

5e Dwarves Jump
v1.0
by LJGV/Sin-God

In the world of Abeir-Toril the dwarf race has a long, storied, and often tragic history. Dwarves are talented craftspeople and warriors and are seen as noble neighbors, valuable allies, and invaluable slaves, depending on who is around them. There are many dwarven subtypes but in this jump you can choose between mountain dwarves, one of the main playable dwarven subtypes, and duergar: the tortured, talented, and cruel descendants of dwarves who fought against drow and were enslaved by mind-flayers before a violent uprising granted them their freedom. In addition to those two types of dwarves this jump offers you the ability to become an Azer, a creature that superficially resembles dwarves with an unclear relation to them that are more accurately considered elemental or elemental-adjacent, and naturally dwell in the Elemental Plane of Fire.

For the next decade you are going to be wandering the world of Abeir-Toril and the dimensions tied to it, from the elemental planes to the wondrous or ruinous afterlives mortals are destined to visit. Enjoy the next decade as a dwarf or dwarf-like creature dear jumper!

Take **1000 Dwarf Points** to fund your adventures.

Author's Note: *This is a dwarf themed jump set in the world of the Forgotten Realms. Or, potentially, anywhere else you can do 5e things in.*

Starting Location

By default this jump sets you in the world of Toril (though if you're an Azer it's probably easiest to start off in the elemental plane of fire), but you're free to go anywhere else 5e adventures have been set in. If you want you could use this jump to visit Exandria, Theros, Ravnica, or any other such setting so long as it's been part of 5e that's fine.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins become alt-forms in future jumps. All origins are drop-in compatible.

Mountain Dwarf [+200 DP]
One of the two most common types of dwarves, mountain dwarves are stout folk who make their homes underneath mountains and build majestic kingdoms that never see the light of the sun. These dwarves are responsible for many of the mental images one sees when they think of dwarves. These talented stonecarvers are intimately familiar with the earth and they can design feats of engineering that astonish and amaze. These dwarves are also known as Shield Dwarves.

Duergar [Free]
Dwarven history is a grim tale. Dwarves are admired for their industriousness and their inhuman tenacity. These two traits make them attractive slaves to predatory races, both underneath and atop the surface of the world. Deep beneath the surface of Toril, there are cruel monstrosities and alien civilizations that warred against each other and themselves. Two of these groups, the Drow and the Illithids, played a tragic role in Duergar history. First the Drow waged a long and bloody war against the Duergar, and when the other dwarven clans took too long to come to their aid the relationship between the two groups soured. The Duergar won the war against the Drow, though at great cost to themselves. When the Illithid came the Duergar were unprepared, and they were taken captive. They spent centuries under the harsh "care" of Illithids and were slowly turned into a distinctive subrace of dwarves. The Illithids, in their arrogance, did not expect the Duergar to gradually develop resistance to psionics, but more and more Duergar were born with resistance to some Illithid powers and they eventually overthrew their tormentors, and made a new home for themselves in the dark recesses

of the Underdark. Now they dwell in the dark, establishing orderly and strict communities wherein they plot against their many foes.

Azer [200 DP]
Azers are natives of the Elemental Plane of Fire and they bear a resemblance to Material Plane dwarves but with skin of metal and fiery hair (both atop their heads and on their faces). Their resemblance to Material Plane dwarves doesn't end at the superficial, physical level, as azers are also incredible craftsmen, and they once allied with the efreet with whom they built the City of Brass. The efreet made a fateful decision and attempted to betray and enslave them upon the city's completion, both in an effort to keep their city's secrets secret and also out of a desire to keep the skilled craftsmen under their domineering thumb. This failed and the azers used their knowledge of the city to escape. The efreet have since made the decision not to go all out against the azers out of caution due to the fact that ancient azers know secret ways into the city and could spill those secrets to those they recruit to help them win any all-out war against the efreet that they might get sucked into.

Perks

Origins get their 100DP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Subterranean Survival [Free for this jump, 50 DP to keep]
Dwarves and their relatives are stunningly well-adapted to life underground. And now so are you! This gives you the basic darkvision of sixty-feet accessible to many types of D&D characters and monsters, as well as a mentality and a physiology adapted to living without sunlight, a mind cognizant of the dangers that come with dwelling underground, and an innate resistance to both radiation and faezress; magical radiation found in the Underdark. In future jumps this becomes a stronger, more generalized resistance to radiation, including to magical or otherwise supernatural radiation.

Class [200 DP]
This perk gives you one level in one 5e class. You can take this multiple times, and each class you unlock is a fully fiat-backed facet of your nature moving forward. You can also unlock subclasses and feats when you hit the appropriate levels. You can decide how this interacts with other classes you may have from different sources, and if you purchase this multiple times to get additional levels in other 5e classes you level them up through a gestalt system wherein the classes are clumped together and leveling one levels them all (and you get the best benefits from your chosen classes. If you take this perk twice and become both a barbarian and a wizard, for example, when you level up you essentially roll a barbarian's d12 to determine your new health, as opposed to a wizard's d6.).

Mountain Dwarf

Stonecunning [100 DP | Free for Mountain Dwarf]
You're a dwarf, and dwarves have an impressive connection to stone and the earth. This connection to the earth gives you the ability to use the Mold Earth cantrip, as well as gives you tool proficiency with smith's tools, brewer's supplies, mason's tools, and expertise (proficiency but it scales as you get experience, making the bonus scale higher the more adventures you go on) with one of these tools of your choice.

Balanced Building [200 DP | Discounted for Mountain Dwarf]
The crafts of the mountain dwarves are relics that seamlessly blend beauty and utility. Dwarven crafts are works of art, to be sure, but they are also utilitarian. You embody the balance that craftsmanship created by mountain dwarves seeks to embody.

You understand how to keep aesthetic value and practicality perfectly balanced in your crafts. Your creations blend beauty and utility, and you understand how to emphasize beauty without sacrificing practicality and vice-versa. Your crafts embody your odd balance, becoming both more useful and more beautiful as you gain improved skill with crafting. This comes with an extra bonus to help it stand out: the more a given craft of yours is admired the more useful it becomes.

Drunken Dwarves [400 DP | Discounted for Mountain Dwarf]
Hmm… Well this is scary. You have a particular form of poison resistance that has become full on poison immunity specifically with regards to drunkenness. Alcohol cannot hurt you, no matter how intense or even how supernaturally potent it is. You are 100% immune to harm related to drinking alcohol and in fact have a special buff tied to liquor and the like.

You CAN become drunk, quite easily if you wish, but when you're in a drunken state you suffer no disadvantages, and in fact grow stronger and more enduring the more alcohol courses through your system. There is no limit to how strong this could make you if you can get your hands on divine alcohol, but generally the more alcohol you drink the greater the buff this gives you. Using this enhanced strength consumes some of the alcohol coursing through you, as does taking blows, but you can always just get more drunk right? This gives you total immunity to anything like alcoholism or other conditions that are tied to drunkenness, or at least versions of them that require you drinking for them to happen. Basically you can drink as much as you want without worry.

Honoring History [600 DP | Discounted for Mountain Dwarf]
The story of the mountain dwarves is one replete with loss and wise dwarves honor the past in the hopes of learning from it. You know your ancestors, know your full family tree and can contact the spirits of those whose stories are a part of your bloodline even after they die. These spirits start off friendly to you and can provide you with critical guidance and offer you valuable tips on how to advance towards your goals. They can also provide you with quests and if you embark on their quests your affinity with them sharply increases, giving you the ability to temporarily take on their aspects and even call them to your side for a short while. Even if you are a drop-in you can call on generic spirits of fallen members of your species and extract the same benefits as someone who

is not a drop-in. You can do this for any and all of your alt-forms. You also have an amazing talent when it comes to unearthing the past, giving you skills both as an academic historian and as an archeologist.

Beyond this there's another benefit this gives you. When you lean into your past or the past of your family in some meaningful way you are noticeably better at what you are seeking to do. If members of your clan were architects, even if you aren't and don't have the first clue on how to be one, you find their talent, passion, and knowledge seeping into you passively. If you were a hunter and you haven't hunted in years after taking this the memories of past hunts will never leave you. If as part of your origin in a future jump you were an alchemist but you've never actually done alchemy the knowledge you have as part of your origin will always infuse you and strengthen you. In every case this takes the total experience relevant to the thing in question and multiples it, pushing it well beyond the sum total of what it should be. If you happen to follow in your family's footsteps… This buff could be staggering in its potency.

Duergar

Duergar Divergence [100 DP | Free for Duergar]
Duergar have diverged from their mountainous cousins in significant ways. And as one of them it's only fitting you have the traits of your kin. Your darkvision is twice as strong as that of a standard mountain dwarf (giving you a darkvision range of 120 feet), you have the ability to cast *Enlarge* and *Invisibility* once per long or short rest, and unlike many of your peers you have innate access to basic mind magic. This lets you use the Friends, Mage's Hand, and Mind Sliver cantrips, all of which use your intelligence as their spellcasting modifiers.

Practicality & Purpose [200 DP | Discounted for Duergar]
In the depths and darkness of the Underdark, beauty is purposeless. And perhaps nothing is as offensive to duergar sensibilities as something that is purposeless. Duergar eschew beauty, going all in on practicality. And you can do this too, to the same sometimes breathtaking results.

When you craft, regardless of the kind of crafting you do, and you focus on practicality above all else, you can craft something in a way that causes it to not be pretty, or otherwise aesthetically pleasing, but it is instead worlds more effective than it ought to be. Your blades will be ugly things, but by the gods, they'll slash, stab, and slice like nothing your foes have ever seen. Maybe your pickaxe would scare children, but no one will deny that it digs and cuts into the stone like no one's business. Your armor will turn away both confidence and arrows. No one would call your creations pretty, but they could come to rely on them nonetheless.

Your crafts are particularly enduring, and even the simplest tools and items you make are extremely long-lasting. You know how to modify things to make them less aesthetically pleasing but more sturdy in return. You can also sacrifice the aesthetic quality of what you create to enhance the speed of your crafting, meaning you can make stuff faster but in exchange it becomes uglier. You can get a small boost to your crafting skills based on the practicality of your tools and appearance when you craft something.

Mental Fortress [400 DP | Discounted for Duergar]
Like all Duergar, you have a striking resistance to mental abilities and psionic powers. Not only do you have the common Duergar mental toughness (the *Psionic Fortitude* trait; you are twice as likely to fully resist efforts to charm or stun you), you have a shocking improvement over it. Your mind cannot be read, at all (unless you'd consent to having your mind read), you gain a bonus to resisting these kinds of abilities equivalent to your intelligence, and you have a pair of conditional Legendary Resistances; you can, twice per day, shrug off any abilities that touch, affect, and assault the mind with these resistances activating if you are affected by an eligible ability and would fail to resist them otherwise.

These range from things like an illithid's *Mind Blast* ability to incredibly potent spells like *Feeblemind* or *Dominate Monster*. Any and all mind-affecting abilities are fair game for the purpose of this perk.

Pale Vengeance [600 DP | Discounted for Duergar]

The story of the duergar is the story of vengeance. The gray dwarves have had countless enemies throughout their long history, and they have triumphed against some of the cruelest inhabitants of the Underdark. You take after your ancestors; you are a creature of retribution, vengeance, and a dark sort of justice.

When you pursue vengeance, you experience a buff in power proportional to the degree of the wrong you're attempting to correct, and the degree of the culprit's connection to you (so if you're gaining vengeance against a relative this is stronger than if you're gaining vengeance against a random bandit). If you successfully achieve vengeance a portion of the buff you gained is permanent. These buffs are especially powerful relative to your mind, making you smarter, more cunning, and buffing any psionic abilities you have. If you happen to defeat a foe with strong psychic powers of their own, particularly if your vengeance is linked to their powers in some way, you can reliably expect your buff to be keyed to you gaining shades of their psionic power. You can also, with the consent of those you contact and do this for, take on vengeance pursued by others and get these benefits.

Azer

Fiery Form [100 DP | Free for Azer]
Azer are not mortal creatures but rather are elemental beings; creatures of fire that happen to resemble dwarves for reasons that are the purview of scholars and the like. Azer do not need to eat, drink, sleep, and are immune to harm from fire. You, as an azer, share these traits. You also have more control over fire and you innately know the Control Flames, Create Bonfire, Fire Bolt, and Produce Flame cantrips. You can select the ability score that determines the spell-casting modifiers for these spells and you can cast them freely, though they are still affected by things that would disrupt magic.

Beautiful Builder [200 DP | Discounted for Azer]
Mountain dwarves and duergar are both skilled builders who focus, to some extent at least, on practicality. Azer are capable of building elaborate, ostentatious things out of strikingly gorgeous materials. And when you embrace this philosophy, what you make becomes even more magnificent. The more beautiful the things you make, and the rarer and more gorgeous the materials they are made of are, the better they are at what they are meant to do (a pretty sword is sharper, a beautiful building is more durable, a stunning shield repels blows better, etc.). Basically the prettier your creations, and the better the ingredients you use in them, the better your end results will be. Only a lesser smith has to worry about balancing beauty and purpose, or worse yet, over-fixates on practicality. You are simply better. You are more beautiful.

You know how to take an existing item and modify it so that it becomes more attractive, giving it a bit of the buffs provided by this perk, with this being more effective if you made the item in question. And yes this gives you a small buff to your charisma and crafting skills based on how beautiful you are.

Informed Hesitation [400 DP | Discounted for Azer]
In the strikingly distant past azer smiths worked alongside efreet craftsmen to build the City of Brass deep in the Elemental Plane of Fire. In the aftermath of this almost unprecedented act of creation the efreet, governed by fear and paranoia, tried to enslave the azer. They failed. In the time since this event the efreet, still governed by fear and paranoia, have refused to commit to a war to capture the azer, out of the belief that the azer would leak secrets regarding the City of Brass, knowledge that would take on a life of its own and ensure that even if the efreet succeed in the short term they would eventually fall to other enemies.

From here on out, the more you know about a foe (so long as they know you know their secrets), the less likely they are to move against you, with secrets being particularly powerful with regards to this perk. If you know some of their secrets, you can all but guarantee they won't move to wipe you out. If you know them particularly well, you can paralyze them with paranoia. This won't stop them from defending themselves, but it will guarantee their moves against you are defensive and reactive in nature, rather than proactive and offensive in intention.

Artistic Abiogenesis [600 DP | Discounted for Azer]
Azer have a not-so-secret weakness. They do not reproduce in the same way that biological beings do. Instead of having a mother and father, or some other variation of

multiple parents, azer construct one another. An azer jumper can construct another azer without this perk simply by crafting a bronze body fit for an azer and imbuing that bronze body with a portion of their inner fire but this perk takes that ability and expands it. You can now create various forms out of bronze and imbue them with portions of your inner flame; bringing them to life and giving them a soul and even sapience.

You have a remarkable skill at creating forms based on alt-forms you possess or acquire in the future, but this also enhances your artistry in general and gives you breathtaking skill at sculpting metal into lifelike shapes broadly, allowing you to create a range of lifeforms with bronzed bodies like yours. This perk allows your fire to recover from being used this way shockingly fast, allowing you to create more creatures at an impressively fast clip. Creatures you create in general (regardless of the manner through which you create them) are more loyal to you, and those you create by sharing a sliver of your soul or your inner fire are remarkably loyal to you. The size and power of your would-be children determine how much of your inner fire it takes to create them.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 DP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Mountain Dwarf

Dwarven Ale [100 DP | Free for Mountain Dwarf]
Life below ground is tough. This item is a keg of dwarven beer that refills whenever needed. This ale can get anyone pleasantly drunk and will not harm those who drink from it, either in the form of causing them to get addicted to alcohol or in the form of inflicting a bad sort of drunkenness on them. This can help make life underground considerably more bearable.

Hammer of Thunderbolts [200 DP | Discounted for Mountain Dwarf]
These mythic items have true names and their full powers are only known to those who know their true names. You, by virtue of paying for this, know the true name of your hammer. When swung in battle your hammer causes a clap of thunder that can render those hostile to you in close proximity (5-10 feet) stunned. You can also hurl these hammers at your foes and when they land they cause the same effect. You can even call it back to your hand with an act of will! As befits an item purchased with points there's an extra benefit to getting the item this way. This item can be used as part of efforts to smith and/or temper items. When you use it this way you can give items the ability to deal thunder damage or grant them complete immunity to thunder damage, and this also doubles the effectiveness of all efforts to craft something you use it in, resulting in more effective creations.

Wyrmskull Throne [400 DP | Discounted for Mountain Dwarf]
A true artifact, this throne was created from the skulls of four blue dragons slain by an ancient dwarven hero: Taark Shanat, to bring an end to ancient conflict. This throne paralyzes and drives mad anyone who sits in it who lacks your permission or approval, but when you sit in it you gain a number of powerful benefits. Not only is your personal charisma and wisdom vastly increased when (and shortly for a while in the aftermath of) you sitting on the throne, you can use it to fly and to move through stone and earth without disturbing the material at speeds equal to your running speed. Beyond that you can use it to cast lightning bolt once per hour, and globe of invulnerability once per day, as well as freely use it to create a spectral image of an ancient blue dragon who has the wisdom of the ancient dragons slain during the end of the Cloaker Wars (and whose personal morality matches your own). You also possess the ruling scepter that is a part of it, and can use it to give people permission to sit on the throne.

Duergar

Armor Lubricant [100 DP | Free for Duergar]
A curious creation of duergar is a mysteriously high-quality armor lubricant. This is a special kind of oil that when applied to armor makes it incredibly more resistant and protective. You have a refilling bottle filled with this liquid and you can have enough of it that you can apply it to 5 suits of armor fitted for large creatures, 6 suits of armor fitted for medium creatures, and so on and so forth. Armor treated with this lubricant essentially gives people resistance to non-magical physical damage (Piercing, penetration, slashing, etc.) regardless of the type, and it refills every single day.

Baleful Mail [200 DP | Discounted for Duergar]
This is a well-made though dark-looking set of chainmail that is quite heavy. It has a powerful enchantment that makes it so that its wearer is harder to hit and hurt (essentially a +2 enchantment) and it gives the wearer complete immunity to effects that seem to charm people. Beyond this your version of this item is special and not only doesn't reduce your charisma it also gives you a unique buff that gradually reduces how effective enemy strikes against you are when they are done by the same person. This is equated to you developing a grudge against the person in question, and ensures that any nemesis you may make has a harder time facing you in battle every time they fail to put you down. It remembers grudges but is more effective when you keep the number of active grudges you have to a minimum, though you can toggle certain grudges off to keep it more effective against a given target or small number of targets.

Idol of Laduguer 400 DP | Discounted for Duergar]
This squat device is an idol of the patron deity of the duergar; Laduguer the Exile. You can pray to this item and receive temporary blessings that enhance your endurance and heighten your pain tolerance. You can also swear oaths to it that involve avenging foes and the completion of ever-increasing amounts of tasks, reflecting Laduguer's sphere, interests, and nicknames. When you accomplish these oaths Laduguer bestows you with more powerful buffs and blessings, and these persist across jumps. The more challenging the tasks you complete or the more dangerous the foes you avenge yourself against the greater the permanent buffs and the temporary blessings Laduguer bestows upon you.

Azer

A Lifetime Supply [100 DP | Free for Azer]
There's something pleasantly simple about this. It is a lifetime supply of brass, an unlimited amount of the metal. It is delivered to your warehouse in heavy crates containing ingots of the metal whenever you need it. This is all the brass you could ever need. Forever.

A Burning Weapon [200 DP | Discounted for Azer]
This is an incredibly powerful and stunningly heavy melee weapon made of brass (though you decide what specific type of melee weapon it is when you purchase it). It has a number of enchantments placed on it, including that it burns anyone who touches it without your consent (and it completely ignores resistance to fire damage that someone may have, and turns fire immunity into fire resistance, meaning you can burn fire elementals with it, though they'll still only take half damage) and that it can melt non-magical metals with a touch if you'd like for it to do so, which can be used in and out of battle. You can also melt it down and reforge it into any other kind of melee weapon, at any time, once per day.

Ancient Blueprints [400 DP | Discounted for Azer]
What a terrifying item you now possess, jumper. This is a perfect set of blueprints tied to a city of your choice (though by default it's the City of Brass). These blueprints reveal every entrance, every point of interest, every leyline, and every major structural secret of the place they are keyed to. You can use this item to sneak any number of people in or out of any city, and you can use them to do things like plot heists or plan invasions. People in the cities you have blueprints of will regard you with respect and are fiat-backed to not start fights with you, though they can and will defend themselves. At the start of a jump you can change the city or settlement this item is keyed to, and after that once per jump you can add a second city to the list of blueprints you have.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend DP to import companions into this jump, giving them 600 DP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 DP per person you do this for, or you can spend 200 DP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 DP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 DP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 DP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Dig to Live [100 DP]
You are far more comfortable underground than you are on the surface. This doesn't give you anything like disadvantage while you're on the surface, but it does make you easier to scare and unsettle while you out and about and can see the sun, the moon, or stars.

Clumsy [100 DP]
Hey, watch it! Somehow you're really prone to breaking your gear. Aside from fiat-backed items the stuff you own and use breaks far more quickly than it ought to

break. This can get quite annoying, so I hope you have a way around this. Magic items have some resistance to this, but far less than you'd think.

Alcohol Intolerance [200 DP]
Ouch. You are impressively weak to alcohol. You aren't so weak to it that the smell of it gets you sick or drunk but if you drink even a sip you'll be drunk and you are worryingly vulnerable to alcoholism. Be careful around liquor, jumper. Drunken dwarves can be less than great to be around.

Sunlight Sensitivity [200 DP]
Oh this is not fun. This inflicts you with sunlight sensitivity, a condition which affects some kinds of dwarves naturally and affects plenty of other residents of the Underdark. With this you are worlds less accurate when you are out in the sunlight of the surface or other worlds, though moonlight and the like do not affect you. If you wish you can tack on an extra 200 points (making this give you 400 points total) and ALSO suffer damage from exposure to sunlight, taking the equivalent of 20 hit points so long as you are out of the sun. It's worth noting that while some normal 5e Duergar do suffer from this naturally, as a jumper unless you take this drawback you do not suffer from it.

History Repeats Itself [400 DP]
The history of dwarves throughout the Forgotten Realms and beyond is a tragic one. Duergar were stuck in endless wars for much of their history. Azer have an implacable, though patient foe. Shield dwarves live in the shadows of their once glorious kingdoms. And now those histories are doomed to come back to haunt dwarven kind. By taking this drawback you guarantee the rise and reemergence of ancient foes such as blue dragons, ifreet, and mind-flayers. All over the world and indeed in other planes, ancient enemies of dwarves rear their heads, eager to see dwarves brought low. They may even conspire together to bring dwarves, all of you, to heel. And perhaps worst of all this makes duergar far more hostile towards other dwarves, stirring Ladugeur out of the shadows, making unity far harder. And of course many of the plots of your people's foes will come about in such a way that you are caught in the crossfire.

Slave Bait [400 DP]
Oh this is unpleasant. Not only are people across the setting more interested in enslaving dwarves in general (and this is doubly true for the type of dwarf you happen to be) forces across the world and other planes are particularly interested in enslaving you specifically. This is so bad that if you get imprisoned in a neutral kingdom or state expect them to really throw the books at you, and if you get imprisoned in a good kingdom or state even some of them may twist and distort the law to get to you. Obviously if you get imprisoned in an evil kingdom you can anticipate that they'll make every effort to keep you in bondage. If you take this drawback at the 400 DP tier then your chain will be unaffected if you are imprisoned when your jump ends, but if you want you can give yourself an additional 200 points and thus add a special jump-fail condition: if you are in jail when the jump ends you fail the jump (though so long as you escape somehow you're fine).

Asmodeus The Deceiver [600 DP]
For a time Asmodeus; the lord of the nine hells, impersonated Laduguer. During this time it seems that the actual lord of the grey dwarves was gone, destroyed, but yet with the rise of the current era he has returned. It seems that he delighted in this dark deception more than you and other dwarven historians may have realized because now he is doing it to more of dwarven kind, using his knowledge of history, religion, and the divine to sneakily impersonate even more gods. He will twist all of dwarven kind against itself, and cleverly push people towards tyranny and diabolism, and he is likely to take a special interest in you if you are not extremely cautious. And of course if you foil his plots he is likely to try and devote resources to twisting your people against you.

Going Giant [600 DP]
Giants are one of the great primordial foes of dwarves. And with this drawback you have to deal with an attempt by a coalition of giants to reestablish a giant empire, one keyed to the orderly structure of Annam's Ordning. It will take your intervention to prevent this empire from seizing much of the surface of Abeir-Toril or wherever this jump takes place in, and they can and will seize many dwarves for their dark empire.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Consider this the most baby of changelogs. I started this jump on September 18th, 2025 and completed it on January 3rd, 2026.
-The 100 DP perks are meant to reflect the very basic stat stuff a regular member of an origin would get by virtue of their species & subspecies AND something a little extra as part of my basic design philosophy for perks. When I do perks I typically take something that reflects an element that is canon to a media and give it a bit of extra oomph (with how much oomph something gets based on how powerful the thing I'm perk-ifying is coupled with consideration for how expensive I plan to price the perk in question). To help reflect that, take a look at a list of player character traits for baseline dwarves (keyed to being a player character), a stat sheet for a duergar, and a sheet for azers. The 400 DP perks are meant to take something from the stat block OR lore of a given group of dwarves and sharply enhance it.
-Yes, Subterranean Survival costing 50 DP to keep is purely in response to there needing to be some sort of 50 DP perk or item in case the *New Friend* option ends with you

having 50 spare DP at the end of a jump. I always forget to put something in that costs 50 points but this time I didn't. I'm proud of myself.
-As a dwarf you don't need perks to facilitate doing a diggy diggy hole. If you wanna be REALLY good at diggy diggy hole you should grab the Stonecunning perk.
-In news that should surprise no one who knows how my brain works, I have broad plans to do an elf version of this with wood elf, high elf, and drow being the origins.