





# UNDERWORLD RACES: DROW

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# TABLE OF CONTENTS

UDJERWORLD HISTORY	1
Forging of the Dvergr	3
UDJERWORLD RACES: AGES ADD Size	4
DROW	6
Racial Traits	
IT AVETTYR	
Favored Class Options.	9
MEW RACIAL RULES	10
Equipment	11
Feats	11
MAGIC Items.	13
Drow Domain	14
Drow Domain: Spells.	14

# UNDERWORLD History

The first of the four great events that have forever marked the history of the Underworld of Aventyr came by the hands of the gods themselves during the Forging of the Dvergr. Finding the mythical creatures to be ultimately self destructive, the divine powers carved each into the four dwarven races (dweorg, dvergr, zwerc, and their foul kin, the gitwerc) and the immortals (elves and drow). The gitwerc removed themselves from the rest of the races being created by the deities, sealing a pact with the devils of HEL at the core of the world while their cousins were molded. Each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr while their slender, distant cousins sought refuge away and above. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc)

were it not for the sweeping changes soon to overtake the Underworld.

The second great event is known as the *Grand Sculpting*, when the progenitors (the first race of Aventyr, mysterious entities still shrouded by the mists of time) mastered the primal dragons of the subterranean depths. Enslaved, the powerful creatures were made to terraform the whole of the continent beneath the surface, carving out grand empires and rerouting magma flows to create vast networks of caves that connected peoples and creatures never before exposed to one another.

The dwarves scattered as the world around them was literally rebuilt by potent draconic slaves; the dweorg to the relative safety near the surface, the dvergr to remote caverns to build cities of their own and the zwerc to isolated outposts barely tethered to the Material Realm, far removed from the rest of the world in pocket dimensions connected to the Elemental Plane of Earth (only accessible by the mystical Amber Roads—mysterious

## UDDER THE SURFACE

The Underworld is as separated as the surface world is by oceans, lakes and wide, turbulent rivers. On planets like Earth the subsurface is usually one complete mass, but Aventyr is different. Although no one is entirely sure (largely due to the constant movement at the surface of HEL) many sages consider it probable that there are several continental Underworlds, each resting as an individual land mass on an ocean of internal fire—HEL, the realm that rests at the core of Aventyr. Instead of plate tectonics and shelf drift, the continents really can move quite spectacularly if monumental events take place within or on the surface of HEL; this might account for a number of the great extinctions, the raising of gigantic mesas and mountains, the isolation of races and peoples, and so on. The Underworld itself can take on an almost fluid characteristic as HEL moves, magma flows, and the previous configuration of caverns and tunnels is terraformed beyond recognition.

veins of orange crystal that bisect the realms of reality). The gitwerc and drow were already far removed from most of the Underworld (the former near the core of Aventyr and ruling the realms directly above HEL, the latter foraging in the darkness at the farthest reaches of the existing cave networks after their banishment from Edhellond) and held little interest in the massive terraforming of the progenitors.

The third event, The Great Schism, saw the downfall of those powerful slavers. Over centuries the dragons plotted in secret, subtly enchanting the tunnels and byways they carved through Aventyr, beneath the notice of their minders. In a grand ritual that promised to grant the progenitor race great power, they instead awoke a seemingly creature—the impossible Dracoprime. Before the monstrosity could fully rise and form, the greatest mages of the once powerful slavers sacrificed the very essence of their species to see it destroyed, calling out with a cry that shook the most far flung planes. The progenitors found themselves saved, but much reduced in power, influence, and ability, rapidly mutating into the draaki.

Forming out of the bedrock beneath the oceans, most of the continent was safe from the Dracoprime's calamitous fall-all save Picollo. Once a great archipelago that extended far from the mainland, the realm of the halflings was reduced in one disastrous moment to a single island. Countless small folk died that cataclysmic day, and their world became forever changed by what caused the mountainous creature's end. The drow took this opportunity to "save" numerous refugees of the Dracoprime's fallout, becoming the new powerful slavers beneath the surface, forcing the lesser races under their charge to build magnificent cities hidden away in the endless caverns.

The desperate call of the panicking draaki brought aid from strange otherworldy powers when the god of an alien planet far across the cosmos answered their plea. Zagnexis transported his physical form (Zagn) and brood to Aventyr using a grand surge of divine power to place them directly into the forming brain of the draconic idol. The Dracoprime's skull erupted with the insectoid deity's body and its children, killing the monstrosity instantly and precipitating its fall. Many hoyrall were carried to the Underworld where they prepared for a grand invasion, but the

# THE PREHISTORIC PROGENITORS

The progenitors are still very much a mystery of the past. Scholars believe the draaki to be the remains of the once great race that terraformed the Underworld, but the many names attributed to the influential progenitors—Kantaisa, Kantaa, Stamvader and more—leave the truth of their origins an enigma that puzzles even the finest historians of Aventyr. Legends suggest that the eldest primal dragons might know the truth of the mysterious, powerful, prehistoric peoples, but if they do know, they are keeping it to themselves.



others remained on the surface engaging in a war that nearly consumed the halflings of Picollo that had survived the calamity. Exis, the god's essence, maintained a connection with his creations, granting them a hive mind that made them a threat poised to topple the entire Underworld—if not Aventyr itself.

The fourth event was bred from the dire plea to end the Dracoprime; more than one bizarre entity answered the call, and the colloid arrived to the Underworld in an event called The Confluence. Exis' conduit to his children had been studied by the colloid for some time and after several centuries the alien stole its power to transport itself to Aventyr, shattering the hive mind that made the insect god's creatures such a serious danger. Their race fell into disarray, their deity's monstrous body turned into a mindless aquatic beast; the echoes of the colloid's arrival would soon leave even bigger waves in the sea of history , however.

While its message only now reaches Upperworld, the denizens below have known the colloid's touch for some time. One lich, obsessed with finding a way to protect himself from the otherworldly hive-mind, instead created two new species that survive in the subterranean world to this day (even if he does not). Each is a reflection of their creator; one a reduced version of himself but forever tied to stone (the dødelig), and the other that which he hated most—crystalline beings borne from contact with the alien creature (the colliatur). It was during this latest period that the jungles of the Underworld saw the emergence of a fungal race that towers over its subterranean fellows with an aloofness and apprehension that sets them apart as surely as their intimidating presence, and they have propagated across Aventyr since.

# FORGING OF THE DVERGR

In the days of darkness when the world was young, the gods forged a race from the very heart of the world itself.

They called this race "Dvergr" and placed them close to the heart of Motherworld.

The Dvergr thrived and prospered, but as time went on they became greedy, fighting over the precious metals and gems of the Motherworld.

The gods foresaw the destruction of the Dvergr at their own hands, thus they divided

the race into five parts, each sharing the appearance of the first Dvergr (but only a fragment of its whole).

The first were named dweorg, and were created from the Dvergr's hands and heart giving them honor and expert craftsmanship.

The second were made from the Dvergr's head, and kept its most proud of names. They stayed deep beneath the world toiling in their greatest cities, only an echo of their former selves.

The third were named the zwerc, created from the spirits of the Dvergr. This granted

them innate power over magic, their mystical nature making them loners and travelers with an endless thirst for knowledge.

The potent avarice of the Dvergr, however, would not be undone by the gods—traveling far from the deific crafting, the very essence of their greed delved deep into Aventyr, much deeper than the gods had permitted the Dvergr to go. Soon they had discovered HEL—where devils and demons dwell—and while the first three races were created, a pact was forged with the denizens there. The devils granted the Dvergr's avarice physical form and realms in the deepest, most foul

Underworld Races Age, Height & Weight						
Race	600Htlu6A	Middle Age	0l9	Vetierable	MAXIMUM AGE	
Drow	125 years	250 (400) years	400 (600) years	450 (800) years	650 (1-1.5k) years	
Dweorg	40 years	75 years	150 years	175 years	225 years	
Dvergr	40 years	65 years	140 years	165 years	200 years	
Zwerc	40 years	100 years	175 years	225 years	300 years	
Gitwerc	30 years	50 (100) years	100 (250) years	125 (400) years	60+4d100 years	
Ahooling	32 years	50 years	66 years	80 years	80+2d10 years	
Dødelig	20 years			_	_	
Draaki	14 years	32 years	52 years	64 years	68+3d12 years	
Funglets	72 years	152 years	240 years	320 years	20 + 6d100 years	
Hoyrall	12 years	28 years	46 years	60 years	60+2d10 years	
Vestraadi	42 years	96 years	178 years	264 years	264+5d20 years	
RACE	BASE HEIGHT	BASE V	JEIGHT	Modifier	Weight Modifier	
Ahooling	5 ft 1 inch.	190	lbs.	3d4	x2 lbs.	
Dødelig	2 ft. 7 in.	16	lbs.	2d4	xı lb.	
Draaki	5 ft. 6 in.	180	lbs.	2d10	x5 lbs.	
Funglets	7 ft. 1 in.	230	lbs.	3d10	x10 lbs.	
Hoyrall	1 ft. 7 in.	34	lbs.	2d6	x2 lbs.	
Vestraadi	4 ft. 5 in.	140 lbs. 3d10 x2 lbs.		x2 lbs.		



and flaming depths of the Underworld—but they did not stop there. The devils gave the gitwerc the ability to siphon souls from the other races to feed themselves, and in turn they granted the gitwerc more power.

When the gods returned to forge the fourth, they found the Dvergr's entrails snatched up by devils who had turned them into a terrible creature, the gitwerc.

The gods, realizing their mistake in creating a race with no evil intent, vowed never to do so again and went to work creating the fifth race in secret, using all the remaining parts of the Dvergr. The fifth and final race would be eloquent, honorable, knowledgeable, and nearly immortal, yet the race would be forever divided, torn between light and darkness. Their souls were permanently bound to the world, sentenced with a nearly endless life staring out upon the sea of eternity, never able to attain that balance which comes so easy to the other races. The gods placed this race above and below the world, both in light and in darkness; they became the elves and the drow.

Then the gods did something which surprised all of the races. They created a realm between Upperworld and the Underworld, using the culminating thoughts of all the new races to forge the "Gift from the Gods", the first humans: Ask and Embla.

This gift would bring balance to the world.

## DROW

drow once denizens of Upperworld, sharing the realm with their elven brethren without consequence. Thousands of years have passed since those mythical times, and the children of the Queen of Venom have evolved far from their original state. The drow (now barely considered a subtype of the elven race) live far beneath the surface of known lands, deep in the Underworld. Their large cities are built in reverence to Naraneus, Naraneus, Queen of Venom, who intimately assists them, unlike the deities of Upperworld. Drow societies are matriarchal, and women generally hold every position of power within a city, their priesthoods always led by women of potent ability and foresight.

Drow are cold, cunning and manipulative; most live for the sole purpose of obtaining absolute power and control over those around them. Their entire race is inherently evil but there are rare occasions-when the moon is full and Naraneus' attentions are devoted elsewhere-that a good-aligned dark elf is born. Children born during these periods are generally sacrificed to Naranaeus without a second thought, but mothers with a strong parenting instinct that are unwilling to kill their own child give birth in secret, outside of their drow settlement, passing the child to an Upperworlder or asking an Underworlder of another race to care for the newborn. They may follow their offspring, secretly assisting from afar to see that their child grows and adapts to life amongst the other races.

Unless otherwise permitted by the GM, any drow character in Aventyr is of evil or at best neutral alignment. Any drow of a good alignment will have been raised by one of the good-aligned races of the Underworld, or-rarely-by humanoids of Upperworld. Evil drow PCs hail from the subterranean metropolises of the Underworld, and a rare few are connected to Hivaka or Leahcim, the lone good and neutral drow deities.

## History.

During the Forging of the Dvergr the immortals, both light and dark, were left alone in the Underworld. Unwelcome in the dwarven cities and smart enough to avoid any involvement with the gitwerc (despite their many innocuous offerings), they traveled throughout the endless caverns as nomads. Their patron gods—Naneth the Leaf Mother, Onael the Forest Lord, and Naraneus, Queen of Venom —watched over them during the long journey, enforcing in each a sense of control, the nature of their wild souls and the skills they would need to survive in the harsh world of Aventyr. Their exodus came to an end with the founding of the Silent Forest, Edhellond, home of the elves.

With the need for fierce survival instincts at an end, the darkest of the immortal's gods took up far less of the elves' attentions; whereas Onael was still needed to tame their savage spirits (although as they became more civilized, he too became abandoned) and Naneth garnered greater devotion as the slender folk finally found a true home and hearth, Naraneus, the Weaver of Shadows, has forever been a dark god.

The Queen of Venom dwelt in the dark shadow cast by the Prime Event's brilliance, waiting like the creature of her namesake. When the gods created the elves, she instantly felt a kinship with their eternal plight and joined the Forest Lord and Leaf Mother in guiding the immortals to the Silent Forest. Naraneus taught them the nature of true deception and stealth, making them cunning warriors and silent hunters well-suited to survival in the Underworld, but after emerging upon the surface her followers reduced and her worship faded as Naneth and her mothering ways flourished.

It was not long before Naraneus struck back at her sister, inciting a feud between the darkness and the light. After a time this came to consume both races, embroiling the drow and the elves in bloody battles that marked the Silent Forest with thousands of immortal corpses across the decades long war. Eventually, Naneth and the elves proved victorious, banishing the Queen of Venom and her followers back to the Underworld from whence they came.

This suited the Weaver of Shadows and her devoted peoples well; their natural stealth, cunning and ruthless efficiency made them ideal denizens of the Underworld. By the time of the *Grand Sculpting*, the drow had dispersed far from the Silent Forest and into the farthest reaches beneath Aventyr, establishing small settlements generally removed from the cave networks left by the Prime Event. Naraneus blessed her female children, granting some the blessing to act as matron mothers; with this ultimate authority they carried the fledgling noble houses retained from Edhellond in inexorable marches to prominence.

When the *Great Schism* came, the diminutive outposts had quickly grown into thriving villages brimming with potential but limited by the murderous, self-inflicting instinct of its citizenry. The many fleeing refugees of the Dracoprime's calamitous fall quickly sated the self-destructive tendencies of these drow populations however, and provided enslaved backs upon which to build the first grand city of the dark elves—Holoth. Finally seeing the value in the lesser, inferior races, the children of Naraneus found their place in Aventyr. The initial (and greatest) metropolis of the drow, Holoth was ideally

situated to collect the masses of displaced Underworlders and expanded quickly. Its earliest years are rife with turmoil as warring noble houses and subterranean terrors destroyed the settlement in countless conflicts.

The drow are, however, nothing if not determined, and the skeletal remains of the city's many previous incarnations sit below the current Holoth. Reeling from the loss of the Vidrefacte and the Fall of House Gullion (from Rise of the Drow), the first city of the dark elves is still a powerhouse in the Underworld. Like the many drow settlements that exist in the realm hidden behind the cardinal metropolis (the drow locale closest to Upperworld), it boasts arcane academies and

temples of the most dangerous and highest regard, warriors of the greatest prowess and rulers with insight that leaves their peers baffled and dismayed.

**Physical Description**: Drow are tall and slender like their elven counterparts, with graceful and pleasant features that belie their evil nature. Their hair color can range from brunette to gray or white. They are quick in both body and mind, their slightly enlarged and pointed ears keen to hear the slightest scuffle in the Underworld.

**Society**: The drow are matriarchical and exist entirely to do the whim of the Matron Mother of their home settlement. Women are valued far more highly than men; most

of the latter are little better than smart dogs-fit to serve as guards but easily worth a few gold pieces as a youth. They are uniformly slavers, and even the lesser houses of nobility can count dozens of indentured servants to their estate. While they all answer to the Matron Mother of the first house, all drow vie for power and prestige; they will (and many times have) slaughter their own parents without a second thought if it means the acquisition of greater influence.

> **Relations**: Cunning to the last, dark elves are sly, subtle and resourceful individuals. They rarely expose themselves until they've assumed a considerable upper hand, and by then, few who've survived what follows managed to escape to tell of it.

Ruthless, efficient and capable of mindless savagery the drow are, at best, extremely dangerous allies (to both those they profess to aid and their perceived enemies).

Alignment and Religion: Drow are of the Evil alignment, be they chaotic, neutral or lawful. Most of the former are quickly beaten into submitting to the latter or sacrificed to appease Naraneus, who only truly blesses a few of her female subjects and even fewer of her male devotees. Naraneus is by and far the most revered of their gods, but demigods of Shadow and Pain have begun to take hold in a few drow cities without their orders falling to blades in the night.

Adventurers: Dark elven adventurers can be of many different mindsets, but most are dissatisfied with drow life for one reason or another. Women born into lower castes seethe with jealousy for their high born peers, and males from any house literally live at the whim of their female counterparts, a dangerous proposition that they would be keen to escape should the opportunity to safely do so arise. Females may be of any role, although they specifically seem to excel as clerics. Men are rarely clerics (and if so, only have one or two levels of the class) and chiefly master the art of mundane combat, with perhaps some dabbling in the graceful arts of the rogue or, in the event they've a talent for it, pursuing the arcane workings of the wizard.

Male Names: Diun, Gal, Gylor, Ieot, Quanot, Slior

**Female Names**: Aranreae, Haermadia, Lilith, Maethon, Maeronea, Slienaia

**Age**: Some dark elves in Aventyr enjoy lifespans that far surpass their peers. These wizened wizards, elder priests and treasured oracles see their longevity extended\* by

hundreds of years either by their deity or through deftly sustained arcane magics. \*Shown on age chart in parentheses

# Drow Racial Traits

Aside from the specific gender traits listed below, drow receive the same statistics in Aventyr as they do in the "Drow" entry in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

#### FEMALE DROW

Raised to rule, dark elven women have deft tongues and cunning wits but lack the grace and natural instincts of their ancestral counterparts on the surface.

Female drow in Aventyr receive a +2 racial bonus to Bluff, Intimidate and Sense Motive checks but suffer a -2 penalty to Acrobatics, Climb and Survival checks.

#### MALE DROW

Dark elven society subjugates males, reducing their roles into defenders of their settlements and little else. They are trained from birth to hone their keen senses, agility and ability to remain unseen and unheard, but their lack of social commitments leave them less able to maneuver in conversation as their female counterparts.

Male drow in Aventyr receive a +2 racial bonus to Acrobatics, Perception and Stealth but suffer a -2 penalty to Bluff, Intimidate and Sense Motive.

# DROW IN AVENTYR

The subterranean dark elves rule over a large region of the Underworld protected from the rest of the endless caves by the bastion metropolis of Holoth. All of their settlements are built upon the backs of enslaved races, ruled over by matriarchs that worship the Queen of Venom, Naraneus. The infighting and intrigue that suffuses their cities makes them a moderate threat to the whole of Aventyr, but travelers should beware any chance encounter with a drow settlement. A Knowledge (history) check (DC 20 - settlement's size modifier) reveals to an Underworld explorer how likely it is they will be caught by dark elven magic when making their way through a drow settlement (if it absolutely cannot be avoided). The vast majority of incarcerated interlopers are forced into slavery and in some cases, have their very souls extinguished in mystical rituals.

# FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, drow have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all drow who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Barbarian**: Add +1 to resist Intimidate checks and when making Intimidate checks while raging.

9

**Bard**: Add +1/3 to the DC to resist the bard's fascinate ability.

**Cavalier**: Add +1/4 dodge bonus to the AC of the mount granted by the cavalier's class ability.

**Cleric**: Add +1/3 to the cleric's level when determining the potency of abilities granted by the Drow domain. This does not give them access to abilities any earlier than normal, it only enhances abilities they already have.

**Druid**: Add +1 to Handle Animal checks and Ride checks made for staying atop a spider.

**Inquisitor**: Add +1 to Sense Motive checks and Intimidate checks made to coerce a target for information.

**Magus**: Add +1/5 to the magus' arcane pool.

**Monk**: Add +1/3 to the monk's daily uses of web spinning or Stunning Fist. In the case of the former, these webs are inaccessible until you have the web spinning ability or web universal monster ability.

**Oracle**: Add +1 to Knowledge (nobility) checks and Bluff checks made to deceive other drow.

**Ranger**: Add  $+\frac{1}{4}$  damage against Favored Enemies of the elf subtype.

**Summoner**: Add +1 to Stealth checks made by the summoner's eidolon.

Witch: Add +1/4 caster level when the witch casts spells from the Deception or Shadow patrons.

# MEW RACIAL RULES

The following options are available to Drow. At the GM's discretion, other appropriate races may make use of these.



## DROW EQUIPMENT

Drow have access to the following equipment.

## WEAPON WEBBING

#### Price 360 gp

Weight 1/2 lb.

This 4-foot-long thong of spider's silk rope attaches your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a swift action (DC 12 Dexterity check to catch it; on a natural 1 you hit yourself for weapon damage). Attack rolls and combat maneuvers made with weapons other than the one tied to weapon webbing receive a -4 penalty.

As a standard action, you may throw a weapon tied with weapon webbing as far as 20 feet. A creature attacking weapon webbing must prepare an action to do so, but while extended the spider's silk hit points are reduced to 1 and it has an AC of 10 +  $\frac{1}{2}$  wielder's base attack bonus + wielder's Strength modifier. The weapon returns to the wielder after the attack inflicts damage or misses, requiring an immediate action and DC 15 Dexterity check to catch (on a natural 1 you hit yourself for weapon damage).

#### WEB SHACKLES Price 750 gp

Weight 4 lbs.

This specially crafted ceramic bottle contains liquid webs that harden within one round of exposure to air. As a standard action, they may be carefully applied to a creature's limbs to bind them or as an adhesive otherwise. A DC 34 Escape Artist or CMB check is required to slip out of web shackles, but they may be burst with a DC 26 Strength check.

Web shackles may be thrown as an improvised splash weapon. With a successful ranged touch attack, the bottle explodes, dealing 2 points of bludgeoning damage and entangling any targets that fail a DC 25 Reflex save (the DCs to escape and burst out of the entanglement are the same as above).

Web shackles are dissolved by universal solvent.

#### DROW QUILL Price 10 gp Weight —

This drow writing instrument is made from the fang of a monstrous spider. A specially made writing tip and cap are fitted to the ends of the fang and the inside is coated with an alchemical substance to keep the ink from sticking. The quill holds enough ink to write 25 pages before needing to be refilled.

## DROW FEAts

#### SURVIVOR'S INSTINCT

You were born to survive, and you know it. Where others grow meager and weak without a proper diet, your steeled resolve is sustenance enough.

**Prerequisites**: Drow, Constitution 11+, Iron Will

**Benefits**: You require half the normal amount of food and water to survive, and can go twice as long as normal before having to make checks against starvation and thirst.

## Vindictive

The word grudge does not apply to you; those that have wronged you invoke a vendetta, living on in your mind as you actively plot their downfall or demise. Slights against your person are unacceptable, and your reprisal to such affronts is always potent.

#### **Prerequisites**: Drow, Intelligence 13+

**Benefits**: Gain a +2 circumstance bonus to AC and attack rolls when knowingly encountering a specific individual you have fought before. After slaying this foe, you may attempt a Will save (DC 23) to lose this feat and gain another in its place, or simply choose another individual that survived combat against you for this feat to apply to.

**Special**: You may select this feat a number of times equal to your Intelligence modifier. Each time, choose a different foe to apply this bonus to.

#### Spider Speaker

The Queen of Venom smiles upon you. Arachnids find a kinship with you, be it as prey or predator, and treat you much like a normal animal would despite their nature as vermin.

**Prerequisites**: Drow, Charisma 13+, deity (Naraneus)

**Benefits**: You may use the Handle Animal skill on spiders. You may only ever teach one trick to a single spider, but you may also "push" them to perform other tasks.

#### ARACHIJid ACROBATICS

You can bounce and leap like a spider, bounding up walls with an ease and grace that entirely defies expectation.

**Prerequisites**: Drow, Dexterity 15+, Base Speed 30 ft.+, Acrobatics 6 ranks

**Benefits**: With a successful DC 20 Acrobatics check, you can temporarily grant yourself a Climb speed equal to your base speed for one round.

### DROW BLADED MASTER

The subtle curves and dull reflections of drow blades are second nature to you. Weaving these blades through the air is a simple matter for you, often confounding your opponents with a dark elven blade's unique form before striking a fatal blow.

**Prerequisites**: Drow, Base Attack +4

**Benefits**: You gain a +4 circumstance bonus to Bluff checks made to feint in combat so long as you are wielding a bladed weapon manufactured by a drow craftsman using Underworld materials.

## ETERNAL ENVY

Enmity with your kin on the surface of Aventyr roils off of you. The cursed elves are forever your enemies and you hate them to your very core, wanting nothing more than to see their kind wiped from existence.

#### **Prerequisites**: Drow, 3rd level

**Benefits**: You treat normal surface elves as though you were a ranger that selected them as your favorite enemy, save that you only receive a +1 bonus to attack and damage rolls, Bluff, Knowledge, Perception, Sense Motive, and Survival checks against elves.

**Special**: This bonus does not stack with the Favored Enemy class ability, but it does allow you to qualify for feats that require Favored Enemy.

## DROW MAGIC ITEMS

#### DROW GLOVE OF GAMESMANSHIP Aura moderate transmutation; CL 9th Slot hand; Price 4,800 gp; Weight —

#### DESCRIPTION

These ornate, supple black gloves are expressly banned in drow settlements, where their owners are liable to find their hand cut off for wearing one. The wearer of a *drow glove of gamesmanship* may use *mage hand* as a free action once a round to make a Sleight of Hand check at a -10 penalty. CONSTRUCTION

#### **Requirements** Craft Wondrous Item, *mage hand*; **Cost** 2,400 gp

#### DROW INK Aura faint transmutation; CL 1st Slot -; Weight -

This special ink is the only substance that will adhere to kllellek paper but it can be used on almost any surface. The ink is made from a combination of Vvor blood and the liquid from a giant spider's silk sack.

Drow magic is used to combine the two substances to create four ounces of a viscous dark gray liquid that can mark almost any surface permanently.

Value 400 gp per ounce.

#### DROW SOLDIER TIT Aura faint conjuration; CL 5th Slot none; Price 1,150 gp; Weight — DESCRIPTION

This small, silver tin is a thin metal case that never appears to have anything inside. Once per day, it can be used to create a single one pound bar of semi-solid food that is odorless, tasteless, colorless and entirely invisible. While not nutritious, it's enough for one medium sized creature to subsist on daily for a few weeks before malnutrition sets in. This bar of food never goes bad.

The "food" from *drow soldier tins* can also be used as an improvised ranged splash weapon that delivers a grease spell (caster level 1st) to the square the wielder targets it with.

use as grease spell

CONSTRUCTION

**Requirements** Craft Wondrous Item, *create food and water, grease*; **Cost** 2,300 gp

3

#### KLLELLEK PAPER Aura faint transmutation; CL 1st Slot - ; Weight -

*Kllellek paper* is a drow invention made from an alchemical mixture of giant slug and neothelid skins. These are drenched in acid and then pressed together and bonded with a thin outer layer of rendered dwarven fat to hold the entire mixture together, creating four sheets of paper that measure 9"x12".

These components give the paper invulnerability to physical harm (such as tearing, cutting, or burning by natural fire). Spells that deal damage (like *burning hands* or *fireball*) damage *kllellek paper* normally, but the layer of dwarven fat gives the paper a +1 to saving throws against these spells; this bonus applies even if the paper in someone's possession.

*Kllellek paper* can be personalized by a drow if they add 4 drops of their own blood to the mixture (allowing them to use it as identification). This doesn't ever seem to work for any other race.

Value 100 gp for four sheets.

#### UDDERWATER Aura faint illusion; CL 3rd

Aura faint illusion; CL 3rd Slot none; Price 650 gp; Weight ½ lb. DE8CRIPTION

This murky, dark water smells faintly of almonds. When a creature is doused in a gallon of *underwater*, shadows wrap around their body, granting a +10 circumstance bonus to Stealth checks. So long as a doused character is in complete darkness or within 10 feet of an area of dim light, they may make a Stealth check even while being observed.

*Underwater* dries quickly, lasting only 1d6+5 rounds when used while exerting

oneself (running at full speed, taking more than one move action in a round or engaging in combat). It does not function underwater and is destroyed one round after being diluted.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, Extend Spell, *vanish*; **Cost** 325 gp

## DROW DOMAIN

**Granted Powers** Through the gifts of the Queen of Venom you have learned to use the shadows, both external and internal, to prevail over your foes.

Shadowy Weapon (Su) – At 1st level you gain minor access to the Plane of Shadow. As a standard action, this connection grants you the ability to wrap your weapon with strands of shadow for a number of rounds equal to cleric level, which causes your weapon to deal 1 point of negative energy damage per 2 caster levels (max. 10 at level 20) in addition to your regular weapon damage. You may use this ability a number of times per day equal to 3 + your Wisdom modifier. Your weapon is considered magical for the purposes of overcoming damage reduction.

Underworld Sight (Su) – At 6th level, you may give in to the shadows inside you in order to view the world more clearly. By taking id4 points of negative energy damage, you gain your choice of doubling the range of your existing darkvision or gaining low-light vision. At 9th level you may instead gain *arcane sight* (per the spell) as a spell-like ability, or be able to *see invisibility* (per the spell) as a spell-like ability. These effects can not be dispelled and last a number of rounds equal to the amount of negative energy damage taken. **Domain Spells**: 1st—*floating mote*, 2nd *shadowcast*, 3rd—*loom large*, 4th—*form of shadow*, 5th—*umbral step*, 6th—*dancing shade*, 7th—*shadow shackles*, 8th—*shadow raising*, 9th—*Naraneus's fangs* 

can direct toward any light source within range. You can cause this blob to change shape,

### FLOATING MOTE

School illusion (shadow); Level assassin 1, cleric 1, druid 1, sorcerer/ wizard 1 Casting Time 1 standard action Components V, S, M/DF (ash) Range ranged touch Target creature touched Duration 1 round Saving Throw Will negates; Spell Resistance no

This spell creates a small sphere of shadow-essence that you can direct toward one target. The sphere causes the target to see things out of the corner of their eye, causing them to be distracted and become flat-footed for one round.

The material component for this spell is a handful of ash from an expired torch.

#### SHADOWCASt

School illusion (shadow); Level assassin 2, cleric 2, druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (scrap of black)

cloth)

**Range** medium (100 ft. + 10 ft./level) **Area** A 20 ft. radius from the spot you indicate when casting the spell

**Duration** concentration + 3 rounds

Saving Throw Will negates (see text); Spell Resistance no

This spell calls forth an amorphous blob of matter from the Plane of Shadow that you creating moving shadows on nearby surfaces. These shadows can cause distraction and confusion, causing all viewers within the spell's area to take a -2 penalty to initiative and sight-based

skill checks (Spot/Search/Perception) while in the area of the light source unless they succeed on a Will save (each round).

The material component for this spell is a piece of charcoal, which is broken and tossed into the air.

## LOOM LARGE

School illusion (shadow); Level assassin 3, bard 3, cleric 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M/DF (piece of glass) Range personal Target you Duration 1 round/level Saving Throw Will save (harmless); Spell Resistance no

When casting this spell, you absorb your shadow into your body, causing you to

appear to be one size larger than you actually are. The effect grants you a +2 profane bonus (for evil characters) or sacred bonus (for good characters) to all Charisma checks and Charisma-based skill checks. This spell makes no actual change to your size category.

The material component is a black cloth sack that the caster sucks the air out of.

## FORM OF SHADOW

School abjuration; Level assassin 4, bard 4, cleric 4, druid 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M/DF (piece of obsidian) Range personal

> Target you Duration 1 round/level Saving Throw none; Spell Resistance no

> > You cloak yourself in shadow-essence, giving you total concealment (50% miss chance). You also gain a +1 circumstance bonus to attack rolls against targets for the all duration of the spell. *True seeing* negates the concealment and the +1 attack bonus. Arcane sight detects your aura and the school of spell you are cloaked in, but

because you are wrapped in shadow it will not determine what your most powerful spell or spell-like ability is. *Greater arcane sight* functions normally.

The material component for this spell is a black cloth that the caster uses to cover their face except for their eyes. This cloth vanishes when the spell expires.

### Umbral Step

School illusion (shadow); Level bard 5, cleric 5, druid 5, ranger 4, sorcerer/wizard 5 Casting Time 1 round Components V, S, M/DF (atrophied plant) Range close (25 ft. + 5 ft./2 levels) Target 1 creature touched Duration 1 round/2 levels Saving Throw none; Spell Resistance no

When this spell is cast, the creature touched

can pass through a shadow (including the caster's) and appear from another shadow within range of the spell. Stepping into a shadow provokes an attack of opportunity from a creature if their shadow is being used. Stepping out of a creature's shadow provokes an attack of opportunity. The caster of this spell cannot step into their own shadow.

The material components for this spell are a black ring made of glass or stone and a black stone sphere, which is passed through the ring.

#### **Дапсіпд Янаде**

**School** abjuration; **Level** cleric 6, druid 6, sorcerer/wizard 6

Casting Time 1 standard action

**Components** V, S, M/DF (a piece gold string)

Range personal

Target you

16

**Duration** see text or else 1 round/level

Saving Throw none (harmless); Spell Resistance no (harmless)

This spell causes your shadow to act in a similar way to an *animated shield*. This shadowy shield can absorb up to onehalf the caster's current hit points before disappearing. This protection is from physical attacks and light-based rays, such as *searing light*, but not area effect spells or non-light-based rays. Area effect spells are not hindered in any way. If the spell reaches the end of the duration before absorbing the maximum number of hit points, the spell expires and the caster suffers no ill effects.

If the shadow absorbs the maximum amount of hit points possible, the shadow dissipates, leaving the caster with no shadow (possibly causing them to be mistaken for undead) for a number of days equal to caster level and having the staggered condition for a number of rounds equal to the number of rounds the shield lasted.

The material component is a cutout of black paper in the shape of the spellcaster, which has pieces fly off of it as the *dancing shade* is struck.

#### SHADOW SHACKLES

School conjuration; Level cleric 7, druid 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M/DF (a chunk of tungsten) Range medium (100 ft. + 10 ft./ level) Target one creature **Duration** See text Saving Throw Will negates, Fortitude half (see text); Spell Resistance yes (harmless)

You cast the target of this spell into a set of shadowy shackles, one per arm and one per leg. These shackles pull the target partially onto the Plane of Shadow, dealing 3d6 points of negative energy damage per round. *Shadow shackles* have an AC of 18, a hardness of 5, and 20 hit points per shackle. As long as one shackle remains on the target, the target continues to take damage. An initial Will save negates being shackled and a successful Fortitude save each round halves the damage sustained while shackled. The subject may also attempt an Escape Artist check (to extricate themselves) at the same DC as the spell. While under the effects of *shadow shackles*, targets of the spell are considered incorporeal for the spell's

duration.

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This spell continues until it dispelled, all shackles are broken,

or the creature held either falls unconscious or dies. Upon falling unconscious or dying,

> the subject is released back onto the Material Plane. Subjects under the effects of *dimensional anchor* are not affected by

shadow shackles. The material component for this spell is a length of black chain which the caster wraps around his wrist. Undead cannot be targeted by shadow shackles.

#### SHADOW RAISING

School illusion (shadow, evil, necromancy); Level cleric 8, druid 8, sorcerer/wizard 8 Casting Time 1 round Components V, S, M/DF (the finger of an intelligent humanoid) Range close (30 ft. + 5 ft./2 levels) Target one dead creature Duration permanent Saving Throw none; Spell Resistance no This spell taps into the negative onergy of the Plane of

energy of the Plane of Shadows and allows the spellcaster to animate one deceased creature within range. These resurrected monsters are commonly called "dark zombies." A dark zombie can have no more hit dice than the spellcaster and it gains a

number of hit points equal to the caster's spellcasting modifier per hit die of the

deceased creature. The dark zombie is under the control of the spellcaster and retains all attack bonuses, armor class, supernatural abilities, special abilities, and base speed, but can only make one move action and one attack action per round regardless of how many attacks could be made in

life.

If the dark zombie was a spellcaster and had spells

remaining, it retains those spells (but cannot learn new spells; this includes any spells modified by metamagic feats.) These undead spellcasters can cast any spell with a casting time of one standard action or less.

The dark zombie acts on the caster's turn, immediately after the caster, and does so until either the caster is killed or the zombie itself is destroyed.

The material component for this spell is a lump of black clay to be molded into a likeness of the target during casting. A body cannot be used for this spell more than once.

## MARAMEUS'S FAMGS

School illusion (shadow); Level cleric 9, druid 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M/DF (a teeth from an intelligent humanoid) Range creature touched Effect ribbons of shadowy dark energy Duration instantaneous (1 round/level) Saving Throw Fortitude partial; Will negates (see text); Spell Resistance yes

Upon completing the casting of this spell, one ribbon of dark energy per five caster levels appear woven around the target's arms. These ribbons persist until they have all been expended or after a number of rounds equal to the caster's level. On a successful melee touch attack, unarmed strike or natural attack, one of these ribbons (one per turn per 5 points of Base Attack Bonus possessed by the attacker) slithers off and onto the target of the subject's attack, dealing the following damage:

> - 1 hit point of damage to the target per two caster levels, no save

> - 1d2 points of ability damage of the caster's choice

- 1d4 negative levels to the target as the negative energy of the Shadow plane draws the life out of the target

A separate Fortitude save must be made for both ability damage and negative levels.

Any successful strike gives the subject of the spell a number of temporary hit points equal to three times the ability damage and negative levels (for example, 2 Strength damage and 1 negative level would give the caster 6 temporary hit points). A successful save halves the damage for the relevant save (minimum 1 for both). A Will save at the original DC removes the negative levels after 24 hours.

The material component for this spell is a piece of black ribbon with a drow house insignia sewn into it.

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# UMSGRWORD HARS

The peace between the immortal races that emerged from the Forging of the Dvergr did not last long-the Silent Forest, Edhellond, forever closed their doors to the dark elves. Cast back into the Underworld, the drow were quick to offer aid to the beleaguered refugees of the Dracoprime's calamitous fall. Duplicitous and keen on an ample force of slaves, they imprisoned them in equipment known only to them—such as web shackles—and hunting them down with dark elven feats like Spider Speaker and Vindictive. Make use of underwater and the other insidious drow magic items, favored class options, spells (including the Drow domain!) and feats for the Pathfinder **Roleplaying Game!** 







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