Warhammer Fantasy: Dark Elves Jumpchain



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What can be said of the Dark Elves of Naggaroth that has not been carved into memory already? That they are cruel? Such a simple word does not even come close to encompassing the

unimaginable horrors the Druchii, in their own tongue, inflict upon others *and* each other. Murder of kith and kin is not rare, it is instead the norm. And that does not even consider the plight of the many, many slaves of every cloth that clot the streets, homes, and blood cauldrons of Khaine, the god of murder that stands at the center of Druchii faith.

Can we say they are treacherous? It would indeed be accurate, for treachery is the very vector by which the Dark Elves split away from the Asur, their High Elf 'kin.' Malekith, the Witch King, forcibly poisoned the last king before trying, and failing, to be recognized by the Flame of Asuryan. Now he is entombed in the Armor Of Midnight, and that attempted coup sparked the vicious war that has raged since then. Today the Druchii are little different, scheming and betrayal are rife. Family? Friends? Quaint little trivialities for most. Inconveniences or liabilities to many.

Why is any of this important? Well, because now you, fair Jumper, get to spend the next ten years in this horrid nest of vipers. Good luck, you will need it. Take this 1000 CP, and may fate be kind to you, for the Druchii certainly shall not.

Location

You shall begin your stay within the borders of Naggaroth. Where is of debatable consequence depending upon what, or who, you decide to become. Choose from among the following.

-**Naggarond**: The capital of the Druchii domain, and a nigh-unassailable fortress if ever there was one. A gate fifty feet high, with walls double that. From atop the great tower in the center, Malekith, the Witch King, looks out over the world, plotting his revenge against the Asur. You may yet be safe from non-Druchii, but the cutthroat politics are as much, if not even deadlier.

-**Ghrond**: Home of Morathi, mother of Malekith, and Hag Queen of the Druchii. Less a city and more of a fortress. Ghrond stands very close to the Chaos Wastes to the North. It is a center for study and schemes, especially among the many Sorceresses of the Dark Elves.

-**Clar Karond**: The primary shipyards of the Druchii, and a launching point for many of the infamous Black Arks, floating cities in and of themselves. Naturally, many of the realms innumerable slaves pour in from here to be purchased and carried off to other corners of Naggaroth. If you by chance wished a swift exit from Druchii lands, this is where you would wish to start, be it for flight or 'adventure.'

-**Har Ganeth**: I will say this firmly, this is not wise. This is a city of executioners, the focal point of worship for Khaine, the elven god of murder. If you linger you may very well be caught up in Death Night, where the Witch Elves rampage through the streets killing all that they find in the name of Khaine.

Origin

Choose one of the following to contextualize your entry into this world. All of the following may be toggled to "Drop In" if you wish, but this is ill-advised. To be bereft of connections is one thing. To be void of the protections those connections also bring is another matter entirely. Additionally, choose your sex as you see fit. The Druchii care only for results, in all but one very particular vocation.

-**Martial**: Free

You clawed out your place in Dark Elf society with grit and blade, violence your only answer when enemies without and within challenged what was rightfully yours. Failure is not long tolerated by your betters, as have you learned to not tolerate failure from those you command. It is likely you have butchered hundreds, if not thousands on the field of battle, be it at sea or ashore.

-**Murder**: Free

Claimed by the Death Night as a child you have been inducted deeply in the ways of the Lord of Murder. If you are a woman, you were simply, put mildly, given two blades and raised to butcher anything in front of you with no regard for your safety or that of those around you as a Witch Elf, all to exult Khaine. If you are a man, you were also taken as a child, but instead hurled into a cauldron of boiling blood, which you survived. As such, you were raised as an Assassin, among the most lethal single people the world over.

-**Magic**: Free

As an Elf it should be no surprise that you are gifted in the ways of magic, though you chose to foster this gift to its fullest, or some else decided you were too talented to let lie. As a Druchii, however, you are privy to the single most purpose-pure Lore of magic in all the world, the Dhar, Dark Magic, the raw winds of Chaos. Sorceresses are among the most prized and privileged Dark Elves that exist, though the plotting of their 'sisters' renders this benefit moot. Sorcerers, on the other hand, are inherently distrusted due to a prophecy that a Sorcerer will slay Malekith with a spell. If you are a man, you will have far more to worry about than catty peers.

Perks

Perks associated with your Origin are 50% off, while 100 CP Perks are Free.

General Perks (No Discounts)

-**Elven Grace**: Free to All

As a Dark Elf you inherently have a bevy of advantages going for you over, say, the average human. You are naturally long-lived, retaining your full faculties long, long into your twilight years. You are naturally more dexterous, agile, swift, and sure-footed than all save your Asur kin and those blessed by the Chaos God Slannesh.

Additionally you have a gift for the subtle, in terms of social interaction. You can say much more with your expression, lack thereof, or simple body language than an entire monologue. And non-elves might as well be open books to you with this very same inherent gift.

-**Murderous Prowess**: Free to Martial and Murder, -200 CP

To say that you have been trained or molded to be a ruthlessly efficient killer is coming up short, for while you *have*, that's just scratching the surface of how much killing you've done, how hard you've honed yourself to near-intuitive pursuit of that smallest chink in your foe's armor, to go straight for the vein that will make your enemy bleed out the fastest.

-**Lore of Dark Magic**: Free to Magic, -200 CP

As previously mentioned, the Dhar is the raw winds of magic, the pure, unrefined *power* flowing from Chaos to the rest of the world. The precise method of utilizing Dark Magic is shockingly simple, one must only grasp at all available winds nearby and *force* them into the desired shape through force of will. Not only is this risky to the caster in question, but to everyone around them as well. But, as with most things 'dark' the raw power potential, especially in the area of smiting all that oppose you, is too great to resist. You can now reliably tap this unstable, utterly destructive Lore as you please. But you must still remain cautious.

-**Enchanting Beauty**: -400 CP

All elves are unnaturally beautiful to human eyes, the Druchii more so due to their cold, exotic grace. And yet even among them, there are far brighter stars. Morathi, despite her misleading title of 'Hag Queen' is easily one of the most beautiful creatures in the entire world, with only the Everqueen Alarielle for competition, and now you, as well. Such perfection is your visage, your form, that men and women both may be struck dumb at the sight of you, ignoring even up to the deaths of those standing alongside them so captivated they are by *you*.

-**Genuine Love**: Free (Exclusive with Drop-In toggle)

… Perhaps I have spoken too harshly of the Druchii. For all the many faults of their society as a whole they are, all of them, still living, thinking, feeling beings. And dangerous though it might be, it would be too cruel for you to be betrayed by your own family. A mother deserves to see her son smile. A sister, to hug her brother. A son, to feel safe that his parents will not ritually sacrifice him. Barring your own callous actions you need not fear the affections of your own family… Though perhaps this can go, a bit too far at times.

-**Desensitized**: Free/-100 CP

As it would be poor form for you to screech in horror and revulsion at the sight of the disemboweled slave left to rot in the streets of Naggarond, their limbs and extremities mutilated for no discernable reason beyond sheer sadistic butchery, this Free Perk shall insulate you from the inherent horrors of Druchii society. Should you wish to keep this ennui towards grotesque violence, you may pay 100 CP to keep it.

Martial Perks

-**Always Strike First**: -100 CP

The Druchii have adopted a highly aggressive style of war, hit hard, hit fast. A lesson you have taken close to heart. In personal combat against an equivalent or lesser foe, you will always have the opportunity to get the first strike in through sheer reflex. In an ambush, such a blow could be the difference between life and death.

-**True Loyalty**: -200 CP

For a commander of the Dark Elves, one's subordinates are often just as dangerous as the enemies they face. After all, why not seize the opportunity to stab the commander in the back and claim the glory of victory for yourself? With this Perk, you are partially insulated from such treachery. By leading your troops to victory, you earn their genuine respect. And the more you do so, the less likely they will be to plunge an envenomed dagger into your back.

-**Sight, Shoot, Repeat**: -400 CP

The Druchii have discarded the quaint, archaic yet "elegant" longbow of their Asur kin, instead embracing the technologically advanced repeating crossbow, a marvel in missile weaponry not reliant upon gunpowder. However, there is still quite the art to utilizing them properly given the arc of the projectile. Well, difficult for others, perhaps, but not for you. Not only are you a more than deft hand with a repeating crossbow personally, you can direct others to fire for the greatest effect. Still further, this Perk applies to the repeating crossbow's 'big brother,' the deadly Reaper Bolt Thrower, which is essentially a siege weapon tuned to shoot people. Yes it's excessive, that's why it's great.

-**Lord of Beasts**: -400 CP

It is not only fellow Dark Elves that are led into battle, but many monstrous creatures as well. Many of which are just as capricious as the Druchii. The War Hydra for instance, must normally be kept in check by no less than three handlers, driving it onwards with whips into the desired enemy. You no longer have this problem. War animals, even the thoroughly monstrous kind are far more likely than not to do what they are ordered/directed to do under your auspice. The only

thing that could potentially disrupt this is if you are deliberately cruel to the beast in question. And you wouldn't do that, right?

-**Dreadlord**: -600 CP

Well, you've made it. This is as high as your sword arm can take you among the Druchii. Not only have you personally killed tens of thousands, likely, you have earned such a reputation that your troops wouldn't dare defy you, let alone try to kill you. You are an uncontested, superb strategist in the Dark Elf way, unrelenting aggression. Your personal skill would allow you to duel any number of martial masters across both Naggaroth and Ulthwe, the land of your Asur kin. Furthermore, in recognition of all of your preceding achievements you may attach a great title to your name emblematic of your great deeds. Perhaps you slew a dragon in personal combat, Dragonslayer? Did you viciously put down a slave uprising, Enforcer? Use your imagination.

-**Fleet Admiral**: -600 CP

What a Dreadlord is to war on land, the Fleet Admiral is at sea. You are a terror of the waves spoken of in equal parts awe and terror. Technically speaking you might be even more respected than a Dreadlord, because not only do your naval raids bring back slaves by the bushel you also bring back something else the Druchii dearly need and can't be arsed to make for themselves, *food*. Indeed, the sheer amount of plunder of both kinds you seem to acquire is staggering. Why, with such excessive wealth flowing in your direction certainly you could keep more than your fair share for yourself and no one would be the wiser…

Murder Perks

-**No Matter What**: -100 CP

As an acolyte of Khaine you are no stranger to bloodshed, en masse or individually. And over that long career of bloodshed you have learned to never hesitate when the time has come to strike. When Khaine demands blood, you provide. Even if the demanded blood happens to be from one you dearly care for. You kill your heart, and make the cut.

-**Envenomed**: -200 CP

Bringing death swiftly is something you specialize in, but there are always those little ways you can make things die just a little bit faster, or cover a minor imperfection in your technique. By taking this Perk, that 'little thing' is poison. You wash your blades with it, coat your arrows with it. Given a bit of preparation you can choose the best poison available to you to kill whatever it is you are charged with killing, and what you can find in the area around you if need be.

-**Hidden**: -400 CP

As an Assassin, getting right up close to your target is of the utmost importance. You were not trained for a knockdown, drag out fight, after all. Hence, you have a preternatural skill at approaching your targets unseen, either using terrain, weather, or even your own allies for your approach And in the latter case, your allies won't know you're there either. Whether you decide then to burst into a sprint screaming for dramatic effect or jam a sword through the target's spine quietly is up to you at that point.

-**Blood Frenzy**: -400 CP

As a Witch Elf, a bride of Khaine, you hurl yourself into the fray with no regard for your safety. Oftentimes you, and your sisters, prepare for such occasions by imbibing, what else, blood mixed with a particular poisonous herb to 'inspire' this murderous frenzy. But, what if you have no time to prepare? Fear not, for unlike your sisters you may throw yourself into such a frenzy with nothing more than a thought. In this state your body moves like a dervish, your pain is dulled, and your blades flash like lightning. Truly, you are blessed by Khaine.

-**Death to Hope**: -600 CP

As befitting of an Assassin, you stalk only the greatest of prey. And when you strike, when you kill, it only seems fitting that the shock reverberates far disproportionately to the single life you just took. An army will crumble to dust if their commander is slain, regardless of the competence of the second-in-command, as could an Empire. What's more, no blessing of fate will defend your targets from you. Lest they are ready to face you themselves, they will have nothing. But, of course, no one is ever ready for you.

-**Death Hag**: -600 CP

Ah, a true veteran of slaughter. Come child, hear from me the secret names of Khaine. Yes, the secret names of Khaine, Lord of Murder, have real power when spoken. Just one can temporarily paralyze an entire unit of your enemies with pain. It's not true magic, but it's close enough. Secondarily, once per year you may declare a Death Night, to let the streets run red with blood as the murderous impulses of whichever poor location you chose to target are thrown into maximum overdrive. Naturally you are encouraged to partake of this slaughter, as none of the incensed would give you a hostile glance.

Magic Perks

-**In Demand**: -100 CP

If there's one thing you can always count on with magic, it's that those without the ability really, really want those *with* the ability on their side. Certainly, you will never hear tell of a poor

Sorceress. As such, you will find it simplicity itself to find a post where your magical abilities will be valued, deeply.

-**Omni-Disciplinary Mage**: -200 CP

While it certainly isn't overly talked about, given the prevalence of the Dhar, Dark Elf Sorceresses (and Sorcerers) have access to every other common Lore of magic. Yes indeed, odd as it may be to think of a Druchii utilizing the Lore of Light, or Heaven, you can certainly do so if the Dhar is truly not to your liking. Furthermore, from here onwards you will have unilateral access to every avenue of magic you encounter that is not restricted by something like race, or otherwise secret.

-**Self-Warding**: -400 CP

One, mhm, notable downside to long-term use of the Dhar is the personal cost. A Sorceress who heavily utilizes Dark Magic will sooner or later find their form withering from the overwhelming power she channels through her body. Fortunately, with the purchase of this Perk, you no longer have to worry about such things. You are protected from 'corruptive' properties of powers you might find yourself utilizing. In the case of the Dhar, fling as many spells from it as you like, and you will remain lush and beautiful till your dying days.

-**Stable Casting**: -400 CP

Another pitfall of magic, at the very least the magic of this world, is the ever present possibility of 'miscasts.' Should the spell slip from your control you might just drop that Purple Sun on top of *your* head instead of your enemies. This Perk is a blanket protection against such harmful slips of yours. Should a spell of yours be primed to blow up in your face, the magic will 'flow away' instead of exploding.

-**The Greatest Mage of the Age**: -600 CP

There are a handful of names that one thinks of when they think of the most powerful, mortal wielders of magic. Morathi, for instance, sits comfortably in this top twenty. Among others like Archmage Teclis of the Asur, and certain Slann of the Lizardmen. In terms of raw power, you now stand among those elite names. Wiping out half an army with a single spell is an everyday occurrence for you, should you participate in battles. With your power you would nearly be allowed to do as you pleased in the power structure of Naggaroth. Of course, there are then those that might feel threatened by such power…

-**Qhyash, Lore of High Magic**: -600 CP

… I don't know whether to congratulate you for thinking outside of the box, or condemn you for doing something that might get you brutally killed. Yes, this is High Magic, the polar opposite of the Dhar, and the signature sorcery of the Asur. Unlike the Dhar, this Lore is utilized by harmonizing the disparate winds of magic together into one unified force, weaving them, if you

will. I daresay, if it becomes known you practice this Lore I can't genuinely tell you what might happen. You might be applauded for using the tools of the Asur to kill them, or you could be condemned by a mob of your peers for the same.

Items

General Items

Similar Items may be Imported to gain the benefits of purchased Items at no cost.

-**Druchi Miniatures**: Free

Well, how about that. A box filled with tiny versions of Dark Elf soldiers, war beasts, and magic casters. There's even a set of paint and brushes to doll them up with. And look, this one looks like you!

-**Dark Elf Fashion**: -100

Hmm, I suppose "fashion" might be a bit strong for a race of elves who all seem to wear the same general attire. But if you care for leather and metal bikinis, almost exclusively in black, this endless wardrobe has you absolutely covered… or, not, in the case of the latter. Will fit comfortably at any size.

-**Slave Collars**: -100/-50

A collection of ten black-iron bands. These collars bear a mild enchantment that beats down the will of whomever you place them upon, though a strong will can ignore such an enchantment. You may purchase as many of these as you like, and all further purchases are done so at a discount.

Martial Items

-**Luckstone**: -100 CP

No self-respecting warrior would leave their life in the hands of chance, but at the same time, it would be foolish to not try and stack the odds in your favor. This small stone, able to fit in the palm of your hand, has a gentle yet potent enchantment upon it. Once per battle, it will turn aside a blow that would otherwise wound you, losing its magic till your next. A small protection, to be sure, but just as sure to be worth it in a pinch.

-**Quality Arms**: -200 CP

Choose from either of the following: A strong cutlass and a sturdy shield, or that same cutlass and a single-hand version of the repeating crossbow. These weapons are mundane, but nigh-unbreakable against anything but the magic weapons of this world or truly careless abuse. You can be sure, at the very least, that these weapons will not turn against you.

-**Giant Blade**: -400 CP

Not, as you might think, a weapon that is sized for a giant. Instead, when holding this weapon you are filled with the strength of said giant. And naturally, this would make you physically stronger than your peers by leagues. Grace and agility the Druchii, and Asur, may have in spades, but I would think to their great chagrin, they are no stronger than humans. But you, with this blade in hand? You could match and exceed orcs, dwarves, perhaps even certain champions of the Dark Gods.

-**Helm of Discord**: -400 CP

It should be seen as an inevitability, rising to the top as you would wish to do, that you are going to be challenged. And while some of those challengers will hide behind an army of thralls most of them, given the Druchii penchant for bloodshed, will do so to your face, at least in your particular field. Beside the inevitability that the strong, the heroic, or otherwise famous will seek you out on the open battlefield to make their name even greater. The answer to those challenges is simple, cheat. And this enchanted helmet is a prime example of one of the avenues open to you. Those seeking to face you in personal combat must first pass a test of will and, should they fail, they are stunned. Simplicity itself to then be summarily slain.

-**Black Ark**: -600 CP

One of the venerable floating cities upon which Malekith and the Druchii fled Nagarythe so long ago, now turned into a vessel purely intended for war and plunder. This Ark is filled to the brim with vicious, bloodthirsty, hardened Black Ark Corsairs, all of whom are unflinchingly loyal to you. It also has spacious quarters for you to the scale of a small mansion, a hold that can carry incalculable tons on plunder, cells and stocks for the swift breaking of slaves, and even a clutch of ten War Hydras for more, stubborn opposition. Any troops, or beasts, that are slain repopulate on the Ark the following day. The singular catch, is that your Corsairs may only go 100 miles inland, which should be a more than fair allowance for raiding.

-**The Sword of Khaine**: -600 CP

… So, you heard the whispers, would-be conqueror. You heard the promises of unimaginable power, in exchange for only bloodshed. You traveled to the Blighted Isle, and there, you drew the physical manifestation of murder and violence from its pedestal. Otherwise known as the *Godslayer* or the *Widowmaker*.

This blade was forged by none other than the Elven god of the forge, Vaul, for Khaine himself, and even in its making the blade proved itself insatiable. Dragunir, the father of dragons, had his breath, his strength, stolen by the infantile blade, binding dragons to the fate of the elves forever.

The sword itself, though its actual form may shift to the melee weapon you favor the most, in the very literal sense turns you into a one-man army. Your strength will swell by a third, ignoring all but the most potent of magical armor and striking ethereal foes as if they were solid. In reverse, a full third of attacks directed at you will be negated. And still more, the blade can hurl a terrible maelstrom of violent magic that devastates armies, blighting those that it does not kill with the Madness of Khaine. This sword destroys utterly what it slays, the soul, the spirit, essence itself.

Take heed though, warrior. Claiming this weapon, one meant for gods to wield, paints a massive target on your back. Not just from other Druchii, who rightly would fear what you might do with this power, but from no less than the rest of the world.

And still more, lest you are possessed of unprecedented willpower the Sword may yet consume you, turning mercy into ruthlessness, compassion into callousness, and ambition into madness.

Still interested?

Murder Items

-**Implements of Khaine**: -100 CP

Simple, yet effective. This brace of wickedly curved and serrated daggers have highly toxic poison smelted directly into the blade, ensuring that they never require a re-application of their necrotic, agonizing bite. Equally good for intimate butchery on the battlefield and torture.

-**Witchbrew**: -200 CP

How do the Witch Elves whip themselves into a frenzy before a battle? How else, they drink blood. More specifically, this concoction is the blood of a ranking Death Hag mixed with a poisonous herb to induce a ‘trance’ that manifests as screeching, near-mindless bloodlust. This decanter of Witchbrew you now own will refill itself every hour, and contains enough of the brew to incite thirty people if you were inclined to do so. The brew by itself is not lethal.

-Cloak of Twilight: -400 CP

For the enterprising Assassin, no chances are to be taken when it comes time to murder someone. In addition to providing you a great deal of protection from hostile projectiles and spells, the cloak massively augments your first attack against your target. Most will likely be slain outright, with perhaps only Chaos Champions, Orcs, and Ogres living though your surprise onslaught. Naturally, the protections the cloak offers come into play particularly after you pull off that successful slaying, escaping retribution from the fallen’s allies.

-Cauldron of Blood: -400 CP

Yes, it is in fact a cauldron of perpetually fresh blood that is fashioned as a chariot. Yes, you ride it while seated in the blood. This gift from Khaine offers two separate yet potent gifts, one primarily on the battlefield, the other off. Firstly, on the battlefield all allies of yours within a fair distance are incensed by a dark lust for blood. They strike surely, and with far greater savagery.

Second, bathing in the blood is effectively a fountain of youth, restoring the bather, primarily you, to their physical prime in terms of both beauty and health.

-**The Chillblade**: -600 CP

One could consider this weapon emblematic of Dark Elf cruelty. Forged from the shattered remains of the fortress of Har Kaldra, destroyed without warning or mercy by Malekith with a single spell, this blade is perpetually coated in a dark rime, echoing the bitter North wind that torments the spirits of those slain in that damned city. A single blow freezes not just the body of your target, but also their soul. Victims are hence paralyzed, helpless against further blows.

-**City of Slaughter**: -600 CP

Praise Khaine! It would seem you have founded your own city, wholly dedicated to the god of murder like Har Ganeth. And, unlike that city, your population seems, eerily eager to embrace the wholesale slaughter of either each other or outsiders. Every month you may draw some 5000 murder-happy recruits from the population, whom will gleefully embrace a berserker frenzy and butcher whomever you point them at with the skill of a properly trained Khaineite. They will only kill each other if you do not direct them towards something, and yet the population of your city never seems to go down… strange.

Magic Items

-**Casting Focus**: -100 CP

A staff, a wand, an orb… whatever particular flavor you prefer. While perfectly true that you are absolutely capable of harnessing the Winds of magic through sheer willpower, why make things harder than you need them to be? While bearing your 'focus' the stress of casting any spell is mildly lessened, as is the chance of a 'miscast.' Additionally, you require less magic to cast spells than you otherwise would.

-**A Lady's Chambers**: -200 CP

As I have previously mentioned, you will never find a poor Sorceress. Fitting then, that this lushly appointed bedchamber be made available to you, by default suffused with a dark pink hue. So that you might bring this comfort with you, the entire 'room' may be folded up with a trivial spell into something small enough to easily fit in any satchel. Deploying this 'room' outside of a building will see it take the exterior form of a richly made tent. The interior, the specifics, and shall we say the 'mood lighting' are for you to specify.

-**The Black Amulet**: -400 CP

As it has not been brought up till now, an issue with magic in this world is that wearing any real protective gear, armor and the like, interferes and greatly increases the difficulty and cost of casting spells. And while this Item does not directly protect you from hostile attack, it should at

the very least greatly discourage it. Simply put, if you are wounded, whomever struck you is wounded twice as badly as they hurt you. A scratch on you could then disembowel your insolent attacker, as an example. Caution should still be exercised, but your person should be fairly safer with this in your possession.

-**Ring of Hotek**: -400 CP

As a wielder of magic, it is inevitable that either on the battlefield or from the intrigue of the Druchii that you will find yourself slinging spells against another mage. Tip the scales in your favor in advance with this Item. Wearing this ring gives you a blanket 50% resistance to all hostile spells, while simultaneously increasing the likelihood that hostile spells targeting you are 'miscast.' Stand back and laugh as your enemy mage accidentally drops the Purple Sun on top of themselves, and promptly dies from their stupidity.

-**Sorcerous Tower**: -600 CP

Find Malekith's abode enviable, do you? Envy no more, as you now own a perfect replica. This absurdly fortified tower comes with a garrison of Black Guards of Naggarond wholly enslaved to your will along with stockpiles of supplies to last through years of siege. And atop its absurd height (you alone may teleport to the top) lies your personal chambers, complete with a crystal through which you may observe the entire world at your leisure. Only obnoxiously warded locations are proof from your watchful gaze. Furthermore, your defenders are continually buffed by the greatest spell of the Lore of Shadows, Okkam's Mindrazor, fitting for your dark abode.

-**Phylactery**: -600 CP

A Sorceress as potent as you should not be bothered by such a little thing as 'death,' should you? Of course not, so cheat it. By purchasing this Item you are guarded. Once, when you are slain your soul will flee your body and enter this crystal, which will rebuild your physical body as it was over the course of one year, after which the phylactery will break. Post-Jump, you will receive a new one that will function similarly. The one small catch, is that if you are slain by a soul-destroying attack, obviously you will have no soul for the phylactery to recover.

Companions and Mounts

-**Old Friends/New Allies**: -100/-200 CP

Afeard of entering this den of vipers alone? Abundantly understandable. Hence, you may Import previously existing Companions or create new ones from scratch for a mere 100 CP, or net yourself a bundle of 8 for 200 CP. Created or Imported Companions receive an Origin, its associated Free stuff, as well as 400 CP of their own for Perks and Items. Companions my not purchase Companions of their own, but they may purchase a mount.

-**Canon Druchii**: Free

Should you come across one of the existing Dark Elves that you get along with you may take them with you for no charge provided you can convince them to come with you without the aid of mind control or mind-altering abilities. Some will naturally be harder to convince than others.

-**Dark Steed**: Free

There's not much to write home about with this, it's a horse. One raised by the Druchii, so it's quite desensitized to sights of slaughter and violence, and therefor highly unlikely to panic or be bothered by much of anything, but otherwise just a horse.

-**Cold One**: -100 CP

One of the most common mounts among the Druchii, the Cold One is a reptilian, bipedal beast well adapted to the bitter cold of Naggaroth, and well broken by the Dark Elves in the turning into mounts. They are fairly stupid, but strong, and quite hardy against bolt and blade. Should you purchase a second Cold One you can receive a chariot for them to pull for free.

-Dark Pegasus: -400 CP (Discounted to Magic)

The mount of choice for many Druchii Sorceresses, including Morathi, whose mount Sulephet is the only known, named Pegasus of its kind. These Chaos-corrupted steeds are stolen while young from the eyries of their parents, as the adults are far too savage to train. When grown, these brutal, bat-winged horses can ride thermals for hours without rest while hunting for prey, whereupon they swoop down to gore it with their twin horns. These creatures are, naturally, significantly more aggressive than their uncorrupted kin, and actively seem to revel in violence.

-Manticore: -400 CP (Discounted to Martial)

A terrifying beast born of Chaos, so of course only the forces of Chaos itself and the Druchii are mad enough to tame them and use them as mounts. Resembling, generally, a lion with leathery wings and a barbed, poisonous tail, the manticore is a vicious beast that hunts not just for sustenance, but also for the pleasure of the kill. The one, potential, rub to such an otherwise fine mount for a murderous Druchii is that the beasts have a nasty habit of… shall we say, shouting *LEEROY* and charging straight into the middle of the fighting when wounded. Given the devilish intelligence of the beasts, they actually can. Shout, that is. Like an evil, demonic parrot.

-**Black Dragon**: -800 CP

For the Druchii seeking the ultimate mount, accept no substitutes. Scales hard as iron, strength fit to make an ogre cry, and a breath attack that incinerates enemies in corrupted, agonizing fire. Rain death with impunity, Druchii.

Drawbacks

Should you desire more, and I'm sure you do, feel free to take some, additional burdens upon yourself for some more points. Take whatever you think you can bear.

-**Arrogance**: +100 CP

A problem for the Dark Elves and their cousins, the High Elves, is that they are both utterly blind to their own faults, a fate you could have avoided if not for taking this. As you have not elected to be more grounded, you will instead demonstrate a haughtiness that even an Elf would find impressive, and you will refuse to believe that you have done anything wrong unless confronted with overwhelming evidence of such.

-**Foolish *Man***: Requires Male, +100 CP

If you really think about it, Dark Elf society is really stacked against its male half. Male sorcerers are actively mistrusted and persecuted because of Malekith's paranoia, Assassin's have no say in the power structure of Khaine, and both men and women populate the ranks of the Dreadlords. As befitting this implicit misandry, you will need to work twice as hard in all facets to earn respect and post.

-**Metal Bikini**: Requires Female, +100 CP

For a race that primarily inhabits a land as *cold* as Naggaroth, you would think such an insubstantial outfit would be one of the last things anyone would voluntarily wear. Well, too bad, because by taking this Drawback that's all you get to wear for your entire ten years. And it's going to *suck* as much as a metal bikini actually would. If you happen to be in a cold climate, your outfit will make you colder, and should you be anywhere warm it will stick, and chafe. While there are methods you could certainly take to alleviate your discomfort, it will nonetheless be a constant battle against your own wardrobe.

-**Soft-Hearted**: +200 CP

Sad as it is to say, compassion is considered a dire weakness among the Druchii. A 'weakness' that you can't seem to divorce yourself from, even if you know you should. You will routinely spare your enemies, foreign and domestic, unless they are truly the vilest of the vile, think the forces of Chaos. While this may earn you a smattering of friends, everyone else in Naggaroth will have nothing but scorn for you.

-**Grace-Less**: +200 CP

Put bluntly, you are a clod, ham-handed and crude. Your "elven grace" will render you a laughingstock lest you find some significant way of compensating for it.

-**The Enemy Within**: +400 CP

Jumper, my deepest apologies, but you seem to have been possessed by a daemon during your integration into this world. This entity will be at constant war with your mind for command of your body, nor will they consider giving you advice should you be in danger. Your safety, after all is no concern of theirs. Your death would free them, and if they can't command you, then you might as well die.

-**Shackled**: +400 CP

Woe upon thee, Jumper, you have been enslaved. Not in the traditional way, mind, but by taking this Drawback you effectively sold your soul to a powerful member of the Druchii political leadership. While they will not know the full extent of your powers, should you have any from previous Jumps, they will have no qualms about ordering you upon suicidal endeavors to their best interest. You must serve this Druchii for five of your ten years, after which you will be freed, reluctantly.

-**When In Naggaroth…**: +600 CP

… Do as the Druchii do. By taking this Drawback you surrender access to both your Warehouse and all powers or Items that you did not purchase here. Your Companions are also affected.

-**Sold To Slannesh**: +600 CP

Well, this is worse than reasonable. Like the Doomfire Warlocks, those male mages whom Malekith smote out of paranoia, your soul stands perched on the precipice between the mortal world and the realm of Chaos. You cannot stop this fate, you can only delay it by regular sacrifices to Slannesh, the more innocent or mighty the soul, the better. Should you fail to keep Slannesh satisfied, the Chaos God will consume your soul, and your Chain will end.

-**Below The Dark Crag**: +1000 CP

Mhm, yes, this is appropriate. Jumper, before you reap your gifts, and even before your other Drawbacks apply, I think it apt that you taste of what it's like under the Druchii's boot heel. You will first be incarnated as a slave, one of those nearly worked to death in the mines of the Dark Crag, so named because the sun never shines upon it. With no Powers, no Items, and no help from Companions you must slip your bonds and escape the mines. But, to get the full experience, you must *stay* free for a whole week without the Druchii dragging you back to your shackles. Do that, and you can begin the Jump as normal.

Scenarios

Choose one. Completion of either Scenario will allow you 2000 Points for the Army Builder.

The War For The Vortex

In the heart of Ulthuan, on the Isle of the Dead stands the Great Vortex. For generations it has soaked up the excess magic of the world, and throttled the Realm of Chaos, keeping the daemons at bay. But the twin-tailed comet has been sighted, and the Vortex has been weakened. Now, is the time. Morathi, the Hag Queen, has devised an Elixir to allow Malekith to safely absorb the power of the Vortex for himself, and in so doing, finally achieve his long-awaited revenge upon the hated Asur.

You, now, are his agent. Seek out the scrolls of Hekarti, complete the five rituals while preventing interference from the others who desire the power of the Vortex for their own ends. End five lives, five special lives dictated by these rituals, and complete the Elixir.

But then, you have a choice. Do you simply do as told, and secure the Elixir for Malekith? Or do you defy him, and hijack the ritual for yourself? Either way, you must carve a path to the Isle of the Dead, destroy the verminous Skaven whom tricked the world into acting upon the Vortex, and fend off all other challengers who would contest your claim to the Vortex. Of grave note, is that if you chose to defy Malekith he would undoubtedly pursue you personally, pitting you against no less than five separate armies with what forces you managed to land on the Isle of the Dead.

If you were loyal, this is where the tale ends. Malekith will, however reward you appropriately for your labors with an army befitting your obvious talents. Take your army, and go forth.

However, if you defied Malekith and claimed the Elixir, the power of the Vortex flows into you, catapulting your arcane power beyond anything this world has ever seen. Those who had not the power to cast a single spell will instantly be empowered to the level of the Perk "Greatest Mage Of The Age," while those already so inclined… I daresay you might be able to fight Tzeentch himself on fair footing. Should you have taken this path you are well within your rights to *demand* your army from Malekith and, humbled and humiliated as he doubtless is, he will not be able to refuse you.

The Druchii Redemption Project

If it has not been impressed upon you already, Druchii society is a dysfunctional mess. They murder each other at rates beyond reckoning, are only able to feed their nation through piracy, sabotage any endeavor with non-stop betrayal and conspiracy… That anything gets done at all is nothing short of a miracle. All of that, now it's your job to fix it.

It is up to your discretion whether you wish to try and change things from the top down, or vice versa, but you've a vicious struggle ahead of you either way. Malekith cares nothing for

his people, seeing them as agents of his revenge and little else. And Morathi, his mother, does nothing to help. Far more concerned, she is, with either plotting means by which to push her son along the path to vengeance for the both of them, or indulging her varied Chaos-tainted appetites.

But, just to use those two as an example of how this is by no means an impossible task, consider this. For all of her many, many faults, Morathi still demonstrates genuine glimmers of both affection and care for her son. It was part of her fury so long ago, before the Sundering, that Malekith was denied his birthright by the Asur council of princes. And to her son's just credit, he too was right back then. The Asur had grown decadent and soft, arrogant in their power. Chaos had not yet been defeated, and it was this martial stance, this willingness to lead the way that drove the princes to deny Malekith the Phoenix Throne. There is goodness buried in them both.

So, in a nutshell your list of objectives is as follows:

-Within your stay the Druchii must cease the major worship of Khaine. The sheer number of murders enacted in his name is unacceptable.

-Naggaroth must become, or be at least well on its way to being, a nation that can provide for its own population without thieving from other nations.

-Slavery must be cut back by at least 90%. The Druchii are going to need to learn how to do their own farming, mining, etc.

-You must not be at war with any major faction of the world, with Chaos being an obvious exception.

-Finally, displaying affection, love, and other such compassionate gestures must be publically acceptable without widespread ridicule.

If you can do all of that, change the Druchii for the better, for a hopeful future, you win this Scenario. In addition to the 2000 Points awarded to you for the Army Builder, you may take Morathi, Malekith, or the both of them together as Companions without a fuss. The *new* Druchii will be able to carry on just fine without them.

Army Builder

You only have access to this section if you completed either Scenario.

-Second-In-Command: Free

Choose either a Dreadlord or a Supreme Sorceress as your army's secondary General. In terms of skill, the Dreadlord will be about half as talented as you would be if taking the 'Dreadlord' Perk. Similarly, the Supreme Sorceress is about half as powerful as you, the Jumper, would be with 'Greatest Mage of The Age.' The Sorceress, however, comes with 'Omni-Disciplinary Mage' as well. The Dreadlord comes with heavy armor, as well as a high-quality sword and shield. You

may purchase mounts for them for 50 Points, 100 Points, or 150 points for the Dark Steed, Cold One, and Manticore/Dark Pegasus respectively.

-Heroes: -100 Points, Max of 3.

-Masters: Aspiring Dreadlords, highly skilled martial powerhouses that drive the troops forward by example.

-Assassins: Exactly what you'd expect. Trained to eliminate high-priority targets from a distance or up close. Cannot wear Heavy Armor.

-Sorceress: A junior to her sisters, she has not yet mastered the Dhar, but brings the Lores of Fire, Shadow, Death, and Beasts to bear. Cannot wear armor.

-Death Hag: High Priestesses of Khaine, highly skilled in 'motivating' the troops, and, ironically, skilled in pathing up wounds after a battle. Cannot wear armor.

Heroes may be granted Dark Steeds or Cold One mounts for 50 Points apiece. The Death Hag may be given a Cauldron of Blood for 100.

Infantry:

-Dreadspears: 10 Points Per 10 troops.

Your standard infantry, armed with solid armor, a sturdy shield, and a long spear. They excel in halting cavalry charges in their tracks and otherwise holding fast against infantry and smaller projectiles.

-Bleakswords: 10 Points per 10 troops.

The 'offense' to the Dreadspears 'defense. Bleakswords are best suited to a steady advance, using their shields to weather missile fire till their blades can start cutting. Their sturdy armor gives them strong staying power on the attack.

-Darkshards: 10 Points per 10 troops.

Solidly armored archers armed with two-handed repeating crossbows. Their bolts boast strong armor penetration, and excellent range. For an additional 2 Points per Darkshard, they may be granted a shield to simultaneously brace their crossbow upon, and to protect them from returning fire.

-Black Ark Corsairs: 10 Points for 10 troops.

The specialized raiders of the high seas, just as capable on land. Their armor is of slight higher quality than other baseline infantry despite being made of sea-dragon leather, but they only bear a single blade. For 2 Points per Troop, you may grant them a hand-crossbow.

-Witch Elves: 10 Points for 20 troops.

Pure offense. Unarmored, armed with only their twin daggers. They'll get torn to pieces in a frontal assault. Flanking is crucial. You may upgrade a unit of Witch Elves to Sisters of Slaughter, their elite variant, for 2 Points per troop.

-Shades: 20 Points for 5 troops.

Hate-filled outcasts from Druchii society. They utilize the crossbow and stealth to hunt the crews of war machines, and pick off mages. And they are skilled enough to hold their own in melee.

-Executioners: 30 Points for 20 troops.

Dedicated infantry butchers, wielding specialized Draichs (great weapons) in the name of Khaine. They are well armored, but slower than Witch Elves.

-Black Guard of Naggarond: 50 Points for 25 troops.

The elite infantry of the Druchii, normally sworn to personal loyalty to only the Witch King. They wield vicious halberds in battle, and are supremely armored for infantry.

Cavalry:

-Dark Riders: 20 Points for 10 troops.

Lethal, fast-attack cavalry best suited for swarming around to the flanks, harrying the enemy, and breaking off to come back later. For 4 additional points per troop you may grant them both shields and crossbows to improve their survivability and give them a potent ranged option.

-Cold One Knights: 30 Points for 4 troops.

Heavily armored, armed with a great lance, and mounted upon an armored Cold One. They are the Druchii's premiere shock cavalry. Their lances also make quick work of both other cavalry, and large monsters. The Cold Ones themselves terrify hostile combatants.

-Cold One Dread Knights: 30 Points for 4 troops.

Melee cavalry, as opposed to shock cavalry. These knights opt instead to use a sword and even heavier armor to wade into infantry and butcher them with impunity. The Cold Ones themselves terrify hostile combatants.

-Doomfire Warlocks: 50 Points for 5 troops.

Male Druchii sorcerers cursed by Malekith. On horseback they rush to bring death with the spells they know, making the most of Doombolt and Soulblight both for maximum damage. Decent in melee combat for short bursts.

Artillery:

-Reaper Bolt Thrower: 30 Points for 1 troop.

The singular artillery piece used by the Druchii, but a very good one capable of engaging just about anything in the world, and doing grievous harm to all but the hardiest of creatures.

War Beasts:

-Harpies: 40 Points for 30 troops.

Vile creatures born of Chaos, these small monsters are horrid parodies of humanoid women that only look comely from afar. On twisted wings they fly and are best utilized either chasing down unprotected missile units, or tying up fast cavalry.

-Feral Manticore: 100 Points for 1 troop.

The beast that can serve as a mount, just set loose towards the enemy. Far more prone to going into a frothing rampage than a mounted Manticore, but terrifyingly effective all the same.

-Kharibdyss: 150 Points for 1 troop.

A dedicated anti-monster, anti-large horror from the sea around Naggaroth, all churning tentacles, slime, and abyssal horror. The beast's roar induces chilling terror in combatants.

-War Hydra: 220 Points for 1 troop.

Five heads, flaming breath, an unprecedented healing factor, and a hide that turns swords like grass. Butchers infantry with ease, fares well against just about everything else.

-Black Dragon: 400 Points for 1 troop.

An unmounted, yet still supremely lethal dragon. What else needs to be said?

General and Hero Wargear:

-Ogre Blade: 40 Points.

What you might expect, fills the wielder with might to equal an Ogre.

-Sword of Strife: 40 Points.

Fills the wielder with speed, particularly their arm. May strike three times as fast.

-Sword of Anti-Heroes: 30 Points.

Against the heroic, or otherwise notorious, this blade strikes with dramatically increased viciousness and speed.

-Tormentor Sword: 20 Points.

Tortures the mind of those struck with the blade, stunting their rational thought temporarily.

-Armor of Destiny: 50 Points.

Heavy Armor with a more than fair resistance to magic built in.

-Armor of Silvered Steel: 40 Points.

Heavy Armor. Slightly stronger than the Armor of Destiny but has no magical resistance.

-Glittering Scales: 30 Points.

Light Armor. Makes it slightly more difficult to strike the wearer in melee combat.

-Shield of Ptolos: 20 Points.

Provides a slight ward against projectiles, nudging them away from the bearer.

-Dragonhelm: 20 Points.

Provides a modicum of Armor. Grants 33 percent resistance to flame.

-Obsidian Lodestone: 40 Points.

The wearer is shielded from 50 percent of magic attacks.

-Dawnstone: 40 Points.

The bearer's armor becomes twice as effective with this charm on their person.

-Seed of Rebirth: 30 Points.

Provides slow, steady regeneration of wounds. Swift enough to be useful on the battlefield.

Banners: May be given to any Unit.

-Wailing Banner: 50 Points.

The unit strikes bone-chilling Terror into those they engage with, enemy combatants may temporarily rout.

-Ranger's Standard: 50 Points.

Units with this Banner ignore difficulties imposed by rough, yet passable terrain.

-Banner of Swiftness: 30 Points.

Exactly as you would expect, Units with this Banner will move uncannily fast compared to their peers.

-Banner of Eternal Flame: 30 Points.

The weapons of the Unit will have their weapons imbued with flames.

Notes:

-On the Lores of Magic: For a quick, snappy list of what spells you can pull off and generally what they can do, go here. https://1d4chan.org/wiki/Warhammer_Magic Expect typical 1d4chan snark and enthusiasm. This is not to say this is *all* you can do with the various Lores at your disposal, just a general idea.

-On the 'Magic' Origin: Though the text assumes a female Sorceress, yes, anything discounted to Magic works just fine for a Sorcerer. Malekith's paranoia will simply make things difficult.

-On the Druchii murder rate: Games Workshop officially stated that the numbers are intentionally arbitrary, there are as many elves as there needs to be at any one time, logic be damned.

-Your Army acquired through either Scenario may exist as a Group Companion if you wish. Additionally, you are free to determine the sex of your troops, as the Druchii remain equal-opportunity killers, barring the obvious such as Assassins only being male and Witch Elves obviously only being female.

-You may absolutely use a sword or other melee weapon as a Sorceress, in fact you are encouraged to do so. Similarly, you may arm your Supreme Sorceress, or Sorceress 'Hero' with blades as well, if you feel that wise.

-I would like to deeply than the author of this
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for the groundwork that they laid in inspiring me to finish this document.