



PLAYER'S GUIDE



Rise of the Drow



CREDITS

Authors • Stephen Yeardley • Mike Myler
Jonathan G. Nelson

Editor • Stephen Yeardley • Mike Myler
Jonathan G. Nelson

Cover Art •

Todd Gamble • Jonathan G. Nelson

Cartographer • Todd Gamble

Graphic Designer • Tommi Salama

Interior Illustrations

Bruno Balixa • Jacob E Blackmon

Nicholas Cloister • Rick Hershey

Mates Laurentiu

Layout • Joshua Gullion

Publisher • Jonathan Nelson

Adventureaweek.com, LLP.



Rise of the Drow: Player's Guide is a 3.5 OGL & Pathfinder Roleplaying Game Compatible supplement. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at www.d20srd.org & paizo.com/pathfinderRPG/prd/ respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 14 of this product. Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW GAMES LLC game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

AAW GAMES LLC
PO Box #92 Snoqualmie, WA 98065
AAW GAMES LLC. All Rights Reserved.
AAW GAMES LLC, Adventureaweek.com,
the Balkmore Shield with Crossed Swords logo, the Village of Rybalka,
and Rybalka's Best Vodka are registered trademarks of AAW GAMES LLC



RACES

Klavekian (human)

The Klavek Kingdom is a populous country with perhaps the greatest number of citizens of any place in Aventyr, and consists of people of widely economically disparate means. Those that call themselves Klavekian are a hearty, steadfast folk that have found ways to cope with the near-impossible hand dealt to them by the harsh northern lands. Most of the year (and in some places, all year round) the climate of the region is sub-arctic, and after thousands of years enduring the cold (often going without food or water for days at a time) has led to the “weak” dying out to leave only the “strong” behind. This refers to adaptability as much as physicality. While wilderness travel is rarer for those living in the big cities, every Klavekian has braved the wilds for overland journeys at one time or another and these trials reinforce what it means to be raised in these unforgiving lands.

King Tokolvor Klavek XIII maintains a massive military presence that dominates the known world, protecting the boundaries of the kingdom from the northern tip of the continent all the way to the south edge of the Silent Forest. Every single Klavek citizen—man or woman—is required to train in the use of the sword, and their fierce, fiery spirits quickly rise up when push comes to shove. However, the demanding experience of the desolate region leaves many of their citizens slightly paranoid, fearful of that which they do not understand (which can cause problems both for them and others).

Klavekians are hardy, trained in the use of normal one-handed swords, and know how to make the most out of what's at hand; while this makes them diehard survivors, their fearful ways leave them slightly less able to resist magical assaults on their person. They receive a +2 racial bonus to Survival, proficiency with shortwords, longwords, and greatwords, but suffer a -1 penalty to Will saves against spells and spell-like abilities.

Physical Description: While not an overly beautiful people, for the humans of the north they are considered quite fair. This attractiveness is mostly due to their appearance as a result of the martial training everyone undertakes, for even the most lethargic Klavekian (of which there are few) was once an excellent physical specimen, bred for and raised in the harsh climate. They are typically blonde or light brunettes, although many bear red hair as well (often thought of as a trait of their barbaric cousins, the Vikmordere) and have pale skin that sometimes goes without sunlight for weeks or months at a time. A line of dark-haired folk does exist, but members tend to live on the outskirts of society in remote or frontier dwellings.

Society: The survival of the fittest is the rule of the land this far north and the culture of the Klavekians reflects that. Hardy and resilient, they are brought up to be self-reliant survivalists capable of enduring the most dire trials of both nature and man. Klavekians are fearful of that which they don't understand (perhaps a trait left from their strong instincts) and are quick to either fight or flight when confronted with the unknown or unexplained.

Relations: While they might seem gruff to more genteel peoples, the Klavekians are actually the most civilized folk to be found in the northernmost reaches of Aventyr (save perhaps the elves of the Silent Forest). Their hard bitten nature make them shrewd but dependable merchants, and the backing of an established trading company from the Klavek Kingdom is respected by institutions across the realm (and weighs far less than its equivalent in gold).

Alignment and Religion: These durable folk tend to be of the Neutral if not Lawful alignment (which is the most common), but they are certainly not exclusively so. In the same vein, they worship many gods; the most popular is the White Lady, Arnut. The Snow Queen has more shrines in the Klavek Kingdom than anywhere else, and though there are tributes to her elsewhere, the Klavekians share a special kinship with the Mistress of the North Wind.

Adventurers: Klavekians become adventurers for numerous reasons; many are predisposed by their mandatory combat training, some carry the passion to explore shared by the blood of their ancestors, and still others are forced to capture glory by circumstance alone. Their strong familial ties make it hard for them to do so, but when a Klavekian leaves home for lands abroad, they rarely fail to return—when they do, it is laden with honor and rewards to match their many deeds. Another reason are the regular Royal Decrees of Boundary Expansion, when King Tokolvor pays hardy types to go to the limits of his kingdom and establish new fortified hamlets and trading posts.

Klavekian Racial Traits: They receive a +2 racial bonus to Survival, gain proficiency with shortwords, longwords and greatwords, but suffer a -1 penalty to Will saves against spells and spell-like abilities.

Male Names: Auldvalt, Bjorn, Erik, Igor, Sven, Vladimir

Female Names: Astrid, Brenna, Erika, Helga, Kari, Tyra

Favored Class (3.5 only): Fighter

Vikmordere (human)

These harsh people maintain a proud culture that deeply values nature and reveres the “Ancestor Spirit.” They live in the wilds of the north in a vast, disjointed ‘country’ of the same name, surrounded by steep, snow-covered mountains in the Vikmordere Valley. Aventyr's largest glacial body of water, Serpent Lake, begins here and meanders

Rise of the Drow

for hundreds of miles before emptying into the Serpent Tail River and onwards into the Klavek Kingdom. Raiders, warriors, rangers, druids, and shipbuilders dominate the many tribes located within the valley, competing with one another for power and dominance from time to time, as well as very occasionally banding together to defeat a common foe.

History: After launching numerous, routine raids on Klavekian villages, King Tokolvor Klavek XIII ordered troops into the mountains to oust the Vikmordere from their lands. They had been using Rybalka, a village of tribal fisherman and woodworkers, as an operations base for their attacks on settlements under the king's rule, focusing their efforts on the Three Sisters along the Serpent Tail river. A nearby iron mine manned by the Rybalkans became an important source of ore for the Vikmordere weapons and shipbuilding tools.

In response to these initial assaults by the raiders, King Tokolvor moved troops into the Vikmordere Valley and began arduous counterattacks, endeavoring to secure the strategic village of Rybalka and its lucrative iron mine. After many failed attempts and the death of hundreds of ground troops, the Klavek Kingdom was finally able to oust the Vikmordere warriors, recapturing the small village and natural resources it produces. To secure the location, additional soldiers were ordered to clear the mountainside forests of the rest of the Vikmordere forces, resulting in horrible casualties for the Klavekians. Save for a few raiders hidden in abandoned ruins and inaccessible mountainside caves, nearly all Vikmordere in a 15-mile radius were slaughtered.

Most of the Vikmordere still thrive in the mountains and deep recesses of the winding Serpent Tail river, waiting for the day a great champion rises among them. Legends foretell that this warrior will lead their people to victory, reclaiming their ancestral lands and the village of Rybalka.

Physical Description: Tall, broad of shoulder and with a natural survival instinct, Vikmordere are lean, tough, and hardy. They wear furs and cloaks made from the animals hunted down by their tribe, and always carry a stylized dagger specific to its owner (called a seax).

Society: Reverence to tradition, one's tribe and nature are the central tenets of Vikmordere society.

Relations: Most people are untrustworthy of Vikmordere when they first meet them—they are notorious for raiding villages, after all. This does not make them savages however, and once known they can become fast allies. Vikmordere trust has to be earned and isn't freely given.

Alignment and Religion: While Lawful alignments among the Vikmordere aren't entirely unknown, most tend to be Chaotic or Neutral. They worship many gods, but primarily show tribute to the Ancestor Spirit and their patron, the Great Hunter, Storjeger.

Adventurers: The wandering, nomadic spirit of the Vikmordere make them ideal adventurers, and their survival instincts make them capable explorers. At home in the wilds, they readily serve as scouts, guides, and trackers.

Vikmordere Racial Traits: All Vikmordere receive a seax as a free weapon. These simple daggers have several variations but usually have a tang in the center of the blade that inserts into an organic hilt (often crafted from wood or the horn of an animal common to the cold region) with only one sharpened edge.

Vikmordere follow one of three roles in their society, and receive racial skill bonuses and penalties in addition to the traits normally granted to humans:

Ancestral Shaman

Those that have the greatest reverence for the Vikmordere, the land, and the Ancestral Spirit are raised by the tribal shamans. Their upbringing is spent learning the history of their people and the teachings of nature. While they may be an important repository of knowledge for their society, the studious upbringing of Ancestral Shamans leaves them less able to deceive and frighten others.

Ancestral Shamans receive a +2 racial bonus to Knowledge (nature) and Knowledge (history) checks, but suffer a -2 racial penalty to Bluff and Intimidate checks.

Barbarian Raider

The most robust, aggressive, and hardy of the Vikmordere learn the ways of their people by crafting ships, establishing the lay of the land around the coasts, and spending plenty of time both in and on the water. Their naval-focused, rough-and-tumble upbringing leaves them less social than other Vikmordere and ill-at-ease on horseback.

Barbarian Raiders receive a +1 racial bo-



nus to Craft (shipbuilding), Knowledge (geography), Profession (sailor) and Swim, but suffer a -2 racial penalty to Diplomacy and Ride checks.

Northern Warden

The biting cold of the Vikmordere's homeland makes the role of hunters paramount, and many of its youth are trained from childhood to stalk the northern wilds. These warriors of the woods ensure the safety of the realm from fell beasts and famine, at home either in the trees of the forests or on the slopes of the mountains. This leaves them little time to socialize however, and they are both aloof and uncouth.

Northern Wardens receive a +2 racial bonus to Climb and Knowledge (geography), but suffer a -2 penalty to Bluff and Sense Motive checks.

Male Names: Atk'Low, Ko'Woltak, Sulwotik, To'Kuuw, Yon'Dolak, Wo'Tolik

Female Names: Aws'Kal, Dot'Wolk, Lass'Kat, Nola'Skit, Tuuk'Was, Yuw'Lits

Favored Class (3.5 only): Barbarian

Dweorg (dwarf)

Dweorg are the most common dwarven subtype, denizens of the Underworld that enjoy mining and blacksmithing. While rare outside of the Underworld, Upperworlders are often accepting of these stout folk—the legends tell that the first two humans, Askr and Embla, were themselves forged by the ancient dweorg. This belief has warmed even the cold hearts of the Klavekians, who freely accept these dwarves into their villages and homes. Although they are friendly with Upperworlders, the dweorg tend to keep to themselves and rarely allow outsiders to travel into their realm.

History: After the *Forging of the Dvergr*, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the *Great Sculpting*. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them.

The dweorg consulted their historians and clerics, ultimately following the same path as the first two humans, Askr and Embla, leading the stout folk toward the surface near Upperworld. Their journeys from the darkness of the deep Underworld are the stuff of legend, playing a large role in the devotion the dweorg show to their ancestors and traditions. As prophesied, this removal from the lowest reaches preserved their race, buffering them from the



Rise of the Drow

fallout of the Dracoprime and its death. Having settled in stable areas, the dweorg's defensible cities proved to be a bulwark against the many races born from the mythical creature's essence, saving the world above from most of the dangers created by the recently liberated primal dragons.

Some traveled a more wayward route, living a nomadic existence before finally establishing the city of Stoneholme after an enduring trial that intertwined its history with the devilish influence of the gitwerc. The most famous dweorg settlement was far humbler, a simple outpost made to act as a place of commerce that would maintain contact between the disparate clans as they sought new homes near the surface. For ages it remained a small village, but since it has grown considerably and now it is known throughout Aventyr as Embla, the city of fair trade

Physical Description: Dweorg are anywhere between four and five feet in tall, with stout shoulders and bodies that defy their diminished height. Their hair colors are commonly brunettes or blondes, but more clans sport great red manes that weave into their beards. Nearly all dweorg men wear beards, often carefully tended to with rings of precious metals stylized to honor their ancestors or traditions. Both genders are tough and possess strong core muscles, and it is rare to see a dweorg with a gait that doesn't easily match their taller counterparts. The color of a dweorg's skin range from pale, to reddish-white and olive. They favor armors made from metal and pride themselves on craftsmanship, often wearing expertly crafted equipment made by their own hands.

Society: Smithing and craftsmanship are the backbone of dweorg society, but these dwarves are keen on all of the aspects each entails. They are well-known for having keen eyes for gems, ores and precious stones of all kinds, as well as a penchant for trading them. Their warriors and defenders pose a threat alone or at the backs of allies, each with an instinctive understanding of their equipment (often forging their weapons and armor themselves). Miners and engineers are just as common as soldiers, known throughout both the Upperworld and Underworld for their natural penchant to intellectually grasp the complex calculations required for large-scale excavation and construction.

Relations: Though their past is filled with hardship, dweorg maintain the friendliest demeanor of all the dwarves in Aventyr. While travelers are normally bid only temporary asylum within their settlements, they have been known to accept foreigners into their cities, so long as they embrace dweorg culture and tradition. They are a just people filled with pride, often able to recite their lineage to the founding of their settlement (and in the case of nobility, even farther). This isn't always fully

understood by other Aventyrians, and sometimes their strange ways isolate the dweorg but more often than not, they are openly accepted into Upperworlder society, valued for their talents at the forge and staunch wisdom.

Alignment and Religion: While they can be of any alignment, most are Lawful Neutral and follow Balir, the Burning Hero and Master of the First Forge. His teachings, condensed in the 3,000 page tome *The Life of Balir*, call for practicality and humble magnificence, traits embodied by both his temples and followers. While there are some that pursue the arcane arts, most tend to frown at a reliance on magic and only show their respect for the mystical arts to devout members of the clergy.

Adventurers: Many dweorg leave their homes to act as scouts or wardens, trekking across the Underworld to map out emerging cave systems, identify dangerous geological movements and locate threats both old and new that prowl the depths close to the dwarven cities. Others endeavor to expand the reach of their clan by establishing new trade routes both above and below the surface, or take to lives as mercenaries with ambitions to bring back glory to their family's name. While they are not disposed to ostracization, dweorg society doesn't treat those without a reverence for history very well and dwarves that defy traditions often leave of their own accord.

Male Names: Alvis, Bocker, Danik, Frednir, Maylorin, Otis

Female Names: Bridgette, Edna, Franlina, Hlazel, Normja, Ragnarose

Dweorg close to the surface tend to marry traditional dvergr names with those of the surface dwellers, so names can differ wildly from region to region.

Age: Living nearer to the surface of Upperworld than any of their kin, dweorg enjoy slightly longer lifespans than their counterparts deeper in the Underworld (as well as those from other material planes). Depending on how much interaction they have with humanity and the other surface races, sometimes dweorg find the spans of their lives to be significantly reduced by Upperworlder assaults or dangers awakened by meddling explorers.

Dweorg Racial Traits

Dweorg are able to easily survive in extreme temperatures, especially the cold mountainous regions in which they thrive. Most of these dwarves find the occupation of blacksmith or warrior to suit their tastes.

They receive a +2 racial bonus to Craft (armor), Craft (weapons), Survival and Fortitude saves to resist cold or warm environments, but suffer a -2 penalty to Bluff, Diplomacy and Sense Motive checks due to their lack of experience with Upperworlders.

Otherwise, they receive the same racial statistics as standard dwarves in the “Dwarves” entry in the Pathfinder Roleplaying Game: Core Rulebook.

Favored Class (3.5 only): Fighter

UNDERWORLD RACES

Drow

Drow are rarely seen in the Upperworld, though it's said that rare dark elf children are orphaned to live on the surface. Legends speak of the subterranean elves' endless tortures, pens of countless slaves, and foul worship of a spider queen. Dweorg treat them with guarded indifference, but most people in Aventyr find the drow to be just as distasteful as the elves of the Silent Forest. Like their Upperworld kin, the dark elves are mysterious and aloof, but to a much greater degree.

Other Races

The ahooling, colliatur, dodelig, draaki, funglets, hoyrall and the dwarven subtypes (dweorg, dvergr, gitwerc, and zwerc) from *Underworld Races* are prevalent in many regions of the vast, endless caves of Aventyr, but do not play a large role in *Rise of the Drow*. For the most part, they are concerned with events unfolding in each of the locales most common to them, and will see great waves of change roll over their respective locales as the climactic events in *Rise of the Drow* reach their conclusion.

Players are encouraged to create PCs using the species in *Underworld Races* for use in the adventure path, and should also consider the retinue of play options in *Underworld Classes* as well—pending GM approval, of course.

UNDERWORLD CLASSES AND ARCHETYPES

Stonespeaker - Base Class

Of all the dwarves in the Underworld, these are the most magically potent to be found. Some zwerc stonespeakers are so attuned to their environs that they naturally develop a truly profound connection to stone and earth, learning to manipulate the very element itself without the need for spells or tools.

Underterror - Base Class

The gitwerc have a predilection to pursue an endeavor as terrifying as their history suggests, training their bodies to withstand and embrace the morphing abilities of the underterror. These shapeshifting horrors stalk the Underworld, subduing those that refuse to parley and consider partaking of the same demonic fruits as the misbegotten deep dwarves.

Smithkin - Fighter Archetype

The dwarves of Aventyr are known for crafting, but the smithkin of the dweorg are the masters of that task. Their prodigious artisanal skills are matched only by their prowess in combat, enhanced by these dwarven warriors' natural ability to empower their weapons with flame.

Ironsinger - Prestige Class

Masters of sonic energy that dominate their subterranean domains, ironsingers become as hard and potent as the aural abilities they wield. They resonate with the power of the Underworld, feared by all for both the magics at their disposal and their devastating cries.

Mistress of the Web - Rogue Archetype

These drow weave webs of lies, deceit, and danger more masterfully than any arachnid's simple gossamer traps, utilizing every scrap of knowledge or influence to enforce



Rise of the Drow

their will. They are masters of subtlety and know that a well-timed, properly-directed scathing comment can be far more deadly than any blade.

Master of the Web - Monk Archetype



While the Spider Goddess Naraneus does not grant her sons with any great ability to channel her divinity, some are blessed with gifts that emulate their martial devotion to arachnids. These fell monks turn into hybridizations of drow and spiders, utilizing their natural webs to devastating effect on the battlefield.

Underminer - Cavalier Archetype

These intrepid warriors of the Underworld literally travel through the earth, working in tandem with their burrowing mounts (often riding deep badgers) to charge their foes from below, sabotage the battlefield, or literally take the earth away from under their opponent's feet.



Gemcaster - Prestige Class

Value is an impermanent quality that changes from buyer to seller and back again; while this is normally true of jewels and precious stones, the gemcaster brings a whole new desire to acquire into play. These talented mages have mastered the matrixes of crystalline formations, empowering their own spells by using various types of gems to focus the unleashed magics.

Psilocybist - Prestige Class

Psilocybists are shamans in the truest sense of the word, communing with nature through the power of fungi. In addition to being truly deadly with mushrooms, their illusions are made even more potent by the enhanced belief granted by their ritualized practices.

Fledgling Ahool - Monster Class

The ahool are one of the most dangerous and mysterious races of the Underworld, feared for their swift maneuvering on the subterranean breezes and deft, natural prowess in combat. Fledgling ahool is a class available only to ahoolings (a new player race), as it represents the rigorous upbringing required to attain the full spectrum of abilities possessed by their kin.

Each of these races and classes are expanded upon in the Underworld Races & Underworld Classes books available from Adventureaweek.com.

LOCATIONS

RYBALKA

The adventure begins in Rybalka where the PCs are either drinking at the Thirsty Serpent Tavern, staying overnight at Rybalka Lodge, returning after facing the drow in *The Darkness Arrives*, or ensconced in another twist of fate that brought them to this frontier town. Rybalka is mostly surrounded by thick boreal forest, which in late spring and early summer becomes a *taiga* as the ground turns moist and swampy. The village is also on the shores of the Serpent Lake, which is used to travel to the far reaches of the Klavek Empire.

KEY

1. RYBAKA CITY HALL & BARRACKS
2. RYBAKA CATHEDRAL
3. THIRSTY SERPENT TAVERN
4. RYBAKA FORGE
5. BUGG INN
6. RYBAKA LODGE
7. HOP SING MERCANTILE
8. FISHERMANS CONSORTIUM
9. MASTERA LIBRARY
10. SULWOTIK'S SPIRITS
11. LUMBERMILL
12. VICKRUCK'S ROOT CELLAR
13. G&M FAKED GOODS
14. MINERS GUILD
15. VILLAGE GUARD LOOKOUT
16. SHIPWRIGHTS GUILD



VILLAGE OF RYBALKA



Rise of the Drow

Thirsty Serpent Tavern

The Thirsty Serpent is the most popular and almost certainly the safest establishment to get some food and drink in Rybalka. The tavern is run by Fin Starling, a former adventurer who runs an honest inn and enforces a strict “no weapons!” rule for all patrons—as a result, his bar is usually busy and frequently packed. Gambling is popular, as is rumor-mongering; some of the gossip is even true. Starling does a neat sideline in selling legends and their accompanying maps to parties that look capable, either for a set price or a share of the proceedings. Many folks claim Starling is a “fixer,” but he just laughs these comments off.

Fin Starling

Fin owns the Thirsty Serpent Tavern and has done so ever since his father Lance Starling passed away last winter. A semi-retired adventurer in his late twenties, Fin spent much of his youth traveling the world and getting into (and out of) tight spots.

Rybalka Lodge

If you want the best night's stay in Rybalka, the lodge is the place to go. Recently refurbished after a mysterious fire, the lodge has become a byword for comfort and, for Rybalka, luxury. Few Rybalkans can afford to go there more than once a year unless they strike it rich, yet the place is managing to get by on a regular, if not frequent, stream of successful fortune hunters.

The Council Offices and Jail

As the center of the mining, logging, and hunting industries—as well as the day-to-day administrative and legal hub—Rybalka's council offices have something for everyone, and any party spending more than a day or two in town will probably pay a visit here. Mayor Leonid (a jovial bear of a man from the capital) often authorizes tasks and activities for adventuring types, as a state seal of approval gains support from the townsfolk. The building is thick, sturdy wood, with the below-ground jail formed from stone—the town guards operate out of this building.

Mayor Igor Leonid

Igor Leonid is the mayor of Rybalka and originally hails from Mohkba, capital city of the Klavek Kingdom and the center of modern civilization in the region. Mayor Leonid is a muscular, heavy set man in his late thirties with brown hair and green eyes. He always carries a huge battle hammer (maul) at his side and wears a ushanka atop his head.

Mayor Leonid hails from the old school; he chops his own wood, catches his own fish, and drinks spirits to keep warm. Despite his rough and tumble nature, Leonid upholds the strict laws of the Klavek Kingdom in this cold, forsaken outpost on the edge of Vikmordere lands.

The Mastera Library and Sage Yuri Statel

Yuri Statel is the local sage in Rybalka and owns Mastera Library. This facility has hundreds of books dealing with myriad subjects, as well as the living quarters for the sage; effectively he works out of his home. Statel is also a wizard and an expert in all things magical and alchemical. If there is someone in town that can answer almost any question, it is Sage Yuri Statel whom the locals simply call “Yuri”.

Sage Yuri Statel is a short man with long white hair. His scar-covered arms hint at a youth spent practicing close combat and his face has the appearance of worn leather; still, although he looks old his eyes have a youthful glint in them. Yuri walks with a small staff engraved with interesting patterns, painted purple and gold.

Rybalka's Blacksmith and Weaponsmith, Quorron

Quorron has been the village blacksmith in Rybalka for over 30 years, long before the Klavekians came to rule here. When dealing with customers he is brief and to the point, ignoring small talk entirely if possible and working tirelessly to meet his clients' requests. However, he approaches parties of explorers from time to time with “adventurous requests,” with payment being goods and services (as long as the party does not reveal where they received their information).

Mayor Igor Leonid keeps a close eye on Quorron, but so far he has proven trustworthy and uncaring of local politics. The dwarven blacksmith provides general smithy services including construction and repair of weapons and armor. The mayor and village guards receive a reduced rate from the dweorg and for his part, Quorron ensures that the work is of the highest quality.

Trades

Mining iron ore and logging coniferous (spruce, fir, or pine and to a lesser extent deciduous) trees are common labors in Rybalka. Those villagers willing to chance the appearance of raiders are fishermen of both small, shoal fish and larger aquatic predators in the deeper parts of the Serpent Lake. For the truly courageous, the hunting of bear, beaver, wolf, moose and other wildlife provides a reliable profession in the harsh north but not so much as of late—right now, they hunt for devils in the Dark Wood.

The Vikmordere/Klavekian Dispute

Historically what is now known as Rybalka was a traditional focus point for the Vikmordere—it was one of the few places where they could mine iron ore for their weapons and an ideal launching point for their trade, exploration and war vessels. During the war which took place as the Klaveks sought to conquer Rybalka, thousands of Vikmordere were killed, while many hundreds



Rise of the Drow

of Klavekian soldiers found themselves ambushed and “disappeared” forever. The sites of great battles are dotted all over the peninsula, especially along the shores of the Serpent Lake. One particularly violent encounter took place at Krelgar Keep—to this day, the ghostly remains of warriors (and worse) can be found lurking in the shadows of this once magnificent structure.

Exploration Gear

Due to the nature of the many trades that take place around Rybalka—which involve spending time away from the village in the wilderness or in mines—much of the common equipment that the PCs may want is available at cost, even this far away from civilization. Some unusual items—like a second-hand block and tackle, bone miner’s pick, or sledge for example—are cheaper than the listed price because the mine uses them and they become available with greater frequency than elsewhere.

However, certain items are much more rare. Although gear connected to logging, hunting, fishing, and mining is readily available (like basic lamps, ropes, nets, backpacks, and so on) other mundane equipment is more sparse this far north. As most of the mined iron ore is destined for Mohkba, metal items can be anywhere from 30-100% more expensive than usual, and take Quorron more time to make (2-7 days depending on his other tasks). Masterwork items are often twice as expensive because quality base materials aren’t available. Anything that requires specialist tools (such as a spyglass) costs at least twice as much as normal, if it can be made at all.

Information on the dwarven city of Embla from the lips of Quorron, Rybalka’s dweorg blacksmith

We dweorg take our cities seriously: because you visitors will be judging us from the moment you step through the main gates, maybe before that, and we want you to be impressed: because Balir deserves the best, as do all his allies; because there is beauty in considered crafting and careful construction no matter what the result; and because living in one of our cities is a pleasure and a joy to relish, not a chore to endure.

Naturally, you’ll find that Embla does all of this and more, from the might and majesty of the three towering gonjola to the smallest detail that identifies a smith or herbalist or porter. If a job is worth doing, then it’s worth doing well, and that’s what you’ll find in that fair city of the Underworld.

So where should you start if you want to drink in the magnificence? Perhaps a bar! Ha, of course, start as you mean to go on, and visit the places all tourists go. Somewhere for a meal, to relax, to enjoy our mushroom ale—there is a challenge to all Upperworlders to clearly pronounce the dweorg name after four pints of that potent brew; few are able to while experiencing the dwarven way to enjoy yourself.

Then move to the more serious business of trade, because you’ll be hard pressed to find finer examples of weapons or armor anywhere below or above ground. Defense is a serious matter for us dweorg—as it should be for everyone. You’ll discover innovation, reliability, and strength in all we make, whatever your shape, size, or other requirements. But you’ll be needing other equipment if you intend to travel on from Embla, and perhaps the mining or mapping merchants will have what you need to ensure a safe trip and even safer return!

If you need to get involved with the cogs and millstones of the Council, be prepared for many matters to move at the speed of solid stone. Ah yes, yes, we are fair and true here in Embla; our laws are the rivets that hold the protective armor of society around us, but our leaders like to consider matters—not make hasty decisions—and ensure that any conclusions are for the benefit of the many rather than the few.

That, of course, leaves the rest of the city! Many folks will invite you into their homes if you respect the protocols we follow, whilst others will happily share their past and present stories if you can provide similar entertainment in return. Of course, no visit to the wonderful city would be complete without an encounter with our beasts of burden, the skildpadders—mighty behemoths indeed, yet surprisingly fast and light on their hooves if provoked. And you will almost certainly be invited by a new Emblan friend to go and see a dispute resolved—a sight for jaded eyes, I can assure you!

So enjoy the city, treat it and its citizens with the respect they deserve, and you will not find a finer place in the region to encounter us dwarves. As for what lies beyond the city, many will share their thoughts and experiences, but as I say, we love a good story—tales of toadstools the size of trees, bats as big as bulls, and false magic to fall foul of can be found around every corner. Maybe you’ll learn something, but at least you’ll have fun!

RECENT EVENTS

Rybalka has recently suffered both raids and then a serious attack by groups of mysterious humanoids revealed to be dark elves, a race that lives deep below ground in the Underworld. Many of these assaults seemed aimed at grabbing slaves and materials such as wood, but the final attack was concentrated on the Rybalka cathedral—the legendary *moonshard* was stolen and an extended eclipse fell upon the region.

A concerted chase took place, and much of what the “drow”—as these dark elves are known—was recovered, but it is unclear just how much other roaming teams managed to escape with. As for the *moonshard*, it is unclear what happened to the real item. Was it recovered? Has it been taken back to the depths? Whose side was the artifact working for? These and many other questions need to be answered if the people of Rybalka and the surrounding region are to sleep safely and soundly again.

PERSONS AND RUMORS OF NOTE

Since the raids on minor settlements and the attack on Rybalka, the region has been in a heightened state of tension. Mayor Igor Leonid has stepped up patrols around the main village, mounted surprise patrols at the mine and main logging sites. As an additional measure, he's sent the more wilderness-experienced guards out with some of the trappers and hunters to ensure those who stay away from the main settlement for months at a time can be reassured that “something is being done.”

These missions—along with the reports from returning workers—have revealed a range of stories, some of which corroborate recent events, some which talk of additional attacks, and others that suggest strange sightings and increased devilish activity. At present, most people don't move about the region very much, simply traveling from Rybalka to wherever they are working and back again. As such, links between sightings, events, and other activities aren't being made—only bands of hardy, well-prepared adventurers are equipped to take on that task! Here is a list of some recent reports, as well as where they came from:

Iron Ore Mine

- Strange sounds have occasionally been heard from the deepest parts of the mine, usually when just one or two miners are present.

- Deep-rooted tremors have increased.
- A previously unseen sinkhole was discovered hidden in a main ore area. It seemed bottomless when checked, and the foul air that rose from it prompted the miners to almost instantly seal it off.
- A batch of ore went missing, as did a set of 100 replacement pit props—no one has been able to discover the whereabouts of either item.

Current Main Logging Site

- There have been sightings of what look like malnourished Vikmordere around the campsites, with food being taken.
- Two loggers who reached the end of their work contracts were due to go back to Mohkba for three months but their whereabouts are completely unknown.
- Some of the trees due for felling have poisoned cross-bow bolts in them.
- On the night of the attack on Rybalka, something tried to take the loggers from the tent closest to the site's perimeter, but was scared off by another worker returning after relieving himself.

Collected Accounts from Trappers and Hunters

- Fresh trails (large enough for small humanoids) have been found in otherwise remote areas.
- One evening, a lone devil was seen talking with a pair of shadowy humanoids.
- Some areas have suddenly become empty of game, only to recover just a few days later—as if invisible camps were set up and then removed.
- Traps and snares that are just too big for standard animals have been discovered, although no one can say where exactly they can be found.

Reports from Lake Fisherfolk

- Signs of attacks can be seen along the shore of Serpent Lake, although there are never any indications of water-borne raiders.
- One vessel approached a column of smoke on shore, only to hear the distant sound of screams. On reaching the beach, the sailors found puddles of poisoned water.
- A previously-unseen humanoid was spotted by one vessel, floating face down in the water, but the crew were too afraid to bring such an unusual—and unlucky—creature on board.

Sightings from Less Frequent Regions

- The devils of the Dark Wood have been seen celebrating something, with a distinctly roasted meat-like smell coming from their fires.

- Rumors claim that the haunted ruins of Krelgar's Keep are populated by more and more wraith-like forms.
- A dwarf has been seen in the region, attempting to talk to hardy types, but all of them have rebuffed whatever requests he might have made.

ADVENTURING IN THE UNDERWORLD

UNDERWORLD EXPLORATION EQUIPMENT

| ITEM | PRICE | WEIGHT |
|---------------------|--------|---------|
| Backpack | 2 gp | 2 lbs. |
| Candle, helmet | 2 gp | 4 lbs. |
| Candle lamp | 5 gp | 1 lb. |
| Climber's Kit | 80 gp | 5 lbs. |
| Compass | 10 gp | ½ lb. |
| Grappling Hook | 1 gp | 4 lbs. |
| Lantern, bullseye | 12 gp | 3 lbs. |
| Lantern, hooded | 7 gp | 2 lbs. |
| Piton | 1 sp | ½ lb. |
| Rations, trail | 5 sp | 1 lb. |
| Rope, hemp (50 ft.) | 1 gp | 10 lbs. |
| Rope, silk (50 ft.) | 10 gp | 5 lbs. |
| Sunrod | 2 gp | 1 lb. |
| Torch | 1 cp | 1 lb. |
| Torch, everburning | 110 gp | 1 lb. |
| Waterproof lantern | +5 gp | — |
| Waterskin | 1 gp | 4 lbs. |
| Whistle, Signal | 8 sp | — |

UNDERWORLD TOPOGRAPHY

Abysses

Vast open voids which, while rare, provide for a nearly impassible expanse of empty space. Most of the time one must find alternative routes bypassing them or scale precarious paths which lead around such voids. Very infrequently, these abysses are actually gates to the Abyss itself, or are an entrance to HEL. Such spaces are usually preternaturally quiet until a creature decides to enter the material plane generally or Aventyr specifically. If they are gateways, finding them again on their other side is often next to impossible, as they are either disguised almost beyond the point of recognition, or are jealously guarded, warded, and hidden by whatever creature owns or oversees them.

Caves

The most common topographical feature found in the Underworld is that of the cave. While the word summons visions of a specific setting, caves are as varied as topography on the surface world. Sometimes a cave can be just that; a single cave, perhaps formed with limestone and inhabited by bats and other small vermin. At other times it can be a complex series of caverns delving hundreds of miles deep into the planet and filled with all manner of foul beasts. A single wrong turn could result in the PCs being thrown into a three-dimensional maze which could result in fatigue, starvation and even death; an adventurer's end does not always come from the tip of a blade, but sometimes through sheer stupidity or ignorance.

TYPES OF CAVES

Boulder Cave: A cave that is essentially the spaces between fallen rock, also known as a talus cave. They can be formed by seismic movement, great magics tearing rents in the rock, or the passing of some gigantic creatures such as purple worms through unstable or weak areas. However they are produced, such caves are frequently unstable, and the risk of further boulders appearing is high.

Cavern: A large chamber within a cave. Side chambers appear due to similar actions that produce boulder caves, but they are usually smaller. Continuous erosion eventually makes such caverns seem like just another part of the main cave. Caverns and chambers often act as homes for Underworld dwellers if they can be successfully protected.

Player's Guide

Dead Cave: A cave with no water of any kind. Such dry, dusty caves are usually used as homes if they are close by a water source, but may be a risky place to dwell if their dry nature is caused, for example, by lava frequently passing nearby or from being close to a gateway to the Elemental Plane of Fire.

Epigenic Cave: A cave formed by the action of surface waters descending into the ground and dissolving rock. These caves can be used to force a way out of the Underworld, but can equally be subject to cave-ins or flash flooding by changes in the Upperworld immediately above them. Creatures (such as ankheg) sometimes use them as they can suddenly break out to the surface, but seal any holes they created by using damp materials in the cave.

Gallery: A large horizontal chamber. Rock slips or slides sometimes cause these, as can the destruction of a wall between a tunnel and a previously inaccessible cave. Sometimes a number of parallel-running lava tubes (see below) all have their walls shattered and they form a series of stepped galleries that give unexpected access between Underworld paths.

Hypogenic Cave: A cave formed by water rising up from below and dissolving the rock, usually a result of two chemically different types of water mixing together. There is an equal chance that the water was acidic or alkaline, with the rock being the opposite. A variation on this theme occurs when lava has passed close by a cave filled with ice or water, evaporating the now hypogenic cave's former contents.

Lake: A standing body of water. The lake is usually replenished by dripping from the ceiling, which in turn means there are often stalactites covering the ceiling (which disguise creatures such as piercers and darkmantles). Alternatively, water may flow into the cave through cracks.

Lava Tube: A cave formed from cooling lava as it flows away from a volcanic vent. These are often very smooth,

indicating a great exertion of force when the tube was formed, or they are lined with jagged pieces of cooled lava that solidified at the end of the volcanic stream. The tunnels are occasionally plugged by lava, requiring digging equipment to get through.

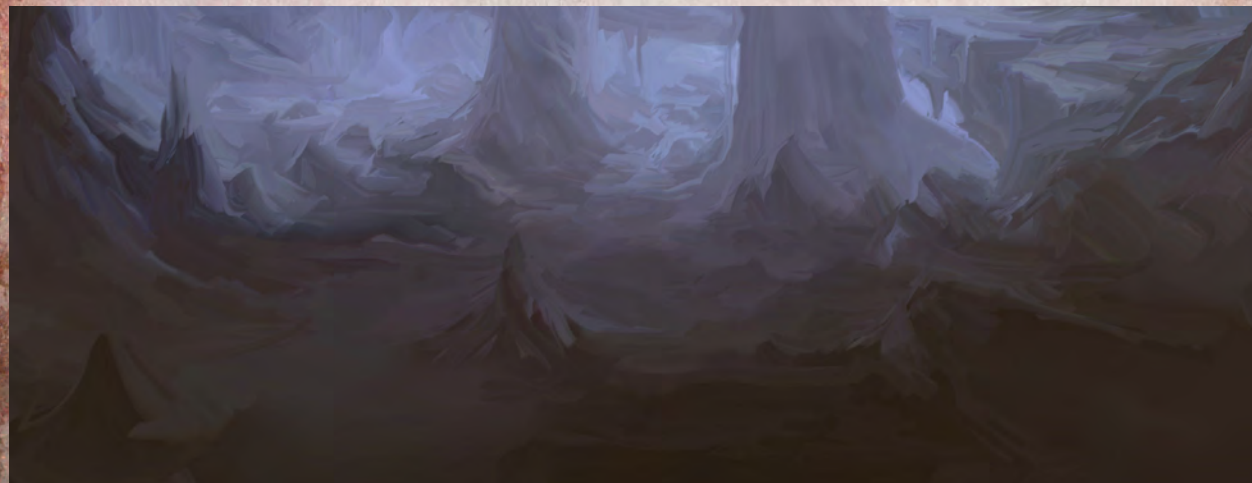
Live or "Wet" Cave: A cave with flowing water or perhaps a lake with a source point and a draining point. Fresh water sources can be few and far between in many areas of the Underworld, so there is a very high likelihood of something live close to, next to, in, or on the body of water. The exit from a wet cave is frequently under the surface of the river or lake.

Maze Cave: Several cave systems interconnected making up a three-dimensional maze. They are almost always confusing and able to induce paranoia, panic, and just plain fear as sounds and smells disorientate those attempting to make their way through them.

Ossuary: A fossil chamber— a cave filled with bones. It is fairly straightforward to miss these caves, as they are frequently sealed off by either natural materials or magic. When found, care needs to be taken with establishing if they are dumping grounds for something like the remains of food or a holy site; either may attract the ire of the owner or owners of the cave.

Spring: A natural source of water rising up through the cracks of rock or the moist soil of a cave floor; sometimes these grow into small puddles or lakes. Most are tainted with toxins from the adjacent rocks but sometimes the water is fresh or laden with drinkable (maybe even healthy) mineral deposits. In some instances the spring causes the floor of the cave to wear away, creating a pool, a channel, cracks in the floor, or even causing the floor to fall away.

Tectonic Cave: A cave formed when large slabs of solid rock move apart that often reveals some interesting finds buried in the stone. Natural pressures move the slabs back together over long periods of time but powerful magic could do so more quickly and with greater effect.



Rise of the Drow

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolf-

gang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal Maclean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal Maclean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Some artwork is copyright © 2013 Nicholas Cloister, MonstersByEmail.com

Some artwork is © 2012-14 Inkwell Ideas, Artist Bruno Balixa

Publisher's Choice Quality Stock Art © 2013-14 Rick Hershey/Fat Goblin Games

"Friendly Ranger Digital Image" Copyright 2010-2011 by Eastern Raider Games and Peter Szabo Gabor

Expanded Rise of the Drow: Player's Guide © 2014 AAW GAMES LLC. Authors Jonathan G. Nelson, Stephen Yeardley, Mike Myler

Designation of Product Identity:

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW GAMES LLC game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

All Content is Copyright AAW GAMES LLC 2014



Thanks For Playing!

- ☐ A00: Crow's Rest Island
- ☐ A01: Crypt of the Sun Lord
- ☐ A02: Devil of Dark Wood
- ☐ A03: Champion's Rest
- ☐ A04: Forest for the Trees
- ☐ A05: Winterflower
- ☐ A06: Bear Trouble
- ☐ A07: Alchemist's Errand
- ☐ A08: Search for the Tri-Stone
- ☐ A09: Rogue Wizard
- ☐ A10: Icecrag Monastery
- ☐ A11: Wild Thing
- ☐ A12: When the Ship Goes Down
- ☐ A13: RISE OF THE DROW: Descent into the Underworld
- ☐ A14: RISE OF THE DROW: Scourge of Embla
- ☐ A15: RISE OF THE DROW: Usurper of Souls
- ☐ A16: Midwinter's Chill , Saatman's Empire (1 of 4)
- ☐ A17: Haunting at Rybalka Lodge
- ☐ A18: Storm's Wake, Saatman's Empire (2 of 4)
- ☐ A19: Incandium's Eruption, Saatman's Empire (3 of 4)
- ☐ A20: Snow White part 1
- ☐ A21: Snow White, Part 2
- ☐ A22: Saatman's Throne

- ☐ B01: Under His Skin
- ☐ B02: Happiness in Slavery
- ☐ B03: It All Falls Down
- ☐ B04: The Cave Beast's Hoard
- ☐ B05: To Catch A Serpent
- ☐ B06: Cry of Ill Omen
- ☐ B07: Beauty & Blood
- ☐ B08: Thief in the Night
- ☐ B09: Curse of the Full Moon
- ☐ B10: White Worm of Weston
- ☐ B11: Fall of House Rodow
- ☐ B12: The Right to Arm Bugbears
- ☐ B13: Frozen Nightmares
- ☐ B14: The Battle for Bridgefort
- ☐ B15: Rito della Successione
- ☐ B16: The Damned Souls of Fenleist
- ☐ B17: Death & Taxes
- ☐ B18: Three Faces of the Muse

- ☐ C01: Alagoran's Gem
- ☐ C02: Goblin Cave
- ☐ C03: Sufferhorn Castle
- ☐ C04: The Play's the Thing
- ☐ C5: The Foul Passage of Progress

- ☐ BASIC01: A Learning Time
- ☐ BASIC02: A Frightful Time
- ☐ BASIC03: A Giving Time
- ☐ BASIC04: A Miraculous Time

Search for Lost Legacy Adventure Path

- ☐ By Silver's Light (1 of 4)

Clash of the Constructs Adventure Path

- ☐ Rule of Law (1 of 3)

Fallen Leaves Adventure Path

- ☐ Into the White (1 of 6)
- #### Cloak and Ballot Trilogy
- ☐ Tyranny of Greed (1 of 3)
- #### Dire, Devilish Deeds
- | | |
|--|-------------|
| <input type="checkbox"/> Arcineum Devaneas 1 | Coming Soon |
| <input type="checkbox"/> Arcineum Devaneas 2 | Coming Soon |
| <input type="checkbox"/> Devaneum Arcineas 1 | Coming Soon |
| <input type="checkbox"/> Devaneum Arcineas 2 | Coming Soon |



- ☐ To Walk the Dark Road - Michael Allen
- ☐ Iron Gap Must Hold - Jacob Michaels
- ☐ Twilight Falling - Michael Holland
- ☐ Cutting Silver Pass - Scott Janke
- ☐ The Timeless Fort - Luis Loza





Obtain information on Rybalka and the surrounding environs, meet important NPCs, hear local rumors, and discover new races!

The Rise of the Drow Player's Guide is the perfect introduction to the incredible adventure trilogy and brings everything you need to know to join in the game!