# Drow of the Underdark: A Dungeons and Dragons Inspired Jumpchain

Version 1.1

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The drow, or dark elves, are the followers of the Chaotic Evil Goddess Lolth the Spider-Queen. Once the lover of the head of the Elven Pantheon, she betrayed him and so was banished to the Abyss in the form of a monstrous spider where she usurped control of a layer of the plane and became the Goddess of Spiders. Lolth is a vengeful, spiteful, and malevolent deity and so her followers have become evil and treacherous themselves: Literally, the only reason their society survives is that Lolth wills it, under any other circumstances such a society would have collapsed from the constant scheming and betrayal. When the god of Murderous Treachery has to periodically intervene and tell you to chill out before your population dips below sustainable numbers, you know it's bad.

This is the world that you find yourself in, and you'll be here for a decade. A blink of an eye for any drow competent enough to not be murdered, but a lifetime for anyone else... Take 1000 Spider Points (SP) to help you settle in, you'll need them.

## Age, Gender, and the Like

Normally I would say to just be whoever and whatever you want, but... Due to the extremely matriarchal nature of Drow society and the treacherous and downright predatory nature of their culture, this is not a good place to be male or to seem vulnerable. If you choose to be a man or male presenting, a late adolescent (16-25 for a human) or younger, or both you'll receive an extra +100 SP to compensate for the added difficulty unless you have a perk that would protect you from such consequences. Otherwise, be whatever.

## Location

You're in one of the cities of the Drow, in the Underdark, in a standard D&D setting like Faerun or Greyhawk. You could also use a Homebrew setting as long as the drow of that world come standard. Putting all the cards on the table, this Jump draws most heavily on a book that is primarily concerned with the Forgotten Realms setting.

## Races

**Drow** (Free): You are one of the dark elves. Like surface elves, you are short, slightly framed, and dexterous with pointed ears, immunity to sleep and paralysis, you meditate instead of sleeping, and have rather sharp vision. Unlike surface elves, you have skin that tends toward dark hues—onyx and other shades that would be considered literal black, as well as rarely dark greys or black tinted with shades of blue or purple in the right light—with skin tones more like high elves being mutations not unlike albinism. While surface elves can see just fine in poor illumination, drow are able to see in complete

darkness, albeit without being able to pick up color-based details, and only for a range of roughly sixty feet. Drow are highly resistant to most forms of magic, at a rate that scales as the drow in question grows in power and skill, are slightly more likely to resist mind-affecting spells regardless, and can invoke the spells Darkness, Dancing Lights, and Fairy Fire once a day each as Spell-Like Abilities. Finally, drow are smarter and more charismatic on average than High Elves.  However, you're highly photosensitive, being effectively blinded when exposed to sudden bright lights and being notably uncomfortable when in well-lit areas.

As an aside, the drow are seemingly less androgynous on average than surface elves. Of particular note, one in ten male drow can grow facial hair.

**Draegloth** (400/500 SP): Large Native Outsiders, and a unique variety of Half-Fiend, born when a drow mother, typically either a newly appointed high priestess of Lolth or else someone from a graduating class of newly anointed clerics, has violent, brutal, ritualized sex with a type of four-armed, doglike demon called a glabrezu, survives the process, and falls pregnant. Seen as a sign of Lolth's favor, draegloths tend to be treated as favored sons or daughters by the Houses that sire them, who spoil them rotten and encourage their most vile and wicked traits. Draegloths do not need food but often crave live victims. All Draegloths sit in the range of seven to eight feet in height and possess four arms. Typically, the males strongly favor their demonic parent, with monstrous, ape-like proportions, oversized top arms with deadly claws, two-jointed digitigrade legs, a face like a canine skull, and a thin coating of white fur which prompts most to go without clothes, while the females (called Favored Ones) more strongly resemble their mothers and simply appear as a giant, four-armed drow with delicate claws on their fingers and toes and a slight lupine cast to their features. Fur, if present, is more of an accent. However, since you’re paying for it, you can choose which body plan you follow regardless of which sex you are when you purchase this option. Draegloths lack their mother’s innate spell resistance but possess greater innate magic and are, to an individual, potent physical powerhouses. Since you’re paying points for it, you have a drow’s lifespan, not the inexplicably much shorter one of their half-fiend children. If you elect to follow the more drow-like body plan, you may pay an extra 100 points, for 500 SP total, to retain a normal drow’s charisma bonus and spell resistance, in effect treating this race as an upgrade to the drow racial package.

Note: In the game proper, a Draegloth has six racial hit-dice which are treated as outsider levels.

**Other Underdark Humanoid** (+100 SP): A duergar, a deep gnome, maybe a kobold, or certain types of goblinoid. You stand out here, especially if you're one of the non-evil Underdark humanoids, but you're not… *That* unusual so just try not to look like you'd make a valuable slave and at worst you're a second-class citizen. The only limit is that you can't be more powerful by just your base racial template, either on paper or in practice, than a drow. You could also be a half-drow, which are like half-elves but have dark vision instead of low light vision and a slight bonus on resisting magic by will.

**Surface Humanoid** (+200 SP): You're one of the standard races of a D&D World, human or halfling or the like… Or a surface goblinoid, an orc, lizardfolk… Anything not native to the Underdark of the humanoid type that is equal to or lesser than a drow in

power. If you have a history in this world, you're almost certainly an adventurer, a current or former slave, or otherwise an outsider.

**Surface Elf** (+300 SP): Why would you do this to yourself? You're some variety of elf other than a drow, with all that entails. This is more or less identical to the Surface Humanoid option, but you get an extra 100 SP since the Drow are culturally obligated to hold a murderous hatred for you.

**Exotic Humanoids** (100/200 SP): Any humanoid races not covered by the above, as well as giants, monstrous humanoids, weaker outsiders especially natives, Illithids, Gith, and the like. Something comparable to a drow or one of the standard PC races costs 100 points, anything stronger costs 200. Illithids are the "upper limit" in terms of how strong you can get. Dragonwrought Kobolds, with their being considered Dragons rather than humanoids, fall here but what you pay for them depends on whether or not "Kobolds age via categories just like True Dragons thus Dragonwrought Kobolds are True Dragons" and the attendant cheese is valid in this reality.

**Augmented Race** (Varies): By paying an additional 100 SP on top of the cost of your race, you may be a Dragonborn of Bahamut, a Hellbred, or any other race that works by augmenting a base race but that is not explicitly a template. To simplify things, don't worry about matching the Humanoid Type or subtracting relevant traits from your base race, just slap on the ability modifiers and racial abilities. You're paying for it, after all. Likewise, you don't have to worry about alignment restrictions or the like, and feel free to tweak the fluff for it as needed—maybe your 'Hellbred' is someone who escaped from the Abyss, for example?

You may apply an LA 0 template that does not grant racial hit dice and that does not make you meaningfully more powerful or significantly change your challenge rating, such as Necropolitan, to your chosen race for free. If you take a Monster Class or Savage Progression for your Class Levels perk, see below, and that class overrides or replaces a base race, you do not pick a race and thus neither pay nor receive points for being non-Drow.

# Origins

Every Origin can be a drop-in in this Jump if you do not wish to have a history in this world, connections, or memories from before the start of the jump. If you elect to drop-in, you'll be provided with the bare minimum establishment of your identity and that you belong here.

**Socialite**: You're good at playing the game, whether or not you've got skin in it. Silver-tongued, able to tell bald-faced lies with a straight face, and pick up on the tells of others... And able to survive the games of drow nobles, of course.

**Warrior**: While the drow prefer to be... Indirect, every culture has a use for those trained to fight and kill. Soldiers, for one, but the drow are also known to have gladiator fights. Most drow at least dabble. Notably, among themselves, drow have a preference for those who fight dexterously and wield twin blades.

**Scoundrel**: Thieves, tricksters, rogues, and assassins. Any and all such individuals find a home in the cities of the dark elves, and there's plenty of coin to be made... As long as you get paid upfront.

**Arcanist**: Wizards, sorcerers, and warlocks... Or other, more specialized practitioners in the arts of learned or inherited magic. In Drow culture, this is typically the domain of men but there are plenty of she-elves who pursue this path to power as well and skilled magicians are second only to Priestesses of Lolth in terms of social status.

**Priest**: Typically those who gain power from their worship or devotion to a holy or unholy being, such as a deity or powerful outsider, or else their devotion to a philosophy... Or maybe you're just favored by the same? Among the drow, this is almost exclusively the domain of women, so a male drow cleric is going to be getting some side-eye. However, given that the dominant religion in Drow culture involves a god famed for treachery, there's a bit of a paradox here...

**Rebel**: You don't really buy into this toxic, abusive society. You have the skills needed to live apart from it, whether that's the wilderness or the societies of other races... Or you just wanted to be a Drizzt Clone. I won't judge.

# Perks

All origins get their associated perks and items at a 50% discount, with the 100 SP items and perks being free.

### General Perks

All origins receive a stipend of 600 SP for general perks only.

**Elven Beauty** (Free): Drow are elves, and elves are typically considered aesthetically pleasing by most of the common races. The drow more so even, as a culture that strives for perfection has resulted in many flaws being bred out of the genome, albeit at the expense of variety. You find that with this perk your features are perfect, making your appearance a perfect ten out of ten contingent on your personal beauty standards, defaulting towards slim frames and sharp but delicate features if you lack a preference. Your skin is free of blemishes and never becomes callused or unpleasantly scarred, though you may still gain the physical benefits of callused fingers and the like, and in general, always looks as if it is perfectly moisturized and with clean pores. The same is true of your hair, which always looks nice and never inconveniences you, never growing longer than you desire it to, and you find that it is effortless to maintain your ideal figure regardless of your diet or level of exercise. Furthermore, every part of your body is always perfectly clean, you won't grow any unwanted body or facial hair, you never have bad breath or a foul body odor, and you don't have to do basic personal maintenance tasks like brushing your teeth or trimming your nails, as such things are always perfect.

**In Keeping With Certain Stereotypes** (100 SP): For an extra 100 points, you fall in line with certain stereotypes regarding elves and/or what elves think of themselves. That is to say, you don't sweat, defecate, or urinate, nor do you have to deal with any other "rude" or "unclean" bodily functions, nor do you need to under any circumstances.

Additionally, you'll find that your physical abilities and skills do not degrade from lack of use or the passage of time and that being slight of frame or below average height has no bearing on your abilities as you always have the abilities of an adult human or adult member of your current race, whichever is preferable, that is to say, if you have an intelligence of 12 and a strength of 18 you will behave as if an adult in their prime with those abilities even if you're not currently an adult or are past your prime, with the build most optimal for whatever physical task or activity you are currently engaged in. You have perfect control of your fertility and any attendant bodily functions or biological cycles, which now lack any unpleasant or inconvenient side effects. Instead of merely lacking a foul odor, your body and breath are either completely odorless to even superhuman senses or else produce a pleasant aroma such as mint or roses as you prefer, and you are always as healthy as it is physically possible for you to be, barring supernatural diseases or deliberate poisoning, regardless of your preferred lifestyle.

**Sovereign Glued To The Top Of The Slope** (Free): As insurance against being adversely affected by living in this toxic society, you will find that your core nature has become nigh-unchanging. That is to say, change can only come from within: You will never find yourself sliding down the slippery slope and, in general, can only change as a person if you want to and will never become someone that you would not want to be. Additionally, you can always find the strength to stick to your guns when tempted to compromise your morals or values, though this does not make you narrow-minded or pointlessly stubborn, and if you find that you've changed in a way you don't like then changing back is as simple as deciding to.

**Mind of Centuries** (Free/100 SP): Drow are elves, and elves can live for a long time. You have the patience to wait decades where others would wait minutes, the willpower to last for eternity, and immunity to ennui, jadedness, and the negative effects of extended isolation. Additionally, your memory is perfect and infinite with perfect indexing and total recall as well as being fully retroactive with protection from harmful memories and the ability to suppress and restore unwanted memories at will with no negative side effects to doing so. This is free for the duration but costs 100 SP to keep.

**Mind as Fortress** (200 SP, requires the permanent version of the base perk): You are immune to any and all forms of mental or spiritual control, influence, or corruption as well as unnatural social influences. Nor can your mind or memories be read or tampered with in any way by any means without your express knowledge and fully informed consent.

**When In The Underdark** (Free): The Drow have... Odd ideas about how clothes work. Clothes are primarily to protect yourself or conceal flaws and vulnerabilities, thus the stronger and less flawed/vulnerable you are the less clothing you need to wear. This isn't supposed to be sexual, in-universe, but... Anyway, with this perk, you have the confidence to wear whatever revealing or ridiculous outfits you may or may not have to wear to blend in with a given culture and the security in yourself to not be ashamed of anything you perceive as a flaw regarding your body. This does not negatively impact your perception of what is and is not appropriate regarding social mores or dress codes in other cultures, and nor does it mean that you can't have things about your body that you dislike. It's just a boost in confidence and a guarantee that any discomfort with a certain state of dress won't show.

**When Not In The Underdark** (100 SP): Or maybe you're into this. I won't judge. You'll find that with this perk you won't, by default, be subjected to dress codes or legal/social consequences for ridiculous, scandalous, or distracting outfits, for example in a modern world you won't be cat-called for wearing a skimpy outfit as casual wear in public, be mandated to wear a suit and tie at an office, be infracted as a "distraction" for having a neon green mohawk in a classroom, or be subjected to a store's no shoes no service policy. This only applies, however, if you aren't actively seeking out or instigating trouble along these lines. This applies both in person and to images and recordings of you. Furthermore, what you can get away with scales as your personal power, skill, and social status grow. If you're powerful enough, you might be able to get away with dressing like a circus clown while giving a eulogy at the Queen's funeral. If someone would be impressed or intimidated by your skill, power, or social status and it would be beneficial for you that they are, they will be upon seeing your ridiculous or scandalous outfit, otherwise, they'll ignore it or rationalize it away. This doesn't apply to mandated safety equipment unless you're immune to whatever it protects you from and you're the only one that needs protecting. Immunity to disease and poison would mean you don't need a hazmat suit as a CDC worker in a modern world, but you'd still need to wear scrubs, gloves, and a face mask as a surgeon in that same modern world as those are just as much so you don't get the patient sick as they not getting you sick.

**Is that Practical?** (100 SP): It is for you. You won't have to worry about any physical or environmental risks posed by your choice of dress. Going barefoot won't cause problems from lack of arch support, high-heels won't mess up your balance, exposing too much skin won't pose a risk of sunburn or skin cancer, and you won't suffer heat stroke from being overdressed in the summer, nor hypothermia from being underdressed in the winter. There are limits to this, however. Just because you can get away with a bikini in a snowbank or a parka in the desert doesn't mean you can swim in lava, drink liquid nitrogen, or ignore attempts to freeze you or set you on fire. Protection from UV rays does not protect from gamma rays. If you can't breathe water you'll still need a source of oxygen to go deep-sea diving. There are impractical states of dress and there's idiocy, this only lets you get away with the first. While this guarantees safety and comfort, you're still aware that it's cold or that your shoes are tight, and so on.

**Assassination Insurance** (Free/100 SP, Optional): Yeah, Drow are always murdering each other for some reason or another, usually by poison. With this perk, you are categorically immune to any and all forms of disease, poison, venom, or toxin artificial, natural, or supernatural in this or any other world. Organic toxins, viruses, bacteria, fungus, prions, parasites, heavy metals, radiation, expired food, or anything that could otherwise be used to 'poison' you no matter its properties or how exotic it is. Nor can toxic or otherwise harmful substances build up in your body over time, sooner or later anything harmful in your system will be purged leaving your body pristine and pure. However... You still have the same physiological needs as always. You can still die from being locked in a room of poison gas if there's no breathable oxygen, you'll just suffocate instead of being poisoned. Still, if someone is trying to murder you they'll have to be blatant about it. This is free but optional for the jump but you must pay 100 SP to keep it.

**Death Proof** (400 SP, requires the permanent version of the Base Perk): With this

perk, you'll find that... Well, in game terms you'll find that you're immune to critical hits, sneak attacks, other forms of precision damage, non-lethal damage, ability damage, ability drain, negative levels, death effects, instant death, or other 'save or die' effects, or death from overwhelming damage. Additionally, you won't go into shock from receiving a major injury. If necessary this will extend to things like having your internal energy reserves drained by an external effect or anything even remotely similar to any of the above effects. Anything that could even remotely be considered an attack on your life force or a means of diminishing your life and its quality. This will not give you infinite energy reserves if you have such powers, but it will let you get away with abusing techniques that would otherwise drain your actual 'will die if this runs out' life force. Since this isn't the actual game and balance isn't a concern, this will not cost you the use of any abilities that inflict such harm on you and arbitrarily don't work if you become immune. Looking at you, Hellfire Warlock.

**Protection From Torture** (Free/100 SP, Optional): Various forms of torture are common here so just in case this perk means that any wounds you suffer will never be as severe as they should be and you'll never be maimed or killed by someone unless they are actively trying to kill you, with attempts to maim but not kill you failing for some reason or another. Any wounds you do suffer will heal at record speed without scars unless a scar would improve your appearance in which case it heals back exactly the way you want it to. Additionally, at will and reflexively you can alter your perception of pain so that you can dull it, not experience it at all, or perceive it as an enjoyable sensation depending on what would be most beneficial/desirable at a given time. This perk also protects you if someone is trying to kill you in an incredibly inefficient manner, such as whipping you to death or cutting out your heart with a dull spoon, making you impossible to execute or murder through such methods though you will probably still be injured to some degree. This is free but optional for the jump but costs 100 SP to keep it permanently.

**Trauma Proof** (100 SP, requires permanent version of the base perk): You're immune to not only PTSD but all forms of mental illness. You process stress and trauma superhumanly well, and can always perfectly recover from stress, trauma, or emotional or psychological harm of any kind with time with any actual work done to overcome your issues being hundreds of times more effective than it has any right to be. This automatically cures you of any disorders you have before this unless you wish to keep it or don't personally consider it a disorder.

**What Does Not Kill Me Can Only Make Me Stronger** (400 SP, requires Trauma Proof): The drow have a phrase: Su lidos verith. Literally "only the strong survive" but in practice "those who survive are strong" would be more accurate. If you survive being tortured, or are brought to near death or stressed to your limits under other circumstances and then recover, then you will grow slightly stronger in a some manner—anything from leveling up once to a "your powers could evolve under stress" perk from another jump automatically activating—and will additionally grow slightly resistant to whatever it was that caused you the harm and stress as well as a permanent boost to mental fortitude to hold out against future stress or torture. This explicitly works if you arrange for your own torture, but the results are less effective.

**It's Called The Immortal Soul For A Reason** (Free/100) Death is cheap in worlds

like this. As long as you are alive at the end of the Jump, dying doesn't count as a chain failure for you. Additionally, you won't suffer the fate of petitioners who die and enter the afterlife in standard Dungeons and Dragons cosmology: You don't suffer amnesia or death of personality in the afterlife or upon leaving it, you won't be worn down until only the parts of you that match to your alignment or your god's values remain, you won't become an aimless faith battery that exists only to sustain the gods/planes, and you won't be broken down into raw materials that either reinforce a plane, get made into an outsider with no continuity from your original self, or get consumed to sustain or empower a deity or other powerful outsider no matter how long you remain in the afterlife. As a bonus, efforts to return you to life are gentler on you, Raise Dead or Resurrection not costing you 'levels' and Reincarnation always reincarnating you in a form identical to your previous self for example. This applies to similar unpleasantness that is part of afterlives or resurrection in other realities as well. This is free for the Jump but requires 100 SP to keep permanently

**Seriously, Immortal** (200 SP, requires the permanent version of the base perk): Your soul is completely inviolable, making you utterly and categorically immune to any and all effects that would remove, steal, corrupt, damage, weaken, destroy, or diminish it by any means. Efforts to resurrect you will always restore you to your physical prime or your preferred age and at the peak of health and fitness, and any 'can't revive from death by natural causes, old age, or if they've been dead too long" clauses in a given means of resurrection don't apply to you.

**Contingent Resurrection** (200 SP, requires the permanent version of the base perk): Once per jump or decade, whichever is sooner, you will be revived from death as if subjected to an instantaneous True Resurrection Spell immediately upon your death followed by an instant and unblockable teleportation to somewhere safe. This applies even if you are an undead creature, and will not remove any such undeath if you do not want it to.

**Class Levels** (Free): You're in a Dungeons and Dragons world, so let's give you a Dungeons and Dragons class. For free you get a "level" in a single base class, which is equivalent to the first level/hit die in the D&D 3.5 edition regardless of how powerful or experienced you were before coming to this jump or how many racial hit dice. This class must be appropriate for your origin, though admittedly some classes can fit more than one origin and some origins are broader than others so as a rule of thumb if you genuinely believe that it fits and you can convince your benefactor of the same it’s kosher. Be honest. You can also take an NPC class, a Savage Progression, a Monster Class, or a Racial Paragon Class if you really want to as long as they fit within the specified parameters. Since this is fiat-backed, you may freely ignore things like alignment requirements or multiclass restrictions as well as things like a Barbarian's need to pay "skill points" to be literate or anything that would cost you your 'class features.' You can either handle this abstractly or make an actual rules legal build, your choice, and you will continue to gain levels as you defeat enemies, explore worlds, interact with people, gain experience, or practice your abilities. Note: This isn't a "Gamer System" situation, so common sense deviations from the rules are expected, a Monk's ability to treat their unarmed strikes as magical adamantine weapons applies in all circumstances, not just damage reduction, Timeless Body grants proper eternal youth, not just agelessness till you randomly drop dead and so

on. As you level up you are permitted to multiclass into anything that you can justify, though you must still meet the entry requirements for "Prestige" classes, and anything that isn't sufficiently related to your chosen base class isn't affected by the "ignore alignment and multiclass restrictions or anything that would cost you class features" clause of the perk. Archmage is protected for a Wizard. Paladin is not protected for a Warlock. Use your best judgment but err on the side of caution.

**Extra Levels** (50 SP): For 50 points a pop, you can have extra levels in any base class. These levels have all the same loosened restrictions and inbuilt protections as your first level and primary base class, and they do not have to be appropriate to your Origin. You cannot buy prestige class levels through this perk unless it's a racial class building off of a racial or monster class you took for your primary base class and are limited to a maximum of eleven levels across three classes, counting your free first level and initial base class, from this perk alone. Anything more than that you'll have to earn the hard way.

**Verminfriend** (100 SP): You find that insects, arachnids, and so on are unlikely to harm you unless actively forced to. You could be buried alive in the deadliest of spiders and never be bitten. You'll also find that you're skilled at training such creatures. If making an actual build, you may use this Perk in place of the Verminfriend and Vermin Trainer feats.

**Scheming Elves** (100 SP): Surprisingly for such a chaotic, individualistic race, the drow are master planners. While this perk makes you good at forming plans in general, where it shines is in complex plans that will take years, decades, or even centuries to come to fruition: In general, the longer it takes the more likely it will be to go off without a hitch.

**Humility Is For Losers** (100 SP): Interaction between the drow is always unambiguously an interaction between superiors and inferiors, with those in a dominant position often taking glee in shaming their lessers over any snafu or physical failing. With this perk, you are in possession of an uncrushable ego. Not only can you ignore any attempt to make you feel shame, but the odds are good that your lack of reactions will mean that if someone tries to show their superiority by trying to shame, humiliate, or embarrass you they'll shame themselves in the process, if only in the eyes of any witnesses as if your lack of reaction made you above such games. This does not make you any more prone to arrogance or narcissism than you already were.

**Pursuit of Strength** (100 SP): The drow as a culture are obsessed with the concepts of strength and perfection. Drow who are not strong or perfect are expected to die rather than continue to consume resources or contribute to the next generation. If you died, you clearly weren't strong enough whether you died from poisoning, violence, disease, or in childbirth. As showing weakness would be a very bad idea here, this perk gives you a major boost to motivation, both in general as well as when it comes to improving yourself in any way. You're also immune to the boredom that comes from spending an extended period of time on a single task or when engaged in repetitive activities.

**Shoring The Weaknesses** (100 SP): But having flaws innately makes you imperfect, and an area of weakness is a flaw. When trying to bring your weakest ability, least skilled discipline, or so on up to match your greatest area of strength you'll find that whatever form of training, education, or growth that takes requires only half the time it

would otherwise take.

**Protection From Gender Roles** (100/300 SP): Drow society is *extremely* matriarchal. The best that a male drow can hope for, typically, is to be the favored consort of a high-ranking female who is willing to humor their ambitions and doesn't murder her playthings when she's done with them. But maybe you don't want to be a woman just to advance while you're here. With this perk, choose a sex/gender. You can always be considered to be that gender for all legal, social, and supernatural purposes if that would be of benefit to you, IE you can be a male Drow Cleric just fine by choosing to be considered female with this perk. You may toggle what exactly this perk applies to, for example, a male Drow with this perk could *only* be female for the sake of being allowed to be a Cleric and receiving spells from Lolth while remaining male in other regards if that is what they prefer. For an additional 200 points, for 300 SP total, you can instead switch between male and female forms, as well as forms that are nether or in between, instantly and at will, as well as adjust how masculine or feminine you appear, and are always either gender, both, or neither for all legal, social, and supernatural purposes depending on what would be most beneficial at the time, even if this would cause a paradox. Again, you remain able to toggle what exactly this applies to regarding social, legal, and supernatural effects if you'd rather it not be all-encompassing.

**Political Marriage** (100 SP): Drow marry for power or prestige, to secure alliances, or to ensure an heir is legitimate, not love. In order to ensure that your political marriages… Or any other marriages you might have, don't get invalidated on legal or social grounds, this perk means that as long as everyone involved was of their right mind, and understood exactly what they were getting into in regards to the relationship, and of their own will with no coercion, manipulation, or unnatural mental or social influences, agreed to the arrangement than any marriage you are part of will be considered legally and socially valid with all relevant protections. Even if it's just a written contract with no witnesses or a backyard ceremony with no papers filed. Even if it's openly a sham. As an aside, while rare, the drow do recognize extended marriages of various types as legally valid so if you or your partner(s) desire multiple spouses this perk has you covered… though actually forming and maintaining such relationships are on you. Finally, any spouses you or your partners have that are not already Companions will become such at the end of the jump where you were wed, if they are aware of your Jumper nature and willing to come along.

Note: This doesn't stop someone who has a problem with your marriage from doing something… Extralegal about it. The dark elves tend to go for knives and poison before going for the lawyers. This is mostly for when you find yourself in other places

**Peak Ability** (200/600 SP): The d20 System and its variants abstract talent and aptitude across six ability scores corresponding to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. As the drow are a culture that strives for perfection, with this perk you may choose one of those abilities, and in game terms, your score is 25 before any bonuses or modifiers. This is about the limit to what someone could have naturally in this world and is well beyond what we would call peak human. This is your base aptitude, so any relevant perks or powers that enhance the given attribute are scaled up appropriately. Alternately, for an extra 400 points, for 600 SP total, you can have this effect applied to all six abilities. Incidentally, this fiat backs the existence of a given ability score: If you pay to

have a CON of 25, you have that CON of 25 even if you become an undead creature. Resolving any paradoxes this creates however is most beneficial to you.

**So About That Pursuit Of Perfection** (200 SP): As noted, the drow have bred a lot of flaws out of their genome via... Well, in our world we would call it eugenics. Selectively breeding fit and attractive people together while killing anyone perceived as "weak" or "imperfect" via the murder of rivals, raising children communally and training them from birth to solve their interpersonal problems with violence, periodically sacrificing the weakest children of a given family, and refusing to use anything more effective than mundane herbal medicine during pregnancy and labor under the logic that if the mother or child dies from complications then clearly they were unworthy. Among other dangers of just living among the drow. While this has worked out for them so far, it's also removed quite a lot of variety from their genome and as those in our world know, that means that negative traits that do develop or that aren't immediately obvious are much harder to breed out. As it is, it's probably only the fact that anyone with obvious defects would likely be among the first killed in a given generation that stops it from being a problem already. It would really suck if you came here and then a jump or two from now you find out that you're genetically prone to mental illness, have developed a weird allergy, or conceived a child with life-threatening genetic defects because your in-jump identity in this world was effectively inbred. With this perk, you are genetically "perfect," that is to say you have no flawed or defective genes, can neither have nor carry the traits of genetic disease or other congenital conditions, and cannot develop cancers or mutations unless that mutation is an unambiguous improvement. As a bonus, this makes you subtly healthier all around and slightly slows your aging (but not your rate of maturation). You will find that these traits pass on to any and all children you conceive as well if that's of concern to you.

**Drowish Educator** (200 SP): Drow education is usually highly personalized, very effective, but also very... Harsh. With this perk, you become able to teach anyone anything you have to teach them, even if they would not normally be able to learn your teachable skills, as long as they can put up with you being a harsh and strict taskmaster. If the student in question is your Companion, you will find that you can also grant them any Perks or Powers you possess with a week of dedicated training, and can share up to three related Perks at one time with a single week of training—if you can trust them enough to travel across the multiverse with them you can trust them enough to share in your power and thus grow in power in turn from your faction being stronger. Admittedly, you may have to get a bit creative with some Perks—an appearance booster's "training" might consist of seven consecutive all-day spa days. The kind where you kind of regret signing up for it right around the time it's too late to back out.

As an aside, this Perk allows you to easily slip into the role of a strict disciplinarian.

**Bane Begone** (200 SP): This perk negates any and all biological vulnerabilities or downsides of your current form. For example, a Drow with this perk would not suffer light blindness, would not suffer the "-2 constitution" racial ability score modifier, their dark vision would pick up color, and they would not have a special vulnerability to "Humanoid (Elf) Bane" weapons. This only applies to innate weaknesses, however, so a Ranger with "Favored Enemy Humanoid (Elf,)" to continue the use of in-game terminology, would still possess their advantages against the drow with this perk. This also doesn't extend to

biological needs like food, water, air, and sleep, nor common vulnerabilities like bleeding out if an artery is cut or a kick to the groin being more painful or disorienting than a comparable blow elsewhere.

**Ghost-Spider** (200 SP): The Szarkai are rare drow mutants with alabaster skin akin to a high elf. They are often trained from birth to infiltrate surface communities. Whether you're an albino drow or not, you've got the equivalent of that training, able to remain under deep cover almost indefinitely, know what to say to get someone to spill their secrets, if necessary you can seduce almost anyone as long as they're at least somewhat open to the idea and if necessary are very skilled at sealing the deal, so to speak, and in general, you are a master of espionage.

**Deep Blooded** (200 SP): Dragons can and will breed with almost anything, and a particular variety of dragon is native to the Underdark and sometimes forms alliances with the dark elves. With this perk, you are, regardless of your current form, Half-Deep Dragon. That is to say, you possess fangs and claws that you can use as weapons, scales that serve as natural armor, the benefits of the Dragon Type, an immunity to charm effects, and the ability to breathe a thirty-foot cone of acidic gas once per day as well as the greater abilities of a half-dragon. Even without an appearance-boosting perk your draconic features complement your appearance and are exactly as prominent as you want them to be. Post jump the cosmetic aspects of the perk can be toggled on and off, though you lose access to anything that comes from a body part you don't currently have.

**Stronger-Blood** (50 SP): Certain feats can be taken by dragon-blooded creatures or half-dragons to be more draconic in nature, such as one to have wings on which to glide or let a half-dragon use their breath weapon as often as a full dragon. For 50 Points a pop, you can treat yourself as having one of these feats and thus avoid having to buy them as you "level up." By paying SP for it, you can ignore the prerequisites other than being half-dragon or dragon-blooded.

**Dark Fae** (200 SP): Elves and feykind have a long history together, though admittedly it tends to be the more malevolent type that consort with the dark elves. With this perk you may apply the Unseelie Fey template from the Dragon Compendium to yourself, choosing your features for yourself.

**Lolth's Blessing** (200 SP): You will find that you are able to climb sheer surfaces as if under a permanent Spider Climb spell. You can also generate webbing as if able to use the spell Web at will. If you're a Drow, this extends to upgrading your existing spell-like abilities to be usable at will. In game terms, these would be considered supernatural abilities, as would your Drow SLAs if you're a dark elf with this perk. This perk does not literally grant Lolth’s blessing.

**Multi-Class** (200 SP): Okay this isn't *literal* multiclassing. You don't need a perk for that. With this perk, for this jump only, choose a second Origin. You receive both sets of discounts and any other associated benefits that may come with a given Origin. However, your initial base class from Class Levels must fit with both Origins: For example, a charisma-based caster for a Socialite/Arcanist, a Warlock or Archivist for an Arcanist/Priest, a Duskblade or Sword Sage for a Warrior/Arcanist, a Paladin or Monk for

a Warrior/Priest, or a Bard or Jester for a Socialite/Scoundrel.

**Gestalt** (200 SP): Instead, create a single hybrid class, gaining the class features of both and otherwise the best traits of either, out of one class each that is appropriate for each Origin. Treat this as a single base class for all purposes. This can only be taken once.

**Slaver's License** (200 SP): The Drow are a slave owning society, but other places you might travel to may frown on such things. With this perk, if you obtained a slave, permanently indentured servant, sapient 'pet,' or similar being in a time or place where such was legal, or if someone of their own will and without supernatural compulsion or coercion agreed to enter such a status under you for whatever reason, then their status as your property will be acknowledge, protected, and be considered legally and socially acceptable… With some limits. While no one in Drowish society would care if you killed or tortured a slave, places with more emphasis on humanoid rights might object to unjustified maiming or slaying. Otherwise, however, you're in the clear. They're your property, you can do whatever you want with them.

Now, you goodie two-shoes "rebel" Drow might just pass this Perk by, but… Do keep in mind that in cases where someone agrees to become your property, all that matters is *their* agreement. Not the agreement of, say, a slave's current owner. Or a nominally free person's abusive spouse or parent. If someone isn't strong enough to keep their literal or metaphorical slaves in line, you can't be faulted for claiming them for your own, now can you? And since they are your property, no one in Drowish society would judge you if it amuses you to have them 'pretend' that they are merely your slaves in name only, of if you decided that they weren't worth it and released them after making arrangements for them to be 'banished' elsewhere that just so happens to be beyond the reach of their former captor.

Anyone who is still your property at the end of a Jump can be made a Companion for free, and if you have the Drowish Educator perk then you can treat your slaves as Companions for the purposes of perksharing with them if you so desire even if they are not.

**Dark Psychology** (200 SP): You know how the mind works. Particularly how… Broken minds work which, given how toxic Drow society is, is quite the useful skill to have. Now you can only completely heal comparatively minor issues, like say, preventing someone who almost died in a fire a few days ago from developing full blown pyrophobia, but you're particularly skilled at putting broken minds back together in a way that's… Almost as good as new. Not exactly healthy, but less *un*healthy and more importantly, *functional*. Toning down the trauma reactions or changing behaviors developed in response to harm from ones that are harmful and unproductive to ones that serve a practical purpose…

Or you could just find broken people and build them up into a version of themselves that serves your purposes. This application isn't brainwashing per se, nor will it completely change someone's personality, but you can easily instill loyalty in the people you 'help' and twist their quirks and neuroses to ones you find more palatable.

…And of course, when you know how to fix something, you know how to break it. Even in precise, subtle ways.

**Touch of the Abyss** (400 SP): Associated as they are with the ruler of a level of the Abyss, Drow often have dealings with Demons and other fiends. And sometimes things happen. You are a half-fiend creature, which grants you wings with which to fly, claws, resistance to weapons that are not magically "Good" and magical abilities that scale up as your power grows. See the description of Half-Fiends in the SRD for further details. Your fiendish traits compliment your appearance, regardless of the presence of an Appearance Boosting perk, and are exactly as prominent as you want them to be. Post jump any cosmetic aspects of the perk can be toggled on and off, though you lose access to anything dependent on a body part you don't have. As Draegloths are already a type of half-fiend, they may not take this feat.

**Favor of the Upper Realms** (Toggle, Incompatible with base perk): Are you one of the Drow who worships one more benevolent than the Spider-Queen? Or a member of another race entirely? Mayhaps you're merely blessed? Instead of the Half-Fiend template, you may instead be Half-Celestial.

**Rapid Growth** (400 SP): Imagine if you will that you were a character in the tabletop game rather than an actual person. Now imagine that you leveled up with the exact same experience points earned from 29 to 30 as you did from 1 to 2, got an extra bonus feat for every level in addition to any you gained from class levels, gained an increase to each ability score every four levels instead of just the one of your choice, and treated every level as your first for determining skill points. That is to say, you grow fast and are capable of more lateral growth or else greater specialization. With this Perk this modifier applies to all the levels you gained from perks, all the levels you gain going forward, and you gain a similar modifier to any other forms of growth going forward.

**Great Prestige** (400 SP): Select a Prestige Class that is appropriate to your Origin and, in game terms, that class is gestalted with the initial free base class you chose for class levels. Now, you don't actually start gaining its "class features" until you meet the prerequisites, but in all other regards, you have access to the skills, bonuses, and so on. Since you're paying points for it, you can ignore alignment or roleplaying-based prerequisites like "must worship this being" or "must survive camping in the wilderness at a certain elevation." This stacks with Gestalt. This can be taken only once.

**Drider-Form** (400 SP): While this is typically a curse, for you it is an advantage: At will, you can transform so that your body from the waist down is that of a giant monstrous spider of your choice, sized one size larger than your base form. In addition to gaining the physical abilities of that spider-like body proportional to your new size and any other factors that would affect it, you also gain a bite attack that inflicts that spider's venom. If you already have a spider-like alt-form, or have a giant monstrous spider-like creature from a previous jump or the remains thereof, you can use that for your spider traits instead. You will not suffer any heightened or otherwise altered metabolic needs while in this form. Any clothing or armor on your lower half will either change shape or temporarily meld into your body as appropriate.

**Cheat Abilities** (600 SP): Hey, I told you that this wasn't a Gamer System! Anyway, you have two moderate abilities appropriate to your class. If your primary base class is Warlock, for example, maybe your fiendish resilience ability is permanently active rather

than being something only usable for minutes a day and your Eldritch Blast can have two Blast Essences applied. Or a Monk might be able to use their Flurry of Blows as part of a charge action and have DR/- rather than DR/Magic. These stack with any similar abilities you acquire later, if applicable, and with any perks that you already have or purchase in this document.

**Paragon** (600 SP): You're the peak of potential for a member of your race, with abilities far beyond the average specimen and resistance to certain forms of harm. In game terms, you have the Paragon Template, which greatly enhances all of your abilities and aptitudes while granting you special defenses and advanced healing. See the 3.5 SRD for details.

**Trickle Up Power Base** (600 SP): You know, given the toxic emphasis on strength, perfection, and authority, something akin to a Multi-Level Marketing scam would probably catch on quick in drowish society. Anyway, you need to stay stronger than your subordinates, stronger than even your allies, if you want to stay on top. For every subordinate, including followers, companions, NPCs, and so on that you have as well as just random recruits, you gain a small but noticeable increase to all forms of power growth you might possess. More powerful subordinates result in a larger boost. Generally speaking, this applies evenly across the board, but in the case of subordinates who are quite prominent in a specific area it may skew to match their specialties—Someone whose only contribution to your power base in their wealth may provide little in the way of growth to your mystical abilities or physical might but you may find that your investments are paying a few more dividends than they otherwise would.

As one needs both carrots and sticks in order to maintain a stable of minions, however, this also applies to a lesser extent to every other loyal member of your power base. Those who are your closest and most trusted Companions will find that their power growth increases *almost* as much as your own, though you'll always have enough of a lead to maintain your superiority. The bottom most rungs of your lowliest minions however will find only a negligible boost per member besides. Traitors to your cause will find their gains rapidly atrophying until they are worse off than they were before joining and all of your minions will be aware that this might happen on a subconscious level the moment they join you.

And naturally, as your subordinates grow stronger so too does the growth boost they provide, meaning that this can snowball pretty fast… Maybe the surface dwellers have a point about that silly cooperation thing?

**Favored By Lolth** (600 SP): This one's the real deal. The Spider-Queen has taken note of your entry into this world and… Either she's amused by you, thinks she can use you to weed weakness out of her followers, or maybe your Benefactor cut a deal with her. This perk's primary effects are threefold: Minor scheming and squabbles will almost go out of their way to avoid involving you unless the schemer in question is particularly stupid or you've done something to earn their ire. This is because people can just tell that you carry the Spider-Queen's favor and they do not wish to earn her wrath. Second, and relating to the first, as long as it isn't… Too extreme, people will tend to just let you do things and have your way, laws and social norms be damned. For much the same reason. Finally a sort of… Plot armor if you will. A guarantee that you will not be maimed, die, chain-fail, jump-fail, or otherwise experience an unpleasant fate solely because of poor luck, plot contrivance,

narrative manipulation, the whims of 'Fate,' or the like. Lolth wants you to earn your victories, but also your failures. As a secondary effect, should you desire to test yourself or grow stronger you'll find fortune leading difficult but surmountable challenges of the appropriate type to your doorstep, sometimes literally, on a regular basis for as long as that is your desire. Also, spiders think you're neat.

….However… This does kind of put a target on your back. As any drowish Favored Soul will tell you, those that Lolth favors are the ones who are seen, culturally, as being most in need of testing and the ones most likely to be targeted by the powerful and the ambitious hoping to prove their worth or further themselves by killing those of high status or bringing them down a peg. For the duration of the Jump, as if by a Drawback, you'll find yourself having to deal with at least one major plot—be it to kill you or merely humiliate you—by a powerful or ambitious drow per year. Post jump that falls away, and if you'd prefer this perk's effect can be the result of pure fiat or plot armor rather than continued patronage from the Spider-Queen going forward.

## Socialite Perks

**Silver Tongue** (100 SP): You have a way with words, a certain eloquence that makes it very easy for you to convince others to do what you want. You can phrase things so that you can say the literal truth in such a way that others will think the opposite, say nothing so that people will hear what they want to hear, tell a bald-faced lie with a straight face, and in general manipulate people with ease. Even without an ulterior motive, you're very persuasive. In game terms, this is a solid +12 to all CHA-based skills.

**Kiss Up, Tear Down** (100 SP): Drowish social exchanges are, as noted above, exclusively in the form of superiors and inferiors. You know how to flatter someone and earn their favor, including knowing intuitively how thick to lay it on and what kind of things to say, intuitively with basic observation as well as what exploitable weaknesses someone might have—anything from a disliked food, a personality flaw, or a minor blemish they're ashamed of to a deathly allergy, a deeply ingrained psychosis, or a wound that didn't heal right—based on how they dress, act, speak, and present themselves… As well as if they're trying to fake such a weakness. All the better to earn the favor of your betters until you can usurp them. As an aside, this will let you express a dissenting opinion without invoking wrath or, with a bit of deception, convince someone that your idea was their own.

**Aura of Dominance** (200 SP): You are a very confident person and naturally carry yourself in a way that projects this about you. This isn't a supernatural effect by any means, but those who are weaker than you or who are of a submissive or servile temperament by nature will tend to instinctively defer to you unless you are actively trying to harm them. This aura of confidence also means that you'll find yourself fast-tracked to the highest position in a hierarchy that you are part of that you can handle with any and all perks due to such a position being awarded in full.

**Know Your Place** (200 SP): Those who are beneath you should fear you. Whenever you outrank someone in some hierarchy or are more knowledgeable or experienced in a field than they are, or are more powerful than they are, or whatever it is that makes you their superior in a given context, that person will be hesitant, perhaps even fearful, of defying or

contradicting you. Scheming underlings won't betray you unless and until they believe that they cannot possibly fail against you when they most certainly can, a contrarian will never fail to follow orders out of spite, and people won't back-talk you… Unless it would be to your benefit that they do so, then this perk conveniently fails, such as if someone knows something you don't. This does not make someone more likely to betray or defy you if that would be to your benefit, it simply makes them fearful to do so when it isn't. Even if someone is immune to fear, they'll still feel the need to be cautious.

**Did You Really Think You Could Deceive Me?** (400 SP): You can sense the intentions of people within eighty feet of you at all times. This knowledge is present at the back of your head and does not negatively impact your concentration or needlessly draw your attention but if it is relevant to you you will immediately know it. Additionally, you'll know immediately if someone knowingly deceives you, even by omission, and while you won't immediately know the truth you'll know intuitively what it takes to get them to tell you the truth as they know it.

**Play Politics** (400 SP): Drowish Socialites are half scheming politician, half Mean Girl, and half murderous sociopath. Yes, that's three halves, that's kind of the point. With this perk, you'll find that you're very good at anticipating the plans of others and reworking your own plans to account for them, in a way that scales up with how competent you are at executing plans and schemes—with even a moderate proficiency, you'll be able to use the plans of your rivals to further your own. This also comes with a basic competency at such schemes, enough that you won't make any major mistakes that will get you killed, which stacks additively with the greater competence that comes from the Scheming Elves general perk.

**Charming Gaze** (600 SP): By locking eyes with someone, you can convince them that you are their best friend in the whole wide world and also make them slightly suggestible. They won't put themselves in danger for you, but otherwise, the sky's the limit. If translated into game mechanics, this would be the ability to replicate the effects of the Charm Monster spell, with a caster level equal to your total class levels, as a gaze attack at will as an extraordinary ability, which is to say that it bypasses spell resistance and anti-magic and cannot be detected as magic. A successful "save" does not alert the victim that something occurred, and rather than ending suddenly when the effect ends it sort of wears off slowly. All and all this is a very subtle effect.

**Binding Under the Table** (600 SP): Any deals, agreements, arrangements, wagers, or contracts you enter into with someone will, as long as you hold up your end of the arrangement, be considered valid and binding in both a legal and social context no matter how flimsy, one-sided, or illegal they may be…. As long as it is to your benefit that they are binding, that is. Even something as simple as an unwitnessed verbal agreement that a ten gold loan will be paid back with fifteen gold in one week's time is legally binding as long as you actually give them the ten gold. Furthermore, the more powerful you are, personally or socially, the more likely it is that people will abide by their agreements with you and the more likely the courts are to rule in your favor should it come to a trial or tribunal. And the more likely you and/or your contractees are to get away with anything legally or socially questionable you may or may not have agreed to as part of the deal or committed in the process of upholding it.

## Warrior Perks

**Speedy** (100 SP): Sometimes hitting quickly and precisely is just as effective, if not more so, than hitting hard. Not to mention what happens if you can do both. And hey, you can do both with ease. In game terms, this would let you use your Dexterity instead of or in addition to your Strength when making attack and/or damage rolls and would count as weapon finesse for the purposes of meeting prerequisites if you were making an actual build instead of just handling it abstractly.

**Tricky** (100 SP): The drow who fights fair when they don't have to is a dead drow. You're a master of feints and bluffs during a fight, fighting dirty, you know how to best leverage a hostage…. And conversely, you also know how to convincingly sell a dive or false surrender.

**Hearty** (200 SP): Even the deftest of fighters can't avoid every blow, so being able to take a hit is important. In addition to basic things like being able to roll with the punches and knowing how to fall without getting hurt, you're just… harder to hurt. Translating into game mechanics, this extra durability would translate as you having rolled the highest possible for hit points on every hit dice as well as having the Improved Toughness feat (Libris Mortis, +1 HP per Hit Dice) as a bonus feat and additionally the Toughness feat as a bonus feat for every level.

**Risky** (200 SP): No risk, no reward. You know how to fight through the pain and ignore damage for as long as you need to, allowing you to continue to fight on no matter how badly damaged your body is, punching with broken arms and standing on broken legs if need be, as long as you're still physically capable of moving. It seems that you physically can't bleed to death, and you're very good at leveraging your own vulnerabilities and injuries to lure your opponents into a false sense of security.

**Showy** (400 SP): You're very good at fighting in such a way as to draw attention to yourself without compromising your ability to fight competently. Distract your opponent with a flourish, entertain an audience, or just show off. The choice is yours.

**Mastery** (400 SP): Choose a single family of weapons, including natural weapons or martial arts. You are an undisputed master of all weapons in that family. Mechanically, this would be equivalent to automatically having the entire Weapon Focus and Weapon Specialization Feat Line, up to and including Weapon Supremacy, for each weapon in that family, as well as being proficient in such weapons if you are not already. This perk counts as all of those feats for purposes of prerequisites when leveling up. This can be purchased more than once, but only the first two purchases are discounted.

**Enduring** (600 SP): You're the best. Able to fight for hours without tiring. You cannot become tired or fatigued as a result of physical activity or artificial inducement (and in game terms would be immune to the conditions.) Additionally, you cannot be worn down by extended fights or numbers: If your enemies cannot defeat you individually, then they cannot defeat you in a group no matter how large. Not by swarming you with weaklings nor by dragging it out until you get tired.

**Dominating** (600 SP): You are a very intimidating person to fight. If need be you can

launch truly devastating blows without sacrificing accuracy—in game terms if you had Power Attack and could get up to your maximum bonus with a given weapon… Without having to take a penalty. And use Power Attack with ranged weapons. This counts as the feat for prerequisite purposes if you're making an actual build—and can generate a proverbial aura about you when in the heat of battle that is genuinely frightening to your enemies. In game terms, it would be as if you had the Extraordinary Ability to force everyone within eighty feet of you who is aware that you are in combat and whom you could consider an enemy to make a Will Save against your total hit dice or become shaken for six rounds, with successive failures going up to further fear effects. Whether you're aware that they're present or not.

**Scoundrel Perks**

**Cold Blooded** (100 SP:) Living in drowish society by itself may require moral compromise but being a scoundrel in such a place is impossible if you have a conscience. This perk lets you turn off your conscience, empathy, or sense of morals and ethics or else dial them up and down. You might still feel bad about things you did when you set yourself back to normal, but this will let you get the job done and help you cope.

**They Call Me The Doctor** (100 SP): You have an almost encyclopedic knowledge of the anatomy of a number of humanoids and humanoid-like creatures. Both academic and practical. While you certainly can use this for constructive uses, like becoming a surgeon or the like… where you excel is using this for torture and interrogation. You also know enough not to confuse the two—putting someone under stress so they'll spill is one thing, but actually torturing someone will more likely than not get them to tell you what they think you want to hear, but this perk means you'll never make that mistake. Your anatomical knowledge updates itself with every jump.

**With Catlike Tread** (200 SP): You're a master of stealth. You can't do something crazy like say burgle a place while performing a loud show tune, but the term "phantom thief" would not be inappropriate for you if burglary were what you were interested in. Moving silently, casing a joint, breaking and entering, avoiding traps, and especially getting in and out without alerting guards or tripping security all come easily to you.

**Back Alley Profession** (200 SP): Maybe you run a clinic for crooks. Maybe you're a merchant who dabbles in extra-legal merchandise, or you like to pose as a dancer when you're staking a target. Choose some mundane profession suitable to this world. You're very skilled, enough to be a master at every aspect of it, and can always find a way to profit from those skills… Legitimately or otherwise.

**The Devil's Luck** (400 SP): You're absurdly lucky. In anything where chance plays a part in results, probability tends to bend your way… And in situations where a random fluke should result in catastrophic failure, you'll find fortune bends over backward to accommodate you. In game terms, you'd roll each D20 twice and take the better result while also treating natural 1s as natural 20s.

**Clean Up** (400 SP): You know how to make it like you were never there, how to find and remove evidence of your presence, put things back exactly where they were before, and most importantly how to clean without overcleaning, that is to say, leaving evidence by the

lack of evidence—a well-used item with no fingerprints at all might not tell someone who was in the room, but the lack of prints in and of itself would be suspicious. This also lets you frame a murder as an accident or suicide if that would be plausible and gives you the knowledge and skills needed to dispose of bodies in hundreds of ways if need be.

Unrelated, how well do you think a barbecue restaurant would go over in a dark elf city?

**Agent of Death** (600 SP): And sometimes you just need to murder something. You're a master of the use of all kinds of poisons, never at risk of poisoning yourself, and an expert at putting the pointy end of the blade where the target is most vulnerable. In game terms, you're three times as likely to score a critical hit after applying weapon properties and feats and such and, if relevant, any enemy is subject to sneak attack or other forms of precision damage at all times unless they're immune.

**Legendary Trickster** (600 SP): Zinzrena was a drow illusionist and assassin, a folk hero in drow culture, who slew both rivals and targets at will and managed to grow to a rather old age by dark elf standards before being captured in a trap by several rivals. As she was about to be executed she mocked her rivals and when killed, her body turned out to be an illusion. She was never seen again, but legend has it that it was only shortly after that incident that the drow gained their spell-like abilities. You do not possess her skill at assassination or illusion, but your mastery of escape artistry dwarfs hers: If escape is possible, you can figure out how with ease. If escape is impossible, locks and restraints holding you captive will break as you struggle against them. Not even fate can imprison you, with prophecies and the like having no bearing on your actions or the consequences thereof. Go ahead, murder the man who is foretold to never die at mortal hands, or else his death will bring down the downfall of his slayer, for that prophecy is just another prison.

**Arcanist Perks**

**Master of Basic Magics** (100 SP): Choose five Cantrips, Orisons, or other Zeroth Level spells from any class spell list. You can use these spells at will as supernatural abilities. You may additionally use Prestidigitation in the same manner.

**Gifted Learner** (100 SP): While Warlocks and Sorcerers have their place among the Dark Elves' arcanists, wizards are the most common and well respected and to be a good wizard means putting in the work. Any training or studying you undergo has its speed and effectiveness increased five times over. Furthermore, you'll find you have an easy time properly comprehending new information, internalizing it, and synergizing and synthesizing it with what you already know.

**Breadth of Knowledge** (200 SP): Most users of Arcane Magic have a limited number of spells available to them. You are considerably less limited. In your primary class, you have… Well, in game mechanics a wizard would have the ability to record spells in their spellbook in half the required number of pages. A sorcerer would have twice as many spells known, a warlock would have twice as many invocations, a psion would have twice as many powers known, and comparable effects for other classes.

**Lord of the Dead** (200 SP): Drow don't really have a moral or ethical objection to necromancy per se, but do somewhat look down on the use of undead when controlling the

living is more fulfilling. Still, it has its place. Any abilities you possess that create undead beings under your control can produce individual creatures that are twice as strong as otherwise, and total undead that are twice as powerful and/or numerous. Should you gain any Corpsecrafter feats, if you're making out a proper build, then those will apply to any undead creature you create, not just ones animated by spells.

**Depth of Power** (400 SP): The problem with being a spellcaster is that any time spent on areas of study that are not spellcasting is an active trade-off in power. The opportunity cost is just a little too high. To offset this, this perk... Well, in game terms your level in your primary class for the purpose of caster level, spells known, spells per day, spell levels, or the equivalent is equal to your total number of class levels x1.5.

**Power Behind the Throne** (400 SP): Rumor has it that ancient drow liches are the real power behind some of the Drowish Houses, a single male manipulating generations of Matriarchs. Whether or not that's true, you find that you're gifted at subtly manipulating people who should have a higher social status than you into acting in ways you wish them to without getting caught. Who knows, in a few generations you might be able to make that perk title the literal truth.

**Components Be Gone** (600 SP): Spell Components are a crutch, one that you don't need. You can cast spells, use Invocations or Psionic Powers, and so on and so forth without any complex gestures, long incantations, foci, experience investitures, material components expensive or otherwise, or other such things. The most complex of spells can be worked with but a word and a wave. Naturally, this negates any risk of spell failure from wearing armor and makes lengthy spells much faster and easier to cast.

**Armor-Piercing Spells** (600 SP): You find that creatures that are shielded from magic, psionic abilities, incarnum, or other esoteric powers are nearly defenseless against you. While you can't burn something that is immune to fire, a creature immune to magical fire specifically will still burn under your spells. Creatures immune to magic or the like merely resist your spells and powers, they cannot simply ignore them, and mere Spell Resistance or the like might as well be soft butter trying to protect against a +1 Flaming Keen Vorpal Adamantine Knife. This does not account for physical barriers, mind you, so don't try to throw your Magic Missiles against the Tarrasque unless you have a way to bypass its spell-reflecting carapace. Nor does this extend to items you wield, unless that item is somehow part of your being.

## Priest Perks

**Divine Paradox** (100 SP): So a Divine Spellcaster's Powers are dependent on their devotion to a cause or deity... But the drow typically worship a Goddess known for treachery. By all means, devotion to her should be a violation of her tenets and if any deity will revoke their blessings at the drop of a pin it's the Spider-Queen. You don't have to deal with that anymore as any powers you possess that would be granted by a distant, external source such as a Cleric's spells coming from their deity are instead powered entirely by Jump Fiat. Any abilities you gain in-Jump as blessings or boons by such an entity become a permanent part of you and cannot be revoked. This also works in reverse, should you become a deity by the logic of this world you won't be dependent on worship or souls to

sustain yourself or maintain your powers and any faith-based abilities you gain in the future will function to full ability just fine without faith or worship once achieved.

**Rites and Rituals** (100 SP): You are trained and certified to carry out and perform all sorts of religious rites, rituals, ceremonies, and the like. Some of these may have actual power, some minor effect, some might just be words and actions with no greater purpose than an expression of faith, and… You don't actually need to believe what you're doing to do them, or for the ones with a degree of power to have an effect. Nor are you limited to the rites and rituals of *your* religion. As long as you make a token effort to play the part, nobody will question you performing the rituals of a given faith or the ceremonies of a given deity. The necessary knowledge and skills will be updated per jump.

**Good And Evil Are Just Labels** (200 SP): I mean, really, does anyone actually think of themself as evil? For the purposes of means of detecting morality or related concepts, or things that affect people based on the same, you count as whatever would be the most beneficial for you to be counted as at the time. Any abilities you have whose effects are dependent on such things can be whichever you prefer and can be changed with a minute's concentration. This applies even if you normally would not be able to choose how it manifests, such as an otherwise standard Paladin's Smite Evil ability being changed to Smite Good or Smite Law instead.

**Lip Service** (200 SP): There are actually a lot of religions practiced in drow cities, not just worship of Lolth. As long as your religion isn't opposed to Lolth worship and you pay lip service to Lolth—a half-hearted prayer or a token pittance in her temple's collection plate every now and again will do—you can believe in just about whatever you want. With this Perk, as long as your religion, or lack thereof, does not openly advocate for what would be considered crimes or social disruption in a given area and is not hostile to another's faith, then as long as you pay some token respect to their faiths, others will treat yours as valid even if they disagree with it or are opposed to what it teaches.

**High Priestess** (400 SP): People look up to religious leaders as teachers and figures of authority, even in societies as full of scheming and betrayal as that of the drow. With this perk that applies to you as well, people defer to you as a figure of authority and your opinions are heavily weighed in public forums to a… Frankly absurd degree. You're not going to single-handedly revolutionize a culture or anything, but you could twist the local religion to worship you if you were evil or probably convince a cult of Lolth to stop using humanoid sacrifices as part of their worship in a few years of continuous work, assuming Lolth herself didn't show up to put a stop to it if you're not.

**Herding Spiders** (400 SP): Okay, you might be overcoming the paradox of worshiping Lolth and taking Drow Social Advancement to its logical extreme, but you've still gotta act like a typical priestess in the meantime and that means keeping the ship moving. You're good at a variety of social tasks such as but not limited to keeping lower-ranking priests from figuratively(hopefully) eating each other alive in their schemes, not being killed in the schemes of your superiors, and in general keeping society from falling apart while making yourself look good in the process. You're very good at organizing people and at speaking to others in such a way as to get them to chill out and not murder each other if, say, their god vanishes for a few years or an important, high-ranking society head is murdered brazenly

or the like. You're never gonna get a perfectly peaceful society, especially not with the drow, at least not acting alone, but if you're willing to put in the work you can guarantee a functional city. I mean, everyone loses if the city burns down, right?

…Or, I suppose, you could simply make it *look* like you're keeping the ship moving while you're instead doing the bare minimum to avoid total collapse while actively taking advantage of the chaos to further your own position, then come in to clean things up when the fires die down.

**Betraying The Betrayer** (600 SP): The truest and most honest way to worship a goddess famed for treachery and for encouraging the same in her followers is to stab her in the back. You're immune to anything that would be considered divine power, as well as reality warping in general, and any magic or similar powers/effects powered by or relating to the manipulation of concepts or cosmic principals but not magic merely granted or subsidized by a deity or powered by faith. Should you defeat a deity in battle or successfully murder them you can usurp their powers and divine authorities. It may be a while before you can slay a God, but in the meantime, if they want to smite you they'll have to do it in person and get their hands dirty in the process.

**Miracle Worker** (600 SP): One of the most powerful spells a cleric can learn is Miracle, which beseeches direct aid from a deity for a number of powerful effects, though its most potent abilities such as preventing a natural disaster or perfect teleportation across planes, provide a drain of the caster's power. With this perk, you may, as what in the game would be considered a supernatural ability, replicate the effects of this spell once per day… Using your own power, rather than invoking a deity. The only limitation on what can be done is that anything that would when casting the spell in the game invokes the experience point cost can only be done once per year. Otherwise, you can do this with no costs and with no limitations on what, within the spell's power, you can do with it.

## Rebel Perks

**Chaotic Good Drow** (100 SP): That used to be a rarity, but honestly nowadays if you run into a drow outside of their territory it's a surprise if they **aren't** an angsty good guy rebelling against their evil kinfolk, which is honestly rather convenient. This perk means that people do not judge you by your race, the culture you were born in, your sex, or anything like that. They only judge you on your character and actions, at least as far as they are aware. This can even extend to people treating anything odd about you as either perfectly normal—for example, people from modern earth treating you being a magical elf as being not worth mentioning—or rationalizing away any snafus you make as cultural differences and reacting based on your intent. Individual aspects of the perk can be toggled on and off.

**Direction Sense** (100 SP): You have a very good sense of direction. which is to say you always know, intuitively, which direction is each cardinal direction, which directions lead to the magnetic poles or their equivalents, where you are in relation to any major landmarks you've memorized, and the direction and rough distance you are from any place you currently consider home. In worlds or situations where the cardinal directions or poles don't apply, you can sense the nearest equivalent.

**Wilderness Survival** (200 SP): Survival in the actual wilderness, and in the urban wilderness. You have mastery of all the skills needed to navigate, find or acquire food, find or build shelter, and so on in any natural or artificial environment. You are automatically fluent in all common languages and dialects, to the point of being able to switch to them reflexively, in your starting location in each jump, and learn other languages to the same level with as little as a month of immersion in the relevant culture. You will find that you never get arrested or harassed simply for being a vagrant or drifter.

**Beastfriend** (200 SP): You have a great deal of empathy for, and can develop rudimentary communication with, a wide variety of animals, including magical beasts of animal-like intelligence. Enough that you can, via body language, communicate that you aren't a threat to nearby creatures you wish to avoid provoking, get other vague ideas across with modest effort, understand exactly how a creature is feeling or what, if anything, it is trying to tell you, and if an animal can be trained you can devise a custom training regimen to train it how you want or it needs to be in a humane and effective manner

**Law Is Just A Word** (400 SP): You will find that unjust and oppressive laws just... Don't apply to you. Be honest and judge conservatively with this, you won't get in trouble for cultivating a drug less harmful than what is legally available on the market for your personal use but that doesn't mean you can break bad with something that's been outlawed for a good reason. Furthermore, you will never find yourself hesitating to do the right thing simply because the law or society says you shouldn't, the fear of the consequences of doing the right thing will never paralyze you, and to a small degree, fortune will favor you when it comes to escaping the negative consequences that might come with having done the right thing. Whether or not this applies to a given law is something you can figure out with anywhere from a few minutes to a few hours of work and thought, depending on the exact shade of the gray area.

**Helping the Helpless** (400 SP): If you're out for yourself and your own freedoms then are you really that much better than the corrupt society you left behind? You have a sense, which can be toggled on and off if necessary for if and when people within a distance you could be reasonably expected to be able to traverse in short notice need help that you could reasonably provide in time for it to be effective. This won't trigger if someone needs help getting a table up a flight of stairs or anything like that but if someone is in danger, or has a serious problem that you could help them solve you'll be aware of it. Whether or not this sense is active, should you find yourself coming across an emergency where you could potentially help a combination of luck and intuition will ensure that you know if and when to intervene and how to do so optimally. Your sense's intensity and sensitivity can be dialed up and down when it is active, to avoid situations where you get overwhelmed by being theoretically able to intervene in a large number of emergencies., and if necessary your sense will prioritize where you'd most want to help or where you'd best be able to help. Or both.

**Cohorts** (600 SP): The winds of destiny blow you in the direction of kindred spirits. Heroes in need of support from someone with your skills, fellow rebels, outcasts in need of a leader, people you can form lifelong friendships with or just an old man who wants someone to sit down and listen while he spins a yarn over a mug of ale. If you're open to the idea of companionship, you'll never want for company. The people you have formed

bonds with have a tendency to come back into your life when you need help the most, or come and find you when you've done something dumb, even if the odds of them doing so were virtually non-existent.

**Drizzt Clone** (600 SP): Whenever you gain a class level, you will also gain a level of Ranger as if you were a Gestalt character with Ranger being combined with the class you gained a level in, with the same protections as in class levels gained from the perk. Your ranger levels follow the Two-Weapon Fighting path, when wielding two identical weapons you suffer no additional penalties even if by all means you shouldn't be able to dual wield such things, magic items or similar equipment meant to be worn on your arms can be adapted to be worn on your legs or vice versa, and when you gain your animal companion a non-dire Big Cat of your choice, who can become a small figurine for ease of transport, will appear to take the spot with no issues or penalty. This stacks with Great Prestige and/or Gestalt.

# Items

All Items will reappear in mint condition in the warehouse within 24 hours of being lost, stolen, or destroyed unless stated otherwise. These items can be freely imported into or merged with similar items from this or other jumps. Any buildings or properties can, in future jumps, either be imported into a suitable location or added to your warehouse as an attachment at your discretion. All items retain any improvements you make to them.

All origins receive a +600 SP stipend to be used on items only.

### General Items

**The Essentials** (Free): You start the Jump with a single weapon, or pair of twin weapons, that you are proficient in, a set of armor if you are proficient in any or a set of clothing if you are not, and a coin purse filled with two hundred gold pieces which can be converted into smaller denominations as needed. In game terms, the weapon and armor are master-crafted but non-magical. The coin purse gains an additional 200 pieces per month, and in future worlds, or if you travel somewhere that does not accept gold coins as currency, you will find its contents converted to legal local currency equal to either the equivalent buying power of the contents or else the material value of that amount of GP worth of gold in our word, whichever is greater. These items can be freely merged with any applicable item from this or other jumps.

**First Drowish National Bank** (100 SP): Instead of 200 Gold Pieces, you instead start with and make 1000 Platinum Pieces a month or the equivalent value, with the material value conversion becoming the value of platinum. Your purse contains a pocket dimension, allowing it to store potentially infinite wealth. Any other wealth you acquire, either through perks, items, or your actions in jump can instantly and automatically be transferred into the pocket dimension, gaining the conversion property in the process. At the end of the month, the current wealth stored in your purse is totaled and 1.5% of that value is awarded as interest, gained at the same time as the income the next month. No matter how much money you acquire, you will never accidentally devalue the local currency or otherwise harm the economy by going on a spending spree. This can be

purchased up to five additional times to add +500 platinum to your starting funds and monthly income and +0.1% interest. This item, upgraded or not, makes your wealth follow you from world to world, and if necessary the purse can even function as electronic banking in worlds with the technology.

**Proof of Ownership** (Free with Slaver's License): Make up some personal symbol or sigil. Whenever someone becomes, or agrees to become, your property as per the slaver's license, you gain the means to mark them with that symbol. It could be a collar, a piercing, jewelry, a tattoo… Even a brand if you're sadistic. It can be as subtle or as blatant as you like. Once someone, of their own will, accepts the mark they become your property for all intents and purposes. The mark can't be removed without your permission, but will automatically be removed if you set a slave free and in the case of objects will never cause issues from not being taken off and will never need cleaning. As those who bear the mark are your property, they are, to a degree, considered an extension of you in legal or social matters and thus may benefit from your legal or social status to a certain extent, potentially even including perks that grant such things within reason. If you're powerful, for ample, people may instinctively avoid interfering with them for fear of your ire. Additionally, those who are marked as your property may be treated as objects in social or legal situations where it would be to your or their benefit, for example smuggling an assassin into a gala by treating them not as your plus one but merely as an accessory.

Finally, as they are your property and thus extensions of yourself, it's possible for their own status to reflect upon and increase yours. If you've subjugated a powerful entity or convinced it to serve you willingly, that's even better than having that power yourself and your social status will increase appropriately. At the same time, any major snafus they commit might cause you trouble so, keep that in mind.

**Wardrobe** (100 SP): Good luck finding clothing fit for drow culture outside of a QQ jump. If you want to blend in here you can buy this wardrobe, which opens up into a dressing room that's bigger on the inside than it is on the outside and holds a wide variety of appropriate outfits with matching accessories perfectly fitted to you… Or to anyone who you let borrow them. Several for any possible occasions. The outfits are self-cleaning, self-repairing, and will instantly return to the wardrobe good as new if lost, stolen, or destroyed. In future words, the contents of the wardrobe will expand with appropriate clothing for the new location without losing the outfits it already has, as well as scandalous or ridiculous outfits of your choice that fit the theme of your new world. This can be freely merged with any other wardrobe items you acquire, other Fiat-backed armor or clothing, or other clothes you obtain in-jump to give those outfits these properties and may optionally include regenerating supplies of assorted makeups and other cosmetics that always look right and only come off when you want them to in which case makeup and cosmetic products can also be added to it.

**Get Out of Assassination Free Card** (200 SP): Once per Jump or decade, whichever comes first, you can show this card, which can be instantly summoned to hand, to an assassin or group of assassins who have been employed to kill you, a bounty hunter aiming to collect the price on your head, or anything similar. This will void the contract or bounty, even if the bounty was legally imposed by a legitimate government and the assassins or bounty hunters you show it to will leave you alone and not accept contracts/try to collect

any other bounties regarding you for at least a year, even if they're of the extra-legal persuasion or prefer the thrill of the hunt to monetary reward, and no other bounties or assassination contracts can be called out involving you for at least a month. This does not count as a One Up.

**Consumable Magic Item** (200 SP): Wands, staves, scrolls, or anything with a charge, up to the greatest that could be created by an ordinary 20th-level artificer with the relevant feats. Single-use items are replaced one week after use, wands and other items with a charge are recharged on the first of the month. As a special exception, you cannot buy a Ring of Three Wishes or any item that can cast Wish or Miracle or the equivalent.

**Magic Armor or Weapon** (400 SP): For 400 points a pop, you can have a set of armor or a weapon that is made of a single exotic material, such as Adamantine, Mithril, or Cold Iron, and that has an enhancement bonus up to +5 or an equivalent in special properties. This can be purchased more than once to either gain multiple items or provide additional material properties or enhancements to the same item, for example for two purchases you could have a +10 Great Sword that counts as both Adamantine and Alchemical Silver. If you got a twin weapon with The Essentials, then both can be enhanced with a single purchase of this item as long as they receive identical materials and enhancements. As they are fiat-backed items, their effects cannot be suppressed by an anti-magic field.

**Miscellaneous Magic Item** (400 SP): A cloak, a ring, an amulet, enchanted clothing, or wondrous items that do not have a finite number of uses. You can have any one item whose cost to create is equal to or less than the most expensive thing you could get with a single purchase of Magic Armor Or Weapon. This can be purchased more than once, for a different item each time.

**Training Facility** (600 SP): It's not a good idea to show weakness in a place like this, so you may wish to train in private. This facility, which can be merged with any home, estate, or similar items you have, has all of the equipment, resources, and materials needed for you to hone your own skills, study in your own fields, or teach those skills or that knowledge to others. It does the same for anyone you allow access to it, and any skills you(or your guests) are interested in acquiring that can be self-taught.

**Darklight Ore** (600 SP): This is roughly 100 grams of Darklight Ore, an exotic metal that emits a violet light known to cause sickness and mutations in those bathed in it—that is to say, it's a radioactive isotope. It's sealed in a lead vault and comes with all the equipment needed to handle it safely. The drow are doing something with this, but it's not clear what. If used it replenishes in a month.

### Socialite Items

**Hidden Pockets** (100 SP): Any Fiat-backed armor or clothing you possess has hidden pockets and such that you can use to hide small hand-held weapons, vials of poison, emergency cash, or anything along those lines. These pockets and their contents cannot be found or detected by any means, and you can hide a truly implausible amount of things on your person even in the skimpiest of outfits—you might even be able to hide things in or under your hair if it's long enough. As a rule of thumb, unless you're shaved bald, buck naked, and barefoot you can assume that you have at least one thing you could hide on

your person hidden on you at all times and probably considerably more.

**Sellsword** (200 SP): You have the means to get into contact with a competent, discrete, and professional assassin, bounty hunter, or mercenary, one appropriate for the setting, and hire them once a month. They will never betray you, and if successful will vanish without a trace until you next contact them.

**Noble Title** (400 SP): You're nobility, not at the top of the hill but far from the bottom. This comes with a great deal of social status and attendant clout, especially in places where nobles have political power, but without other items no wealth or property.

**Estate** (600 SP): A Large Manor House and attached grounds, equipped with a staff of NPC guards and servants(who thus can't and won't betray you) and equipped with luxurious amenities. Of particular note are the dungeon in the basement and the master bedroom which is equipped with ensuite bathing facilities for both ablution and relaxation. This will update in future worlds and over time so that its amenities and luxuries will stay at the bleeding edge of magic and technology and can be imported into any location, or even moved between locations if you find yourself permanently relocating, with the exterior adapting to match the new location. Nobody will question, for example, how your house in the suburbs can have such a huge lawn in so little space, why your fence becomes walls on the inside, or how your apartment can be bigger than it looks on the outside.

### Warrior Items

**Healing Potions** (100 SP): One potion each of the entire Cure Wounds line of spells, sans the mass versions, as well as a potion each of Regeneration, Restoration, and Greater Restoration. They keep indefinitely, have a pleasant taste, and are replenished the next morning after use.

**Magic Shield** (200 SP): A shield of your choice, anything from a buckler to a tower shield with materials and enchantments under the same guidelines as the Magic Armor or Weapon general item. It can be purchased more than once under the same rules, but only the first three purchases are discounted.

**Amulet of Protection** (400 SP): This amulet, when worn on your neck, grants protection equivalent to a Mage Armor spell cast by someone with a caster level equal to your own current class level, or 10, whichever is higher. It does not take up an item slot, it stacks with similar effects, and its effects cannot be suppressed by an anti-magic field.

**Gladiatorial Arena** (600 SP): A personal arena, reasonably sized with plenty of seats for an audience. You and your companions can use it to fight an illusion of any foe you've previously defeated, or you can use it to stage fights for entertainment or profit. Note that any real fight in the arena, while certainly a lucrative business venture, will be subjected to any relevant local laws regarding combat sports and public performances.

### Scoundrel Items

**Pick Your Poison** (100 SP): What you've got here is a cabinet filled with every poison, common and exotic, natural or supernatural, in the canon D&D setting. The vials replenish when used and come with instructions for their use. You even have some positoxins in the

back, if you're ever hired to assassinate a lich or vampire, and those ‘ravages’ that hypocritical do-gooders insist aren’t *really* poison.

**Friends On The Force** (200 SP): You've got an in with any and all local law enforcement. Not enough to get away with committing blatant crimes, but you know who to bribe if you want someone to look the other way or who to talk to if you want the scoop on investigations.

**Fence** (400 SP): The criminal kind. No matter where you are you'll be able to find someone willing and able to pay the full monetary value for any hot property you have in untraceable, nonsequential coins or cash. Even if it's some world-famous art piece that anyone would recognize on sight. You can also move non-illegal merchandise in this manner, but not illegal merchandise that isn't stolen, if you want to be a drug kingpin you'll have to look elsewhere.

**Vault** (600 SP): Sometimes you don't want to sell your loot though. Anything stored in this vault becomes impossible to find by any means short of the vault being opened and only you can open the vault. Anything stored in the vault for more than a month ceases to be "hot," that is to say it's written off as lost and if someone discovers that you have it it will be assumed that you found it, simply have a duplicate, or just somehow inexplicably legally acquired it.

### Arcanist Items

**Focus** (100 SP): The use of magic foci isn't really a thing in this edition other than highly specific items for highly specific spells, but this item, a wand, an orb, a staff, an athame, and so on works as one. It can replace any focus component in a spell and provides a small bonus, proportional to your overall power level, to any spells you cast, and can be freely combined with appropriate weapons or magic items.

**Laboratory** (200 SP): Potion making, item crafting, scroll scribing, this lab has the facilities to make them all and the raw materials to craft anything you know how to make... Even ethically sourced humanoid cadavers if you're interested in making Flesh Golems or dabbling in necromancy. And you can just ignore things like XP costs for item crafting... In general. Not just if you bought this. The Laboratory can be a room in any home you have purchased, which might make it bigger on the inside.

**Occult Library** (400 SP): A massive sprawling library containing all arcane, divine, eldritch, and natural lore... Anything that can be learned with a Knowledge Roll can be found in at least one book in this massive library. It's also surprisingly easy to navigate and is organized with an intuitive system. Removed books reshelve themselves when not in use or if lost, destroyed, or stolen. This library can freely absorb any other libraries you acquire and updates with each jump with books of science and the occult for that world. This can be merged with any homes or similar properties, which might make it bigger on the inside.

**Tower** (600 SP): What kind of Arcanist doesn't have a Tower? Even in the Underdark, they build towers. This imposing tower, which can be attached to any home you possess, provides a perfect location for academic research, experimentation, or studying, providing times five multiplier to the speed and effectiveness of such activities. If purchased with the

Laboratory and the Occult Library all three properties can be merged with the other two properties becoming rooms in the Tower.

## Priest Items

**(Un)Holy Symbol** (100 SP): A Holy Symbol of whatever deity you worship or proclaim to worship, or a custom one. It can change form as necessary, serves the role of a holy symbol for all purposes, and as a bonus identifies you as a member of the clergy if there's some benefit to being recognized as such.

**(Un)Holy Water** (200 SP): This item functions like a Decanter of Endless Water whose effects cannot be suppressed by an anti-magic field and whose contents behave as either holy water or unholy water depending on which would be more beneficial to you at the time.

**Place of Worship** (400 SP): A small church, temple, monastery, or so on that nonetheless always seems large enough to accommodate how many people worship or reside within it. You're the high priest, you can conduct worship however you choose and anything you preach is considered valid within reason. Maybe don't encourage human sacrifice in places where murder is a crime. If there is any legal or social benefit to being a recognized religion or affiliate thereof, having this item gives it to you and your affiliates, and anyone who genuinely believes in your religion can be trained to gain levels of monk or an appropriate divine caster or invoker class, with abilities granted by fiat if necessary, and may become your followers post jump if they know of your jumper nature and are willing to come with you. This can be merged with any homes you have, which may or may not make it bigger on the inside, and no one will question you having a place of worship in your private residence. If you also purchased (Un)Holy Water then you have self-cleaning and self-replenishing vessels of the same as appropriate for whatever services or worship practices you may employ.

**Acolytes** (600 SP): You have thirty followers, the same race as you if you are Drow, Surface Humanoid, Surface Elf, or 100 CP Exotic Humanoid, drow if you're a Draegloth, or a mixture of common humanoids if a 200 SP Exoic Humanoid. They are all either Adepts with a level of 1 or your level minus 5, or a blend of monks, appropriate divine casters, and appropriate invokers of level 1 or your level -7, whichever is higher. Each one is fully loyal to you and is... not *fanatically* devout, but they fully believe in whatever faith you preach even if you tell them to worship you. They count as followers.

## Rebel Items

**Camping Supplies** (100 SP): A tent, a bedroll or sleeping bag, a compass, a collection of maps and cartography supplies, and a regenerating supply of clean water and field rations. They update to stay comparable to what's best on the market in each world but never downgrade.

**Grove** (200 SP): A clearing, a cave, an underpass... Somewhere safe you can sleep that you can always find and won't be disturbed while resting. No matter where you are you can find such a place even if one, by all means, shouldn't exist.

**Novels** (400 SP): A series of novels about your adventures will be written and sold, which will turn a tidy profit for you. Any details you don't want to be shared will be omitted or changed, these cannot possibly be used as evidence of any crimes you may have committed (to the point that people will believe out of hand that any such crimes are just a fabrication by the author) and you'll receive fiat-backed copies of each book for free.

**Legion of Clones** (600 SP): Whenever you need to recruit an army, need a convenient body double, or so on one to a dozen of these NPCS will crawl out of the woodwork. Sometimes literally. Each one has a shallow, preprogrammed imitation of your personality and cheap knock-offs of your powers. They look similar to you and have knock-offs of your equipment as well, but someone will only confuse one for you if that's what you want at the time.

## Companions

**Local** (Free): Any locals that you'd like to recruit can be taken as companions for free if you can convince them to come with you, their abilities and equipment receiving fiat backing as needed.

**Import** (100 SP): For a flat 100 points, you can create whole cloth up to eight companions, or else import as many pre-existing companions into the world, or a mixture of both. They each get 700 SP, a race and origin of their choice, all free perks, and can take personal scale drawbacks for more points.

**Class Companion** (Free): Any familiars, animal companions, special mounts, or other companions granted by class levels or feats becomes a Companion for free, even if you don't gain that level or feat until after this Jump. The exceptions are followers granted by Leadership or Undead Leadership, which are Followers instead.

**Monstrous Giant Spider** (100 SP): You have an abnormally intelligent and well-trained and well-behaved giant spider. It is big enough that a drow could ride it into battle as if it was a horse, and is already trained for such.

**Spellscale Bard** (200 SP, Discounted to Socialite): This individual is exactly what it says on the tin. They were captured and sold into slavery in a raid on the surface but managed to figuratively charm their way to freedom with their talents and honestly consider the whole affair to be nothing more than another interesting story in their life and they think that joining you will let them learn many more songs and stories. They claim they're a little more dragon than most spellscales, which will hold because if they are allowed to level up enough they'll branch off into the Dragon Disciple prestige class.

**Flesh Herder** (200 SP, Discounted to Arcanist): This Goblin is a practitioner of the dark arts. A Dread Necromancer who prefers the use of mindless undead made from legally obtained corpses as labor rather than anything else, which suits the drow just fine. However, they sort of chafe at being at the dark elves' beck and call, and so jump at the opportunity to travel with someone else. They are practical and industriously minded and pick up talents with the undead that a player of the game might recognize as the Corpsecrafter feat line. If they level up enough to become a Lich, they're a benign variant and may ask to hide their Phylactery in your warehouse or one of your properties for

safekeeping.

**Aspiring Champion** (200 SP, Discounted to Warrior): An Orc Barbarian and a gladiator in an arena in one of the cities of the Drow. They're a free agent, not a slave or prisoner, but this is a mixed blessing as they have trouble meeting the entry fees and covering the cost of maintaining their equipment. They could use a sponsor. Mostly, they're going to stay a barbarian but should you help them become the champion in the arena they'll become an agnostic variation of an Eye of Gruumsh.

**Fiendish Rogue** (200 SP, Discounted to Scoundrel): Not a literal Rogue, this drow, the szarkai daughter of a middle-class warlock and a slave, made a pact with fiends and has become what is known as a Mountebank, one who specializes in trickery and deception augmented with infernal power, in the hopes of being able to raise beyond her station. Unlike the typical Mountebank, she won't be summoned to the lower planes and be compelled to serve when she becomes a half-fiend, nor will this override her alignment, and nor can her master overrule attempts to resurrect her, as she managed to fast-talk her demonic benefactor into a terribly one-sided deal, just like her mother before her.

**Rebel Princess** (200 SP, Discounted to Priest): Okay, she's not literally a princess. This drowish maiden is the heiress of a drow noble house but... Somehow, in some way, despite growing up in the same way as other drow, she ended up... With a conscience. On what was supposed to be a pilgrimage as part of her training to become a Cleric of Lolth she got lost, encountered a circle devoted to Eilistraee, the patron of good-aligned drow. She converted, and for her genuine desire to do good became a Favored Soul. As far as anyone knows, she's still a Cleric of Lolth in training, as she's very good at playing the game while she uses her influence to try and make changes that will either improve drow society or make the drow less of a threat to others, even though she knows that this is probably doomed to failure. However, given that she's eventually going to sprout a pair of angelic wings her days of acting in secret are numbered. Maybe give her a hand?

**Exiled Naturalist** (200 SP, Discounted to Rebel): This Drow Druid was forced to flee their home for the crime of heresy. They prefer to live harmoniously with nature whenever possible and have forsworn the use of armor and weapons in favor of their shapechanging ability—becoming a Master of Many Forms is definitely in their future. However, the lack of socialization is starting to get to them, and they'd like to visit somewhere that's green.

**Betrayed Heiress** (200 SP): Raised as the heiress of a Drow Noble House, this young she-elf was kidnapped in the night, beaten, tortured, and sold into slavery... By people working for her own mother, who arranged it to cover the financial loss of a bad investment. Didn't even need to, she could have easily eaten the hit, but drow gotta drow. The attempts to break this young woman's spirit failed, she harbors a rebellious nature and vicious spirit that seethes with the desire for vengeance against her mother. Help her get revenge on her mother, however, and she'll become undyingly loyal to you. She has a remarkable talent for stealth, theft, and murder, a Rogue who'll become an Assassin as she levels up and she's very, very familiar with dirty politics and conniving power plays. See the below scenario.

**House** (600 SP, discounted with Noble Title): You're the head of a Drowish House. Not

only does this give you access to considerable resources, but you have the loyalty of a small army of drowish warriors and a few dozen spellcasters and assassins. Since you're paying points for it, that is "regular loyalty," not "loyal by Drow standards." All such individuals are followers.

**Friendly In The Wrong Neighborhood** (600 SP): Wait, how did he get here? This man appears and claims to be human but he's far, far too strong. He's rather oddly dressed, very fast, and seems to carry a blessing of the Spider-Queen or some other deity with authority over vermin allowing him to climb walls like a spider. He carries a pair of devices and some adhesive that... Aren't magic, but are far more advanced than any technology in this world, which together let him produce cords of spider-like silk. If pressed, he'll admit that he's from another plane of existence entirely and join up with you in hopes of finding a way home. He's rather disgusted with how things work here, socially, and seems to be trying to do the right thing. The drow just let him because they can tell that he's favored by *a* spider-god and no one wants to risk pissing off the Spider-Queen.

# Scenarios

### Revenge Is a Dish Best Served Messy

This scenario requires you to have the Betrayed Heiress Companion.

The young drow woman represented by the Betrayed Heiress companion suffered greatly. The things her mother arranged to happen to her in order to break her spirit before selling her off... Her body is intact, but what she went through is unspeakable. But it failed. She's rebellious, belligerent, and wants nothing more than to murder her treacherous mother.

Having bought her freedom, or just bought her, you'll have a rambunctious Companion on your hands... Unless you help her get her revenge. Treat her well and eventually, she'll open up, explaining that her mother was a Matriarch in another city, one with a weakness for "surefire" investments that rarely pan out. She can more than afford the loss, but one loss was just a little too much.

The scenario is simple: Navigate your way through the Underdark, dealing with its threats, until arriving at the distant city where her mother resides and then, by stealth or force, invade her estate. Your companion's mother is a 12th-level Cleric and is guarded at all times by five male drow, three tenth-level fighters and two tenth-level rogues. Defeat them all, but let your companion get the killing blow on her mother to end the scenario.

**Reward**: As mentioned, the Betrayed Heiress becomes **Undyingly Loyal** to you. Literally. If killed she will instantly revive as a Ghost, one who automatically and instantly rejuvenates if destroyed, with no negative repercussions. She'll be revived properly as if by True Resurrection within a decade or the beginning of the next jump, whichever comes first, but can shift into a Ghostly Alt-Form at will when alive after dying the first time and knows intuitively that this is a power she's gained, meaning she'll be more than willing to die for you. In addition to the more figurative form of undying loyalty of following you into the Nine Hells if necessary and never betraying you. Try not to abuse this devotion, just because she won't mind doesn't mean you wouldn't be an ass for doing it.

Additionally, there are no other heirs to this noble house, so... you know. The **Estate and Wealth** default to your companion. The exact reward depends on whether or not you purchased your own Estate item. If you did, then your companion will liquidate her mother's assets and invest them into sources of passive income, which will generate roughly 100,000 Platinum a month or the equivalent which she will eagerly share with you. Otherwise, she'll be more than willing to let you move into her inherited Estate, effectively granting you an Estate as the item, as well as being willing to give you up to 1,000,000 platinum per decade or the equivalent, though not all at once.

## Who Done It

You've been invited to a party at the home of a Drow Matriarch and High Priestess of Lolth. The Head of the Local Temple, and one of the most influential of the Drowish Noble Houses in this region of the Underdark. The reasons for your invitation can vary. Maybe you're an up-and-coming socialite, maybe she just thinks you're amusing.

Regardless, you're on the guest list for the social event of the season. Expect a lavish feast of food both local and imported—last year she got an actual cow, the first time many of the guests ever tasted beef. Entertainment will include the finest musicians in the city playing over a scene of scantily clad slaves of both sexes and a variety of races having a gory battle to the death, a wrestling match, no holds barred, between two low-ranking priestesses of Lolth concluding with the loser being sacrificed in the Spider-Queen's honor by the winner, and of course, at least three unscheduled homicides as scheming socialites try to sneak poison into the food or drink of their rivals.

Or at least that was the plan. Fifteen minutes after the last of the guests were let in, when the host was supposed to present herself and officially begin the proceedings, the ballroom was completely enshrouded by magical darkness and, when it was dispersed, the host was found dead upon the altar to Lolth, a ritual athame buried in her chest, and the symbol of Lolth upon the altar defaced.

The result was chaos. You see, while drow murdering drow is a common occurrence, something this blatant to someone this high ranking both socially and religiously is... If the culprit isn't found soon, a culture of subtle scheming could erupt into open warfare in the streets as various factions and independent agents try to find someone to blame, fill the power vacuum, or capitalize on the chaos.

After the initial clamor and instinctive hurling of wild accusations quiets down, the pool of suspects is reduced to five.

1: The Matriarch's own daughter. A Fellow Cleric of Lolth, albeit one less powerful, she and her mother had a falling out some time ago as the daughter had backed out of a ceremony that would have brought blessings on the house though she will refuse to divulge further details. If pressed, she will admit that she was to be one of the two priestesses meant to fight over who would sacrifice whom, something she agreed to in order to regain her mother's favor, but insists that she was more than capable of winning that fight and had no reason to try and escape it, let alone slay her mother.

2: A scholar and wizard whom the Matriarch is known to have had an affair with a century

ago. As most of the Matriarch's consorts end up dead when she grows bored of them, his survival is considered unusual. If pressed, he will admit that he had been hoping to rekindle their affair, perhaps even conceive a child as the Matriarch's only daughter had fallen out of favor with the house, but had been rebuffed. However, he knows better than to press his luck: Uppity males tend to end up dead in drow culture, and he insists that he simply ate his loss and was hoping to perhaps find another mistress at the party.

3: A Black Dragonwrought Kobold Sorcerer, from an enclave of Kobolds that holds territory near the city. He's apparently an influential person in his community and was in negotiations with the Matriarch about an alliance to drive out a gnomish intrusion into the Underdark. If pressed, he will admit that the negotiations fell through but he insists that he and the Matriarch still had a positive working relationship and had been planning to make an alternative arrangement to maintain good relationships between their communities.

4: An abnormally tall drow woman who... Nobody quite recognizes. Her mere presence commands respect, which is odd as most Drow with such confidence dress in revealing clothing while she wears a loose-fitting, floor-length dress. Close examination will reveal her to have the body of a spider from the waist down, which is odd as most Driders become pale of skin on their elven-half after being cursed into such a form. Even if this is forcibly exposed to the group she will refuse to divulge any information about her motives, simply telling you to figure it out yourself. Oddly enough, you're the only one to notice anything odd about her appearance.

5: A half-fiend Warlock... The other half is some kind of elf, but no one is sure if they're actually a drow. They're new in town, but quickly formed confidence with the Matriarch over something or other. If pressed, they will admit that they were having an affair with the Matriarch, a purely selfish arrangement on both parts: They received patronage and the matriarch hoped to conceive a child blessed with fiendish blood. However, with the Matriarch dead the half-fiend has no patron which they will insist means they couldn't be the killer.

One of them is the killer, and comparing their stories to evidence collected from the ballroom is the only way to prove it. You must obtain conclusive proof and force a confession before the guests grow impatient and leave, lest the city devolves into chaos.

**Reward**: Should you find the actual killer, uncover their motive, and expose them to the assembled party guests, then you will gain the perk **Great Elf Detective**. You will become an absolute master of deductive and inductive reasoning, able to discern the truth of details both general and specific from only the slightest of context clues. Additionally, you have excellent situational awareness, being able to pick up the smallest of details from a brief glance.

### You Done It

A Favored One, that is to say, a female draegloth, is as the name suggests often the favored child of a drowish house that conceives one, even more so than other draegloths. And given the sociopathic nature of drowish society and the Houses' tendency to spoil their favored children, not to mention a draegloth's tendency to inherit their demonic father's tendencies, this is a recipe for disaster.

While throwing your weight around is expected down here, one particular Favored One in a nearby city is engaging in such behavior to an egregious degree, simply taking what she wishes and killing those who resist which has cost a few Houses promising young members as they became the target of the favored ones appetites. Sometimes figuratively, and sometimes most certainly *not*.

The Houses, other than the one the Favored One belongs to, of course, are sick of it. They want her gone, but draegloths are considered to be signs of Lolth's favor so no one wants to be tied to the death, so, for one reason or another, you've been contacted.

The Target, a female draegloth Favored Soul of Lolth, level 16 in game terms, with the Sense Prey alternate class feature, spends most of her time in her private chamber deep within the estate of her House sating her sadism and cravings for fresh, screaming flesh. This is the only time she's vulnerable, as during the rare times when she goes about town to collect victims personally she is accompanied by armed guards and Clerics. Your job is to infiltrate the estate and take her out. You don't have to be stealthy about it, though that would certainly help, but you must do it in a way that cannot be traced back to your employers. In fact, don't even tell them your plan, they should have plausible deniability.

**Reward**: Should you succeed in killing the Favored One and live to tell the tale without suspicion falling on your employers, your employers will reward you most generously: One of their Houses will part with their **Cloak of The Consort**, an artifact created by early drow matriarchs that are typically given to favored consorts of the drow house. They grant a degree of resistance to harm and the ability to gain the benefits of the Concealment spell for a minute at a time at will (in game terms, +6 deflection bonus to AC, +4 to saves, and Concealment for 10 rounds.) Normally there's a curse on the Cloak, which makes the wearer more vulnerable to spells cast by female drow, but if your employers don't remove it as a show of good faith then your Benefactor most certainly will once you first don it. As a bonus, when the Cloak is fiat-backed it is altered so that its bonuses are made to stack with similar ones.

## Drawbacks

**Generic Mode** (Toggle): With this, you can use this jump to have a more standard D&D adventure or visit a world with a non-standard drowish society. You may optionally use this jump as a supplement for a single D&D jump or a Fantasy Jump that some variation of the drow could fit into or vice versa.

**Third-Party Materials** (Toggle): With this, homebrew materials, books from third-party publishers, and even stuff from Pathfinder's first edition become valid for this Jump and its attendant perks. Basically, as long as it's mechanically compatible with 3rd or 3.5 Edition D&D it's kosher, so whatever overpowered homebrew class you find on a Wiki or Roleplaying Forum is fine, no skin off my nose.

**Confident, Aren't You?** (Variable): With this Drawback, you cannot take the optional free version of Assassination Insurance or Protection From Torture, and the permanent versions, as well as their upgrades, are sealed and do not take effect until after this Jump ends. This drawback pays 50 SP by default, plus half the total value of points paid on those

perks and their upgrades.

**No Fair Cheating** (+100 SP): For an extra 100 points, this seals away or negates any and all immunities or resistances to anything protected against by those perks, be it from fiat-backed protection from another jump or abilities gained in-jump from class features or magic items until the Jump ends.

**Elven Lifespan** (+100 SP): Elves can live for centuries so really what're a few decades? Each instance of this drawback extends the jump duration by five years. This can be taken as many times as you want as long as you can live that long and are willing to put up with murderous power plays and a toxic matriarchy for an extended time.

**Albino** (+100 SP): And not by Drow standards. You have little to no pigment in your hair, skin, or eyes which means that you're very sensitive to light, especially sunlight. More or less harmless in the Underdark, but barring protective clothing or special ointments going out in the daytime on the surface for any extended period of time is a bad idea. Post-Jump a harmless form of albinism becomes a cosmetic toggle for all your forms.

**Order Of The Jump** (+100/+400 SP): So... Everything is a stick figure, you can see speech balloons, there's no fourth wall, and there's a comedic undercurrent to everything going on. Unfortunately, this does nothing to change the deadly decadence or homicidal toxicity of Drow Culture, and, well, game mechanics are a bit stricter: Those "common sense exceptions" don't apply until post Jump and other oddities from game mechanics may apply as well if it would be an inconvenience to you. Post-Jump you'll be able to shift into stick form as a cosmetic toggle in all of your forms. For an additional 300 points, for 400 SP total, everyone and their grandma can and will abuse fourth wall shenanigans and medium awareness as part of their scheming.

**What's Wrong?** (+200 SP): Apparently, drow on the surface sometimes have trouble adjusting to the fashion sense of other societies. A drow might show up to a meeting with a king dressed like an exotic dancer and then be baffled when the court is scandalized by her state of dress. She knows about how her state of dress can be perceived sexually, she may even have used it to her advantage, but that's not the point of dressing like that and she doesn't understand why it's such a big deal. For the jump duration, you're much the same, having trouble remembering how to dress for non-drowish society.

**Drowish Cuisine** (+200 SP): Food in the Underdark consists mostly of fungus, assorted giant bugs, reptiles, and whatever pale, eyeless things live in underground lakes and rivers. I hope you've got a strong stomach because even if you head for the surface stuff like this is the only thing you'll find. Bit of trivia? Devotion to the Spider-Queen doesn't stop Drow from deliberately eating spiders on a regular basis.

**Famine** (+200 SP): Some drow have been known to eat non-drow slaves during times of famine. In general, they don’t consider non-drow to be off the table, so to speak, and only don’t regularly eat non-drowish people because it’s inefficient compared to cultivating animals for food and using humanoids as slave labor. With this drawback food is scarce and any cut of meat you find has a 1 in 10 chance of having been a person that morning.

**Drowish Leisure** (+200 SP): In traditional drow culture, those who are free to engage in leisure usually entertain themselves by committing or witnessing depraved acts of violence. You find yourself inflicted with a form of sadism, and while your personality doesn't change you find that you can never be entertained for very long if someone isn't getting hurt.

**Grounded** (+200 SP): You physically cannot leave the Underdark. Any pathway you try to take to the surface will be rendered impassable until you cease attempting to use them and any means of teleportation, portal creation, or extradimensional travel will fail unless the target destination is likewise within the Underdark.

**Slave** (+400 SP): And not the fun kind, if you're into that kind of thing. You belong to a high-ranking drow noble who will work you like a dog and have you beaten, tortured, killed, or worse if you slack off or fail to meet their exacting standards. Or they have a bad day. Or they feel like it. You can escape, of course, but you'll either have to flee to the surface or kill your owner and go on a rampage that cows an entire city of drow to stay free. Any wealth or land/property-based Items you have, and any source of fiat-backed social status or clout, are sealed until you're free. It's recommended that you don't take this at the same time as Famine or Drowish Love.

**So… Many… Spiders!** (+400 SP): Spiders everywhere, man. No matter where you go there will just be… So many spiders. They're the small harmless kind, not venomous to humanoids and not the giant monstrous ones, but having to clear the spiders out of your bed every other night isn't exactly pleasant.

**It Gets Worse** (+200 SP): The spiders in your bed are spikey. And they refuse to leave. You'll just have to sleep on them. A bed of spikes… Spiders. Spikers. They're spikers. This won't cause any damage but this will be terribly uncomfortable.

**My Kingdom For A Goatmom** (+400 SP): To paraphrase a certain flower, in the Underdark it’s kill or be killed. For the duration of the Jump you will very frequently find yourself in situations where violence is not only encouraged, it may be your only option barring absurd luck, charisma, and determination and you may well need to make certain moral compromises besides. Even moreso than you’d expect among the drow, to the point of probably having to use lethal force on someone every day. Hope you can live with yourself afterward.

**Roll A New Character** (+600 SP): Any and all outside perks and powers are sealed for the duration of the jump. If this is your first jump you **will** need the free points to not die.

**Stingy DM** (+600 SP): Yeah, those Items of yours don't fit your Wealth By Level. Your Items and warehouse access are sealed for this jump. If this is your first jump, why? Just take the free points.

**Sacrificial Victim** (+600 SP): The various cults of The Spider-Queen have gotten it in their collective heads that whoever sacrifices you to their goddess will be blessed beyond measure. Barring the complete extermination of Lolth worship in this world, you'll have to deal with bounty hunters working for various drow priestesses regularly. Even if you flee to the surface you'll need to deal with it once a month at least. The good news is that the

priestesses are all very clear about getting you alive and in one piece.

**Wrath of The Spider-Queen** (+600 SP): Lolth is mad at you specifically. You will find yourself attacked by swarms of venomous spiders, giant monstrous spiders, drow cultists, or so on once a week unless and until Lolth herself is destroyed beyond recovery. If you're powerful enough, she may send aspects and avatars of herself to engage with you but will not confront you in person unless she thinks you're in a sweet spot where you're too much for anything else to handle but weak enough that you're not a threat to her.

**Drowish Temperament** (+600 SP): It is as if you were born and raised here. You are, for all intents and purposes, a narcissistic sociopath. Empathizing with others is hard, and if you don't make an extreme effort to do so you'll find yourself instinctively putting your own goals in front of the well-being of even your allies. You're not compelled to be a treacherous backstabber, however, so there's that.

**Drowish Love** (+600 SP): A high-ranking and powerful dark-elven noblewoman and/or priestess of Lolth has fallen in love with you, or, at least has developed an infatuation that she's confused for love. Why is this a drawback you ask? You see, dark elf society can best be described as a culture of abuse and toxicity with every drow being both an abused child and a victim of childhood abuse who goes on to continue the cycle due to not knowing better and the presence of an actor, Lolth, who seeks to perpetuate that cycle. The entire species, barring rare outliers and individuals raised outside of drow culture, are maladjusted and arguably insane. The very concept of caring for another person's well-being is foreign to them. At first, your would-be-paramour may think that she's become mentally ill. When that passes, she's likely to try and murder you or have you murdered. Should that fail, eventually she may try to have you enslaved so that she can own you, as the typical drow has trouble distinguishing between the desire for someone's companionship and the desire to possess an object. This rarely ends well. There's no "villain who never had a chance to be good being instantly redeemed and forsaking all she knew via the power of basic human decency and true love's kiss" fairy tale ending. She's Evil, and she's in a prominent position in a culture designed from the ground up to be Evil and encourage Evil in all of its citizens.

If you are of personal and social power great enough to avoid being killed or enslaved, can engage with your would-be-paramour and come to an agreement or otherwise remove her as a threat, and she is still alive at the end of the Jump, you may take her as a Companion. Good luck getting a healthy relationship of any kind out of this mess, however.

## The End

Did you survive living in this toxic society of murder and treachery? If so, all of your drawbacks fall off, you're cleansed of any influences that would compromise your ability to make an informed choice, and you have a choice to make. You can **Go Home**, taking everything you've acquired so far on your chain with you. No one would blame you for wanting to return to the comforts of your original world after this. Time will begin to progress in every world you've visited so far, and your affairs in each world will be handled to your satisfaction.

Or if you'd prefer you can **Stay Here**, I won't judge. This is much the same as above, except you stay here and your affairs are handled in your original reality.

Or, if you're not yet satisfied, you can **Keep Jumping** in search of more adventures.

# Notes

This Jump is primarily based on the 3.5 sourcebook of the same name, with a handful of logical additions—alliances between Deep Dragons and Drow are reasonably common, so Half-Deep Dragon Drow being a thing makes sense. If there are any discrepancies between the contents of this doc, the actual contents of that book, or your preferred interpretation of Drow lore feel free to adjust accordingly.

Before continuing the notes, a few excerpts from the book in question just to emphasize how dangerous it is to be here.

*Drow children are no less temperamental than drow adults, and are in fact encouraged to resolve their difficulties through violence. If a child is not strong enough to survive and thrive in this environment, well, better that it not live to an equally violent adulthood.*~Drow of The Underdark pg 24

*Once they have reached adolescence (at about age 20, by which time over a third of them have been murdered or sacrificed), their training shifts from a group endeavor to apprenticeship with a single mentor, Assuming their mentor does not slay them for some minor infraction, they eventually become skilled enough to adopt the trade for their own…* ~Drow of the Underdark pg 24

*Drow almost never die of old age, and they do not bury or entomb their dead. Those who do not fall in battle or at the hands of other scheming drow are often selected as sacrifices to Lolth. After all, if a high-level drow is growing old, what greater purpose has she left to serve?* ~Drow of the Underdark pg 31.

You need to be an exceptional drow just to live long enough to get your first class level, and the rare few who get PC class levels are the only ones who live much longer after that. Do not look at the number of high-level, prominent drow NPCs in various adventure paths or as characters in official novels and presume that their survival means you can easily get to that level. Survivorship bias has led many a fool to their tomb.

All Origins are based, loosely, on the Drow's cultural obsession with strength and perfection to some degree or another, and the Origin perks are about being "better" than the average example of someone who falls under one of those categories. This is pretty straightforward for most of them, but in the case of the Socialite it's more "the bare minimum to survive in Drow high society" and in the case of the Priest it's about reconciling the obvious paradox of worshiping a goddess of treachery coupled with the ultimate logical extension of drowish hierarchy and social progress. Rebels are an exception: They're partly surviving outside of drow society, be that in the wilderness or the societies of others, and partly being a transparent Drizzt clone.

Since you're not actually playing the game and balance doesn't matter, things like Racial

Hit Dice and Level Adjustment don't matter unless you've used a monster class or savage progression for your Class Levels perk. If you're just a drow or another race with LA or RHD that does not in any way slow your growth.

If you really want to, a surface humanoid or surface elf could use Deep Blooded to become a different kind of half-dragon. On that note, 200 points would be enough upgrades to have wings capable of flight, a tail attack, and a breath weapon usable every "1d4 rounds"(6-24 seconds) and effectively be a small anthropomorphic dragon, for anyone who doesn't have access to the book the feats in question came from. Another 100 would let you fly in heavy armor. That perk will only make a Kobold count as a True Dragon if you already paid to be a Dragonwrought Kobold who counts as a True Dragon.

On that note, you can't cheat the costs by choosing the Other Underdark Humanoid race to be a Kobold, detail out an actual rules legal build, and then use your level 1 feat on being a Dragonwrought Kobold. Either pay for it with SP or don't get it at all. Likewise, you can't be a surface humanoid(half-elf) and take the Drow Legacy feat to be Half-Drow.

Touch of The Abyss costs more than Deep Blooded because the Half-Fiend template scales in power to a degree as you level up while Half-Dragon does not.

Breadth of Knowledge will adapt if taken by someone of another Origin if at all applicable. A Warrior with fighter class levels will get double bonus feats, a Priest with Cleric Levels will have twice as many domains, and so on and so forth. If you can come up with something comparable to the given examples it's fair game. The same is true of Depth of Power if, say, you're a Sword Sage under the Warrior Origin.

If it's not clear from the description of that one item "magic items cost XP to craft" is one of the game mechanics that's being ignored as a common sense deviation from the rules. "You must permanently imbue some of your power into an item to enchant it" is something that makes sense for a fantasy novel where magic items are rare, not a game where they're relatively commonplace and all the players are expected to be the same level.

Generic Mode and Third Party Materials may necessitate alterations to the fluff of certain options: for example, if you use Generic Mode to visit Eberron, any references to spiders will instead be references to scorpions.

Chaotic Good Drow might be a good choice for anyone who is planning to Go Home at the end of their chain. Would really smooth out the issues of explaining to your friends and family back home why you've gained phenomenal cosmic power and/or changed species, age, or sex.

The Friendly In The Wrong Neighborhood Companion does not make this count as a Marvel Jump for the purposes of supplements.

The Who Done It Scenario and the pertinent details of the suspects, including who the killer is, are intentionally left vague for the benefit of those who use Jumpchain as a writing prompt... Though the mysterious Drider is intended to be an Aspect of Lolth.

You're on your own for explaining your family tree if you have both Deep Blooded and Touch Of The Abyss, as well as whether you're a dragon or an outsider.

When Not In The Underdark and Is This Practical are separate perks because someone who wants one might not want the other.

If you have the Paragon perk, and thus the Paragon Template in game terms, then the Hearty perk's effects would be akin to doubling your hit points from hit die in addition to the bonus feats since Paragon means they're already maxed.

Likewise: Any abilities that don't combine or overlap in the game will do so here—A paragon Drow's Spell resistance would be 31 plus the better of HD or CR, not the better of the two entries. That feat would give a Warlock damage reduction that needs Epic Cold Iron Weapons to overcome, the Epic from Paragon not overriding the Cold Iron from Warlock.

Regarding Damage Reduction: Assume that anything that counts as cold/cold forged iron that isn't just regular iron or steel in its native reality overcomes DR/Cold Iron, that things like vibranium, Adamantium, or Beskar will overcome DR/Adamantine, and that anything containing a sufficient quantity of the element silver overcome DR/Silver. This works both for and against you. You're on your own for figuring out when a magic weapon starts counting as Epic.

You cannot gain the +100 SP for being male if you are going to buy Protection From Gender Roles or have another perk that would make people not take your sex/gender into account when judging how to treat you. Nor can you gain points for being an adolescent or younger if you have a perk that makes people ignore your age. It needs to matter for it to be worth points.

Since skimpy, flattering, or otherwise revealing "stereotypical fantasy" armor is on brand for the drow, you can use your freebie armor from The Essentials as such an armor, as long as it roughly approximates a suit of light armor that you're proficient with it'll miraculously provide similar protection.

Just in case it isn't clear, you'll just sort of passively gain 'levels' and all the attendant benefits, or at least something equivalent, by gaining experience, and your level progress is more or less self-directed. You don't have a Gamer HUD or anything but even if you, the Author of a chain, aren't keeping track of a build you, the Jumper, will be at least vaguely aware of what you are capable of when you can branch into another class, what you're equivalent to in game terms, and so on and so forth.

For clarity's sake, what classes fit what archetypes are pretty open-ended. Socialite and Rebel could be pretty much anything.

Favored By Lolth does not preclude you from taking the Sacrificial Victim or Wrath of The Spider-Queen Drawbacks. Lolth's kind of a bitch like that.

As a reward for anyone who actually reads the notes and was insane enough to take this as a First Jump, your race, items, and perks from this document may optionally become part of your Body Mod if this was your first Jump and you survived to the end. If you're physiologically humanoid and in the rough human body size this becomes your new default state with a human form cosmetic toggle, otherwise it becomes an alt-form as

normal.

Changelog:

Version 1.1 Spelling and grammar corrections, clarifying edits, added Slaver's Licence, Dark Psychology, Dark Fae, and Trickle Up Power Base Perks, added toggle to Touch of The Abyss to be half Celestial instead, added Proof of Ownership Item, added My Kingdom For A Goatmom drawback, edited Herding Spiders to allow it to be used to merely pretend to be keeping things stable while actually capitalizing on the disaster for your own benefit. Increased stipends from 400 SP to 600 SP