

Masters of Midnight

*Drow
Archetypes*



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for drow characters, which provide a distinctly dark-elven spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with drow at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to drow. Other races cannot take them. They are presented in alphabetical order, by the name of the class that the archetype belongs to.

Arachnochemist (Alchemist)

Most alchemists develop mutagens that allow them to turn into strange, hulking versions of themselves. But only arachnochemistry, a secret alchemical discipline known only to the drow, allows the alchemist to transform himself into a half-drow, half-spider monstrosity.

Arachnid Mutagen (Su): At 1st level, an arachnochemist discovers how to create a special mutagen that he can imbibe in order to transform parts of his body into those of a spider's. It takes 10 minutes to brew a dose of arachnid mutagen, or 1 hour if the arachnochemist does not have access to a full alchemist's laboratory. Once brewed, it remains potent until used. An arachnochemist can only maintain one dose of arachnid mutagen at a time—if he brews a second dose, any existing arachnid mutagen becomes inert. As with an extract or bomb, an arachnid mutagen that is not in an arachnochemist's possession becomes inert until the arachnochemist picks it up again.

While under the effects of the arachnid mutagen, the arachnochemist's natural armor bonus to AC increases by +1, and he gains a bite natural attack that deals 1d6 points of piercing damage for a Medium creature (1d4 points of piercing damage for a Small arachnochemist). The bite also delivers arachnochemist venom, which is presented below. At 6th level, and every 6 levels thereafter, the increase to the arachnochemist's natural armor improves by +1.

Arachnochemist Venom bite—injury; *save* Fort DC varies (10 + 1/2 the arachnochemist's class level + the arachnochemist's Intelligence modifier); *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

The arachnid mutagen's effects last for a number of rounds equal to 3 + the arachnochemist's class level.

This ability replaces the mutagen class feature.

Greater Arachnid Mutagen (Su): Beginning at 14th level, the arachnochemist can create a more potent arachnid mutagen that can transform him in more profound ways. While under the effects of his arachnid mutagen, the arachnochemist is affected as though by the *spider climb* spell. Additionally, his arms and legs become covered in tiny barbs and hairs that allow him to better grasp things, granting him a +4 racial bonus on CMB for the purposes of starting and maintaining a grapple, and increasing his CMD by +4 against attempts by creatures he is grappling to break free or gain control of the grapple. Finally, the Strength damage inflicted by his arachnochemist venom increases to 1d3.

This ability replaces the persistent mutagen class feature.

Underdark Berserker (Barbarian)

Drow have barbarians, just as other races do, but these fearsome combatants fight with speed and agility unknown to most surface barbarians, using their great maneuverability and the darkness of their environment to avoid attacks, and lashing out with deadly counter strikes.

Armor Proficiency: An underdark berserker is not proficient with medium armor.

Dodge Bonus (Ex): An underdark berserker gains a +1 dodge bonus to AC as long as she is wearing light or no armor. At 6th level, and every 6 levels thereafter, this bonus increases by +1 (to a maximum of +4 at 18th level).

Fast Movement (Ex): The underdark berserker's fast movement class feature applies only when she is wearing light armor or no armor, and not carrying a heavy load. At 7th level, the amount by which the underdark berserker's fast movement ability increases her land speed increases to +20 feet. At 13th level, and again at 19th level, it increases by an additional 10 feet (to a maximum increase of +40 feet, at 19th level).

This ability replaces the damage reduction gained at 7th, 13th, and 19th levels.

Rage Reserves (Ex): The underdark berserker can rage for an additional number of rounds each day equal to her Charisma modifier.

Agile Moves (Ex): At 10th level, the underdark berserker gains a bonus on Acrobatics checks made to avoid attacks of opportunity equal to 1/2 her class level.

This ability replaces the damage reduction gained at 10th level.

Spell Resistance (Su): By 12th level, an underdark berserker's inner rage manifests as a hazy aura of energy, which surrounds her as she rages and enhances her existing spell resistance. While raging, the underdark berserker's spell resistance increases by 5.

This ability replaces the rage power gained at 12th level.

Spider Climb (Sp): At 16th level, an underdark berserker is constantly affected as though by the spell *spider climb* whenever she is raging.

This ability replaces the damage reduction gained at 16th level.

Drow Webstalker (Hunter)

Drow webstalkers are hunters that roam the underdark searching for escaped slaves, enemies of their houses, threats to the drow, and anything else of interest in the vast, inky blackness of their underground world. Accompanying them in these long and dangerous journeys are their spider companions, terrible foes that grow to enormous size and serve the drow webstalker with incredible loyalty.

Poison Use (Ex): A drow webstalker knows how to use poisons, and can apply poison to a weapon or object without risk of accidentally poisoning herself.

Spider Companion: A drow webstalker must select a giant spider as her animal companion. The giant spider animal companion was originally introduced in *Ultimate Magic*, but is reprinted below.

SPIDER, GIANT Starting Statistics

Size Small; **Speed** 30 ft., climb 30 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** **Str** 6, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2; **Special Attacks** poison (frequency 1/round for 4 rounds, save Fortitude DC varies (Con-based), effect 1 Str damage, cure 1 save); **Special Qualities** darkvision, tremorsense 30 feet; **CMD** trip +12.

4th-Level Advancement

Size Medium; **AC** +1 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** **Str** +4, **Dex** -2, **Con** +2.

This modifies the animal companion class feature.

Vermin Empathy (Ex): A drow webstalker can improve the initial attitude of vermin. This functions identically to the wild empathy class feature, except that it functions on creatures of the vermin type, instead of creatures of the animal type. Additionally, instead of being able to influence magical beasts, the drow webstalker can instead also use this ability to influence oozes, but she takes a -4 penalty on the check.

This ability replaces the wild empathy class feature.

Web (Ex): A drow webstalker's animal companion can use webs to support itself, the drow webstalker, and up to one additional creature of the same size as the companion. In addition, the drow webstalker's animal companion can throw a web a number of times per day equal to $3 + 1/2$ the drow webstalker's class level. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the animal companion. An entangled creature can escape with a successful Escape Artist check, or burst the web with a Strength check. Both are standard actions with a DC equal to $10 + 1/2$ the animal companion's Hit Dice + the animal companion's Constitution modifier. Attempts to burst a web by those caught in it take a -4 penalty.

The drow webstalker's animal companion can also create sheets of sticky webbing up to three times its size. Doing so expends 2 daily uses of this ability. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of the web has a number of hit points equal to the animal companion's Hit Dice, and DR 5/—.

The drow webstalker's animal companion, and the drow webstalker herself, can move across the companion's web at its climb speed and can pinpoint the location of any creature touching the web.

This ability replaces the animal focus class feature.

Webstalker (Ex): At 5th level, a drow webstalker and her animal companion may move through any sort of rocky terrain (including rubble, uneven ground, and so on) at their normal speed and without taking damage or suffering any other impairment. Rocky terrain that is enchanted or magically manipulated to impede motion will still affect the drow webstalker and her animal companion.

Additionally, the drow webstalker is unaffected by webs of all kinds, including magical webs, such as those created by the spell *web*.

Finally, the drow webstalker gains a bonus on Climb checks equal to $1/2$ her class level.

This ability replaces the woodland stride class feature.

Undetectable (Su): At 8th level, a drow webstalker and her animal companion learn how to avoid even extreme senses of detection, allowing them to avoid the attention of the strange and unusual denizens of the underdark. The drow webstalker and her animal companion can use Stealth to hide from creatures with darkvision as though those creatures did not have darkvision. The drow webstalker is still visible to such creatures if it does not use Stealth, or if the creature's Perception check exceeds the drow webstalker's Stealth check, as normal.

At 12th level, the drow webstalker this applies to scent, as well. At 16th level, it applies to tremorsense, and at 20th level, it applies to blindsense and blindsight, as well.

This ability replaces the second animal focus class feature.

Oversized Companion (Ex): At 13th level, the drow webstalker's animal companion grows to Large size, gaining the benefits listed below.

13th-Level Advancement

Size Large; **Speed** 40 ft., climb 40 ft.; **AC** +1 natural armor; **Attack** bite (1d8 plus poison); **Ability Scores** **Str** +2, **Dex** -2, **Con** +2; **Special Attacks** poison (*frequency* 1/round for 6 rounds, *save* Fortitude DC varies (Con-based), *effect* 1d3 Str damage, *cure* 1 save).

Verminfriend (Su): By 17th level, a drow webstalker and her animal companion exude an aura that discourages vermin from attacking them. No vermin willingly attacks the drow webstalker or her animal companion unless magically compelled to, or if the drow webstalker or her animal companion attacks the vermin first.

This ability replaces the one with the wild class feature.

Master Hunter: At 20th level, when the drow webstalker gains the master hunter class feature, she does not gain the ability to choose an animal focus to be active on herself for the entire day each time that she prepares spells.

Instead, her animal companion increases to Huge size, gaining the modifications listed below.

20th-Level Advancement

Size Huge; **AC** +2 natural armor; **Attack** bite (2d6 plus poison); **Ability Scores** **Str** +4, **Dex** -2, **Con** +4; **Special Attacks** poison (*frequency* 1/round for 10 rounds, *save* Fortitude DC varies (Con-based), *effect* 2d3 Str damage, *cure* 1 save).

This ability modifies the master hunter class feature.

Drow Deathweaver (Warpriest)

Drow are well known for their often fanatical devotion to dark gods and cults, and while many choose to channel this profane piety into becoming a cleric or oracle, others take a more active and military role in spreading the will of their dark god or goddess of choice by violence. These unholy warriors are known as drow deathweavers, and they are fearsome to behold on the battlefield.

Spellcasting: A drow deathweaver's magic is powered as much by his personal conviction and force of personality more than from direct communion with his deity. As a result, the drow deathweaver uses his Charisma score, rather than his Wisdoms core, to determine the highest level of spells he can prepare and cast, the saving throw DCs of spells that he casts, and whether or not he receives bonus spells per day.

This ability modifies the spellcasting class feature.

Blessings of the Spider Queen (Su): When a drow deathweaver selects his blessings, one of the two blessings that he selects must be chosen from the following list: chaos, darkness, death, evil, spiders, or trickery. The spiders blessing is only available to drow deathweavers, and is not available to other warpriests, and is included below.

Spiders Blessing

Poison (minor): At 1st level, you learn how to apply poison safely, and are no longer at risk of poisoning yourself when applying poison to a weapon or object. Additionally, as a standard action, you can conjure a single dose of poison whose market value does not exceed 100 gp per class level. This poison fades after 1 minute if it has not been used.

Web (major): At 10th level, as a standard action, you can create and throw a sticky spiderweb. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Escape Artist check, or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 your class level + your Constitution modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Fervor (Su): A drow deathweaver always channels negative energy, even if he is good or neutral. Additionally, the number of times per day that the drow deathweaver can use his fervor ability is equal to 1/2 his warpriest level + his Charisma modifier, instead of the normal amount.

This ability modifies the fervor class feature.

Web of Pain (Su): Beginning at 6th level, whenever the drow deathweaver uses his channel energy class feature to harm living creatures, he can choose to expend an additional use of his fervor class feature (for a total of 3 uses). If he does, then the channeled energy physically manifests as sticky strands of glowing red spider-like webbing, which erupt outward through the entire area of the channeled energy. Instead of making a Will save for half damage, each creature in the area is entitled to a Reflex save for half damage (same DC). The webs in the area replicate those created by the spell *web* (the saving throw DC is the same as the Reflex save for half damage). Any living creature that ends its turn grappled by the webbing suffers an amount of negative energy damage equal to the number of damage dice the drow deathweaver rolls when channeling energy (*so, if the drow deathweaver's channel energy inflicts 2d6 points of damage, any creature that ended its turn grappled by the web would suffer 2 points of damage*). The webs remain for a number of rounds equal to the drow deathweaver's class level.

This ability replaces the bonus feat gained at 6th level.

Drow Housemage (Wizard)

Though they are not as naturally adept at wizardry as their surface-dwelling cousins, dark elves nonetheless pride themselves on producing mages of the same or greater talent than surface elves, making up for their lesser natural affinity for memorizing spells and learning arcane formulae with intense and unrivaled discipline and hard work. Their dedicated study not only allows them to boost their spell power to great heights at the expense of other aspects of their person, but they also develop a particularly strong resistance to magic, even amongst their own kin.

Arcane Boost (Su): A drow housemage is able to devote himself so totally to his arcane craft that he can sacrifice a small portion of his body or mind in order to further empower his magic. As a swift action, the drow housemage can willingly suffer a -2 penalty to any two of his

ability scores in order to increase his Intelligence score by 2. Both the bonus and penalty last for 1 minute. This ability does not stack with itself, though it does stack with any other bonuses or penalties to the drow housemage's ability scores. At 11th level, the drow housemage can choose to suffer a -4 penalty to both of the chosen ability scores in order to increase his Intelligence score by 4, instead.

This ability replaces the scribe scroll class feature.

Spell Resistance (Su): At 5th level, the drow housemage's spell resistance increases to 9 + his total number of class levels. At 15th level, it increases to 13 + his total number of class levels.

This ability replaces the bonus feats gained at 5th and 10th levels.



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Get in Touch With Your Dark Side!

Strange and exotic, beautiful and deadly, militant and aloof, the drow are a race that can't help but capture the imagination, and these dark elves have grown from a role similar to goblins and orcs to become a popular race for player character adventurers. Though they are perhaps too mysterious to find a home in the *Pathfinder Roleplaying Game Core Rulebook*, drow have carved out a place for themselves in the hearts and minds of gamers everywhere.

Of course, when you choose to make your player character a drow, all that you really care about is the +2 bonus to your Dexterity and Charisma scores (and who needs Constitution, anyway?), so why bother playing a drow barbarian? Even if a +2 bonus doesn't really make that much of a difference, it just feels so wrong to knowingly combine a race and class that don't go well together, and, as a result, many players never bother to consider it.

This book aims to give players who want the fact that their character is a drow to matter more a way to make that happen, while also providing support for drow characters of a variety of classes that don't typically make much mechanical sense for drow. Included are the arachnochemist, an alchemist that foregoes traditional mutagens in favor of a strange and unusual concoction that allows them to transform themselves into half-elf, half-spider monstrosities, the underdark barbarian, a barbarian archetype that focuses on speed and maneuverability, outwitting foes in the dark and calling upon inner reserves of strength to rage longer, the drow webstalker, a hunter archetype that grants a special giant spider animal companion that eventually grows to huge size and can spin powerful webs, the drow deathweaver, a warpriest archetype that uses Charisma for spellcasting, and grants access to the exotic spider blessing, and the drow housemage, a wizard archetype that can sacrifice other aspects of themselves in order to boost their Intelligence, and gain greater resistance to magic.