



Out Of The Abyss Jump
v1.0
by LJGV/Sin-God

Welcome to the Underdark adventurer! Well, probably. Assuming you're in the Underdark you are in for a probably not stellar time. This place is... not pleasant for most surface dwellers, though you may or may not be a surface dweller. Sadly, this place is about to get a lot less pleasant for a LOT of people unless someone (probably you, unless you'd rather this place become a lot more chaotic) intervenes. This is a jump conversion of a D&D 5e adventure module, which you can read by clicking [here](#). **It shouldn't need to be said, but please note that there are spoilers for this campaign in this jump document.**

For anyone curious, certain events make it clear that *Out of the Abyss* should be happening sometime in mid-to-late 1480s DR. King Battlehammer having discovered and become the third king of Gauntlgrym is part of this, and the *Archmage* novel for *Out of the Abyss* makes it clear that the earliest events of OotA should be happening in 1485 though the actual adventure can be said to be happening a short while after the demons first appear rather than happening right as the demons make their appearance.

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

Starting Location

Roll a **1d5** to determine where you start,

Slave Pen Of Velkynvelve

This location is a slave camp and outpost for the nefarious and infamous drow. What precisely you're doing here when you arrive is pretty clearly dependent upon your origin, with **Adventurers** and **Citizens** being here as slaves while **Drow** are here as overseers and those in the employ or under the boot of House Mizzrym. **Demons** could be here doing a range of things, such as working for Mistress Ilvara or outright attacking the camp.

Gauntlgrym

The city of Gauntlgrym. This is a part of Delzoun, is outside of the Underdark, and is the most conventionally friendly region someone can start in for the purposes of this jump. It is located somewhere to the north of the parts of the Underdark that *OotA* takes place in. This city and kingdom is run by King Battlehammer, who is an ally of legendary hero Drizt Do'Urden, a heroic dark elf. This adventure takes place after the heroic dwarves of Mithral Hall and Citadel Felbarr reclaim the city and before the Beholder Felbris seizes control of the city

Underdark Settlement

This covers any number of settlements in the Underdark aside from the Slave Pen of Velkynvelve and the dark elven city of Menzoberranzan. If you get this place you can select between starting off in Gracklstugh, Neverlight Grove, Blingdenstone, and other places such as Gravenhollow, or Araj (The tower of Archmage Vizeran DeVir).

Menzoberranzan

The infamous dark elven city of Menzoberranzan has seen better days. With this option you start off in the city, in all likelihood a slave of one of the noble families (though with the right perks you can be a powerful dark elven noble). Not a great place to start off unless you're a powerful demon or a mighty drow noble...

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You can pick your age and gender freely for the duration of this jump.

Origins

All origins are drop-in friendly. *Drow* counts as an alt-form in future jumps, and so does the type of demon you pick if you're a *Demon*.

Adventurer [Free]

This is interesting! You're an adventurer from the surface world. In all likelihood, this means that unfortunate events took place that directly led to you entering the Underdark (or not being there since you actually CAN start in Gauntlgrym). Regardless of the exact circumstances that you face at the start of this jump, you are a gifted individual who has some level of skill with battle and possibly magic.

Citizen [Free]

Ah, so you're not an adventurer of some sort. You are a citizen of some sort somewhere in Faerun, who has somehow ended up either in Gauntlgrym or the Underdark. You may still play an important role in the events of the days to come, even as a once-average citizen.

Drow [100 CP]

Oh, so you're one of the dark elves. This means you may well be a mighty foe or a skillful ally of an influential group put together by circumstances that may be necessary to save both the Underdark and Faerun from a terrible fate.

Demon [200 CP]

Now this is odd. You're a demon! Demons are chaotic evil outsiders native to The Abyss, the realm all chaotic evil mortals go to when they perish barring some truly unusual circumstances. The fact that you're probably in the Underdark isn't THAT unusual, as drow are fond of summoning some demons particularly those in service to the true queen of dark elves; Lolth (a goddess and demon lord whose primary mortal worshipers and servants are dark elves). That said, depending on where you've arrived you may be in for a fascinating experience. **This does not affect your alignment, barring something like a drawback. There are a multitude of demon types out there, and you can select one for yourself based on your perks that will serve as an alt-form you can always access, barring drawbacks, in future jumps. This is a binding choice for the duration of this jump, barring something like the *Promotion* perk.**

Perks

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

General [Undiscounted]

Race [Free & Mandatory for Everyone but Drow and Demons (Both of whom cannot select this perk)]

What race are you? Or rather, what is your species? You can select any [playable 5e species](#) aside from Drow, and in future jumps, you will retain any form you choose here as an alt-form you can access at will. Please note that some species are not normally in Faerun and in the world of Abeir-Toril, but if you wish to play a species like a Leonin, a Giff, or any other 5e species that are considered within the scope of the 5e playable races but normally in the Forgotten Realms that is fine though your benefactor may ask you to devise a backstory fitting for that race or ask you to be a drop-in. **This fiat-backs the abilities you gain through your chosen race, though these abilities are locked to this form (Unless you have a perk that spreads such stuff but that would be an OCP).**

Background [Free & Mandatory for anyone who isn't a drop-in]

Your background is a special customization feature for D&D characters that explains their lives prior to and in some cases during their earliest days as an adventurer. This background provides you with a bit of additional knowledge, an additional ability you can use (usually but not always during social interactions), and also some extra gear, though how easily you can access said gear may depend on your starting circumstances in this jump. This background will follow you in future jumps, updating as necessary, and you can select any of the backgrounds that makes sense for Abeir-Toril (so you wouldn't be able to select something like Dimir Operative), though if you select a species where a different background is fitting or have some OCP you may be able to select a normally unavailable background. A demon who selects this perk may be able to recall some scant details from their mortal life (which would be pretty unusual for a demon), or be an infiltrator who specializes in corrupting mortals and thus has picked up an unusual skill set while in the material plane.

In future jumps you can choose to have this background subtly modify facets of your new jump identity or you can choose for it to effectively go inert and leave your new jump identity unmodified though you'd still gain the benefits of training your background would give you.

Alignment [Free]

You now possess an alignment. You could be lawful good, lawful neutral, lawful evil, true neutral, neutral good, neutral evil, chaotic good, chaotic neutral, or chaotic evil. Your alignment is determined by your overall behavior, and moves as you move morally. There are benefits to this, you interact a bit more smoothly with someone who matches one of your moral areas and interact noticeably better with someone who matches both of your moral areas (someone the exact same alignment as you) and critical hits of yours count as your alignment for the purpose of overcoming things like damage resistance based on alignment (and deals just a bit more damage to those who are beings of strong moral values such as celestials, demons, and devils, who are morally opposed to you). Additionally, objects of strong moral values that align with your morals are receptive to you.

Class [Variable cost; beginning at free, not mandatory]

What is your class? There are multiple classes in 5e; artificers, barbarians, bards, clerics, druids, fighters, monks, paladins, rangers, rogues, sorcerers, warlocks, and wizards, and

you can select any one of them which would become a part of your build and you would start off at level 1 by default. Each of these classes comes with multiple subclass options (though many do not get their subclasses right away), and if you wish there are multiple customization options here. If you wish to multiclass you can, for a cost of 50 CP per additional class. If you wish to start at a level higher than 1 you can, for a cost of 50 CP per level. If you take this perk you get access to a D&D-type progression system that rewards you for your adventuring accomplishments, allowing you to level up and gain access to your class's higher-level class features. **This also fiat backs your classes (and subclasses) and feats, ensuring you don't lose the ability to use these skills and abilities in future jumps such as a warlock losing their powers by losing contact with their patron.**

Feats, Ability Score Improvements, & Epic Boons (Variable cost)

There are a plethora of feats; which are unique abilities a D&D character can have that help make more modular; ability score improvements; incremental improvements to one's ability scores (Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma), and even Epic Boons; unique buffs normally only available to characters past level 20, that one can acquire in D&D. By purchasing an installment of this perk you can select a feat, ability score improvement, or epic boon to attach to yourself even if you don't otherwise meet the requirement for it. Feats and ability score improvements only cost 50 CP per feat or ability score improvement, but epic boons cost 200 CP per individual boon. **Beyond this you can acquire feats, ability score improvements, and epic boons as you progress in levels, but this is a bit of a cheat that, in exchange for CP, allows you to give yourself a head start as well as purchase feats and epic boons you may not qualify for otherwise.**

Adventurer

Adventurer's Physique [100 CP]

You're well-adapted to the adventuring lifestyle. You have a fit body, a higher than average natural charisma, and a skill with arms, as well as are used to roughing it in the wilderness. You are enduring and healthy, with a resilient mind and body (making you twice as resistant to diseases and twice as likely to "Pass" sanity checks; and in so doing not lose fragments of your sanity when dealing with demons and other sanity-rending things). You also find it easy to adapt to any given wilderness (be it the strange confines of the Underdark or an eerie tundra), and can figure out what is edible, what isn't, and how you can survive in the untamed lands between settlements.

Protagonist Luck [200 CP]

You have a hilarious level of luck. Somehow circumstances tend to work out in your favor, such that even when imprisoned in a dark elf slave camp you can find the bit of social friction that is needed to engineer an escape, or such that you can enter a city in the nick of time to be the determining factor in uniting the city and keeping it safe from the evil followers of a demon lord which may in turn come back to help you if you revisit that city in the future.

Actions & Rewards [400 CP]

You have a peculiar skill but one that is unquestionably handy. You have a sense of where to go to get what you need. If you're trying to bust out of the Underdark you can

tell, roughly, what series of tunnels gets you closer to your objective. This skill even applies to looting. If you have a goal in mind and are looting a body or robbing a home you can, with more ease, figure out what you might need to achieve a goal and can extract that from a body or location. This also comes with a tendency to get rewarded for your actions and those rewards almost invariably prove to be helpful in the completion of your goals.

Planar Protector [600 CP]

This is an exceptional, and unique, ability. You are innately attuned to a plane of existence, be it Hell, the Material Plane, The Abyss, or any other such plane. In that plane, you are more resilient to attacks from those not native to the plane and you are more dangerous against them. When facing a foe less powerful than you who is not from the plane, while in the plane you are attuned to, your blows can weaken their connection to the plane and can even banish them outright. Even when facing beings stronger than you, your attacks overcome their natural resilience and can suppress their innate healing abilities. This is especially pronounced when dealing with aliens who are morally opposed to you, such as a lawful good person facing a demon, and it can allow even glancing blows to become mortal ones if you're much stronger than your foes, as well as make your blows inflict minor status conditions on foes morally opposed to you who meet the conditions here if they are equal to or stronger than you. You can train others and give them a shadow of this ability, such that they get one of the boons you have for your investment in this perk. You could train someone such that their attacks overcome an alien or invader's damage resistance or forcibly shut off their natural healing.

In future jumps this perk molds itself to fit the setting, such that in smaller settings that lack multiple dimensions you become a protector of a kingdom or town, or in bigger settings you can become the protector of a whole universe, whichever would be more fitting for the jump. You can also attune to a new place by performing a ritual keyed to the location in some way after spending a few weeks there. This is a defensive counterpart to *Not Just An Outsider But An Invader*.

Citizen

Subterranean Living [100 CP]

You are accustomed to living underground. This perk comes with free dark vision, if you didn't already have it (and this version is buffed to allow you to pierce magical darkness so even if you have normal 5e darkvision this still helps), as well as a precise internal clock, a natural adaptation to not living in places where the sun shines, and a healthy amount of knowledge regarding local flora and fauna. If you are native to the Underdark and go to Gauntlgrym, or vice-versa then this knowledge won't be quite as helpful, but it'll still prove decently useful and you'll quickly learn a similar amount about the new place you're in. In future jumps this knowledge updates, and if the jump you're visiting has no place like the Underdark or other vast underground regions you'll learn about other dark places instead.

Reputation [200 CP]

You are a skilled member of the society you live in. This comes with both skill in an area that is notable for your home (such as being a particularly adept druid if you're a

myconid in Neverlight Grove, or a skilled rogue if you're a deep gnome living in Blingdenstone). This also comes with an ability to quickly make friends and develop a reputation which will protect and aid you in some way. An example could be your friends helping out adventurers who save your life and get you back home in one piece.

Leadership [400 CP]

You are a remarkably able leader. You understand how to organize people, how to take advantage of people's skills, and most importantly how to become trusted enough to get a following. You have a stunning ability to rise to the top of hierarchies and to become a leader so you can more easily utilize your leadership skills to their greatest possible end. This is a charisma booster, but only a bit of one, it's primarily focused on making you a better leader and giving you chances to gain people's trust and respect so they heed your counsel and follow after you.

Sanity Redoubled [600 CP]

In the Underdark many things lurk and live that test the mental fortitude of those who see them. You are likely to encounter such sights and, preferably, to live to tell the tale. That said, if you live but lose a part of yourself is it really a victory? With this your mental fortitude is made of sterner stuff, making it nearly impossible for you to be rattled by what you see. Additionally you are a therapeutic sort and you possess an unusual ability to help people recover their wits and their senses, meaning that not only can you share your mental fortitude but you can also help people remember who they really are and overcome the sanity-shattering effects of both the Underdark and the demonic invasion underway. You're also able to detect that others have lost their marbles, though this depends upon how far gone someone is with you more easily spotting people who are farther gone and thus need more intensive help. No amount of shattered sanity is beyond your ability to heal given enough time, and magic that heals such conditions such as *Lesser* and *Greater Restoration* is tremendously enhanced by this perk. This also minorly buffs your healing ability, but only marginally. Still, in the Underdark every bit helps! Your own sanity will recover and restore itself in time, no matter the degree of the insanity or the source, though more intensive sources and more severe degrees of insanity take longer to recover if something manages to overcome your potent defenses.

Drow

Dark Elf Details [100 CP (Mandatory for Drow, only purchasable by Drow)]

You have access to the [dark elven base racial features](#) in 5e, which include an enhanced dark vision that has a 120 feet range and knowledge of the *Dancing Lights* cantrip (and you develop enhanced abilities to use magic, even if you are not someone who has a spellcasting ability normally, as you gain more experience/level up if you have a D&D style progression system). Beyond that you are also an elf with an enhanced lifespan compared to many playable races, and of course innately have a dark elf's charisma and grace. You are also naturally attuned to magic and find it easier to learn than most but not all species in the Forgotten Realms.

Drow Noble [200 CP]

Ah so you're one of the mighty nobles of a wicked and powerful dark elven house. This means that you have received the finest education possible, and are in touch with both

the arcane as well as have a plethora of martial skills. This also means that you are privileged among drow, and in future jumps societies akin to those of the drow and that worship spider gods and goddesses will be easier for you to adapt to and become a leader in. Broadly speaking this provides buffs to your offensive abilities, be they martial or magical, enhances your charisma, and allows you to fit into high society with stunning ease even in despotic societies where a single misstep equals death.

Dark Elven Experience [400 CP]

You have a tremendous ability to learn. This is tantamount to a learning booster that enhances your ability to progress along systems of progression that quantify things like classes and levels. With this you're able to level twice as fast, and can even gain experience in day to day life, learning from teachers and books as quickly and as readily as you learn when you use your skills in life or death situations. And as a dark elf, even if you're a noble, a life or death situation can arise at any time.

Reality Shatterer [600 CP]

Are you one of the drow responsible for the current predicament? Hmm... No, you are more competent than the archmage who did this, at least when it comes to things like portal creation and conjuration. You have a very odd skill at penetrating reality and reaching across planes. You understand the etheric sciences behind interdimensional travel and are an eerily gifted conjurer. This is more practical when you have time to create specific portals and can control everything about what you're doing, but even in uncontrolled circumstances like in the midst of a battle you can do great things with this such as summon powerful alien beings and momentarily bind them to serve and protect you. In future jumps you can summon echoes of alien beings found in this multiverse to temporarily serve and protect you, and you can find things through the usage of powerful, complex rituals, calling forth powerful avatars of beings as mighty as demon lords. This also greatly enhances your ability to banish extraplanar beings, making you a fierce foe of demons, devils, and demon lords and archdevils.

Demon

Demonic Makeup [100 CP (Mandatory for Demons, only purchasable by Demons)]

You are a demon, a dreadful being native to the swirling maelstrom of chaotic evil energy known as *The Abyss*. As such you have a variety of unique effects affecting you while you are in the material realm. You are an *Outsider*, a non-elemental being that has originated from a plane other than the prime material plane. You innately speak *Abyssal*, and you are, with just this, a demon of some power but not nearly anything as strong as say a Balor. You could easily be a Succubus or Incubus, a Herzou, a Vrock, or a Babou, and you would get the same base stats as one. While in your demonic form you have all of the same resistances, vulnerabilities, and immunities as a standard demon of your type would. You can also be banished to The Abyss just as a regular demon could be and would be the first time you would otherwise die in this jump. In future jumps you are instead banished to your warehouse if slain. This protection only works once per jump or per decade, whichever comes first.

Demonic Mentality [200 CP]

You are a stronger demon, one more fiercely attuned to the chaotic and dark powers of The Abyss such as a Nabassu or a Nalfeshnee. This also makes you a more keen spreader

of chaotic evil as an alignment and the basis of a philosophy. You are an able tempter, manipulator, and influencer, due in part to the fact that many who see you are eager to not get into a fight with you and if you reveal yourself as desiring a conversation they'll happily take that over dealing with your foul powers. This grants you a keen understanding of the mentality of mortals and a minor amount of rhetorical finesse, making you skilled at getting people to see your point of view and doing as you please.

Promotion [400 CP]

Knowledge of the inner mechanisms of The Abyss is not well promulgated amongst the inhabitants of the material plane. Not many understand how it is possible for a lowly *Dretch* to one day become a terrifying *Balor* or even a demon lord. And yet, it is. Demons grow in power through a variety of means, such as the destruction of their enemies or through deliberate power granted by a demon lord, and you now possess your own variant of this trait. When you behave in ways congruent with your given form you can slowly and steadily grow in power, becoming a greater version of yourself over time to the extent that it is not impossible to mimic the possible evolution of a *Dretch* becoming a Demon Lord, or for a vampire to become a mighty primordial titan of blood. A cursed werewolf could become a Fenris-like elder lycanthrope with enough time and enough embracing of your lycanthropic instincts. The more you behave in line with how a form you have is expected to behave the greater heights you could reach someday. Such transformations give you new powers appropriate to the evolved form. This also, on a more active level, makes you an easy choice for promotions by bosses and those above you, especially if you are actively good at the tasks you are assigned, allowing bosses to more easily overcome hesitation they may feel at the thought of empowering you in some way.

Additionally this perk gives you a sanity shattering aura you can control fairly freely, allowing you to pick and choose who it affects, that allows you to inflict sanity damage on your foes. If someone is unable to resist the effects of the aura they suffer a short term madness based on your appearance and overall level of power. If they fail again while suffering a short term madness effect they are afflicted with a long term madness. And if they get fail a third time they suffer an indefinite madness, and their alignment is moved closer to yours (moving one step closer in both quadrants so if you're chaotic evil and you afflict someone who is lawful good with a third madness they become a true neutral person. If someone is neutral good they become chaotic neutral. If someone is lawful evil they become neutral evil, etc.). Those who either are chaotic evil/match your alignment, or who become chaotic evil/your alignment because of you gain an indefinite madness that makes them worship you.

Not Just An Outsider, An Invader [600 CP]

You are a mighty demon, able to potentially be as formidable as a *balor* or *marilith* if you wish. Beyond that, you also possess an uncanny and terrifying ability; you are an invader. When you are in a plane other than your own you become something beyond a mere *Outsider* you can become an *Invader*. While you are considered an *Invader* you deal more damage to natives of the plane you're invading, you have resistance to their abilities, and you gain a damage boost when dealing with natives of a plane morally opposed to you. This is much more apparent when dealing with foes of a moral alignment opposite yours, such that a demon invading the Nine Hells does a little better, while a demon invading Mount Celestia deals much more harm to the Celestial Archons

native to the realm. In future jumps this updates to always be relevant, such that a setting with no known afterlife or other universes makes your *Invader* status possible to achieve if you invade another country or attack another tribe.

You can also infuse people with power if they agree to give you their souls, allowing you to create warlocks or warlock-like beings with their own unique class features and abilities based around you being their patron. If they die their souls go to an afterlife-like area you own or your warehouse if you lack such an item or realm where they can be morphed into outside-like beings under your control and command that take after your alignment and gain some minor echoes of your abilities. By default the warlock-like class features someone gets through this are *Fiend-Lock* themed, but if you are benevolent and have this you can have your warlock-like abilities be *Celestial-Lock* themed instead. This is essentially the inverted, offensive version of *Planar Protector*.

Items

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

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

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

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

General [Undiscounted]

Basic Survival Kit [Free]

You possess a replenishing stockpile of basic survival tools. This includes unenchanted weapons and armor, basic tools for outdoor survival, and a small stockpile of rations. This isn't enough to keep a full group of adventurers well fed but if rationed it'll keep you from starving. This also includes something small for people with backgrounds, giving you the most basic necessities for your background.

Magic Item [Variable Cost]

If you wish to purchase a magical item you can do so in a manner that grants it fiat-backing, through here. Each tier of rarity comes with its own price, and you can only purchase *Common*, *Uncommon*, *Rare*, *Very Rare*, and *Legendary* items with this, with Common items costing 50 CP, Uncommon items costing 100 CP, Rare Items costing 150 CP, Very Rare items costing 300 CP, and Legendary items costing 400 CP.

Adventurer

Fungal Foods [100 CP]

Fungi abound in the Underdark. You now have a healthy stockpile of edible fungi in your warehouse and that appear in your camp whenever you set up camp. These fungi are

reasonably delicious and healthy and can be cooked safely in a variety of ways. You also have a journal that outlines different fungi recipes that you can use to ensure you are never bored on a culinary level.

Portable Altar [200 CP]

This is a small, easily collapsible altar to a god of the surface world (or of the dwarves, if you wish). You can easily change out which specific deity this altar venerates. If you pray at it and make a small offering you get a version of the *Bless* spell which lasts for six hours and helps strengthen the minds of those who use this small altar against sanity-shattering effects and sights. Once per jump you can use this to trigger a divine intervention, and once per year this can resurrect someone if you have their mostly whole corpse (it can be missing up to two limbs, but not its head) and they didn't die longer than a day ago (and didn't die of old age, as per the rules of the *Resurrection* spell).

Dawnbringer [400 CP]

This mythic weapon is a tool for good, a heroic blade meant to shine a light even in the depths of shadows and umbral darkness. This blade is normally acquirable by a non-evil character during the adventure, in the Lost Tomb of Khaem, but you can acquire it right away (regardless of your alignment) by investing in it. This blade has all of the base properties of the canon item, including its sentience and telepathy as well as its daily cast of *Lesser Restoration*, but also gains advantage against evil beings, deals more damage to chaotic evil creatures, and forces those it strikes who are alien to this reality to pass a saving throw or be banished, making it an incredible weapon against the forces of the abyss. This weapon retains this property in all future fights against malevolent aliens, even ones that are not demonic or chaotic.

Citizen

Family Heirloom [100 CP]

You have a very minor magical item of some sort related to your family and community. This could be a minorly enchanted shield, piece of armor, or some small +1 or otherwise similarly enchanted weapon. At most this can be an *Uncommon* magic item.

Underdark Map [200 CP]

Mapping the Underdark is quite difficult but apparently someone, possibly your benefactor, managed to do it. You own a small, fairly basic map of the Underdark. This is incredibly handy and becomes more detailed as you travel through the Underdark but even at its most basic this can get you from point A to point B. This map updates in future jumps and covers a similarly large area with equal utility. You can also use this map to fast travel to places you've already been to.

Underdark Community [400 CP]

For the duration of this jump this makes you a known leader in an Underdark community, and in future jumps a copy of this community along with anyone who lives there at the end of the jump and who'd agree to go on a chain with you follows you. This community recognizes you as one of its leaders, and lends its resources to you and your cause. This can be any non-drow community in the Underdark. A Drow could use this to buy a dark elven settlement other than Menzoberranzan.

Drow

Piwafwi [100 CP]

A traditional dark elven cloak this magical item improves your stealth and increases your dexterity. Other elves recognize this for what it is, and in future jumps with elves they see it as dark, in terms of alignment, armor for those with cruel hearts. This is intimidating, or respectable, to them depending on their individual alignments. You also learn how to make these items and can make them for others. You can add an additional 100 CP to the cost to get a *Greater Piwafwi* which has the same benefits as a lesser one plus two spells, one that allows its wearer to resist fire damage and another that allows you to cast the *Darkness* spell once per day woven into the armor.

Lolth-Blessed Ring Of Arachnid Control [200 CP]

This is a special *Ring of Arachnid Control* personally blessed by Lolth. This powerful ring can not only unlimitedly communicate with and control spiders, swarms of spiders, and giant spiders, it can actually summon them! Twice per day this ring can summon swarms of spiders, it can summon individual spiders of regular size four times per day, and once per day it can summon a giant spider, and it has control over all of them. These spiders are loyal to you, can be understood by (and understand) you, obey your commands, and the ring itself only works for you. Spiders you encounter are friendly unless controlled by powerful magic or by the direct wishes of a spider deity. If the ring has been stolen from you it'll summon swarms of spiders to harass the thieves before returning to you, unharmed, through the power of fiat. You can also use this to transform into a powerful drider for an hour, once per year.

Staff Of Power [400 CP]

This is a powerful, though perhaps thankfully inanimate and nonsentient [Staff of Power](#). This arcane implement is loaded with charges for spellcasting, allowing it to be used to cast various spells at various levels of power. It regains spent charges, as few as six or as many as all twenty randomly at the beginning of each day. Beyond that though this staff can also be rigged to detonate and when it does it will unleash an incredibly dense amount of both magical energy and the stranger, older radiation-like *faerzress* which in large enough doses is strong enough to kill living beings and even banish mighty outsiders back to their home dimensions. This explosion is large enough to cause entire settlements to be wiped out and can even, if close enough to one, defeat a corporeal manifestation of a lesser deity! This can only be done once a jump, but is a mighty weapon if used cleverly. A detonated staff is only repaired and restored to its owner once per jump (returning to them a year after its use) or at the next start of the decade, whichever comes first.

Demon

A Demonic Cohort [100 CP]

A number of simple, low level demons work for you as underlings and meat shields. This can be four dretches, two quasits, or a single rutterkin. These demonic underlings fear your power and serve you faithfully as a result of that, doing your bidding and using their abilities to serve you as diligently as they can, they are however quite dim and are most useful as muscle, meat shields, or to intimidate foes. If any of these demons are

destroyed they respawn a week later, tethered to you by means of demonic deal making your benefactor did on your behalf.

Demon Summoning Grimoire [200 CP]

This is the mystical book of Gromph Baenre, the actual architect behind this disaster. This tome is filled with invaluable secrets and can be used in a variety of ways from simply using it as an aid to summon various demons to using it to teach people the basics of conjuration or as a sacrificial material in a mighty ritual which will call forth powerful demons who do your bidding in exchange for the dark knowledge within the book. If used this way the demons, potentially even demon lords if you have the fortitude to summon them, faithfully keep their end of the bargain and you get a new copy of the book at the start of the next jump or the beginning of the next decade (whichever comes sooner).

Magic Gem [400 CP]

This specially crafted arcane receptacle is something akin to a phylactery, though thankfully destroying it doesn't destroy you. So long as this item exists and is in the same plane of existence as you it is impossible to forcibly banish you, and the first time you would perish in a jump (or in a decade) you are instead sent careening into this gem, before requiring any 1-ups or risking jump/chain failure. You can also sense the gem's surroundings, communicate with the world around it, and you can curse people who take this gem without your consent or bless those who have it and are loyal to you, in both cases choosing a stat of theirs to either curse or buff as appropriate (and if someone who steals the gem becomes your servant you can swap a curse for a blessing, or vice-versa if somehow necessary). Once forced into the gem you can absorb energy from your surroundings to repair your form and regain corporeality. If destroyed, a feat that is about as difficult as it would be to kill you (or is about as difficult as destroying a supernaturally resilient diamond, whichever is tougher), the gem reappears in your warehouse at the start of the next decade or jump (whichever is sooner). **Souls that become yours will come to this gem upon their deaths, and you can mold them into beings of your alignment that do your bidding.**

Companions

As far as tokens go, if you purchase a token and it goes unused by the end of the jump you get refunded the points and can spend them as normal before you make your end-section decision regarding whether or not you continue your chain, stay in this setting forever, or return to Earth/your home reality.

Companion Import/Creation [50-200]

Import a single companion into any origin and race for 50cp each or eight for 200cp. You can also use this to create companions with the same basic rules applying, companions can select any origin and perks or items for themselves and have a budget of 600cp.

Canon Mortal Companion [50]

So you want to take an existing mortal character from this world as a companion? Well, then this option is for you. With this you get a token that can be spent when you persuade a mortal to come with you on your chain.

Canon Lesser Outsider Companion [100]

This is the same as the mortal companion but for lesser outsiders, such as a modron or a demon but not a non-demon-lord, or a godly companion.

Canon Greater Outsider Companion [400]

This is the option for if you wish to take a deity or a demon lord as a companion.

Scenarios

All rewards award, at minimum 200 CP upon completion.

Out Of The Abyss

This is the *Do The Campaign* scenario. With this scenario you begin the adventure in the Slave Pen Of Velkynvelve, captured by the Drow. In this case you can create 3 custom *Adventurer* NPCs who constitute the rest of your party. These individuals will, over the course of the adventure (assuming they don't die) unlock each of the adventurer perks and unlock their own versions of *Planar Protector* right before the final battle outlined in Chapter 17 of the campaign book. Your goal is to rid the Underdark of the demonic infestation caused by Gromph and Lolth, and you succeed when the last of the demon lords is banished from the material plane.

Reward

You have become *The Hero of the Dark* and you have grown accustomed to battling in the darkness of the Underdark. In the cover of darkness you are twice as likely to hit your foes, you are twice as hard to hit, and you can move twice as fast. Additionally you are anathema to demons, dealing twice as much damage to them (which stacks with the darkness effect) and can, once per day, hit them and other alien-like beings with a *Banish* spell without consuming any spell slots (and you can use this ability even if you cannot cast spells otherwise). Additionally, you can import the other members of your party as followers or pay to import them as companions in future jumps.

Conquer The Underdark

This is almost an inverse of the above scenario, though it's not so completely closed off that it's only possible to do one or the other. If you take this scenario you are tasked with conquering and unifying the Underdark, which even with the backing of an active, materially present demon lord would be quite difficult. Still this is the task you have before you, you must unify, conquer, and/or diplomatically become the leader of a unified Underdark. Given how difficult this might be, there are rewards for partial completion of this, such as if someone were to conquer the *Northdark* (which is the portion of the Underdark that this campaign takes place in, and includes areas such as Menzoberranzan, Blingdenstone, and Neverlight Grove).

Reward

Each of the regions the Underdark includes constitutes a different instance of this. Such areas include the Upperdark, Middledark, and Lowerdark, as well as Northdark. Each area you manage to conquer follows you along your chain, with copies of its inhabitants becoming followers loyal to you. You can import the portions of the Underdark you have conquered or otherwise become the ruler of into future jumps, importing them into the area beneath the surface of a given continent (or planet, if you have the whole thing). Each region you conquer gives you 200 CP, and if you conquer the totality of the

Underdark you gain the perk *Subterranean Sovereign* which makes you the master of all underground spaces and causes creatures native to such spaces to view you with respect and fear. Also if you do this scenario and complete it to the extent that you conquer a place like the Northdark, if you purchased the *Underdark Community* item and gained the loyalty of a given community that is in the bounds of your conquered territory you get your points back and can spend them elsewhere.

Save The City

This scenario takes place in the city of Menzoberranzan and can be used to give you an alternate start to this jump. If you select to try and overcome this challenge, you first enter this jump in the earliest minutes of the botched ritual done by Gromph Baenre, when Demogorgon first appears in the city and begins to go on a rampage. The city is ravaged and decimated by the self-proclaimed Prince of Demon's rampage. Your goal here is to either force Demogorgon to retreat, or if you're strong enough, to outright banish him (though that is incredibly unlikely at least with just what you have here through purchasable perks). That said, a small number of things may help here such as both perks, the aid of the city's defenders, and potentially even the sudden intervention of Drizztz Do'Urden. If you manage to force Demogorgon out of the city before he slays and drives over a thousand dark elves mad due to his presence and demonic power, you are considered a hero of the city and this scenario is marked complete.

Reward

One of the rewards here is that a copy of Menzoberranzan follows you along your chain, and you are considered a *Hero of the Drow*, one said by the less educated and more easily swayed to be favored by Lolth herself. You understand that this is not the case, but this false reputation benefits you, giving you a bit of an edge in interactions with dark elves. You are also considered an honorary citizen of the city and have some pull among its members who you can talk into aiding you at time. If you successfully banished Demogorgon outright this reputation is much more solid, and at least some dark elves will view you as comparable to a minor member of a drow noble house.

Turn The Underdark

This scenario is a complete inversion of the *Out of the Abyss* scenario. In this one you are attempting to help a demon lord conquer the Underdark and, afterwards, pull it into the Abyss. This is technically doable without being a demon, and even after you save the Underdark, if you wish, but it'd be time-consuming and difficult without demonic lieutenants attempting to aid you. This is a multistep process, but quite doable, at least with the proper resources. In addition to conquering a vast region of the Underdark, such as the Northdark, you must discover different notes throughout the region compiled by magic users of various stripes, such as Gromph, the Alhoon Syrzan, and various other magicians throughout the region. If you find their notes and decipher them you are able to piece together a complex ritual that would summon fragments of the Abyss to different areas throughout the region you perform the ritual in, and if these fragments can grow big enough they'll rip holes in reality and pull the Underdark into The Abyss.

Reward

The completion of this scenario culminates with either a portion of the Underdark or the full thing, depending on your work, becoming a part of The Abyss. This results in the

creation of a new layer, one that is yours (awarded to you by the demon lord you've aligned with as a reward for your work with the understanding that you continue to faithfully serve them, or alternatively one that became yours after the role you played in the ritual that dragged the place into The Abyss if you were an independent demon rather than one beholden to a demon lord) and follows you for the rest of your chain. Additionally, you gain a *Spark of Apotheosis*, which is yours even if you are not a demon. This is a kernel of power that grows as your layer attracts new souls, and with each new soul you make a worshiper of you you grow a tiny bit in power, improving your powers over chaos and evil with every soul. Eventually this will lead to you becoming a full scale demon lord in power (as you are technically a demon lord NOW, given that one of the pivotal parts of being a demon lord is controlling a layer of The Abyss) if you are a demon, even if you started off this jump as something as lowly as a dretch, rutterkin, or some other lesser demon. If you were to truly die and fail your chain you can spawn here and become a demon if you weren't one, or spawn here and rule this layer of the afterlife as a demon lord. And this of course acts as one of many possible afterlives for your followers, and where chaotic evil souls in future jumps end up after death. This spark can eventually grow vast enough to create new layers, at which point you'll technically qualify as a *Demon Prince* (demon lords who rule over more than one layer of The Abyss).

Continuing the Campaign (Requires either Turn the Underdark or Out of the Abyss being successfully completed)

This scenario is a direct followup to the events of *Out of the Abyss*, one way or another. The major canon ending assumes that, even if the adventurers die in doing so, all of the demon lords summoned to the Underdark get banished back to The Abyss, though this scenario is also doable if you as a demon or follower of a demon played a role in converting the Underdark into a layer or layers of The Abyss. Regardless this scenario takes place after, and involves the machinations of Lolth the Spider Queen. The actual cause of the events of *Out of the Abyss* was Lolth scheming and maneuvering and needing the Demon Lords distracted while she made moves in the Demonweb Pits, which you discover either during the events of the campaign or sometime after through the actions of drow who helped you or learn of your actions from other survivors. Your goal now is to pay Lolth back for her actions.

This is incredibly difficult, but may be doable with aid from unexpected sources such as Gromph Baenre, the heroes of the surface world, various gods (such as Corellon, Vhaeruan, Ghaunadaur, and Eilistraee) and even the aid of some of the demon lords themselves eager to pay Lolth back for her machinations. This scenario will touch deeply on the themes of the *Rage of Demons* storyline (the D&D storyline that birthed *Out of the Abyss* in the first place) more broadly. This scenario requires that you delve into Lolth's lair and defeat her in the beating heart of her realm, where she is always suffused with power. Even with the aid of gods, demon lords hungering for vengeance, and heroes of old, this will be difficult.

Reward

For defeating Lolth, even if only impermanently (though with the aid of multiple deities, demon lords, and canon heroes, plus fighting Lolth in her divine realm, if she is slain it may well be permanent), you become the *Spider Slayer*. This perk gives you power over spiders, who obey you out of fear, as well as a minor spark of divinity which will mature

as you adventure throughout the multiverse, growing in might as you do which gives you permanent power against demons, and evil deities, and grows in power more rapidly the more demons and dark divinities (including sufficiently powerful servants of dark gods) you slay. A small army of dark elves also defect from Lolth's worship, if she even still exists, and become loyal followers of yours, naming you their liberator and leader.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory/theories, it is now a fact in the version of the D&D Forgotten Realms continuity you're about to enter.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years. This can be taken up to three times for points (awarding you a maximum of 300 CP), and if you continue to take it afterwards all it does is extend how long you're going to be in this jump.

Faerzress Fun [+100 CP]

Faerzress, already a passive threat that all explorers and inhabitants of the Underdark need to watch out for, becomes much more active. This passive menace becomes much

more concentrated, especially in areas where magic users exist, and becoming suffused with too much of it both weakens you and makes you more vulnerable to madness.

Inquisition [+100 CP]

Other factions from the surface world, and other forces active in the Underdark, become both much more active and much more aggressive in the face of the demonic threat to the Forgotten Realms. Normally you'd think this would be an advantage, but these forces are intolerant of those who've been close to demons, and also much more likely to become affected by demonic madness meaning they are just as likely to be a whole new threat.

Cultist Collective [+200 CP]

Demonic worshipers of the various demons running amuck throughout the Underdark are far more common. These forces also try to do things like summon lesser demons and are open to being possessed by less corporeal or harder to summon physically forces of insanity and evil.

Drow Patrols [+200 CP]

The dark elves are out in force in the wake of what happened to Menzoberranzan. These forces are organized, well-equipped, and surgical in their precision, and if you do something like escape from a slave camp, and leave survivors, they'll quickly be hot on your trail.

Alignment Madness [+400 CP]

Enemies morally opposed to you, the exact opposite of where you are on the alignment chart (even if you didn't take the perk that grants an alignment) abound throughout the dark tunnels of the Underdark. These foes will be dogmatically opposed to you, if they discover your views, and even if they don't they'll be a bit stronger against you and more able to deal you harm, making every encounter with them a bit more dangerous.

Illithid Increase [+400 CP]

Mind flayers lurk in the dark and take advantage of the chaos. While they are far from immune to demonic activity and predation their aberrant minds and foul mental powers make them dangerous foes, and they are far more active than they were in the canon campaign, making them a perpetual threat and snake in the shadows waiting to strike.

Public Enemy #1 [+600 CP]

This drawback puts all eyes on you. This doesn't turn every single faction against you, but it is alignment sensitive. If you are a demon, all other demons aside from the forces of those you work alongside/for are against you, and so are most non-evil forces. If you're not a demon, all demons and their allies are out for you. Forces will even set their beefs aside, temporarily, to fight you if given the chance (barring something like supernatural intervention to keep them focused on each other). Expect a lot of people gunning for you plenty of the time.

Rage of the Demons [+600 CP]

This randomizes where each demon lord ends up, with one important exception. While every demon lord will be sent somewhere else (such as Zuggtmoy ending up in Dark Elf City, and Demogorgon ending up near Neverlight Grove), one demon lord will end up

near you and will be drawn to your starting location. This demon lord will not be one you're affiliated with if you're a demon, and will be out for blood. This drawback forces you to encounter a demon lord right away, and survive, and if you can't banish said demon lord yourself and it survives it guarantees that the demon lord will be out for your blood specifically in future encounters and sends its agents after you. There is also the additional chaos of demon lords showing up in places other than where they are supposed to end up, which can lead to all sorts of chaos.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

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

Change Log & Notes

v0.3

- Completed the intro text
- Completed the origin, starting location, and age and gender text
- Completed the general perk tree
- Completed the adventurer perk tree
- Shared the W.I.P. jumpdoc to a handful of locations

v0.5

- Completion of all perk trees

v0.8

- Completion of all item trees

v1.0

- Drawbacks and scenarios completed
- Published to relevant spaces

Notes:

- This is an experimental conversion of a Playable 5e campaign into a Jumpdoc. It'll be a bit messy, and clunky, but the hope is that it's workable and fun enough.
- The TLDR of this campaign's plot is that Lolth tricks a drow wizard into performing what is meant to be a ritual to draw on the ambient magic of the Underdark, which goes array (to the wizard, works more or less as Lolth intended) and summons Demogorgon and other demon lords to the Underdark while she Lolths in the background. The PCs are surface dwellers who got kidnapped in a drow slaving raid, and begin the adventure in a slave camp in the middle of the Underdark. Events happen, they escape, they go to one or a few

different settlements throughout the Underdark and get involved in demonic shenanigans, ideally saving some people and making some friends. They escape to the surface after a while, and three months pass before a dwarf king requests an audience and asks for a TLDR. They give it, he realizes some bad shit's going down, asks them to go back into the Underdark with surface allies and make some underground friends. They do, in a neutral trading hub for both surface dwellers and underdark peeps, and afterwards go to a stone giant place where they meet some stone giants, and a dark elf who says he knows what's up. If they listen to the dark elf he invites them to his lair, gives them exposition that reveals most of what's up and asks them to help him end it. If not they have to run around a lot, and eventually piece together that some dark elf magic happened and now the Underdark is crawling with demons and that's no good. They eventually end up in Menzoberranzan, and if they went with dark elf wizard lad to his lair it's much easier, but even if not the leader of the city is chill if they reveal that they are here to stop demons, they get Gromph's stuff and the final pieces of a ritual (during which time they may or may not be involved in watching a few demon lords get yeeted back into the abyss preemptively) for a big fuck off Demon Lord Kaiju battle. They have to pick a place for the big Demon Lord Kaiju battle, and the locals may or may not have thoughts depending on how you helped them or DIDN'T, and when the ritual goes off all of the remaining demon lords show up and get bloodlusted. The demon lords fight each other (the actual campaign suggests giving PCs control of the demon lords for this battle, which is sick man), and barring player weirdness Demogorgon comes on out, and the final battle is a battle against a hilariously nerfed Demogorgon, which even then is very tough.

- I drew on a fair amount of involved but background lore for this, referencing stuff like Gromph's Staff of power, and also powerful underdark wizards like Syrzan. Basically if you see a specific name it's probably canon. The magic gem is a reference to the condition Fraz-Urb'luu the demon lord is in during this campaign, but I made it so it only helps you which it does not for him. The encounter a party has with him is the first encounter with a demon lord the party can meaningfully come out on top of during this campaign assuming you're doing every chapter in chronological order.