in favorable locations.

A “blood tax” is a bribe and oath of fealty made to a clan head for a position of power. To pay a blood tax, a duergar must swear to follow a clan lord as if he were his father, but the clan lord is not expected to reciprocate by treating him like his son. This can be a dangerous arrangement; if every courtesy is not observed, the clan lord can act with impunity towards his new ritually bound “son.”

TRAVEL

It is difficult to travel from location to location within the Underdark over any great distance. While it is the size of a continent, the webwork of tunnels is convoluted and not always interconnected. Entire underground societies are isolated from others, and their only connections to the surface world are a few well-hidden entrances. Most of the Underdark’s various kingdoms and societies reside on the dusk layer. Personal travel is done via footpaths, mostly, and slave-drawn carts are used to transport larger cargo. The width of the tunnels is very important. Larger “main” tunnels are able to support the exchange of trade goods, but are harder to defend as they potentially allow larger forces to be deployed in them, and are at greater risk of collapse. Smaller passageways slow travel, but make for easier defensive options and can be built quicker.

Rather than signposts, cultures use more covert ways to leave markers. The drow are famous for planting mosses and fungi of different colors to denote hidden passages, intentional dangers, traps, etc. Duergar use thick doors and heavy fortifications to protect their passageways; this often means their networks tend to require more upkeep than other races because they must be manned.

SLAVES

As many races of the Underdark are evil, slavery is a common occurrence. Underdark societies raid the surface people and each other to fill their slave labor forces. The drow and the duergar are the most notorious of the slave-owning races, but almost every race makes use of them.

Underdark Races

Arachno Dridr Base Race

A drider is a monstrous race not typically suited to low-level adventures. A drider can be created in one of two ways. The first is to be painfully transformed into the hulking spider abomination via a powerful ritual, as a gift from the Spider Queen (see the Dridr Ritual below). The second is to be naturally born. Natural-born driders are known as brood-born driders to transformed driders, arachno amongst their small communities, and spiderkin to those who know of them on the surface. It is said that the arachno were the result of a priestess in drider form giving birth to a child. It is unknown who her mate was, but her loins birthed the arachno's early ancestors.

Arachno are smaller and more delicate than their drider relatives, resembling black widows and standing about the height of humans when walking. Their upper torsos are those of slender drow but with pale blue or lavender skin. Their faces are more angular, coming to a pointed chin, and they have small shallow set eyes with red irises. Small spider-like fangs hide in their mouths and are connected to an atrophied venom sack.

Most arachno are of evil alignments, finding pleasure in not only the act of killing but also slowly draining their victims of blood.

Racial Traits

- **Ability Score Racial Traits (0):** Arachno are limber and spiritualistic due to their connection with the Spider Queen. Arachno characters get +2 Dexterity, +2 Wisdom, and -2 Charisma.
- **Type (3):** Arachno count as aberrations for any effect related to race.
- **Size (0):** Arachno are Medium creatures and have no bonuses or penalties due to their size.
- **Speed (2):** Arachno have a base speed of 30 feet* and a natural climb speed of 20 feet.
- **Languages (0):** Arachno begin play speaking Elven and Undercommon. Arachno with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Gnome, and Goblin.
- **Spell Resistance (2):** Arachno gain spell resistance equal to 6 + their character level.
- **Natural Armor (2):** Arachno have a tough exoskeleton granting them a +2 natural armor bonus.
- **Darkvision (-):** Arachno can see in the dark up to 60 feet.
- **Light Sensitivity (-1):** Arachno are dazzled as long as they remain in an area of bright light.
- **Quadruped (2):** Arachno have 8 legs. This grants them a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed*.
- **Shadow Hunter (4):** Arachno gain a +4 racial bonus on Stealth checks while in areas of darkness.

RACIAL POINTS: 14

*Arachno would have a 20 feet base land speed if it were not for the +10 bonus to their base land speed from quadruped. The bonus is already included in their speed.

Alternate Racial Traits

(All replace the Shadow Hunter racial trait.)

- **Web:** Once per day as a spell-like ability (*web*), arachno can cast web using their character level as their caster level.
- **Fangs:** Arachno have larger fangs and gain a 1d3 bite attack.
- **Web of Lies:** Arachno gain a +4 on Bluff and Sense Motive checks.

Arachno are notoriously quiet, speaking only in soft whispers amongst themselves and rarely to outsiders. They are extremely xenophobic, having lived a harsh existence in an environment where the dark passages of their underground world could hide any number of murderous creatures. They subsist almost entirely on captured prey and rarely venture out of their small dens which are home to 3-10 arachno. They occasionally raid the surface world, leaving havoc and terror in their wake.

However, some may occasionally live in drow cities where they are shown respect for their talents with assassination. Even in spite of their wickedness, arachno are not without their graces. They are cunning and wise, possessing long memories and exploring the ins and outs of the politics of local creatures. Many have even risen to prominence in drow cities as priestesses of the Spider Queen due to their cruel ways.

The Drider Ritual

Drow turn creatures into a drider for two reasons. It is either an honor or a twisted punishment. Those who serve the Spider Queen may be blessed with the opportunity to serve her as one of her favored guardians with the drider ritual. This is often the best a male drow in her service can aspire to and most of her driders come from male devotees. Other times, drow or even elves are punished by having their body twisted into a spider monstrosity and cast out into the Underdark to die.

The ritual takes 2 weeks complete and involves ritual materials, poisons, and other toxins that cost a total of 1,000 gp per HD of the creature being converted. The creature must be of the elven subtype. There is no alignment requirement, but if the creature is of either the lawful or good alignment, the creature receives a Will save (DC 25) to resist the final transformation and die if he wishes. If a scroll of undetectable alignment is also used as part of the ritual, the creature being transformed does not receive such a save.

To begin the ritual, the creature, who must be unconscious, is swaddled in a spider-silk cocoon. Three doses of a poison are administered to the creature with a ritual dagger. The creature receives a Fortitude save (DC 20). The DC increases by +2 for each additional dose after the first. The poisons render the creature paralyzed for 3d6 hours and gives him a -4 penalty on Fortitude saves. Penalties from additional doses do not increase this penalty. The creature may willingly fail the Fortitude save if he desires.

While still paralyzed, the creature is fed the egg sac of a spider. This egg sac has to be ritually prepared by 1 hour of prayer to the Spider Queen.

Dark Folk

3The next dose of poisons allow for a Fortitude save (DC 20) and causes -1 point of Constitution damage if the save is failed. The poison is administered once per hour until the creature has 0 Constitution left and dies. At this point, lawful or good creatures receive their Will save. Otherwise, the creature being converted is restored to life by draining the life from the ritually prepared egg sac inside him.

For the next 5+1d10 days, the creature painfully morphs into a spider-abomination. Each day, the creature must make a Fortitude save to stay alive and not give in to the pain. The DC is 10 + the number of previous days. The creature may not willingly fail this save. Drow receive a +4 racial bonus against this effect. Failure kills the prospective drider due to the shock of the metamorphosis.

Driders who are not created from the faithful of the Spider Queen do not gain the spell-like abilities or spells known of a drider. Such creatures, often simply called "abominations," have one or more legs broken before they are drugged and placed somewhere dangerous in the Underdark where they will surely die.

Dark Creeper Racial Traits

- **Ability Score Racial Traits (0):** Dark creepers are thin and agile but decidedly unpleasant, and have a repressed intelligence. Dark creeper characters get +4 Dexterity, -2 Intelligence, and -2 Charisma. The adjustments for them being Small size have been included in this ability score adjustment.
- **Size (0):** Dark creepers are Small creatures and gain a +1 bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Type (0):** Dark creepers count as humanoids with the dark folk subtype for any effect related to race.
- **Speed (0):** Dark creepers have a base speed of 30 feet (despite their size).
- **Light Blindness (-2):** Dark creepers are blinded for 1 round if exposed to bright light, such as *sunlight* or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.
- **Dark Folk Magic (6):** Dark creepers with Wisdom scores of 11 or higher also gain the following spell-like abilities: (At will) *darkness*, *detect magic*. The caster level for these effects is equal to the dark creeper's level. The DC for these spells is equal to 10 + the spell's level + the dark creeper's Wisdom modifier.
- **Languages (1):** Dark creepers begin play speaking Dark Folk and Undercommon. Dark creepers with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Low-Light Vision (1):** Dark creepers can see twice as far as humans in conditions of dim light.
- **See in Darkness (4):** A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness.

- **Death Throes (Su) (2):** When a dark creeper is slain, his body combusts in a flash of bright white light, leaving his gear in a heap on the ground. All creatures within a 10-foot burst must make a Fortitude save (DC 10 + 1/2 character level + Constitution modifier) or be blinded for 1d6 rounds.

RACIAL POINTS: 12

Dark Stalkers

Dark stalkers are a higher caste and a rarer breed. The relationship between dark creepers and dark stalkers is not unlike the relationship between drow and drow nobles. Stalkers are considerably stronger, have a much higher standing socially, and are not as well-suited to becoming player characters.



A dark stalker has the same racial traits as a dark creeper with the following exceptions. The following racial traits replace the dark creeper counterparts:

- **Ability Score Racial Traits (4):** Dark stalker characters get +4 Dexterity, +2 Constitution, +2 Strength, -2 Intelligence, and -2 Charisma.
- **Size (0):** Dark stalkers are Medium creatures and have no bonus or penalty for their size.
- **Dark Folk Magic (12):** Dark stalkers with Wisdom scores of 11 or higher also gain the following spell-like abilities: (At will) *deeper darkness*, *detect magic*, *fog cloud*.

The caster level for these effects is equal to the dark stalker's level. The DC for these spells is equal to 10 + the spell's level + the dark stalker's Wisdom modifier.

- **Death Throes (Su) (4):** When a dark stalker is slain, his body combusts in a flash of white-hot flame. This acts like a fireball that deals 1d6 points of fire damage per 3 HD of the dark stalker to all creatures within a 20-foot-radius burst. A Reflex save (DC 10 + 1/2 character level + Constitution modifier) halves this damage. A dark stalker's gear and other possessions are unaffected by this explosion.

RACIAL POINTS: 24 (+12 TO A DARK CREEPER)

Derros

Derros are genetic monstrosities that can claim fey ancestry. Twisted both mentally and physically by some long forgotten curse or ailment, they blister and die fantastically when exposed to sunlight. They appear like small, dwarf-like creatures with pale blue or white skin and oversized eyes stuffed into sockets too small for them. They have only four fingers on their skeletal hands. In their madness, they have experimented on stolen surface dwellers extensively in an attempt to find out why they can walk in the sunlight and the derros cannot.

Racial Traits

- **Ability Score Racial Traits (0):** These bizarre little monsters are notoriously hard to kill and have a powerful, but misguided, passion that urges them on. Derro characters get +2 Constitution, +2 Charisma, and -2 Wisdom.
- **Type (0):** Derro count as humanoids with the derro subtype for any effect related to race.
- **Size (0):** Derros are Small creatures and gain a +1 bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Speed (-1):** Derros have a base speed of 20 feet.
- **Languages (0):** Derros begin play speaking Aklo and Undercommon. Derros with high Intelligence scores can choose from the following languages: Abyssal, Dwarf, Common, Draconic, Drow Sign Language, Gnome, and Goblin.
- **Darkvision (2):** Derros can see in the dark up to 60 feet.
- **Vulnerability to Sunlight (-2):** Derros take 1 point of Constitution damage after every hour they are exposed to sunlight.
- **Poison Use (1):** Derros are not at risk of poisoning themselves when handling poison.
- **Madness (4):** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier and are immune to insanity and confusion effects. Only a miracle or wish can remove the derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.
- **Spell-Like Abilities (9):** Derros gain the following special spell-like abilities:
 - At will- *darkness*, *ghost sound*
 - 1/day- *daze*, *sound burst*
 - The caster level for these effects is equal to the derro's level.

RACIAL POINTS: 13



Kabouters

The little mushroom folk of the Underdark are one of the few inhabitants who are without the taint of a wicked heart. Their diminutive forms, quite similar to halflings or dwarves though even shorter, are topped with a hat-like mushroom of a few varieties. Kabouters are born without coverings on their heads and their brains are only protected by skin and muscle (not bone). An interesting symbiotic relationship has developed with a kind of mushroom that they cultivate. Once planted, it takes root and grows with them. By the time the kabouters reach maturity, the mushroom caps on their heads are typically 1.5 to 3 feet in diameter. Height depends on the variety, as some are conical and others more bulbous, so they can be anywhere from 1 to 3 feet tall. Families cultivate and use unique breeds of these mushrooms. This helps kabouters differentiate between clans or families at a glance.



Kabouters relationships with their mushrooms are beneficial. The mushroom feeds off nutrients in the blood of the kabouter, and the kabouters themselves gain the benefits of the mushroom's spores. The special spores of kabouter mushrooms have an invigorating effect on its host and is something of a panacea. In addition, it helps kabouters blend in and hide in mushroom rich underground caves.

The most hated enemies of the kabouters are the myceloid for whom they are often mistaken. Kabouters are humanoids who grow mushrooms on their heads, and myceloids are murderous living mushrooms who consume rotting flesh. Myceloids have a particular taste for kabouter, and myceloid raids are the stuff of nightmares for kabouters.

Kabouters are a homely lot who hide themselves away far from the other underground races. They keep their cities comparatively close to the surface and often interact with local friendly surface races. While they are generally very polite, kabouters are shy and insecure as a race, and as such, relations with a local community of another race is often initiated by the surface dwellers. They are often called "mushroom-folk," "cappers," or "pilz" by the few surface dwellers they interact with.

Kabouters are skilled alchemists and healers, using their mastery of underground agriculture to create pharmacological wonders. Disease is almost unknown amongst the kabouters, and even grievous injuries are healed with ease. Such wounds are rare, however, as war and other forms of armed conflict are exceedingly rare occurrences.

Only when others attack them do the kabouters try to defend themselves. Even then, kabouters would prefer to abandon a settlement and start a new one rather than face an enemy. They are quite adept at disguise and camouflage, and they build their small towns to blend into their surroundings. So skilled are they that a drow could wander through a kabouter city and never know it was there if he was not looking for it.

Racial Traits

- **Ability Score Racial Traits (0):** Kabouters are small but hardy folk who have a rich tradition-driven culture. Kabouter characters get +2 Constitution, +2 Wisdom, and -2 Strength. The adjustments for them being Small size have been included in this ability score adjustment.
- **Size (0):** Kabouters are Small creatures and gain a +1 bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Type (0):** Kabouters count as humanoids with the kabouter subtype for any effect related to race.
- **Speed (-1):** Kabouters have a base speed of 20 feet.
- **Languages:** Kabouters begin play speaking Common and Terran. Kabouters with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).
- **Low-Light Vision (1):** Kabouters can see twice as far as humans in conditions of dim light.
- **Darkvision (2):** Kabouters can see in the dark up to 60 feet.
- **Mushroom Cap (6):** The pharmacological miracles their mushroom cap provides grant kabouters a +2 racial bonus to Heal checks and a +4 racial bonus on saves against poisons and diseases.

- **Spore Cloud (Ex) (4):** Once per day per 3 HD, a kabouter can send out spores as a standard action in a 10-foot radius burst centered on himself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the kabouter's spores. A creature affected by the spores is sickened for 1d3 rounds if they fail a Fortitude save (DC 10 + 1/2 HD + Constitution modifier of the kabouter). The spore cloud does not hamper vision. A kabouter is immune to the effects of their own spore cloud (but not to that of other kabouters).

RACIAL POINTS: 12

Kobolds

Kobolds are small, weak reptilian creatures that eke out an existence in the corners of the world, away from prying eyes. Detested by many and considered vermin by numerous other races, the xenophobic tendencies of many kobold societies is unsurprising. Their sheer numbers and ingenuity are all that has kept the race from being swallowed up by an unforgiving world. When the best a tribe can hope for is to become de facto slaves for a dragon, the state of the tribe's people becomes obvious to even a casual observer. A few tribes that broke free of the race's degenerate reputation host some of the most progressive societies in the Underdark. Hidden away from the slings of other races, they flourish, waiting for the day when it will be their turn to stand on the highest peaks of civilization.

Jaksear (Deep Kobolds)

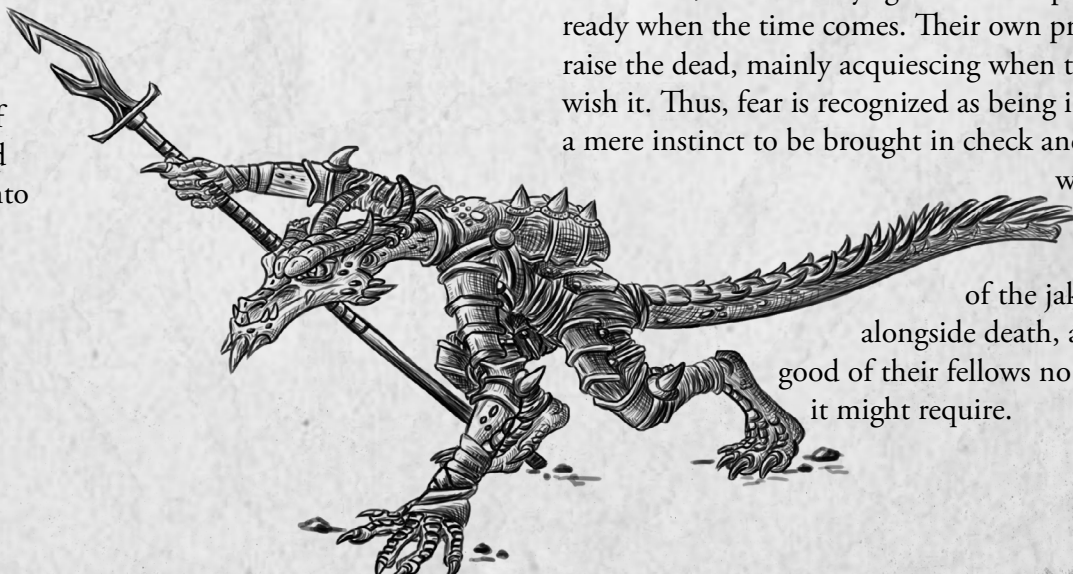
Jaksear are the descendants of an ancient tribe of kobolds who sought to lose their enemies within the heart of the world. With intense heat, little light, and less sapient competition, these kobolds, referred to as “deep kobolds,” became the dukes of the lower layers. Where heat stroke became a serious concern, the jaksear built networks of great mine-homes that grew to become their capital cities within a generation. As they spread, their culture clashed with other races who had attempted to brave the depths, and even a triumphant victory that left many kobolds dead seldom netted any real gain for the invaders due to the barren environment. Soon, the invaders stopped trying, and the jaksear were given the opportunity to expand their small tribes without interference from other races. The ferocious predators inhabiting the lower layers that the jaksear had dealt with so readily became training exercises for their warriors.

While short-lived compared to the drow elves, the long-lived kobold elders could still impart their wisdom to the new blood. Considering the quick maturation of kobolds, this meant that a single elder of 50 years could live to speak to 10 or more generations before his time might be up. This huge burst of culture caused hundreds of branches, and within 200 years, the number of tribes and clans became nigh uncountable. Running out of room in the lower layer meant that newer clans had to emigrate to the higher levels, resulting in a sudden appearance of kobolds that were nearly fearless given their size and who were capable of packing up and disappearing into the depths at a day's notice.

The overwhelming cultural consensus for jaksear, from living in such a brutal environment, was that they would do whatever it took to survive. Though a great number died, the frugal kobolds eventually overcame obstacle after obstacle. Great written records on fabrics woven from stringy fungus and plants specially bred to survive the heat ensured that any information gathered by a prior generation was available, even to those who had their elders pass away. Combat techniques honed through fast-growing generations of warriors and magic exchanged by circles of magicians all working towards a common goal ensured that any obstacle that stood against them would fall, given enough time. This explosive growth of power also led to countless power plays and machinations that led to near chaos in the ruling bodies. As such, many of the modern tribes divorced themselves from the main conglomerate to ensure a simpler way of life, some even moving all the way to the surface, where they live in secretive, tight-knit societies.

For the jaksear, challenges are things that will always be overcome. Life is ever-changing for them, and they accept that nothing is permanent. Death is a constant shadow hanging over the heads of all things, great and small. To the jaksear, their dead are to be mourned, then remembered by those that survive, spoken of as though they still walked and learned from as they acted. Thus, jaksear are taught to accept death from a young age but to run from it until their hearts give out; to protect their own even though they may suffer death themselves; and to always give death respect and be ready when the time comes. Their own priests seldom raise the dead, mainly acquiescing when the dead's allies wish it. Thus, fear is recognized as being irrelevant, a mere instinct to be brought in check and replaced

with cold reason. This is the way of the jaksear; to live alongside death, acting for the good of their fellows no matter what it might require.



Jaksear have black or dark gray scales with a rimming of red, and eyes that are reminiscent of heated stone or burnt earth. They often mark themselves with scarification, or trophies of past conquests. Most are neutrally aligned, having to undertake both good and evil actions in order to survive, and learning to break the rules when it is called for.

Racial Traits

- **Ability Score Racial Traits (-1):** Jaksear are agile, hardy, and carefully observant, always compensating for their weak physical forms. Jaksear characters get -4 Strength, +2 Dexterity, and +2 Wisdom.
- **Type (0):** Jaksear count as humanoids with the reptilian subtype for any effect related to race.
- **Size (0):** Jaksear are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.
- **Speed (0):** Jaksear have a base speed of 30 feet.
- **Languages (0):** Jaksear begin play speaking Draconic. Jaksear with high Intelligence scores can choose from the following: Common, Dwarven, Elven, Gnome, Terran, and Undercommon.
- **Armor (2):** Jaksear's naturally scaly skin grants them a +1 natural armor bonus.
- **Darkvision (2):** Jaksear can see in the dark up to 60 feet.
- **Death's Craft (2):** Jaksear gain poison use and a +2 bonus on Craft (alchemy) checks made to create poison.
- **Pitch Dark (4):** Jaksear gain a +2 bonus to Stealth and Perception checks. Perception and Stealth are always class skills for jaksear.
- **Fatalism (2):** Jaksear reduce the duration of any fear effect they are subject to by half, to a minimum of 1 round. This includes any effect that causes the shaken, frightened, or panicked conditions.
- **Light Sensitivity (-1):** Jaksear are dazzled in areas of bright light.

RACIAL POINTS: 10

Svarik (Crystal Caverns Kobolds)

Not far below the surface of the land, near where a mighty river flows beneath the planet, the most advanced kobold society in the known world stays hidden, like a diamond in a coal mine.

This society, now known as the Crystal Caverns Confederate Provinces, is the conglomerate descendant of six allied tribes that were once ruled by a dragon. After the leader of the allied tribes murdered the dying dragon as its power waned, the tribes monopolized the crystal caverns that were the dragon's home. After some time of living in segregated communities under the same roof, they formed a confederacy after a month of deliberations. The confederacy decided it was in their best interests to forge the caverns into an impenetrable fortress that would be safe for any kobold who wished for acceptance into the alliance of the six tribes, like the castles of the surface races. To other kobolds, the confederacy and those belonging to it became known as the svarik, meaning "sky gem."

The Crystal Caverns exist in the twilight layer of the Underdark and derive their name from the masses of quartz crystals that stretch the six-mile length of the main cavern's ceiling. In spite of its large size, the fused dome of crystals grants the cavern stability. Some individual crystals are hundreds of feet in length, and seem to refract highly distorted sunlight from an unknown point on the surface. Though none know the true origin of the unusual structure, plenty of legends have been imagined by its residents. Some say a giant named Greeg constructed the cavern in an attempt to replicate the sky underground. Some claim a crystalline dragon raised hundreds of young here, and the crystals left are the remains of its strange eggs. Regardless of their origin, the crystals are very receptive to enchantments, and those in the ceilings of the caverns have been enchanted to radiate normal light for 12 hours a day and low light for the remaining 12.

Some small fragments of these crystals are placed in areas where seeing color might become necessary or carried around by those who need them. The rocky terrain has been carved into multi-story buildings, and the walls are coated in military outposts that meld into the rock face.

The sub-caverns have less prominent crystalline structures and are far smaller, being used for the mining of resources, shelter zones in case of an attack, and for allies whose residence in the caverns is temporary. For example, a local troglodyte tribe that the svarik are allied with often sends representatives who stay in the auxiliary caverns. Some of the sub-caverns are considered natural wonders and are not mined, but they have unavoidably been defaced over the years by residents. One is the Frozen Fire, a brilliant red crystalline structure that appears to have been liquified at some point because it stretches in a jagged line through one of the small thoroughfare caverns. The sub-caverns are also used to store dangerous goods, like artifacts or explosives, and to hold prisoners or conduct executions. Graveyards, a thing unheard of in most kobold cultures, began to form here as well after the death of the svarik leader who slew the dragon ruling the tribes. Recently, the posthumous king's grand mausoleum was magically moved from another location to a cavern closer to the main city.

The generations of kobolds raised in the caverns are noticeably stronger than the settlers, as though something in the nourishment they were given bolstered their bodies. Their immersion into the various cultures of the caverns was also positive. This gave scholars resources, comparably as good as the drow or duergar, compiled from the histories of the many tribes, and expressionists had plenty of diverse audiences to practice upon. With outside forces having little knowledge of the caverns, svarik culture and magical studies were able to progress freely without fear of aggression, for a time. A guild system developed based on the six main tribes: the magicians, the soldiers, the merchants, the miners, the farmers, and the artisans. Each guild contributes to the education of all those who occupy the caverns and provides a vital service. Young svarik who reach adult age are placed into a guild through a series of trials in a coming of age ceremony known as the Splitting, where the young are offered recruitment into one of several guilds following the trials. These change slightly each year, but often the guilds will allow even those who fail a trial but still wish to be recruited to undertake a more private trial.



An individual may seek to join any guild, but admittance is decided by a senior member. Senior members are held accountable for the actions of any whom they let enter as well. Each guild boasts a variety of profession choices, from warmages in the soldier guild who support the front lines and scouts with magic, to tomb-raiders in the artisan guild who steal secrets from other races through backwards-engineering and hefty research. Many occupations were born from past generations leaving one guild to enter another. Many guilds harbor unique traditions that have also bled over into the others, such as a gauntlet of peers for a soldier or intricate tattoos that are expanded with rank for a sorcerer. An individual's allegiance is always dedicated to the guild of which he is a member.

The purposely small treasurers' guild was created to provide a separate organization from the six main guilds to control the distribution of government wealth and monitor economic trends amongst the six. The treasurers' guild pays a lump sum to each of the six guilds; the guilds then issue pay to their members and use the remainder to acquire new equipment or other resources. Budgets are adjusted six times a year and are controlled by the treasurers' guild's decisions, and each guild vies for more wealth that must be taken from the budgets of other guilds. This results in intense competition between them to prove their worth. This dynamic drives the svarik society, creating a positive conflict that encourages society to continuously work towards betterment.

The smaller guilds tend to be governed by a larger guild but still retain autonomy aside from their budgets, which are controlled by a larger guild that receives specific allowances for that guild's exclusive use. Often these smaller guilds will take most, if not all, who ask for membership. The religious guild, for example, being the smallest in the caverns, is populated mainly by those who can find no work elsewhere or are impeded by injury or age. Because cultural union is more emphasised than religious affiliation, this causes the caverns to be severely lacking in divine magic as there are only a handful of true believers willing to tolerate its conditions.

This occurs despite the religious guild's association with the prosperous magicians' guild, who focuses exclusively on arcane magic and grants the religious guild only the minimum allowance. Thus the low population of the religious guild causes a constant demand for healing magic items throughout the caverns, purely a result of the guild's condition. Svarik without a guild are called the guild-less and are either those who have been expelled from a guild or have retired due to age; however, many work in a less strenuous occupation instead of retiring due to the stigma against the guild-less.

The svarik are ruled by a senate composed of representatives chosen by the various guilds by popular opinion, who remain until they choose to step down or perish. The senate is presided over by one or more head magistrates who are sworn to act for the good of the svarik and to advise the council of events outside of the stony walls of the crystal caverns. While the position is technically open to multiple parties, only in a few instances have there actually been multiple head magistrates at once. Many head magistrates are capable of using magic, as the information-gathering abilities magic provides them are invaluable. They are also the face of the svarik to outsiders, a welcoming hand to bring in prosperity and a closed one to bring down those who would ruin their home. It is considered the highest position of honor not associated with a guild. Most head magistrates listen to the voice of the people, for those who do not are soon chased out of office, at the worst considered guild-less, which is viewed as a burden on the caverns itself, and thus, to all.

Given the past conglomeration of the tribes, unity is such an important concept to the svarik that any new residents are sworn to uphold its ideals and are closely watched. Failure to do so can result in polite dismissal, and the act of gross betrayal can lead to banishment at best and horribly creative execution at worst. Svarik bicker and argue amongst themselves as much as their savage cousins but treat a wound to any as one to all, striking out with surprising force when threatened. Svarik readily chase away outsiders, except for trading with those who have goods they want. Most on

the outer shell of the caverns tend to be somewhat xenophobic. However, those on the inside trust the outer soldiers not to let any through who would harm the caverns and, as such, tend to be more curious, often doting upon the few outsiders who make it inside.

Svarik are usually Lawful in alignment, seeing the value of a structured society and regulations. Many are neutral with regards to good and evil, considering the fact that their race has been stamped on for generations by so-called “good people”. Some have a sadistic streak that they feel more comfortable exercising against someone or some race that has harmed them or any group of kobolds in the past. Only a few of that number would consider performing such acts on a fellow kobold.

The svarik are at the forefront of technology as well, a secret they keep closely guarded. A great store of adamantine, aluminum, and other metals has allowed them to smelt alloys such as duralumin, a light metal that they often use to armor vehicles. Soldiers often use magical firearms with alchemical propellant; farmers and miners use enchanted vehicles and tools to boost their yield; and the artisans and magicians craft enchanted items of all sorts. There are even rumors of magical prosthetics made in the caverns using duralumin plating and crystalline musculature; although, only those who possess one would know its true origin.

Racial Traits

- **Ability Score Racial Traits (0):** Svarik are quick, durable, and calculating or proud, depending on the individual. Svarik characters get -2 Strength, +2 Dexterity, and +2 to either Intelligence or Charisma (chosen at character creation).
- **Type (0):** Svarik count as humanoids with the reptilian subtype for any effect related to race.
- **Size (0):** Svarik are Small and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty on their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.
- **Speed (0):** Svarik have a base speed of 30 feet.
- **Languages (0):** Svarik begin play speaking Common and Draconic. Svarik with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Halfling, Orc, and Undercommon.
- **Armor (2):** Svarik’s naturally scaly skin grants them a +1 natural armor bonus.
- **Darkvision (2):** Svarik can see in the dark up to 60 feet.
- **Crystal Guild (2):** Svarik are raised in one of several guilds. They may choose one of the following skills at character creation: Appraise, Craft (any one), Heal, Knowledge (engineering), Profession (miner), or Spellcraft. The svarik gains a +2 bonus to that skill and always treats it as a class skill.
- **Observant (2):** Svarik gain a +2 bonus to Perception checks. Perception is always a class skill for a svarik.
- **Regimented (1):** Svarik are kept in order by strict social structure that suffuses their mentality. They gain a +2 bonus on saves against compulsion and pattern-based effects.
- **Firearm Familiarity (2):** Svarik are trained in the use of firearms from adolescence. They are proficient with all firearms as per the Exotic Weapon Proficiency (firearms) feat.
- **Light Sensitivity (-1):** Svarik are dazzled in areas of bright light.

RACIAL POINTS: 10

Pechs

Pechs are small and look quite frail but are actually surprisingly strong. These yellow-skinned creatures stand about 3 1/2 feet tall, and each has an overlarge head sitting atop his knobby-limbed body. Blank white eyes stare out of their gaunt faces. Despite this off-putting appearance, pechs are rather friendly but do prefer to be left alone to their own devices. However, some pechs feel that adventure might be a valid way to repopulate their race and improve their prowess, perhaps to the extent that they would no longer need to be left alone. These pechs are usually kicked out of their tribes for their beliefs, meaning that once adventure is chosen, there is no turning back.

Racial Traits

- **Ability Score Racial Traits (-1):** Pechs are strong, despite their size, but their seclusion and lack of travel have hampered them. Pech characters get +2 Strength, -2 Dexterity, and -2 Wisdom.
- **Type (3):** Pechs count as fey with the earth subtype for any effect related to race.
- **Size (0):** Pechs are Small creatures and gain a +1 bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Low-Light Vision (1):** Pechs can see twice as far as humans in conditions of dim light.
- **Darkvision (2):** Pechs can see in the dark up to 60 feet.
- **Light Blindness (-2):** When abruptly exposed to bright light, pechs are blinded for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Stone Knowledge (2):** Pechs have a +1 racial bonus on attack rolls and damage rolls against objects made of stone or earth and against creatures with the earth subtype.
- **Earthen Explorer (1):** Pechs always treat Knowledge (dungeoneering) and Profession (miner) as class skills.
- **Earth Mastery (1):** Pechs gain a +1 racial bonus to attack and damage rolls with weapons when both it and its opponent are touching the ground. If its foe is airborne or waterborne, pechs take a -4 penalty to attack and damage rolls.
- **Fey Resilience (4):** Pechs have DR 2/cold iron.

RACIAL POINTS: 11

Alternate Racial Traits

- **Son of the Surface:** Pechs are used to the lands above the depths. They do not have the light blindness racial trait, and this replaces the earthen explorer racial trait.
- **All-Terrain Combatant:** Pechs have a +1 bonus to attack rolls when in a ranger favored terrain. You must select a favored terrain from the standard list upon character creation for which this bonus applies. If you gain a favored terrain from a class feature, this bonus applies there too. This replaces the earth mastery racial trait.
- **Shattering of Stones:** Pechs with this racial trait are masters of breaking through the defenses of earthen creatures. They gain the Improved Critical feat against foes with the earth subtype and deal double damage against objects made of stone or earth. This replaces the stone knowledge racial trait.

Sunkids

Sunkids defy every preconception one might have about creatures that reside in the Underdark. They are cheerful, polite, and literally glowing. They resemble slight, childlike halflings with phosphorescent skin. Described as being very attractive by human standards, like tiny teen fashion models, they have very rebellious and fun-loving personalities. Sometimes called “fireflies,” they can draw power from solar energy and other sources of intense light. However, if they are exposed to an excessive amount of solar energy, they become sick as their bodies can only store so much energy.

Sunkids generally live near the surface, allowing them to recharge whenever necessary. They frequently trade with the surface world and occasionally roam it at night. Sunkids prefer to live underground, however, as they feel naturally exposed and unprotected when on the surface.

Their hair color is always vibrant and large and somewhat reflective. Their hair grows three times as fast as humans and is always voluptuous. The hair tends to have powerfully bold colors like violets, reds, neon greens, and bright blues. An unshorn sunchild can easily be weighed down by his hair if he is not careful, and many make it a habit to tend to their hair at least once every day or two.

Sunkids are hunted by drow, duergar, and all manner of wicked Underdark creatures. That being said, these creatures have a legitimate reason for wanting to hunt them. Sunkids are notorious for boldly raiding settlements and pranking other races. While sometimes this involves murder, it more often involves setting off thirty daylight bombs in the middle of a drow city during a festival time. Sunkids are relentless in their raids on other settlements, having made something of a cultural game out of it.

Sunkids do not have a particularly well-defined society. They live in small bands of 5-20 sunkids, and these bands generally inhabit the same or at least nearby caves. A sunkid can only advance in status by pulling off particularly bold and dangerous raids. Bragging plays a large part in their society. There are only two real “positions” within sunkid society. You are either “in,” or you are “out.” An “in” sunkid is liked by others and gets the full support of their society. An “out” sunkid has transgressed against the group and has to prove himself before he can be “in” again. Each little band has a leader, and everyone else is considered to be followers. It is more a bond of friendship that keeps sunkids together, and often times, a sunkid will be part of more than one band.

This kind of loose society does not allow sunkids to produce much industry or develop many systems of laws. For this reason, sunkids do a lot of trading with surface societies and frequently act as mercenaries or couriers for them. Sunkids are skilled at scavenging and will often trade goods they find on raids with the upper world.

Racial Traits

- **Ability Score Racial Traits (0):** Sunkids are a joy to be around, appear to dance across the ground as they move, and are full of energy, but their bodies never develop much beyond that of a human child. Sunkid characters get +2 Charisma, +2 Dexterity, and -2 Strength.
- **Type (0):** Sunkids count as humanoids with the sunkid subtype for any effect related to race.
- **Size (0):** Sunkids are Small creatures and gain a +1 bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Speed (-1):** Sunkids have a base speed of 20 feet.
- **Languages (0):** Sunkids begin play speaking Common and Gnomish. Sunkids with high Intelligence scores can choose from the following: Dwarven, Elven, Halfling, and Undercommon.



- **Sunchild (6):** When in an area of sunlight or similar effect (such as a *daylight* spell), sunkids can store energy. Each minute they spend in such light grants them 1 solar charge. They can hold up to their HD in solar charges. A sunkid can expend 1 solar charge to do any of the following things:
 - Glow as a torch for 1 hour per character level (minimum 1). This can be started or ended as a swift action.
 - Glow as per *daylight* as an extraordinary ability, using his character level as his caster level. Light cast in this fashion does not recharge a sunkid's solar charge. This can be started or ended as a swift action.
 - Mimic the effects of *flare* as an extraordinary ability, using his character level as his caster level.
 - Become full as if the sunkid had eaten a meal.
- **Sun Sickness (-1):** A sunkid who spends more than 30 minutes in a 24 hour period in bright light (anything that charges their solar charge) becomes overwhelmed and is sickened for as long as they were in the light.
- **Darkvision (2):** Sunkids can see in the dark up to 60 feet.
- **Flashy (-1):** Sunkids have strong, vibrant, reflective hair and eyes that make them easy to spot in the darkness. They receive a racial -2 penalty on Stealth checks.
- **Hatred (2):** Sunkids are in a constant struggle against drow and duergar and gain a +1 racial bonus on attack rolls against creatures of these elf (drow) and dwarf (duergar) subtypes.
- **Scavenger (2):** Sunkids gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

RACIAL POINTS: 11

Trolls

THE HORRIFIC JOKE

Trolls live by a code known as the “horrific joke.” The joke is, “We are big, dumb, vicious, and ugly, but so is everyone else.” It is a form of relativism, which puts a lot in perspective for troll-kind. They see everyone as:

- **Big:** You are always bigger than something else. This also points out that people are “clumsy.”
- **Dumb:** Someone or something else is smarter than you.
- **Vicious:** You are more vicious and warlike than something else. The ocean or a sunflower does not do much fighting.
- **Ugly:** Beauty is just a social construct that not everyone shares.

It is for this reason that trolls have a great deal of amusement at the antics of “civilized” folk. They see them dressing up in odd clothing (whose style changes every 5 years or so), practicing ephemeral customs and avoiding temporary taboos, feigning peace when they will soon go to war due to some “unavoidable” reason, and holding themselves as being high and mighty for their larger brains. Trolls do not always understand the finer points of this life-view, but they seem to have an intuitive understanding. Trolls have no misunderstandings; they see themselves as the biggest, dumbest, most vicious, ugliest brutes out there, but they do not make apologies for it. Scholars have called this the Tao of Troll, and ironically, much academic philosophical study has been dedicated to it.

PLAYING A TROLL

Trolls are not typically meant to be player characters. They are large-sized giants with regeneration. No GM in his right mind would allow a troll into a typical Pathfinder game. So let’s step out of our right minds and imagine a world where players can control monstrous oafs who giggle at the sight of a puny little pony with an odd man-shaped thing on its back who thinks he is going to kill a party of trolls.

Racial Traits

- **Ability Score Racial Traits (4):** Trolls are big, dumb, unapologetic, crude, mannerless, ugly brutes, and they love it. Troll characters get +4 Strength, +4 Constitution, -4 Intelligence, and -4 Charisma. The adjustments for them being Large size have been included in this ability score adjustment.
- **Type (0):** Trolls count as humanoids with the giant subtype for any effect related to race.
- **Size (7):** Trolls are Large (tall) creatures. As such, they suffer a -1 size penalty to AC and attack rolls, a -4 size penalty on Stealth checks, but gain a +1 size bonus to CMB and CMD.
- **Speed (0):** Trolls have a base speed of 30 feet.
- **Languages (0):** Trolls begin play speaking Giant. Trolls with high Intelligence scores can choose from the following: Orc, Common, Goblin, and Gnoll.
- **Low-Light Vision (1):** Trolls can see twice as far as humans in conditions of dim light.
- **Darkvision (2):** Trolls can see in the dark up to 60 feet.
- **Scent (4):** Trolls have the scent ability.
- **Claws (2):** Trolls have two claws that each deal 1d6 damage.
- **Bite (1):** Trolls have a bite attack that deals 1d4 damage.
- **Regeneration (10):** Trolls have regeneration 1 per 4 HD (minimum 1), and it is overcome by acid or fire.
- **Monstrous Intimidation (2):** Trolls may use their Strength score in place of their Charisma score to determine their bonus to their Intimidate skill. If their Charisma is higher than their Strength, they may use their Charisma.

RACIAL POINTS: 33

Breed

Trolls vary in terms of their breed due to regional differences. These racial traits increase/decrease the base racial points of the race and do not replace any existing racial traits, unless it is specifically noted. A troll may not select more than one breed.

- **Ice Troll (+2):** Ice trolls gain immunity to cold, but they become vulnerable to fire.
- **Rock Troll (-4):** Rock trolls have 120 foot darkvision. Their regeneration is overcome by fire and sonic rather than fire and acid. Rock trolls that are exposed to natural sunlight are staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunbeam* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.
- **Scrag (+2):** Scrag troll's regeneration only functions while they are in contact with water. However, scrag trolls gain a swim speed equal to its land speed + 10 feet.



Gods of the Underdark

Because of the Underdark's various cultures' limited exposure to the surface world, many have developed their own deities and religions revolved around said deities. While some are worshiped on the surface in small cults, the vast majority of their followers call the Underdark their home.

Table 3-1: Underdark

NAME	ALIGNMENT	DOMAINS	WEAPON	PANTHEON	SYMBOL
Spider Queen	LE	Law, Evil, Darkness, Death, Trickery, Animal (Spiders only)	Scythe	Drow	A Black Rose
Lady Nightshade	CE	Chaos, Evil, Death, Glory, Lust, War	Bastard Sword	Drow	An Inverted Purple Ankh With Eight Spider Limbs
Kal the Gray	LN	Law, Magic, Knowledge, Rune, War	Short Sword	Drow/ Elf	A Sword and a Lit Candle
Yraen the Beast	NE	Evil, Destruction, War, Madness, Animal (Spiders only)	Bite	Drow	A Spider in a Circle of Teeth
Nevis the Iron King	LE	War, Evil, Artifice, Protection, Glory, Law, Earth	Warhammer	Duergar	An Iron Maiden
Darya the Mighty	CE	Evil, Chaos, Strength, War, Darkness	Brass Knuckles	Duergar	A Brass Fist
Hermischk the Runestamper	NE	Artifice, Evil, Rune, Magic, Void, Healing, Plant (decay only)	Dwarven Ugrash	Duergar	A Red Hot Brand
Father Petrov	LG	Law, Good, Liberation, Community, Protection, Glory	Hammer and Sickle	Duergar	A Hammer and Sickle Crossed
Rumperdink the Collector	CN	Chaos, Travel, Earth, Luck, Knowledge, Trickery (Thievery sub-domain only)	Light Hammer	Duergar	A Coin and Thimble
Troll the Screamer	CE	Chaos, Evil, Community, War, Darkness, Death	Spiked Gauntlets	Troll	A Painfully Screaming Face

Troll the Eater	NE	Animal, Evil, Darkness, Death, Destruction, Strength	Claws	Troll	Bloody Intestines
Troll the Laugher	CN	Chaos, Darkness, Destruction, Charm, Madness	Clubs	Troll	A Backwards Human On a Horse
Troll the Sleeper	N	Protection, Darkness, Earth, Healing, Trickery	None	Troll	A Troll Face Without Eyes
Yarn Knickerbottom	NG	Good, Protection, Community, Travel, Plants, Healing	Quarterstaff	Kabouter	A Conical Purple and White Spotted Mushroom
Redstaarf	CN	Chaos, Trickery, Darkness, Earth, Luck, Liberation	Pick	Kabouter	A Round Yellow Mushroom with Green Spots

Spider Queen



ALIGNMENT: Lawful Evil

DOMAINS: Law, Evil, Darkness, Death, Trickery, Animal (Spiders only)

WEAPON: Scythe

PANTHEON: Drow

SYMBOL: A Black Rose

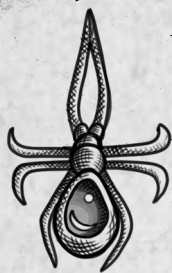
Once a powerful elf sorcerer who fell victim to a spurned lover, the Spider Queen is said to have been the first drow. It is said she created a race of children in her image and from her loins the drow race was born. She has a vicious, cruel, cunning demeanor with a machiavellian mind. Also called the "Mother of All Lies," the Spider Queen expects her followers to keep a tight lip on the workings of her church. The only way to progress in her favor is to learn the secrets of her worship by prying them from the lips of others. Oftentimes, this is done through torture or seduction. She often spurns her male followers, afflicting them with horrific poisons and toxins and cursing them to their deaths. She is seen as the patron deity of the drow and few others pray to her. She believes in twisting rules while still following them, making revenge all the sweeter.

She is only a demigod with power on the level of a demon lord, but her influence can be felt all the way up to the upper echelons of divinity. It is said that she has a black book with secrets on everyone in existence.

She is also the patron of all spiders and their kin. She encourages her followers to learn from the vicious lifestyle they practice. She holds no grudge against those who kill, only those who fall. She believes that worth is based on the outcome, not intentions, and the one who wins is all that matters.

The Spider Queen looks like an old but regal female drow with eight sets of eyeless sockets covered in cobwebs, six sets of arms protruding from her back, and eight fingers on each hand. Her symbol is a black rose with purple accents.

Lady Nightshade



ALIGNMENT: Chaotic Evil

DOMAINS: Chaos, Evil, Death, Glory, Lust, War

WEAPON: Bastard sword

PANTHEON: Drow

SYMBOL: An Inverted Purple Ankh With Eight Spider Limbs (four per side)

The daughter of the Spider Queen is Lady Nightshade. She is the mother of poisons and teacher of assassins. Unlike her subtle mother, Lady Nightshade is overt and glory-seeking. She claims her kills and offers rewards to those who dedicate their kills to her. Drow rogues, assassins, bounty hunters, and other murderers give praise to her loudly. She accepts both male and female followers and revels in sex. In some respects, she is a fertility goddess with wild parties thrown in her honor. The Spider Queen is disgusted by her daughter and worshipers of these two demigods often fight (but only Lady Nightshade followers do so openly). While not all worship her, most drow will invoke her name while going to war because she has dominion over such things.

Lady Nightshade appears as a physically imposing, extremely muscular female drow in heavy armor, with a bastard sword in one hand and her own heart in the other. She is almost always has short, cropped hair and a scar in the shape of a X next to her left eye. For this reason, many of her most devout followers keep their hair short and inflict a similar scar near their eye.

Kal the Gray



ALIGNMENT: Lawful Neutral

DOMAINS: Law, Magic, Knowledge, Rune, War

WEAPON: Short Sword

PANTHEON: Drow & Elf

SYMBOL: A Sword and a Lit Candle

Kal the Gray is the only male deity in the drow pantheon. He is a stoic, young male drow who holds his tongue and speaks slowly but with confidence. He serves as the Spider Queen's advisor in magical matters but is also her slave. Despite this, he is well regarded by all drow (male and female) and beseeched in times where patience is required. He is studious and maintains the delicate rules and laws of the drow's noble society. During court, his name is invoked for a "fair" (by drow standards) trial.

Many male drow worship him in hopes of bettering their lot in life, and as such, he is seen as the patron of all male drow. Kal the Gray appears as a gray skinned drow with blue flames for hair and four arms, two of which are always folded. It is said that elves also reach out to Kal and that he is trying to broker peace between the two races, but his motivation has never truly been explored due to his lowly status in the drow pantheon. Finally, he is a fierce warrior and mage, capable of defending himself and teaching others the art of war. Most male drow invoke his name prior to donning armor or drawing a weapon prior to a battle.

Yraen the Beast



ALIGNMENT: Neutral Evil

DOMAINS: Evil, Destruction, War, Madness, Animal (Spiders only)

WEAPON: Fangs

PANTHEON: Drow

SYMBOL: A Spider in a Circle of Teeth

“Yraen” is the pet spider that the Spider Queen keeps. He is three stories tall and has the mouth of a shark. He is said to consume undevout drow’s souls at the end of their lives and digest them slowly in his eight stomachs (each with a more horrific existence than the last) over an eternity. He is ferocious and unending in his pursuit of the sloppy and the weak. A pitiful drow is often called “food for Yraen” because the Spider Queen is said to use her pet to cull the weakest spirits prior to birth (resulting in stillborn children). While Yraen is not actively worshiped by drow, prayers to him are often included when praying to the Spider Queen. Driders revere him, and his venoms are used in part of their transformation process.

Nevis the Iron King



ALIGNMENT: Lawful Evil

DOMAINS: War, Evil, Artifice, Protection, Glory, Law, Earth

WEAPON: Warhammer

PANTHEON: Duergar

SYMBOL: An Iron Maiden

The eternal Iron King of the duergar is Nevis, the first warlord who united

the clans in the first years. His death was as great as his life. He led a holy war against the surface world, which crushed twenty empires. His eventual capture lead to him being cast in molten iron. He ascended to godhood for the glory he won his people and now sits eternally encased in his wrought iron armor that is his flesh. He accepts nothing but the strictest adherence to his wishes, and his clerics often double as judges. He protects the duergar and, at the same time, chains them to his will.

Darya the Mighty



ALIGNMENT: Chaotic Evil

DOMAINS: Evil, Chaos, Strength, War, Darkness

WEAPON: Brass Knuckles

PANTHEON: Duergar

SYMBOL: A Brass Fist

Darya was, in life, a duergar who ventured to the infernal realms. She was already a hero and a great warrior when she challenged a demon lord to a fight with nothing but fists as weapons. When Darya had allowed the great demon to punch her several times, she killed the infernal ruler with a single punch to the jaw. Darya then consumed the body of her defeated foe and shared it with her eight brothers and sisters. She became known as Darya the Mighty and ruled the duergar clans in the Underdark for fifty years. Her brothers and their offspring, the Scions of Darya, became powerful demonic sorcerers who still exist to this day. Darya is now a demon princess herself, and she is known to personally kill any foolish cleric who dares to call on her for a pittance. For this reason, Darya has no clerics or antipaladins, but allows fighters, barbarians, and demonic bloodline sorcerers to worship her. She dislikes rogues because she is always upfront and direct in her dealings.

Hermischk the Runestamper



ALIGNMENT: Neutral Evil

DOMAINS: Artifice, Evil, Rune, Magic, Void, Healing, Plant (decay only)

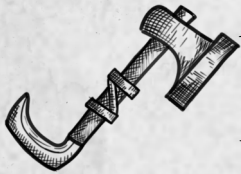
WEAPON: Dwarven Urgrosh

PANTHEON: Duergar

SYMBOL: A Red Hot Brand

The sadistic duergar divine runesmith is known as Hermischk the Runestamper or Hermischk the Blighted One. He is a hunchbacked duergar with distorted features who is a master of magic. He is invoked by wizards, clerics, and alchemists alike for his knowledge and power. Hermischk is cruel and prideful, overcompensating for his physical deformities. Many sick duergar pray to him but are refused because he wishes all to feel the pain he has to endure. Hermischk's clerics must all be deformed either genetically or through an accident. Hermischk hates anything beautiful and will seek to destroy it.

Father Petrov



ALIGNMENT: Lawful Good

DOMAINS: Law, Good, Liberation, Community, Protection, Glory

WEAPON: Hammer and Sickle*

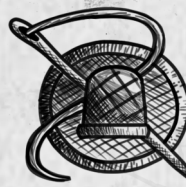
PANTHEON: Duergar

SYMBOL: A Hammer and Sickle Crossed

In life, Petrov was a duergar philosopher who professed a communist ideal that quickly took root in duergar culture. He professed a moneyless, classless society where people practiced communal ownership. Though he is long since dead and his revolution ultimately failed, the seeds of his vision still flourish in the oppressed masses of the lower classes of duergar society. He is worshiped in secret and his followers hope that one day the revolution will rise again and overthrow the warmongers on top. His clerics are permitted to wear the symbol of other deities for their holy symbol in public.

*Note: As Father Petrov has two favored weapons, a cleric becomes proficient in both of those.

Rumperdink the Collector



ALIGNMENT: Chaotic Neutral

DOMAINS: Chaos, Travel, Earth, Luck, Knowledge, Trickery (Thievery sub-domain only)

WEAPON: Light Hammer

PANTHEON: Duergar

SYMBOL: A Coin and Thimble

Old Man Rumperdink is a miserly, old homeless duergar who is said to wander the Underdark and collect everything that is unattended. Duergar parents warn their children that if they do not put their toys away Rumperdink will come and steal them. While most parents will simply break, burn, or sell such discarded toys to teach their children a lesson, Rumperdink is a real deity. His wanderings take him far and wide in the Underdark, and he has made allies with all manner of subterranean beasts. He seeks any discarded object of value that has no apparent owner and places it in his celestial vault that no mortal can break into and no god can find. The only way to retrieve what is stolen by Rumperdink is to barter with the extremely savvy, old duergar in hopes of getting it back. He never returns something for less than three times its value. He has very few clerics, and those who do are tasked with being his earthly agents in business dealings. His typical worshipers are businessmen, hoarders, or those who lost something of great value.

Troll the Screamer



ALIGNMENT: Chaotic Evil
DOMAINS: Chaos, Evil, Community, War, Darkness, Death
WEAPON: Spiked Gauntlets
PANTHEON: Troll

SYMBOL: A Painfully Screaming Face

Troll deities are all seen as one single deity, known as a “troll” with a specific aspect. This aspect, known as “The Screamer,” is the manifestation of troll-rage and war. He is pictured as a great blue troll with eighty arms, each with a different weapon. He is also the patron deity of pain, torture, revenge, warfare, and community. It is said that Troll the Screamer continues to scream, and when he stops to take a breath, the world will end.

Troll the Eater



ALIGNMENT: Neutral Evil
DOMAINS: Animal, Evil, Darkness, Death, Destruction, Strength
WEAPON: Claw attacks
PANTHEON: Troll
SYMBOL: Bloody Intestines (or

other delicious troll food)

Troll deities are all seen as one single deity, known as a “troll” with a specific aspect. This aspect, known as “The Eater,” is the manifestation of a troll’s need to eat. He is pictured as a troll, dripping with blood, who eats his own flesh. Troll the Eater is a cannibal and, as such, his clerics ritually take a bite out of their own flesh in a prominent location and burn the bite so it does not heal. Homage is paid to him by taking the innards of a kill to a wall and letting Troll the Eater partake of it by exposing it to nature until morning. It is said that Troll the Eater is always eating, and the day he stops, the world will end. If he stops eating because he is finally full, it will end well (for trolls), and if he stops because he is out of food, it will end badly (for trolls).

Troll the Laughter



ALIGNMENT: Chaotic Neutral
DOMAINS: Chaos, Darkness, Destruction, Charm, Madness
WEAPON: Clubs
PANTHEON: Troll

SYMBOL: A Backwards Human On a Horse

Troll deities are all seen as one single deity, known as a “troll” with a specific aspect. This aspect, known as “The Laughter,” is the patron of all the jokes and pranks trolls play. Trolls are not known for their pranks in civilized societies because what trolls consider practical jokes, other races consider “debauched homicide.” The Laughter is a female baby troll with a head the size of an adult troll that is always laughing and crying at the same time. She is the patron of the Horrific Joke and is often seen as a “troll philosopher” or wise woman of sorts.

Troll the Sleeper



ALIGNMENT: Neutral
DOMAINS: Protection, Darkness, Earth, Healing, Trickery
WEAPON: None
PANTHEON: Troll
SYMBOL: A Troll Face Without

Eyes

Troll deities are all seen as one single deity, known as a “troll” with a specific aspect. This aspect, known as “The Sleeper,” is responsible for protecting trolls. He is seen as the patron of their regeneration, and as such, he is depicted as having a great fear of fire. He is always depicted as a pink troll with his eyes closed, seemingly sleepwalking. Some trolls believe they are all dreams of The Sleeper, and if he wakes up, all trolls will cease to exist. The Sleeper is also the patron of sneaking trolls, secrecy, lies, darkness, and (in part) the underground.



Yarn Knickerbottom

ALIGNMENT: Neutral Good

DOMAINS: Good, Protection, Community, Travel, Plants, Healing

WEAPON: Quarterstaff

PANTHEON: Kabouter

SYMBOL: A Conical Purple and

White Spotted Mushroom with a staff

Yarn is the patron deity of kabouters and protects their shy little villages. He is depicted as a rotund, paternal, purple skinned kabouter with a long white beard and a bulbous nose. Like his people, he is shy and can only be invoked when no one is looking. To pray to him, kabouters leave delicious treats in secluded corners of passages and make a wish. If he likes their treats, he will grant their wishes. There are almost no full-time clerics of Yarn, but almost every kabouter invokes his name daily. He is a wise and wonderful patron who is very involved in the lives of the kabouter along with his brother Redstaarf.



Redstaarf

ALIGNMENT: Chaotic Neutral

DOMAINS: Chaos, Trickery, Darkness, Earth, Luck, Liberation

WEAPON: Pick

PANTHEON: Kabouter

SYMBOL: A Round Yellow

Mushroom with Green Spots and a pick

Redstaarf is the younger brother of Yarn and is a more mischievous figure in kabouter folklore. He is wild and untamed but tricky and cunning. He is said to have hidden from the sun for three weeks by hiding in the shadows of bugs and birds. Redstaarf is invoked by kabouters during any sort of confrontation and is often used in slang terms to describe unruly kabouters. He is technically the kabouter's patron of war, but because kabouter abhor violence, he has very little to reside over. Redstaarf is depicted as being a yellow, comically tall, skinny, lanky kabouter with gaunt features and a long nose. Like his older brother, clerics of Redstaarf are almost unheard of. Kabouters invoke his name on occasion, but it is rare that someone should pray directly to him. Those that do are often solitary kabouters who are exiled and seeking the freedom that he represents.

Underdark Classes and Archetypes

Ancestral Bloodline Sorcerer

A Bloodline for the Sorcerer for the Pathfinder Roleplaying Game

Whether by heritage or by forging a spiritual connection across time, you draw power from great sorcerers of the past; their techniques with the mystic arts become your own. The events of the past seem to unfold around you once again, and visions of the actions of those who came before you flood your mind with understanding of what is to come.

The svarik of the Crystal Caverns often tattoo their sorcerers with symbols that personify those who came before them. This is a mark of their status, as well as a method for imbuing them with the potential to bond with the spirit of an ancestor. Many other cultures in the Underdark also use this tradition when initiating magic-users into a group of mages.

CLASS SKILL: Knowledge (history)

BONUS SPELLS: *Anticipate Peril* (3rd), *Share Memory* (5th), *Haste* (7th), *Scrying* (9th), *Waves of Fatigue* (11th), *True Seeing* (13th), *Vision* (15th), *Moment of Prescience* (17th), *Astral Projection* (19th)

BONUS FEATS: Blind-Fight, Combat Casting, Improved Initiative, Iron Will, Skill Focus (Knowledge (history)), Spell Focus, Still Spell, Quicken Spell

Bloodline Arcana: Whenever you cast a personal range spell or touch range spell on yourself of the abjuration or divination schools, you gain an insight bonus to AC equal to 1/2 the spell's level, rounded up, for a number of rounds equal to your Charisma modifier.

Bloodline Powers: The diverse arcane backgrounds of your ancestors grant you unbridled flexibility and foresight as their memories suffuse your own.

PAST INTUITION (SP): At 1st level, you can tap into the past experiences of your ancestors as a standard action. You, or a touched creature, gain an insight bonus equal to your Charisma modifier on one skill check or one saving throw made within the next minute of the target's choice. You can instead use this ability to use Knowledge (history) in place of another Knowledge skill for one check as a free action. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

ANCESTRAL KNACK (SU): At 3rd level, you can replace a portion of your own knowledge of spellcasting with that of one of your ancestors. Choose one sorcerer bloodline you do not possess. As an immediate action, you may exchange one of your bloodline spells for a bloodline spell that sorcerer bloodline would gain of the same level.

This new spell is treated as one of your bloodline spells, and the effect is instantaneous. This exchange persists until you rest or are rendered unconscious. At 7th level and every 4 levels thereafter, you may choose an additional sorcerer bloodline from which to draw spells, to a maximum of five bloodlines at 19th level. Once selected, these bloodlines cannot be changed.

Recurring Events (Sp): At 9th level, the ancestral sorcerer may draw upon experience from the distant past to exploit your enemies. As a swift action, you may choose to designate one foe. That foe cannot make attacks of opportunity against you for the remainder of your turn, and any ally within 30 feet of you gains a +2 insight bonus to AC against the target's attacks and on saving throws against any effect the target produces until the end of your next turn. This bonus stacks with your bloodline arcana. The target takes a -2 penalty on saving throws against the next spell you cast before the end of your next turn. You may use this ability once per day, plus one additional time per day for every 3 levels after 9th, to a maximum of 4 times per day at 18th level.

ANCIENT MIGHT (SU): At 15th level, you become a conduit for the spirits of your ancestors. You may use your Charisma modifier in place of your Intelligence modifier on Knowledge (history) checks if you wish.

Additionally, you can use each of the following 3 abilities once per day to make a Knowledge (history) check as part of another action unless otherwise noted:

- You may make a Knowledge (history) check in place of a caster level check to overcome spell resistance or in place of a concentration check.
- You may use the result of your Knowledge (history) check in place of an attack roll (this can be modified by effects that affect attack rolls as well) or add 1/2 of your Knowledge (history) result to a damage roll against one creature.
- You may use the result of your Knowledge (history) check in place of a saving throw as an immediate action or spend an immediate action to add 1/2 of your Knowledge (history) result to an ability check.

LAST IN LINE (SU): At 20th level, you can tap into the complete lives of those who came before you with a single thought. Each progenitor's thoughts run in line with your own during every waking moment. You now modify each of your bloodline powers as follows:

- **PAST INTUITION:** If you use past intuition on yourself, it may be used either as a swift action or once per round as a free action.
- **ANCESTRAL KNACK:** Using ancestral knack as a swift action allows you to exchange as many of your bloodline spells as you wish. It also allows you to exchange one bloodline spell you know as part of any swift action you take. You cannot use this ability to exchange a spell as part of the action to cast it.
- **RECURRING EVENTS:** If you cast the same spell on the target of recurring events twice within the duration, it can be used again as part of the second spell, granting its benefit to that spell. Recurring event's penalty on saving throws increases to -4 when used in this way.
- **ANCIENT MIGHT:** Any of the abilities granted by ancient might may be expended to use another of the abilities granted by ancient might in its place. You may not use the same ability multiple times as part of the same action. Additionally, once per day, you may treat your d20 roll to make one Knowledge (history) check made as part of ancient might as a natural 20.

Black Widow

A Prestige Class for the Pathfinder Roleplaying Game

Black widows are creatures who have been perverted by the magics of a widow's whisper, but have chosen to give into the magic and have sworn service to the Spider Queen. They allow the magics to turn them into powerful and horrible spider abominations. Some do it to get back at their captors, and some do it because they cannot help themselves once they get a taste of the Spider Queen's gifts.

HIT DIE: D6.

Widow's Whisper (Magic Item)

This small silver puzzle is magically complex. It looks like a cluster of 1000 small transparent glass marbles with no markings on them. One of the marbles floats at a time and is suspended in orbit. When spun to the correct point, it can be merged with another marble. When merged, the new marble then begins to float around it. Once all the marbles have been merged into one, it pops, releasing a thousand tiny baby spiders. These spiders are actually tiny shards of magic from the Spider Queen that burrow into the skin of those foolish enough to complete the puzzle. The widow's whispers are most commonly thrown in refuse piles that will be searched through, given as gifts, or left in cells with prisoners in solitary confinement by drow.

Once the widow's whisper is opened and the magic is in the skin of the creature, it starts to warp and mutate the unsuspecting host into a horrific spider-like abomination as a cruel joke. This gives the creature a -2 penalty to their Charisma until this curse is lifted (as per remove curse).

Additionally, the host starts with an itching sensation under her skin and has hallucinations of the little baby spiders running across her body. This happens for 1d6+2 days until it stops; but then, the host hears the whispers of the Spider Queen in her mind for the rest of her life.

This gives her the Insidious Whispers class feature of the black widow. Only death or a spell like wish or miracle can alleviate these symptoms and expel the divine shards. Should a drow open one, instead of the insanity and physical changes, she simply gains a permanent +1 profane bonus on Knowledge (religion) checks relating to the Spider Queen.

To open this puzzle, it takes 6d6 hours to completely finish and 1 successful DC 15 Use Magic Device or Disable Device (whichever is easier for the character) check for every 6 hours of work. A character can attempt to use her Dexterity to solve it, requiring a DC 20 Dexterity check for every hour of work.

Thanks to drow misinformation, identifying what a widow's whisper is requires a DC 30 Knowledge (dungeoneering) or (religion) check. Anything less will result in the creature who attempted to identify it believing it to be a secure drow treasure chest of religious nature that contains drow secret knowledge. Due to the way a widow's whisper has to be crafted, any attempt to identify it (via Spellcraft and/or Detect Magic) results in a faulty reading, unless the Spellcraft check exceeds as DC 35. The reading typically indicated that there is some kind of beneficial magic or relatively harmless magic locked in the center.

Those who are perverted by the magics in a widow's whisper can either choose to resist the changes or embrace them. Those that give themselves over to the service of the Spider Queen can enter the black widow prestige class.

CRAFTING REQUIREMENT:

Dispel Magic, Globe of Invulnerability, Major Curse, Obscure Object.

Role:

Black widows slowly gain a number of new offensive options as they transform into the horrific spider abominations they are destined to become. However, black widows are not only combat characters because the mutations also give new forms of movement and many skill bonuses.

Requirements

To qualify to become a black widow, a character must fulfill all the following criteria.

- **Base Attack Bonus:** +5
- **Skills:** Use Magic Device 5 ranks
- **Special:** The character must have fallen victim to a widow's whisper.
- **Religion:** The character must worship the Spider Queen.

Class Skills

The black widows' class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 6 + Int modifier.

Class Features

The following are the class features of the black widow prestige class.

Weapon and Armor Proficiency:

Black widows gain no new weapon or armor proficiencies.

Spells:

At the indicated levels, the black widow gains new spells per day as if she had also gained a level in a divine spellcasting class that she belonged to before adding the prestige class. She does not, however, gain other benefits that a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming an black widow, she must decide to which class she adds the new level for purposes of determining spells per day.

If she does not have a previous divine spellcasting class, she counts as a antipaladin of her black widow level for the purpose of determining her spells per day, spells known, and spell lists (note: Antipaladins do not gain spells until they are 4th level).



Table 1-1: The Black Widow

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+0	+1	+0	Arachnid mutation, insidious whispers, spider's web (web)	+1 level of existing class
2nd	+1	+1	+1	+1	Poison's friend	+1 level of existing class
3rd	+2	+1	+2	+1	Arachnid mutation	+1 level of existing class
4th	+3	+1	+2	+1	Spider empathy	+1 level of existing class
5th	+3	+2	+3	+2	Arachnid mutation	+1 level of existing class
6th	+4	+2	+3	+2	Spider's web (web cloud)	+1 level of existing class
7th	+5	+2	+4	+2	Arachnid mutation	+1 level of existing class
8th	+6/+1	+3	+4	+3	Spider spawn	+1 level of existing class
9th	+6/+1	+3	+5	+3	Arachnid mutation	+1 level of existing class
10th	+7/+1	+3	+5	+3	Arachnophobia	+1 level of existing class

Arachnid Mutation (Ex):

The black widow begins to take on arachnid traits as she progresses in levels. At 1st level and every odd level thereafter, she must select a mutation from the list below. Each mutation comes with an associated physical change in the body. Each mutation gives her a -2 penalty on positive social interactions (Diplomacy, for example) and a +2 competence bonus on negative social interactions (Intimidate, for example). These penalties and bonuses stack with themselves.

- **CROWN OF EIGHT:** The black widow painfully grows six more secondary eyes that grant them the effects of all-around vision. The black widow must be 5th level or higher and have taken the night hunter mutation before selecting the crown of eight mutation.

- **EXTRA LIMBS:** The black widow grows two more pairs of limbs, which emerge from her spine or the sides of her torso when needed and are fully retractable. Extending or retracting the spider limbs is a move-equivalent action that does not provoke attacks of opportunity. The black widow's spider legs are tipped with simple claws that can hold weapons (but not wield them) and other items normally, but they are incapable of the fine manipulation required for spellcasting or using Dexterity based skills (such as Disable Device or Sleight of Hand).
She can make a secondary natural attack with each clawed spider leg at the standard -5 penalty as part of a full attack action. Her claws deal 1d4 points of damage if she is a medium creature.
The black widow can acquire feats such as Multiattack if she wishes to use her claws more effectively or wield weapons wither her multiple limbs.
The black widow must be 7th level of higher before selecting the extra limbs mutation.

- **FANGS:** The black widow's mouth contorts and twists into a spider's mandibles. This causes significant speech issues (5% spell failure chance on all spells that have verbal components) but allows her to bite her prey. This gives her a primary natural bite attack that deals 1d6 damage if she is a medium creature (1d4 small, 1d8 large). This attack does not provoke an attack of opportunity from the black widow's foe.
- **FLEXIBLE EXOSKELETON:** By growing a flexible exoskeleton, the black widow's insides become more protected while not sacrificing mobility. The black widow gains a +2 racial bonus to her natural armor.
- **LEGS:** The black widow's legs grow stiff hairs and become elongated with odd joints in places there should not be any. She gains a +4 competence bonus on Acrobatics checks and tremor sense 10 feet.
- **NIGHT HUNTER:** The black widow's eyes become entirely black and slightly reflective. She gains darkvision 60 feet (or gains a +4 competence bonus to sight based Perception checks if she already had darkvision 60 feet).
- **SENSORY HAIRS:** The black widow grow special furry black hairs, called "setae," grow all over the body of the black widow and provide her with sensory information. She gains a +4 competence bonus on Initiative checks and a +2 competence bonus on Reflex saves.
- **SPINNERETS:** The black widow gains a spinneret attached to a part of her body. She may create up to 20 feet of silk rope per black widow level per day this rope may be anchored to any surface. Once created the rope lasts for up to 1 hour per black widow level before dissolving. She may also use a miniscule amount to create a zone in which she are aware of all creatures in contact with the ground. Creating this area takes 10 minutes per 20 foot square and counts as both a mundane version of the alarm spell and granting tremorsense while in the area.
- **URTICATING HAIRS:** The black widow gains the ability to shoot special hairs off her body that irritate her target. This can be done as a standard action once per day for every 2 levels of black widow she has. The attack is made as a ranged touch attack with a range of 30 feet and a critical multiplier of 19-20 x2. If she hits her target, he takes 1d6 nonlethal damage and a -2 penalty to all attack rolls and Skill checks for the next 1d6 days. Multiple attacks do not increase the penalty but do reset the duration. On a critical hit, the creature is blinded if he has eyes. A creature can take 30 minutes to remove the effect if he uses copious amounts of water and makes a DC 20 Heal check. A black widow with urticating hairs begins to hunch over; though, her head remains forward facing. The black widow must be 5th level or higher and have the sensory hairs mutation before selecting the urticating hairs mutation.
- **VENOM GLAND:** The black widow grows a venom gland in her skull that poisons her bite attacks. It also causes her to gain a tell-tale red hourglass marking on her forehead. The poison has the following profile:

Black Widow Bite Poison

Type poison (injury); Save Fortitude (DC 10 + 1/2 black widow level + Constitution modifier)

Frequency 1/round for 4 rounds

Effect 1d2 Str damage; Cure 1 save

The black widow must have taken the fang mutation before selecting the venom gland mutation.

Insidious Whispers (Su):

The whispers of the Spider Queen provide the black widow with subconscious hints about how magic works, giving her a +4 insight bonus on Use Magic Device checks and Knowledge (religion) checks related to evil-aligned outsiders. These whispers also push the black widow toward acts that will drive her towards the lawful evil alignment. The Will save to resist these whispers is DC 15 + black widow level. These whispers try to force her to do something in moments of weakness or great tragedy but will always try at least 1d4 times per day.

In addition, the black widow is forbidden take actions that would cause harm to drow by the whispers in her mind. If she attempts to do so, she must pass a Will save (DC 10 + x2 black widow level) or fall down screaming instead. If the save is successful the black widow may take actions that would harm a drow for 1 + 1d4 rounds. This is due to the Spider Queen's grasp on the black widow's soul and the Spider Queen's innate connection to her drow children.

Spider's Web (Ex):

At 1st level, the black widow can sacrifice any divine spell she knows to cast *web*.

At 6th level, the black widow can sacrifice any divine spell she knows to cast *web cloud*.

Poison's Friend (Ex):

At 2nd level, the black widow can no longer accidentally poison herself when applying a poison to a weapon. In addition, if the save DC of a poison she uses is lower than 10 + black widow level + Charisma modifier, the DC is set to the higher value instead.

Spider Empathy (Su):

At 4th level, the black widow can improve the attitude of spiders and spider-like creatures (regardless of their Intelligence scores). This ability functions just like a Diplomacy check made to improve the attitude of a person. The black widow rolls 1d20 and adds 2x her black widow level and her Charisma modifier to determine the spider empathy check result. Spiders typically start off with the unfriendly attitude. In all other ways, this functions like the wild empathy class feature of the druid (see Chapter 3 of the Pathfinder Core Rulebook for more information).

Spider Spawn (Su):

At 8th level, once per day for every 2 black widow levels, the black widow may cast *summon swarm* (spiders only) or *vomit swarm* (spiders only) as a supernatural ability. She may do this as a swift action rather than the listed casting time.

Arachnophobia (Ex):

At 10th level, the black widow becomes a truly terrifying monstrosity. She gains a fear aura (DC 10 + black widow level + Charisma modifier) with a radius of 20 feet. In addition, this improves any existing tremorsense she has by 30 feet. (This does not give it to her if she does not already have it). Finally, the DC of all her black widow class features, other than her fear aura and spells, improve by +4 (including the DC required to resist insidious whispers).

Bloodseeker

An Antipaladin Archetype for Drow for the Pathfinder Roleplaying Game

Chosen by the Spider Queen, these wicked knights of her church do her bidding with sinister efficiency. Unlike less restrained kinds of antipaladins, bloodseekers are honor-bound to conduct themselves with poise and grace (by drow standards). Drawing power directly from their demi-goddess, bloodseekers can magically produce venoms and have the bound service of a spider. The vast majority of bloodseekers are female, with only a handful of males ever achieving sufficient favor in the eyes of the Spider Queen.

When on a mission, bloodseekers coldly stalk the shadows and employ cunning and guile over straight zeal and fervor. Antipaladins of Lady Nightshade, often called “shades,” are far more overt, making sure to leave their mark on everything and anyone unfortunate enough to get in their way. Bloodseekers, on the other hand, consider it shameful to leave so much as a dead body exposed, and they leave no trace when they kill.

Requirements

- **Race:** Drow
- **Alignment:** Any Evil
- **Religion:** Spider Queen

NON-DROW BLOODSEEKERS

Though inherently soaked in drow lore, others races who have a similar culture and connection to spiders might find this an attractive option. Arachno make excellent bloodseekers and awakened spiders could also fit the niche. Other predominantly evil races that have a thematic connection to something that is known for being stealthy and poisonous (like snakes, scorpions, etc.) could take the bloodseeker archetype if they substituted the Spider Queen for another evil deity. For example, evil nagaji might worship a viper god or a spirit naga with divine connections.



Sneak Attack (Ex):

At 1st level, the bloodseeker gains the sneak attack class feature of a rogue of equal level. When using a sneak attack against a good-aligned creature, the bloodseeker also adds her Charisma modifier as a profane bonus to all attack and damage rolls.

This replaces the smite good class feature.

Cloak of Imposed Innocence (Su):

At 1st level, good-aligned creatures using Perception to locate the bloodseeker who is attempting to hide takes a penalty on such checks equal to 1/2 her bloodseeker level.

Subtlety and Grace (Su):

At 1st level, the bloodseeker may cast *undetectable alignment* on herself at will using her bloodseeker level as her caster level.

This replaces the detect good class feature.

Blood of the Spider Queen (Su):

At 3rd level, the bloodseeker can produce poison via profane prayers to the Spider Queen. This causes her hands to bleed poisoned blood that can be applied to a blade (or other weapon) as a swift action. To do this, the bloodseeker must expend one use of her touch of corruption class feature to produce bloodseeker poison (presented below). This poison must be applied the round it is created or else it evaporates.

This replaces the aura of cowardice class feature.

BLOODSEEKER POISON

Type poison (injury); Save Fortitude (DC 10 + 1/2 bloodseeker level + Charisma modifier)

Cure 1 save

Frequency 1/round for rounds equal to the bloodseeker's Charisma modifier

Initial Effect* 1d2 physical ability score damage

*When a bloodseeker prepares her spells she may select Constitution, Dexterity, or Strength for her poison for that day. Once the choice has been made it cannot be changed until she prepares her spells again. At 3rd level, this deals 1d2 ability score damage. At 9th level, this becomes 1d4, and at 15th level, it becomes 1d6.

Black Blooded (Su):

At 3rd level, the blessings of the Spider Queen manifest and protect her champions from poisons. The bloodseeker is immune to all forms of poison. This replaces the plague bringer class feature.

Yraen's Boon:

At 5th level, the bloodseeker gains the services of an offspring of Yraen (the monstrous spider pet of the Spider Queen). This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the bloodseeker's effective druid level is equal to her bloodseeker level -3. Her selected animal companion is a giant spider with the fiendish template.

This replaces the fiendish boon class feature.

Cave Stalker

A Ranger Archetype for Svirfneblin for the Pathfinder Roleplaying Game

The world above knows not of the sacrifices made by the stoic svirfneblin to keep the horrors of the deep within the Underdark. Not all svirfneblin take to this task with dedication, and it often falls to a small group of wardens and scouts, known as cave stalkers, to do the dirtiest work. A cave stalker is a special kind of svirfneblin who ventures out beyond the safety of the walls of their cities to stalk the worst creatures in the Underdark.

Non-Svirfneblin Cave Stalkers

While this archetype is written for svirfneblin, other races who are traditionally not evil and share a connection with surface races can be suited to this archetype. Examples: Kobolds, kabouters, pech, and even the occasional ratel.

Favored Enemy (Ex):

The svirfneblin have sworn to protect the surface world from the horrors that lurk below it. At 1st level, the cave stalker gains a +2 bonus on weapon attack and damage rolls against vermin and humanoid creatures of the elven, dwarven, and reptilian subtypes. This list of creatures is henceforth referred to as the cave stalker's favored enemy list. The cave stalker may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every 5 levels thereafter (10th, 15th, and 20th level), the cave stalker bonus against the cave stalker's favored enemies increases by +2.

This modifies the ranger's favored enemy class feature.

Underdark Sentry (Ex):

The cave stalker adds +1/4 his cave stalker level (minimum +1) on Perception checks made to notice creatures who are attempting to hide (via Stealth). This bonus is doubled if the creature is on the cave stalker's favored enemy list.

This ability replaces the track class feature.

Underdark Runner:

At 3rd level, the cave stalker's mastery of the terrain of the Underdark allows him to swiftly run though the terrain without issue. While underground, he gains a +10 foot bonus to his base land speed, may treat difficult terrain as if it were normal terrain (though he is still impeded by magical terrain such as entangle), and normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every 5 levels thereafter, the cave stalker may select an additional bonus while he is in the Underdark. He must select from the following list. He may not select the same bonus more than once.

- A +10 foot bonus to movement speed
- A +4 bonus on Stealth checks
- The rogue's Fast Stealth rogue talent
- Double the range of his darkvision
- A +4 bonus on Initiative checks (this stacks with Improved Initiative)
- A +4 bonus on Perception checks

This ability replaces the favored terrain class feature.

Dark Hunter

A Ranger Archetype for Duergar for the Pathfinder Roleplaying Game

Shadow of the Stone (Ex):

At 12th level, the cave stalker can use the Stealth skill to hide in underground environments, even if the terrain does not grant cover or concealment.

This ability replaces the camouflage class feature.

One With the Stone (Ex):

At 17th level, the cave stalker can use the Stealth skill while he is underground, even when being observed.

This ability replaces the hide in plain sight class feature.



When prey escape the grasp of the duergar by fleeing to the surface, it is an ill-fated venture for duergar to pursue the creatures, lest they suffer the misfortune of being out in the sun. However, after being foiled so regularly, a warrior sect began to form that specializes in hunting down things on the surface. Stealthy, well trained and deadly, these dark hunters find their targets no matter where they may hide.

NON-DUERGAR DARK HUNTERS

While this archetype is written for duergar, other races have developed similar orders to that of the dark hunters of the duergar. Drow, in particular, have learned to use these methods of incremental light exposure to allow them to travel on the surface world.

Sunstalker (Ex):

At 3rd level, through training and incremental exposure, the dark hunter can stalk the surface world. If he has light sensitivity or light blindness, it no longer gives him any penalty.

This replaces the ranger's 1st favored terrain.

Poison Use (Ex):

Dark hunters are trained in the use of poison, and starting at 2nd level, a dark hunter cannot accidentally poison himself when applying poison to a weapon.

This replaces the Endurance bonus feat class feature.

New Weapons

Sunslayer (Su):

At 8th level, the dark hunter gains a +2 enhancement bonus to AC when in areas of dim light or darker, through a magical trick of bending light. Every 5 levels after 8th, the bonus to AC from this class feature improves by +1.

This replaces the ranger's 2nd favored terrain.

DARKNESS AS TERRAIN

Favored Terrain: Darkness (Ranger)

Requirement: The creature's race must be native to the Underdark (Example: Drow, duergar, svirfneblin, fetchling, troll, ratel, pech, kabouters, aboleth, etc.).

A ranger may select "darkness" as his favored terrain. He only gains the favored terrain bonuses when he is in areas of dark lighting or lower. He gains a +2 bonus on Initiative check as well as Acrobatics, Perception, and Stealth skill checks when he is in the dark.

If he chooses to improve this with subsequent applications of favored terrain, the skill bonus and Initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

Bright Hammer

ONE-HANDED MARTIAL WEAPON

A bright hammer is a single-headed hammer whose head is consumed in flames from an integrated everburning torch. As the torch does not burn, it simply sheds light. If for some reason the torch is extinguished or broken, it can be replaced with a new everburning torch after 1 minute of work. Bright hammers also have a small climbing hook on the opposite end of the weapon. While it is useless for combat, it grants the wielder a +2 bonus on Climb checks when using it. Sunkids are always proficient with bright hammers.



Table 2-1: Melee Weapons

Name	Cost	DMG (S)	DMG (M)	Critical	Range	Weight	Type	Special
Bright Hammer	185 gp	1d6	1d8	x3	-	6 lbs.	B	see text
Curved Blade, Drow	55 gp	1d3	1d4	18-20 x2	-	1 lb.	S	-
Duskblade, Drow	76 gp	1d6	1d8	18-20 x2	-	6 lbs.	S	double
Fisher	40 gp	1d4	1d6	x3	30 ft.	5 lbs.	P	grapple
Hook, Derro	5 gp	1d4	1d6	x2	20 ft.	2 lbs.	S	reach, trip, grapple
Iron Fist, Duergar	12 gp	1d3	1d4	x2	-	4 lbs.	B & S	-
Skull Hammer, Troll	27 gp	2d8 (L)	3d6 (H)	19-20 x2	-	36 lbs	B	sunder
Urgrosh, Duergar	50 gp	1d6 /1d4	1d8 /1d6	x3	-	12 lbs.	B or S	double, sunder
Warmaul, Duergar	33 gp	1d8	1d10	x3	-	10 lbs.	B	reach, trip

Table 2-2: Firearms

Firearms	Cost	DMG (S)	DMG (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Handgun	1500 gp	1d8	2d6	19-20 x2	30 ft.	1	5	4 lbs	B and P	line
Line Gun	2000 gp	2d6	2d8	19-20 x2	40 ft.	1	1	6 lbs.	B and P	line
Repeating Handgun	3000 gp	1d8	2d6	19-20 x2	30 ft.	1	5	4 lbs	B and P	line
Repeating Line Gun	5500 gp	2d6	2d8	19-20 x2	50 ft.	1	5	8 lbs.	B and P	line
Mounted Line Gun, light	6000 gp	2d6	2d8	19-20 x2	80 ft.	1	10	10 lbs.	B and P	line, mounted, piercing
Mounted Line Gun, heavy	7500 gp	2d8	2d10	19-20 x2	90 ft.	1	10	10 lbs.	B and P	line, mounted, piercing

Line: A weapon with the line modifier uses a magical means of ignition. It is not rendered unusable by being immersed in water, and its propellant is not flammable but reacts similarly to electricity. A line weapon cannot be fired in an area where magic is suppressed, such as an anti-magic field. However, its ability to fire cannot be suppressed by dispel magic.

Mounted: A weapon with the mounted modifier has a large brace at its base and is difficult to move and fire. Its wielder may not move through his own actions and attack with the weapon in the same round.

Piercing: A weapon with the piercing modifier always deals full damage against objects and only counts a struck object's hardness as half when dealing damage.

Curved Blade, Drow

LIGHT EXOTIC WEAPON

This dark bladed dagger bears a striking similarity to a miniaturized elven curved blade with a gracefully serrated edge. It is used in the tighter tunnel passages of the Underdark.

A drow curved blade counts as an elven curved blade, in addition to counting as a drow curved blade, for the purposes of such things as feats, class features, etc. Drow who are proficient with martial weapons are always proficient with drow curved blades.

Duskblade, Drow

ONE-HANDED EXOTIC WEAPON

This cousin to the elven curved blade resembles a stringless bladed archery bow with a grip in the center. The blades that sweep away from the center-mounted grip are a foot in length and never exceed a foot and a half. This weapon is favored by nobility who can afford to enchant each blade differently. The drow art of "gwanunig" is a noble duel in a small circular arena rimmed by large thorns, and each combatant is armed with two duskblades. The loser gets impaled on either the sharp thorns or the duskblade of the victor.

A drow duskblade counts as a two-bladed sword, in addition to counting as a drow duskblade, for the purposes of such things as feats, class features, etc. Drow who are proficient with martial weapons are always proficient with drow duskblades.

HOW DO ONE-HANDED DOUBLE WEAPONS WORK?

Double weapons may be wielded as if they were non-double weapons. A single handed double weapon cannot effectively take advantage of both ends at once so it must be wielded as a normal weapon (without penalty). However, as it is a double weapon, which end of the weapon is used can be decided upon when making an attack. If the one-handed doubled weapon has two different weapon profiles this can give you an advantage. For a drow duskblade, the primary benefit is to add a different enhancement to either end of the weapon, a different poison (or two to start with). This essentially makes a one-handed double weapon a very versatile weapon rather than a multi-attacking weapon.

Fisher

TWO-HANDED EXOTIC WEAPON

This weapon resembles a thick fishing rod with a overlarge spool of thick wire. The weapon cannot attack squares within 10 feet of it. It is used to hook the flesh of creatures and either rip the skin off of them, or pull them in to be murdered. The default head is a large, cruel, multi-headed, barbed, multi-directional cluster of hooks. An alternate head can be bought for 5 gp that deals blunt damage and raises the base damage by one dice size (1d8 for a medium fisher), but this alternative cannot grapple. The line is made of hemp rope by default, but for an extra 10 gp, it can be made of silk rope.

Rare spider's silk spools cost 100 gp and can only be bought from drow settlements. Other more exotic materials can be found for the spool, but none are common in derro society. While a damaged spool is not difficult to change (no check required), it does take 1d4 minutes. Derro who are proficient with martial weapons are always proficient with fishers.

Handgun

ONE-HANDED EXOTIC WEAPON

A refurbished line gun with a much shorter barrel, the handgun is considered one of the greatest steps forward in gun technology. While not packing quite as hefty a punch as a line gun, a handgun is more portable and less conspicuous while still retaining much of the same shape as a line gun. A handgun does not usually possess a stock, which makes it lightweight. It can also be fired one-handed, but two hands are required to reload it. Reloading a handgun is a swift action. The repeating handgun takes a move action to reload, and the Rapid Reload feat reduces this to a free action.

Hook, Derro

TWO-HANDED EXOTIC WEAPON

This crude stick has a sickle-like hook attached by a length of cord. The heavy head is thrown at the target in an attempt to either embed in the flesh like a fishing hook or to trip.

Derro who are proficient with martial weapons are always proficient with derro hooks.

Iron Fists, Duergar

UNARMED ATTACK EXOTIC WEAPON

This thick gauntlet has knives at the tips of each finger and spikes adorning the metallic guards that run all the way up to the wearer's elbow. These are very heavy and can generate a great deal of force by delivering blows with wide, strong swings. Duergar who are proficient with martial weapons are always proficient with duergar iron fists.

Line Gun

TWO-HANDED EXOTIC WEAPON

The line gun is a projectile weapon that looks like a long tube with a handle towards the back, and a chamber towards the base flanked by a set of several squat protruding cylinders with vents on either side. The tube and chamber snap forward from the frame to reveal a slot into which a bullet can be inserted with the vents clearly leading out of that spot. The handle and trigger of the weapon have a number of exposed spots with crystal lining the interior. When grasped, causes the wielder to feel a slight electrical pulse move along the gun. When the trigger is pulled, steam is discharged from the vents, and with a flash, the bolt is discharged from the end of the barrel. Reloading a line gun is a standard action, and the Rapid Reload feat reduces this to a free action. A repeating line gun takes a move action to reload.

LINE GUNS: HOW DO THEY WORK, AND WHERE DID THEY COME FROM?

Line guns are advanced weaponry that utilize the properties of electricity to fire a long tube of hard metal at a foe. The creation of these weapons requires magical batteries that can hold and release electricity. The electricity runs along a line of iron down either side of the chamber and simultaneously vaporizes the frozen propellant inside the bullet. The gas of the vaporized propellant propels the bullet forward into the electrical field, which amplifies the speed at which the projectile is traveling.

Line guns are very much emergent weaponry, and most who use them do not realize that the weapons come from a very unlikely source: the svarik kobolds of the Crystal Caverns.

The svarik produced line guns as a way to invalidate the crossbows the other denizens of the Underdark were leveling against them by way of creating superior firepower.

Using an unusual crystalline mineral native to their homeland to provide an electrical charge (much as they had with many of their sadistic traps over the years), the svarik created a metal chamber that could direct the electric charge back through the materials inside the ammunition. This charge causes a stable alchemical compound to react violently, providing propulsion. While the svarik never discovered how to make the cylindrical bullets especially aerodynamic, the fact that they are reload-able (if the bullet survives a shot intact, it can be used again) is a statement for the line guns' utility.

Most line guns are produced by kobolds and, as a result, tend to be small size. Medium-sized line guns were first produced for the kobold's troglodyte allies. Beyond the troglodyte society, all line guns have a very small circulation and are kept secret, so learning to use them is about as hard as learning to use any other firearm.

Repairing them is a nightmare because they require the expertise of a magician also capable of crafting magical weaponry. Fortunately, misfires tend to be easy on the weapon; most often, excess ice or liquid buildup in the gun causes a temporary short that can be cleared by cleaning. Many modifications to these weapons exist because many kobold trapsmiths tinkered with line guns to no end. The general seclusion of the svarik and their dislike of outsiders makes getting modifications or repairs to line guns a difficult thing. However, kobold outcasts down on their luck or headstrong thieves have led to line guns being sold in private markets outside of the Crystal Caverns.

Mounted Line Gun

TWO-HANDED EXOTIC WEAPON

A mounted line gun has a lengthy barrel and wide bracing near the end. Due to its unwieldy weighting, it is impossible to fire accurately on the move. These large guns are used for ranged support or holding a location. At this size, the energy exerted by the propulsion is powerful enough to punch bullets through stone, metal, and generally anything else unfortunate enough to be in the line of fire. Heavy mounted line guns take a standard action to reload despite being advanced firearms.

Skull Hammer, Troll

LARGE/HUGE TWO-HANDED EXOTIC WEAPON

A quartet of huge skulls, crammed with rocks and other heavy things, are bound together with wrought iron to form the head of this long, thick, metal and wood weapon. A skullstaff is a two-handed weapon sized for a large creature. The damage listed is for that of a large and huge creature rather than a small and medium creature. The skulls are made out of large herbivores, such as elephants or rhinos. Often tusks, antlers, horns, bones, and other such parts of the creature adorn the weapon and serve as additional striking surfaces. Medium or smaller skull hammers (such as magically shrunk ones) do not meet the critical mass requirements for the weapon, and as such, it cannot be fashioned. This is because unbeknownst to trolls the size of the weapon has passed a critical threshold in relation to proportional weight and size. Troll skull hammers of a medium size or smaller do not pass this threshold and therefore do not function as a troll skull hammer, but rather as a lucerne hammer that can only deal blunt damage and does not have the brace property (though it is still treated as a skull hammer for the purposes of feats, proficiencies, etc).

Trolls who are proficient with martial weapons are always proficient with skull hammers.

Urgrosh, Duergar

TWO-HANDED EXOTIC WEAPON

This double weapon has an axe head and a thick mace head on opposite ends of a long shaft. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its mace head is a bludgeoning weapon that deals 1d6 points of damage. Either head can be used as the primary weapon. The other becomes the off-hand weapon.

Characters proficient with a dwarven urgrosh are proficient with a duergar urgrosh and vice-versa, but not if they gain it via racial proficiencies. Duergar are always proficient with duergar urgrosh.

Warmaul, Duergar

TWO-HANDED EXOTIC WEAPON

This long, sturdily-made maul resembles a metal mallet with a long, studded, metal-plated shaft. The head of the weapon has two wicked hooks that face back towards the wielder. It is used to clear the ceilings of tunnels to allow parties to progress.

Duergar who are proficient with martial weapons are always proficient with duergar warmauls.

Line Cannon

A line cannon is a 6 to 8 foot mounted gun with numerous crystalline studs on the barrel. Line cannons are loaded with bullets as wide as a man's wrist in clips of 20. These massive guns are too heavy to be used by a mobile combatant and are often braced on vehicles or fortified structures. Unlike most siege weapons, they can be operated at full efficiency by a single individual while being fired and can aim in any direction its mounting allows as part of the action used to fire it. However, reloading still requires multiple people. The massive kick on these guns means that the mounts for them often include a chair for the user to sit in, along with shocks being built into the mount to compensate.

Some of the mounts have wheels that can be enabled, allowing the cannon to be moved at a rate of 10 feet per round by someone other than the creature firing it. These wheels can be locked to prevent them from being moved by an undesirable source as a free action and unlocked as a move action. Ammunition for line cannons is treated as large size and costs double the standard amount for normal line gun ammunition.

Ammunition Containers and Accessories

Bullet, Line Gun

Line gun bullets have the shape of round-topped cylinders with a thick wall and hollow interior. The propellant frozen within leaves most bullets with a slightly bitter odor. Despite being ammunition, line gun bullets have a 50% chance to be able to be recovered after being used, even after successfully hitting a target. A recovered bullet can be used again after it has had a new dose of propellant applied to it and is placed in freezing temperatures for 10 minutes. Used line gun bullets that can still function are worth the same as newly cast bullets.

Frost Pouch

The ammunition for line guns have frozen propellant within the shells. As such, line gun wielders own a magical pouch, called a frost pouch, that is enchanted to keep the liquid within the ammunition frozen. A standard frost pouch is capable of containing 20 bullets sized for a medium creature. The frost pouch is available in various sizes (see the above chart) with the largest size holding 50 bullets, costing 250 gp, and weighing 5 lbs. The pouch is capable of holding ammunition one size category larger than normal, or holding double the number of bullets for a line gun one size category smaller than what it is designed to hold.

A frost pouch has more uses than just holding frozen ammunition. Soldiers may use extra frost pouches to keep food and/or drink cold or to preserve perishable items. Therefore, a frost pouch can be useful to any person. While a frost pouch is water-tight when closed, it is not useful for holding water. Filling a frost pouch with water will freeze the whole pouch solid in about a minute. Removing the ice and items within can become a hassle. However, the frost pouch is lined inside with iron or nickel and coated with a waxy material; this combination keeps the bullets from freezing to the walls of the container and prevents the items inside from freezing to each other.

Empty Weight: 2 lbs. Capacity: 1/2 cubic ft./20 lbs.* For each added carrying capacity level, the pouch can carry an extra 1/4 cubic foot of material and an extra 10 lbs.

*When made for Medium characters. Weighs one-quarter the normal amount when made for Small characters. Weighs twice the normal amount when made for Large characters. Containers carry one-quarter the normal amount when made for Small characters.

Icepick

Soldiers with line guns often carry an icepick with them to clear off excess ice from bullets or their weapons' chambers before firing. A creature wielding an icepick bypasses ice's hardness when dealing damage to it. An icepick can be wielded using the statistics of a spiked gauntlet, except that no other objects can be held in hand while wielding an icepick.

Liquid Propellant

This strong-scented amber fluid is alchemically manufactured by advanced cultures in the Underdark. It is typically used in mining operations to clear a blocked passage or remove hazardous creatures, such as green slime, from an area. If exposed to cold temperatures, this liquid frosts over almost instantly into a kind of soupy gel.

While in this state, 10 doses of it together is the equivalent of one dose of gunpowder in terms of explosive force. Only one dose is necessary to fire a bullet from a line gun. Exposure to electricity sets it off while it is frozen. While in a liquid state, the propellant is not flammable.

New Items

Sunbomb

A sunbomb is a small fist-sized object that casts *daylight* as per a 10th level caster. This functions as if this was actual sunlight. The radius is doubled, but the duration is reduced to 2 + 1d6 rounds.

Cost: 500 gp

Suntablet

A suntablet is an alchemical pill that can provide the benefit of being in the sun for 30 minutes to a sunchild. If more than one is ingested in a 24-hour period, it sickens the sunchild for 10 minutes and provides no benefit. If races with vulnerability to sunlight ingest this pill, they must make a Fortitude save (DC 20). If they fail the save they are treated as if they are in sunlight for 1 minute. If they make the save, they are treated as if they were in 2 rounds of it. Suntablets are also a fantastic hallucinogen. It has no direct mechanical effect but may cause someone who takes it to see odd visions and hear sounds that are not there for 20 + 3d10 minutes.

Cost: 300 gp per pill

New Feats

Blackspeech

Through research into the most heinous, you gain a mastery over a language made by the great evil ones of old. So vile is it that merely speaking it invokes subtle divine curses.

PREREQUISITES: Evil alignment, Knowledge (religion) 5 ranks, Linguistics 5 ranks.

BENEFIT: You learn to speak the profane blackspeech language. When you speak it, those who hear it have a -2 penalty on saves against effects generated as a result of your words (spells with somatic components, fear effects, etc.). Furthermore, the DC to demoralize creatures with Intimidate while using blackspeech is lowered by 2. The effects need to be negative, forceful, deceitful, or demeaning in nature. This language is so profane that even speaking it requires you to be of an evil alignment as every word draws on the hatred in your soul.

SPEAKING BLACKSPEECH

Every word in blackspeech is akin to a swear, and it actually does invoke subtle curses as you speak it. When you utter words in this language, evil creatures who can hear you take notice, as this marks you as a student of the dark arts. This will also attract the attention of particularly zealous creatures (angels, paladins, etc.) who may see your speech as all the evidence they need to accost you. It is almost universally illegal in civilized (non-evil aligned) lands to speak blackspeech.

Creeper Ascendent

Your attentiveness to your dark slayer leaders has awakened your mind to the natural abilities they possess. You have learned to mimic some of them.

PREREQUISITES: Dark Creeper, Cha 15.

BENEFIT: Your racial darkness spell becomes deeper darkness, and you add fog cloud to the list of racial spells you can cast at will.

Draining Spores

Your understanding of medicine has allowed you to tamper with your own spores and cause them to sap your enemy's strength.

PREREQUISITES: Kabouter, Heal 5 ranks, Con 13.

BENEFIT: Creatures affected by your spores are fatigued, in addition to being sickened, for as long as they are affected.

Extra Arachnid Mutation

You have embraced your horrific new form, welcoming the changes rather than rejecting them.

PREREQUISITES: Any 3 arachnid mutations.

BENEFIT: You gain an additional Arachnid Mutation.

Fatal Fury [Combat]

Kobolds sometimes do surprising things when they're scared. For you, it's more of a constant.

PREREQUISITES: Jaksear (deep kobold), Wis 13.

BENEFIT: During the first round that you are under the effect of a fear effect, you gain a +2 bonus on attack rolls, damage rolls, skill checks, ability checks, and saving throws instead of the normal penalties. You take the normal penalties on the second round. You are not forced to flee if frightened, and while panicked, you must flee but do not drop your weapon and can fight normally.

Finding the Dragon

Through a series of ancient rituals, you master arcane power normally reserved for your draconic ancestors.

PREREQUISITES: Kobold, Cha 13.

BENEFIT: Select one 1st level sorcerer/wizard spell. You may cast that spell 1/day as a spell-like ability using your character level as your caster level.

Special: This feat may be taken multiple times. Each time, it grants an additional use of the spell-like abilities previously granted by this feat and allows you to select a new 1st level spell to cast 1/day as a spell-like ability. Taking this feat allows you to meet the requirement of casting an arcane spell without preparation for the dragon disciple prestige class. You may get an additional use per day of any one spell-like ability granted through this feat instead of gaining a level of spellcasting in an arcane spellcasting class if you have none that qualify.

Go For The Knees [Combat]

Your brutal attacks numb tendons and bruise crucial leg muscles, bringing even gigantic foes down and making it easier to knock them down again and again.

PREREQUISITES: Small size, Combat Expertise, Improved Trip, BAB +4.

BENEFIT: After you hit and damage a creature with a melee attack, treat it as if it was one size category smaller for the purposes of being able to be tripped. The creature's CMD lowers by -1 against trip attempts for each hit, to a maximum of $\frac{1}{4}$ your BAB. These penalties last for 1 minute from your last hit or until the creature is healed to full hit points, whichever comes first.

Infected Mushroom

Using arts forbidden to the kabouters, you turn your spores into an offensive weapon. They sicken your opponents but make the mushroom atop your head look sickly and infected.

PREREQUISITES: Kabouter, Craft (alchemy) 7 ranks, Con 13.

BENEFIT: The DC for the save against your spores is increased by +2, and the duration a creature is affected by your spores' sickened condition (and fatigue if you have the Draining Spores feat) is increased to 2 + 1d3.

Line Shooter [Combat]

Wielding line guns is second nature to you, and you have had a long time to learn how to maximize their potential.

PREREQUISITES: Svarik, Dex 13, Weapon Focus (any line gun).

BENEFIT: You can clear any misfire's effect on a line gun as a free action. You may wield a one-handed line gun in your off-hand as though it were a light weapon, and you reduce the penalty from using a line gun for a size larger than you that you have Weapon Focus in by -2.

Magic Mushroom

Through magical modification, you have enhanced the growth of your mushroom cap. It becomes larger than other kabouters' caps and has particularly potent spores that are magically debilitating.

PREREQUISITES: Kabouter, 3rd level caster.

BENEFIT: Creatures affected by your spores, even if they make the Fortitude save, take a -2 penalty on all saves against spells you cast for rounds equal to your Constitution modifier.

Soul Rotter Poison

By infusing a little of your own malice into the poison you produce, you can damage the mind as much as you damage the body.

PREREQUISITES: Blood of the Spider Queen class feature, Int 15.

BENEFIT: When producing your bloodseeker poison, you can choose to deal damage to Intelligence, Charisma, or Wisdom instead. In addition, your poison deals an additional +1 ability score damage (1d2 +1 at 3rd level).

Spiderkin

You unlock latent mutations within your genetics due to blessings of the spider queen.

PREREQUISITES: Arachno, worship the spider queen, divine caster level 3.

BENEFIT: You gain the "shadow hunter," or, "web," or "fang" alternate racial traits if you do not already have them.

SPECIAL: This may be taken multiple times. Each time it gives you one of the above listed racial traits that you have not already selected.

Sporebloom [Combat]

A strict training regimen allows you to better utilize your mushroom as a weapon in combat.

PREREQUISITES: Kabouter, Con 17, BAB +1.

BENEFIT: The radius of your spores is increased to 20 feet, and you may use the spore cloud racial feature one additional time per day.

SPECIAL: You may select this multiple times. Each time, it increases the range of your spore cloud by +5 feet and grants you one additional use of your spore cloud racial feature per day.

Sunflower [Combat]

You unleash stored light energy from your body; although, its taxing nature is only for the sturdy. Originally a technique developed by the light gatherers among the sunkids, it has been repurposed as a defensive ability.

PREREQUISITES: Sunkid, Character level 5, Con 11.

BENEFIT: You can store up to twice your HD in solar charge and can stay in light twice as long as a normal sunkid before suffering ill effects. In addition, you can cast searing light, using your character level as your caster level, by spending 1 solar charge.

Web Armament

You are a master at manipulating your webbing into makeshift weaponry.

PREREQUISITES: Arachno, Master Craftsman, web (alternative racial trait).

BENEFIT: You can expend one use of your web spell-like racial ability to produce a masterwork melee weapon that you have proficiency in. This weapon lasts a number of rounds equal to the duration of your web spell-like ability. This weapon is constructed of modified webbing and, as a result, takes double damage from fire based sources.

Weapons constructed in this way can be made permanent as per the web spell and will repair itself in 10 minutes if it gains the broken condition (but not if its sundered or otherwise destroyed). A web weapon that is made permanent can be enchanted as a normal weapon.

Web Armor

By becoming truly masterful, you can even make armor from your webbing.

PREREQUISITES: Web Armament, Web Spinner, light armor proficiency.

BENEFIT: You may use your Web Armament feat to construct a set of armor instead of a weapon.

Constructing armor in this fashion uses two uses of your *web* spell-like ability. This armor has stats equal to a set of masterwork leather but, as it's constructed by webbing, takes double damage from fire based sources. Armor constructed in this way can be made permanent as per the *web* spell and will repair itself for 1 hit point every 10 minutes if it is damaged (but not if it is destroyed). Web armor that is made permanent can be enchanted as a normal set of masterwork leather armor.

Web Spinner

You have developed your web-producing capabilities.

PREREQUISITE: Ability to use web as a spell-like ability.

BENEFIT: You may use your web spell-like ability an additional number of times per day equal to your Constitution modifier.

SPECIAL: Arachno who qualify for this with the web alternate racial trait may use their Constitution modifier in place of their Charisma to determine the DC of their web spell-like abilities.

Appendix

Table A-1: Random Starting Ages

RACE	ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
Arachno	119 years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)
Dark Creepers	15 years	+1d4 years (16 - 19 years)	+1d6 years (16 - 21 years)	+2d6 years (17 - 27 years)
Dark Stalkers	15 years	+1d4 years (16 - 19 years)	+1d6 years (16 - 21 years)	+2d6 years (17 - 27 years)
Derros	40 years	+4d6 years (44 - 64 years)	+6d6 years (46 - 76 years)	+9d6 years (49 - 94 years)
Kabouters	40 years	+4d6 years (44 - 64 years)	+6d6 years (46 - 76 years)	+9d6 years (49 - 94 years)
Kobolds	14 years	+1d4 years (15 - 18 years)	+1d6 years (15 - 20 years)	+2d6 years (16 - 26 years)
Pechs	22 years	+1d8 years (23-30 years)	+2d6 years (24-34 years)	+3d6 years (25-40 years)
Sunkids	15 years	+1d4 years (16 - 19 years)	+1d6 years (16 - 21 years)	+2d6 years (17 - 27 years)
Trolls	15 years	+1d4 years (16 - 19 years)	+1d6 years (16 - 21 years)	+2d6 years (17 - 27 years)

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table A-2: Random Height and Weight

RACE	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Arachno, male	5 ft. 4 in.	+2d6 in. (5 ft. 6 in. - 6 ft. 4 in.)	150 lbs.	+2d8×7 lbs. (164 - 262 lbs.)
Arachno, female	5 ft. 4 in.	+2d8 in. (5 ft. 6 in. - 6 ft. 8 in.)	120 lbs.	+2d8×7 lbs. (134 - 232 lbs.)
Dark Creepers, male	2 ft. 8 in.	+2d4 in. (2 ft. 10 in. - 3 ft. 4 in.)	30 lbs.	+2d4 lbs. (32 - 38 lbs.)
Dark Creepers, female	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	25 lbs.	+2d4 lbs. (27 - 33 lbs.)
Dark Stalkers, male	4 ft. 10 in.	+2d10 in. (5 ft. - 6 ft. 6 in.)	110 lbs.	+2d8×3 lbs. (116 - 158 lbs.)
Dark Stalkers, female	4 ft. 5 in.	+2d10 in. (4 ft. 7 in. - 6 ft. 1 in.)	90 lbs.	+2d6×3 lbs. (96 - 126 lbs.)
Derros, male	3 ft. 0 in.	+2d4 in. (3 ft. 2 in. - 3 ft. 8 in.)	35 lbs.	+2d4 lbs. (37 - 43 lbs.)
Derros, female	2 ft. 10 in.	+2d4 in. (3 ft. 0 in. - 3 ft. 6 in.)	30 lbs.	+2d4 lbs. (32 - 38 lbs.)
Kabouters, male	2 ft. 8 in.	+2d4 in. (2 ft. 10 in. - 3 ft. 4 in.)	30 lbs.	+2d4 lbs. (32 - 38 lbs.)
Kabouters, female	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	25 lbs.	+2d4 lbs. (27 - 33 lbs.)
Kobolds, male	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	25 lbs.	+2d4 lbs. (27 - 33 lbs.)
Kobolds, female	2 ft. 4 in.	+2d4 in. (2 ft. 6 in. - 3 ft.)	20 lbs.	+2d4 lbs. (22 - 28 lbs.)
Pechs, male	2 ft. 6 in.	+2d4 in. 2 ft. 8 in. - 3 ft. 2 in.)	60 lbs.	+1d10 lbs. (61 - 70 lbs.)
Pechs, female	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	65 lbs.	+2d6 lbs. (67 - 77 lbs.)
Sunkids, male	2 ft. 8 in.	+2d4 in. (2 ft. 10 in. - 3 ft. 4 in.)	30 lbs.	+2d4 lbs. (32 - 38 lbs.)
Sunkids, female	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	25 lbs.	+2d4 lbs. (27 - 33 lbs.)
Trolls, male	13* ft.	+3d6 in. (13 ft. 3 in. - 14 ft. 6 in.)	900 lbs.	+2d10×10 lbs. (920 - 1,100 lbs.)
Trolls, female	12* ft.	+3d6 in. (12 ft. 3 in. - 13 ft. 6 in.)	800 lbs.	+2d10×10 lbs. (820 - 1,000 lbs.)

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