

FOR IMMEDIATE RELEASE

AAW Games Opens Limited Presale for *Rise of the Drow: After the Fall*

Five-act 5E campaign flips the script, placing players in the role of the drow in their own occupied city.

SNOQUALMIE, Wash., Oct. 13, 2026 - AAW Games has opened the limited first-printing presale for *Rise of the Drow: After the Fall*, a standalone five-act Fifth Edition adventure and Player's Guide for four to six characters, beginning at 1st level and concluding at 5th level. Written for 5E 2014 with 2024 compatibility, no previous *Rise of the Drow* book is required. The presale closes October 20, 2026, at 11:59 p.m. Pacific Time, or earlier if copies sell out, at <https://aawgames.com/atf>. Qualifying UK/EU and AU/NZ presale orders ship from regional hubs instead of the United States, an option available only during this presale.

Typically, we see things from one perspective: our own. Many roleplaying games cast players as the so-called "good guys," with assumptions already made about who is evil and why. *Rise of the Drow: After the Fall* flips the script. Players take on the role of the drow - a people most of the Underworld and known world see as evil, and they may very well be. Their future, however, is now in the hands of the players and their characters.

Three and a half years after the fall of Holoth, the former drow capital has become Hopeholme, an occupied city shaped by surveillance, forced reeducation, and the will of the victorious Coalition. The old houses are scattered. The Spider Goddess has withdrawn her favor. The Coalition believes the drow have finally been subjugated. They are wrong.

The drow have lost the power and control they once held over the Underworld. Rival houses, often bitter or deadly enemies, must unite for the first time in their history to overthrow the Coalition. Every member of the party carries secrets, divided loyalties, old grudges, and a past that may place them at odds with one another. Each character must decide what future to pursue - and whether they can hold enough sway over the rest of the group to see their ambitions realized.

The original *Rise of the Drow* followed surface adventurers descending into the Underworld to confront the drow. *After the Fall* places players inside drow society after its defeat, combining espionage, infiltration, house politics, morally complicated choices, and hard dungeon exploration against enemies far beyond their ability to confront directly. The original campaign was nominated for Best Adventure at the 2014 ENnie Awards, remains AAW Games' best-selling title, and carries a 4.93-out-of-5 average across 201 customer ratings.

"I want players to step into a perspective they might normally judge from a distance and ask themselves how they would navigate a world whose certainties have collapsed. Whom would they trust? What would they be willing to compromise? What new challenges will emerge from the choices they make? I am excited to see how different groups answer those questions and to hear the stories each table creates in the aftermath of the fall."

- Jonathan G. Nelson, Owner and Publisher, AAW Games

THE BOOKS

Adventure softcover: 164 full-color pages, \$64.99, matching PDF included. **Player's Guide softcover:** 48 full-color pages, \$34.99, matching PDF included. **Limited hardcover:** 212 full-color pages, \$109, combining the complete Adventure and Player's Guide, with both PDFs included.

Free leveled pregenerated characters: Separately from the 1st-level Digital Starter Set, anyone purchasing the Adventure, Player's Guide, or combined hardcover receives access to a free downloadable collection of six drow characters prepared at every level from 1st through 5th. Players may customize advancement normally or print the next prepared character sheet when the campaign advances.

The 1,000-copy limited hardcover is currently in production for Kickstarter backers and presale customers. The premium edition features a holographic cover, black endpapers with gold-foil details, section-sewn binding, purple head-and-tail bands, and a metallic-gold ribbon. This finish is exclusive to the first printing and will not return. Kickstarter backers receive priority, followed by presale customers; retail availability, if any copies remain, will be extremely limited. A separate standard-finish 212-page hardcover is priced at \$99 with both PDFs and becomes the continuing hardcover after the limited edition sells out.

REGIONAL PRESALE FULFILLMENT

PDF editions are scheduled for November 2026. Physical books ship first to Kickstarter backers, followed by presale customers beginning in December through Studio 2 Publishing in the United States, Spiral Galaxy Games for the UK and European Union, and Aetherworks for Australia and New Zealand. This presale-only regional fulfillment keeps qualifying international orders closer to home; later webstore orders ship from the United States. Retail-store availability is expected in January 2027, subject to remaining inventory.

FREE DIGITAL STARTER SET

Visitors to <https://aawgames.com/atf> can sign up to receive a free copy of the *Rise of the Drow: After the Fall* Digital Starter Set when it is published. The ready-to-play set includes a short 1st-level adventure and six pregenerated 1st-level drow characters.

MINIATURE COLLECTIONS

Three digital STL collections are available: *Drow Iconics* (12 named drow from six featured houses), *The Coalition* (13 miniatures, including guards, leaders, allies, and unusual defenses), and *The Monsters* (16 Underworld creature sculpts). Each set is \$39, or all three are \$99. Printed miniature collections are planned for early 2027 through AAW Games and its distribution partners.

RETAILER AND PRESS INFORMATION

Retailers should order through Studio 2 Publishing now while first-printing stock remains. Retail account setup: erik@studio2publishing.com. Sales and advance orders: Jim Searcy, jims@studio2publishing.com, 865-212-3797. General retail and distribution inquiries: store@aawgames.com.

Press kit access, digital review copies, interviews, and media requests: <https://aawgames.com/atf> or press@aawgames.com.

ABOUT AAW GAMES

AAW Games is an award-winning independent publisher of tabletop roleplaying adventures, campaign settings, player options, maps, miniatures, and virtual tabletop releases for Fifth Edition and Pathfinder Second Edition. Its best-known titles include *Rise of the Drow*, *Mini-Dungeons*, *Rultmoork*, and *The Survivalist's Guide to Spelunking*.

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