

# **Out of Context Drow Supplement**

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have Drow; subterranean dark elves, within its continuity.

By taking this Supplement you have chosen to become a Drow of some sort and you will enter into a continuity that lacks Drow as a Drop-In opening your eyes somewhere in a massive temple in a large cavern beneath a major settlement.

As a Drow gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a Drow. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen Drow form in this jump follows you as an alt-form you can don at will (barring drawbacks).

## **+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

## **Origin:**

### **Drow Commoner (+200 CP)**

Common drow live under two crushing heels. The first heel that crushes them belongs to the noble drow, those who are members of "Houses". The second heel that crushes common drow belongs to the dread goddess Lolth, the patron deity of all Drow and ruler of the Dark Seldarine. Their dark queen amuses herself by watching drow self-destructively. Common drow had eventful lives, and were capable of being adopted by a noble drow house. That said even common drow had martial power and innate mystical talent allowing them to pull off a number of nasty tricks in battle.

### **Noble Drow (Free)**

The children of Drow "houses" nobles in drow society live perilous existences and are often the targets of both external foes and the wrath of their fellow drow. That said, noble drow also had a number of privileges and access to both education and resources that common drow could not imagine. The matriarchial houses of drow society produce powerful children and wield their vast resources to bare their fangs at both each other and surface elves with almost equal intensity and hatred. Noble drow also possess stronger innate powers and are required to attend drow academies which hone their martial and magical might, meaning that even a less skilled drow noble can still be a right terror to combat.

### **Drow Cleric (-200 CP)**

The leaders of drow society are priestesses of Lolth. Though some male drow clergy of Lolth have existed at various points in the history of the drow they tend to be rare, treated as lesser, and typically faced obstacles such as a point beyond which they could not advance in Lolth's

cruel hierarchy of followers and priests/priestesses. Drow Clerics are powerful followers of the feared goddess and they wield fierce magical items, and cruel spells in her name.

## **Perks:**

### **Note:**

To get a **Booster**: Perk you will need to purchase the complimentary Perks as an example:

### **Almost Unique -??? CP**

#### ***Something Rare Booster: Something Unique***

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

## **General Perks:**

### **Drow Physique - Free & Mandatory For This Jump**

All jumpers who utilize this jump document receive a drow alt-form for free (though for the duration of this jump this is their base form). While utilizing the drow form, be it as your base form or as an alt-form, you benefit from a number of small boons and abilities that are all fiat-backed and swept up into this perk. Drow are agile, charismatic, and intelligent, and are naturally resistant to poisons and toxins. Beyond that drow can innate cast *Dancing Lights* as many times per day as they wish as well as cast *Darkness* and *Faerie Fire* once per day (though for every decade that passes the number of times a drow can cast these spells goes up by one). As you age and mature you gain the ability to use *Detect Magic*, *Know Alignment*, and *Levitate* as spell-like-abilities once per short or long rest, and will eventually have the ability to use more than one spell-like ability at a time. You also do not suffer from *Sunlight Sensitivity* unlike most drow due to your jumper nature. Finally, you are naturally able to see in the dark and can see through magical darkness, and these last two benefits are always active even when you are not in your Drow form.

### **Subterranean Origin Perk - Free (Cannot be taken with “Not Drop In”)**

This is an **Out of Context Origin Perk**. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as if you were a drow opening your eyes in a massive temple in a large cavern beneath a major city.

### **Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)**

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

### **Age & Power -100 CP**

The drow ability to utilize their spell-like abilities more as they get older is an interesting ability. There are some other monsters that can do this, particularly dragons, but this ability isn't common. Now this power spreads across all of your altforms, giving you greater access to their

signature abilities that are normally only usable a few times a day as you mature. This also improves the potency of these powers, so as you mature as a jumper your powers will mature with you.

### **Radiation Resistant -200 CP**

You are extremely resistant to Faerzress; the Underdark equivalent of radiation (and the leftover vestiges of the supernatural forces that first helped shape the Underdark), and regular radiation as well. You have gained a minor benefit from this, in the form of having a pool of energy that grows when you absorb radiation. This pool can be expended whenever you use your supernatural abilities and it will empower them based on how much energy in the pool you use at once. This pool's maximum size grows as you absorb more and more radiation. So long as the pool isn't full you cannot be harmed by radiation.

### **Alignment Proof -400 CP**

You are immune to anything that detects your moral alignment and you will always register as the moral alignment that you either want it to register you as or the moral alignment that would get the best results in a given situation (If you didn't know your alignment was being checked). This is true even if your alignment is being checked by a deity or greater being. You are also immune to magic with effects that depend on your alignment, though you can choose to allow such effects through your immunity if you wish.

### **Lolthtouched -600 CP**

You seem to be blessed by Lolth herself. This curious blessing grants you numerous benefits. Among the more immediate benefits this grants you are enhancements to your size, strength, durability, and sneakiness. Beyond that, this also dramatically buffs your charisma relative to subterranean creatures and gives you an even more dramatic boost to your charisma when you interact with spiders.

### ***Alignment Proof Booster: Spider Form***

Lolth is an interesting mess of contradictions. She herself has a true form that blends drow features with those of spiders, and she is a goddess of spiders, darkness, drow, and evil, but for some reason she holds driders, the monsters the most like her in appearance, in contempt. Normally a drow is transformed into a drider as a punishment for failing Lolth in a substantial way, given great power but twisted, corrupted into something almost pitiable and not given a way to transform back into their true drow form. Curiously, you have the power to transform into a drider form at will, capable of all of the same impressive feats as a drider but able to turn back into your native drow form at will. You also have a secondary buff in the form of a unique 1-up. If you die, once per jump or once per decade (whichever is shorter) your corpse will melt into a swarm of spiders that scatters as it flees from your killers. If your spider swarm corpse escapes they will come together and congeal into one solid mass, fading away and allowing you to return from the dead. All it takes is one spider surviving for this to take effect.

### **Drow Commoner Perk Tree:**

### **Last Picked (Free & Exclusive to Drow Commoner)**

Drow live in a society run by people who are either neutral evil or chaotic evil. In such a society it is often necessary to keep your head down and avoid making waves so you don't get noticed by an overzealous priestess or get picked as an acceptable target by an ambitious rogue. You have a curious level of luck and skill when it comes to both keeping your head down and when it comes to knowing when to not talk to avoid the notice of people whose interests do not align with your own.

### **Civilian Skills -100 CP (Free for Drow Commoner)**

Drow society sure is... something. And yet, for all of its self-destructive tendencies, drow society is still a society. Drow still create art, they still field soldiers, they still need weapons. And believe it or not, most of the time drow get things made by other drow. You are talented in one civilian area of your choice, be it smithing, medicine, non-violent uses of magic, architecture, etc.

### **Military Man -200 CP (Discounted for Drow Commoner)**

You are a rare sort; a drow warrior specializing in raw martial skill. You are well-trained in the usage of drow weapons, particularly the hand crossbow and short swords that most drow warriors keep on their person. You are also fluent in drow sign language and can easily teach it to others.

### **Dark Elven Crafting -400 CP (Discounted for Drow Commoner)**

You are frighteningly skilled at crafting the signature tools of dark elven kind. You can make well-known equipment such as piwafwis (fire-resistant, protective cloaks), dark elven boots, and spidersilk armor. You are, tragically, less skilled at actually sitting down and ensorcelling the materials to give them their signature magical abilities, but you can still create truly beautiful gear fit for even dark-elven nobles. People are also quite good at detecting your skills with crafting and rewarding you for the crafting you do, and are likely to recommend you to their friends.

### **Alignment Proof Booster: Dark Elven Enchanting**

Oh now this is something. You are now not only capable of crafting the raw materials that wizards and priestesses enchant, you are capable of enchanting the items and turning them into fully magical objects! You know how to turn bracers into *Bracers of Flying Daggers*, how to turn a normal whip into a *Scourge of Fangs*, and how to turn various other objects into wicked tools to spread drow ideology elsewhere. Provided you have the raw materials you can easily outfit entire dark elven raiding parties by yourself.

### **Marrying Up -600 CP (Discounted for Drow Commoner)**

You are astoundingly skilled at leveraging your talents to attract people who by all accounts should be out of your league. Something about you attracts and arouses those who are above you in terms of influence, power, and wealth. You are also quite good at actually staying married to such individuals, understanding them intuitively and knowing how to keep them happy and entertained.

### ***Lolthouched Booster: Noble Adoption***

You have a curious wellspring of luck. This luck is powerfully keyed to placing you in situations wherein you get to impress nobles and other such people of influence. You can and will have chances to show off your skills and abilities, and you are quite talented at getting the attention and approval of people of power.

### ***Military Man Booster: Roguish Weapon Master***

You are a powerfully talented master of the martial. You are both personally skilled at one versus one combat, you are also a talented commander able to inspire your troops and to teach your underlings combat tactics. You are capable of turning the tide of a tense battle, an expert in three of the following fighting styles; Z'ress a'thalak (a style that emphasizes strength over accuracy), Z'har thalack (mounted combat), Ust Sreen (a style about striking first and taking advantage of the chaos of the first few seconds of a fight), Sargh'elgg (a fighting style that uses a single light weapon and focuses on agility), Phindar Streeaka (not a style but a catch-all term for mindless violence mid-battle used by drow berserkers), Orb alur (a style focused on hitting more than one foe with a single strike), Luth alur (a ranged combat style), Kyorlin Plynn (used to capture foes alive), Kyone Veldrin (a fighting style that involves fighting in the dark, including magical darkness), Jivvin Golhyrr (a style that forces enemies into humiliating positions), Draa Velve (a fighting style that involves using two swords), and Bautha z'hin (a style using evasion and flanking to surround and outmaneuver a single, often monstrous foe). You are, in many ways, a one drow army and your foes would be wise to fear you.

### **Noble Drow Perk Tree:**

#### **Noble Physiology (Free & Exclusive To Noble Drow)**

Noble drow tend to be stronger, larger, and have a higher tendency to be female than non-noble drow. Beyond that you have greater control over your body and magic than non-noble drow. You also, in this jump and future jumps, have a curious habit of being associated by others with positive stereotypes regarding nobility while negative stereotypes are ignored when it comes to you.

#### **Privilege -100 CP (Free for Noble Drow)**

Drow nobles are highly privileged. They are protected from the worst predations of other drow nobles, and a noble male has more rights than most non-noble females. They also have access to resources and interpersonal connections that common drow can only dream of. You understand your privilege and know how to use it, in this and in future jumps. You understand what sorts of resources you have access to through your family name and the connections you have that can benefit you in substantial ways. You will also never be sacrificed by your family if there are literally any other reasonable substitutes or people to sacrifice instead.

#### **Drow Magic Resistance -200 CP (Discounted for Noble Drow)**

Drow are curiously magic-resistant. Even drow children and commoners have some magical resistance, but as drow mature and age their resistance grows. As a noble drow you have fully matured magical resistance, allowing you to overcome magic half of the time, but your magical

resistance is something special. Your resistance allows you to overcome magic three-fourths of the time (causing it to have no effect on you), and when magic hits you it only does a quarter of the harm it should. Magic that bends your perceptions of reality or tries to bring you under someone else's influence and control are resisted fully nine-tenths of the time.

#### **Drow Leadership -400 CP (Discounted for Noble Drow)**

You are quite skilled at navigating the cutthroat politics of inter-drow relationships. You understand how to expertly walk the deadly tightrope of drow "friendship" and "romance". This allows you to befriend other drow and to even, in certain situations, be recognized as the leader of a group even when females are present if you are a male. You know how to leverage your talents and skills to gain the recognition you deserve, or shift the blame if doing so is possible and easier for you.

#### ***Alignment Proof Booster: Drow Justice***

You are a skilled trickster and rogue, skilled when it comes to finding the intersection of self-advancement and "Justice". You understand how to skillfully advance your own interests while cloaking your actions in a veneer of justice and pro-social sentiments. You can push others to act on your behalf unknowingly, and can turn the rage others feel against your foes, further enhancing your ability to walk a dangerous tightrope of sociality in dark elven society.

#### **Dark Elven Mage -600 CP (Discounted for Noble Drow)**

For dark elven men, the surest way to advance in society is to master the arcane. Dark-elven wizards tend to be, though are not universally, male, and dark-elven wizards are granted enough respect that they are valued even over weapons masters in all but the most extreme cases. You are gifted with a scientifically rigorous mind that can handle arcane knowledge and have an innate level of mastery and precision over your natural magic that exceeds even the power of priestesses when it comes to basic magic that all drow can use. You are also unusually talented at learning from the life and death styles of teaching employed by the teachers of the academies of places like the Arach-Tinilith (the clerical school of Menzoberranzan), Sorcere (the wizard's school of Menzoberranzan), and Melee-Magthere (the warrior's school). The crueller your teachers are, the more quickly you learn. Your magic related to poison, darkness, and violence are all much stronger as well, dealing twice as much damage and confusing your opponents for twice as long.

#### ***Lolthtouched Booster: Spider Sorcerer***

Your magic has been touched, kissed even, by Lolth herself. You have a number of strange abilities related to magic, with one of your deadliest new abilities being how closely tied to poison your magic now is. You can weave poison into any of your harmful spells, causing them to deal increased harm to your foes and inflicting the "Poisoned" condition on them (which makes it harder for them to accurately and effectively strike their foes and makes it harder for them to resist other status effects or damage sources). You can even poison someone with illusions, which can make it harder for them to overcome the illusions! Beyond that you are capable of calling swarms of spiders to your side twice a day (that follow your commands), you

can talk to command non-magical spiders (and are treated with respect by magical spiders) and you can freely climb walls.

### ***Drow Magic Resistance Booster: Dark Elf Teaching***

You have learned from the dark elven teachers you would have had, had you been in a setting with drow. You understand how to turn pain into an effective teacher, and the crueller the methods you employ to teach people the more effectively you teach those who survive your classes. Beyond that, something about your lessons engenders a powerful fear in those who survive your tutelage and they come to respect and admire the cruelty it takes to come up with the lessons you create. Your students may well end up being surprisingly faithful and loyal minions, if you teach them with enough cruelty and finesse. You can also teach anyone how to use D&D type magic.

### **Drow Cleric Perk Tree:**

#### **Dark Piety (Free & Exclusive To Drow Cleric)**

The clerics of Lolth are well-versed in the dark practices Lolth demands her acolytes practice to gain her approval. And now you are equalled blessed with knowledge of how to supplicate dark gods in this and any future setting you visit. You know how to gain their approval, and how to become a dark cleric in their service, gaining spells and domain abilities related to their domains. You have access to a mental list of all of the gods in any given setting from the moment you enter a world to the moment you leave.

#### **Ritualist -100 CP (Free for Drow Cleric)**

You are a master of profane ceremonies and dark rituals. When you perform rituals of appeasement and make unholy sacrifices they are more effective and intriguing to those you are appeasing.

#### **Demonomicon -200 CP (Discounted for Drow Cleric)**

Lolth's demonic servants are some of her greatest minions. And also some of her most chaotic. Her greatest clerics summon demons and make deals with them that have unpleasant consequences for the drow but result in the drow cities gaining powerful guardians and the drow families gaining powerful half-demon champions. You understand how to call to demons and what sort of terms they'd most be interested in in order to agree to serve you. This ability reaches into The Abyss regardless of the world you're currently in, allowing you to summon demons like Vrocks and Glabrezus regardless of your current location.

#### **Attractive Acolyte -400 CP (Discounted for Drow Cleric)**

Gods, for better or worse, incredibly interested in you. The divinities that inhabit this (wherever "this" happens to be) and all future settings you visit seek out your worship if they learn of you. For better or worse you are EXTREMELY attractive to evil deities, and noticeably more attractive to good and neutral deities. This is very decidedly not always a good thing. Cthulhu sending his worshipers to get your attention can very decidedly not be a fun experience for you. This perk, being a perk, gives deities a vague idea of what would be best as far as their goals of

getting you to worship them, but not every deity is equally intelligent. Or equally sane. Still, most deities understand that the best worshipers are living beings, and usually ones that are also sane. Most... is not all. However, if you want godly attention this will definitely help you get it.

### ***Alignment Proof Booster: Divine Intervention***

Deities hear you and are far more likely to answer the call when you are the one who makes it. If you ask for divine intercession there is a much higher likelihood that a deity will answer and oblige that request. If you are known to the deity, and especially if you are a worshiper or offer to become one, they are almost guaranteed to answer the request in some way. Please be cognizant of a given god's methods and approaches to problem solving before you use this power, as there is a very wide disparity between the approaches of various deities to different problems.

### ***Blessed -600 CP (Discounted for Drow Cleric)***

Gods whose service you enter become infatuated with you, showering you with opportunities to earn their blessings and to spread their glory. These challenges will often scale to match the setting and your power, when possible, and when you complete these challenges your deities will award you in ways that match the difficulty of the challenges and fit their relationship to you. You will also be filled with new knowledge each jump of new rituals and ways to worship your deities that persist across jumps and will fill them with joy causing them to shower new power on you. Blessings and powers you get from gods you worship persist across jumps, becoming a fiat-backed part of you to the same extent as perks you purchase, lasting and affecting you so long as you don't take a power lockout drawback. If you wish you can retain more than just the blessings you get from a given god or goddess, but can actually retain your connection to them allowing them to affect new worlds as you travel from jump to jump.

### ***Lolthtouched Booster: Champion Of The Demon Web***

A cleric of Lolth who is blessed and Lolthtouched is a rare and powerful drow. You can give yourself powerful venom which you can hit others with by biting them (and which paralyzes those not strong enough to overcome it through raw constitution). Another way this blessing manifests is in the power to summon a group of generic drow to your side, drow which will include one lesser priestess, several warriors, and a few drow mages, and who will listen to you and follow your orders for half a day before returning to one of the worlds Lolth touches. You can do this twice a week. You can also summon two of Lolth's demons, who will appear by your side and obey you for an hour, once a week, before returning to the Abyss. One of the ways these blessings manifest is in the power to share blessings with those loyal to you, or with beings who are not sophont. You can bless your allies or those who otherwise qualify and dramatically boost their strength and speed, as well as give them all venom of their own which will always be half as strong as yours. The more you please Lolth the greater these powers grow, allowing you to summon bigger and bigger groups of drow and more demons, and do both more times a week (and for longer).

### ***Demonomicon Booster: Draegloth***



You are not just a drow, you are a *Draegloth*; a half-demon half-drow hybrid conceived during a dark ritual to Lolth involving a powerful demon and a mighty priestess of the Demon Web Queen. Most Draegloths are children of glabrezus, a specific type of demon, but you don't have to be. You can instead choose to be the child of any kind of demon, short of a demon lord, and get powers derived from your demonic parent. A half-vrock, for example, would have the screeching power of their demonic parent as well as the ability to shudder and emit spores or wings with which they can fly, getting two traits derived from their demonic parent. Beyond that, all who become draegloths this way are considerably stronger and faster than normal drow, and resistant to fire and damage that involves chaotic or evil energy. Any children these kinds of Draegloths have will naturally be touched by chaos and evil and retain their parent's resistance to such energies as well as one of their more specific demonic traits.

### **Items:**

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

#### **Piwafwi -Free**

A Drow cloak infused with power. These nifty accessories normally lose their power if exposed to sunlight for an hour but yours is built different and does not have this weakness. This is a dark elven *Cloak of Elvenkind* and when you wear it with the hood up wisdom checks made to perceive you have disadvantage (you are twice as likely to avoid notice), and you are far more stealthy as the cloak minorly blends colors around you to give you a subtle amount of camouflage.

#### **Drow Poisons -100 CP**

Drow are vile alchemists and cruel chemists. They have invented a range of cruel poisons and deadly potions to use on their enemies. This item is a stockpile of their poisons and potions, as well as masterwork alchemical gear to help you produce more poisons and potions of your own.

#### **Drow Weapons -200 CP**

This is a small arsenal of dark elven weapons, particularly short swords and hand crossbows (as well as darts to fire from the crossbows). All of these are masterwork weapons and have been magically modified to deal even more harm making them quite dangerous and of value to any drow raiding party. Of special note, however, is the one *Scrouge of Fangs* a multi-headed whip with snake heads affixed to the ends of the lashes. These snakes are alive and loyal to you, and capable of inflicting those they strike with a range of nasty poisons, including one head which can petrify your foes (and another that can unpetrify them). You can attune to this whip instantly which grants you proficiency with its use.

#### **Figurine Of Wondrous Power -200 CP**

This small statuette of a mighty beast glows with otherworldly power. When activated, which it can be once a day by uttering a word of power you select when purchasing this item, it summons a mighty *dire* beast of the type of the beast it is a statuette of, that is loyal to you and obeys you for a few hours a day. How many hours a day the beast is active depends on the

beast, with more dangerous and predatory animals being active for a shorter amount of time than less dangerous non-predatory ones.

### **Drow House -400 CP (Discounted if you are a Noble, double discounted if you are a Cleric)**

This is a mighty house of dark elves. This place will appear where you initiate this jump, and includes a dozen noble dark elves (and one dark elf cleric) who are, surprisingly and especially for dark elves, impressively loyal to you. This house also comes with multiple common dark elves who are employed by or in service to the family, as well as one hundred humanoids and monsters who fearfully obey the main house. **For an extra 200 CP** you can turn this Drow Clan into a city of dark elves, ones that obey your family and defer to you all in all things.

## **Companions**

### **Companion Import [50-200]**

Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

### **Canon Companion [50]**

This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

## **Drawbacks:**

### **Blank Mind +100 CP**

You are no longer a Drop-In or from an alternate Reality.  
You are instead Local who somehow is a Drow that has arrived in this world.  
You will need to work out your Background with your Jump Chan.

### **Drow Type (Origin Exclusive) +200/300 CP**

Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

### **Sacrifice Your Foes (Varies)**

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other drow, only 2 per origin appears. These drow do not have perks and have stats and attitudes matching the type of drow (commoner, noble, cleric) they are.

### **Epic Drow +200 CP/+400 CP/+600 CP/+800/**

Sans drawbacks there are no other drow when you first appear here. This changes that. This drawback causes there to be uniquely powerful drow who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin, causing them to have all of the capstone boosted versions of their perks.

### **True Drow +500/800 CP**

Oh... Oh no. Now you think like a drow. This makes you a true Drow in mentality even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a drow would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your drow form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

### **Ending Options:**

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

### **Notes:**

-In keeping with changes I made to my particular style of doing OoC Supplements at the beginning of 2025, this supplement is compatible with generic drawback lists. Keep that in mind when designing builds.