

# The Silmarillion



Welcome, jumper, to a world full of beauty and wonder. It is one you are likely familiar with, albeit the focus of this jump is in its past. Divine forces shape the world, and three mortal races awaken to live within it; elves, dwarves, and humans. The story of this world is one of inevitable doom, great glory, terrible horrors, and imperishable hope, filled with many people who have shaped the course of history. Now, you'll have a chance to take part in the stories and legends of this world, and perhaps even have your own tale recounted in song.

You might aid good people against the forces of evil, or perhaps you might join said evil and aid it, or maybe you care not for the treachery of Morgoth and Sauron and simply wish to experience all the art and wonder that this world can offer. And of course, Eru Ilúvatar is certainly aware of your presence, but doesn't seem to mind, perhaps even including you in their plan for Arda. Either way, as an outsider welcomed into this world, you have the unique advantage of not only knowing what might happen, but also choosing which doom you may live under. But first;

## **+1000 Creation Pieces**

This'll be your budget for your choices below. You will stay one decade in this world, albeit such a measure of time may be difficult to gauge if you find yourself before the Sun and Moon were created. You can also choose to stay for longer if you wish, all the way to Dagor Dagorath, the Battle Of All Battles at the end of the world. Perhaps you might even want to glimpse the creation of the world that Eru promised the Edain while Arda is remade after the Dagor Dagorath, albeit you won't be able to stay longer to enjoy that one as that lies beyond the domain of this jump. Regardless, hopefully your time in this world is enjoyable.

# Doom

Do not be intimidated by the term; doom here is meant only in reference to one's ultimate fate. Here you'll be allowed to choose which doom you will live under, and thus which race you will be a part of. A choice permitted to no other, at least not to the same degree as here.

## Eldar -0cp

Also known as the elves, they are perhaps the greatest of mortalkind, if they can be considered mortal at all. Having great might of body and of heart, they are certainly the most grand of the people of Arda. Perhaps, even, the protagonists of the world, at least until the Age of Man comes about. They are the Firstborn, personally designed and created by Eru himself, and were the most powerful kindred in Arda until the Third Age. Their doom is Arda itself, to remain tied to the world until its end and perhaps beyond. Thus, they do not suffer from age, nor do they naturally die, death only coming to them in the deepest sorrows or in violence. Likewise are they resistant to most mundane hazards such as disease or corpulence to an unearthly extent. Even then, when they die they merely find themselves in the Halls of Mandos, where they remain as bodiless spirits until the end of the world comes or perhaps they are given form once again for whatever reason. For these purposes, you will only fail your chain due to death if you are still in the Halls of Mandos once the jump ends. It'll likely make little difference, as only a select few have ever been brought back, lawfully by the decree of the Valar at least.

## Edain +200cp

Also known as the Atani, the Hildor, the Apanonar, those who you would recognize as humanity are the Secondborn, also created personally by Eru Ilúvatar, and their doom is filled with such mystery that not even themselves know what lies in store for them. They die naturally with time for no particular reason, a fact that many elves found distressing when they first met the Secondborn, and none know where they go to after death, only that their doom is a secret that Eru has kept from all. Unlike the Firstborn, they are weaker of mind and body, more easily slain by violence or mischance, less easily healed, subject to many sicknesses and ills, and are far more vulnerable to corruption than all the other races. Still, they are capable of unbending will and legendary bravery, as well as many feats and deeds of glory and skill. In short, the good old humanity you are part of, even if perhaps not the one from your world.

The Edain alone are given the privilege, though not many think of it as a privilege, of being utterly free from predestination and allowed to decide the course of their lives exclusively by their own efforts. Unfortunately, this also means that the lives of men are, for the most part, unhappy and filled with struggle and strife, as no divine force is permitted to intervene in their lives to a great extent and they have no protection from the harshest aspects of this world, not to mention they are forbidden from stepping foot in the Undying Lands. Perhaps you think that such struggle is worth the freedom that being of the Secondborn comes with? As a final note, as one of the Edain, your chain will fail normally should you die, without any additional considerations, instead of going wherever men are meant to go after death. You may garb yourself in the doom of this race, after all, but you are an outsider in the end, not truly a Child of Ilúvatar.

## Naugrim +100cp

Also known as the Nogothrim, the Hadhodrim, the Casari, or the Dwarves, they call themselves the Khazâd. A creation of Aulë caused by his restlessness at the appearance of the Firstborn who were taking a long time to awaken, and ultimately accepted by Eru and incorporated into Arda on the condition that the seven Dwarves that Aulë created were put to sleep so they only emerge into the world after the elves. They are short and hardy folk, not as mighty or grand as the Eldar but certainly stubborn and skilled in craft. While they are not as resilient as the Eldar, they are less vulnerable to corruption than the Edain, as Sauron learnt when his influence could only make the Dwarves more stubborn and greedy for wealth instead of twisting them to his service.

Like the Eldar, they find themselves in the Halls of Mandos when they die, albeit in a different part of it, and they are fated and tasked with aiding Aulë in the remaking of Arda after the Dagor Dagorath. It is worth noting that the Dwarves die of old age as well, albeit their lifespans are still longer than those of normal Edain, not to mention they remain young and hale for most of their lives still. And of course, while they do not suffer from disease like Edain do, they can still become rather corpulent if they live in prosperity without exercising often. For the purposes of failing your chain, you will fail if you are still dead in the Halls of Mandos when the jump ends. Although keep in mind that unlike elves, dwarves being brought back to life is not something that generally happens, outside of the Seven Fathers of the Dwarves at least. If you extend your stay in this world long enough, you may aid Aulë in the reconstruction of Arda after the Dagor Dagorath if you want, although continuing your chain will still depend on being brought back to life.

## Servant Of Morgoth +200cp

Ah. You do not share in the doom of the mortal races, and neither are you one of the divine spirits created by Eru. Instead, you are an abomination, twisted into being what you are by the dreadful power of Morgoth. Peace and happiness is not your lot, and neither is harmony or satisfaction; there is a malice within you, placed there by Morgoth himself as he created your kind, that drives you to evil and deprives you of fulfillment. Even the domination and ruination of others brings you only temporary gratification. Not to mention that you will not be able to bear the light of the Sun, its righteous glare too much for your twisted spirit to handle.

But perhaps this suffering is worthwhile? After all, power and glory is the obsession of Morgoth and all things he made. His ranks are filled with treachery and hate, as every one of his abominations compete for ever greater might with which they may dominate their lessers. The greatest among them are the Balrogs, Maiar that swore fealty to Morgoth, and the Dragons, oversized lizards with the ability to hypnotize those who gaze into their eyes and breathe powerful flames, the most terrible of whom could even take flight with scaled wings. Still, with only this and no further purchases, you are little more than the Orcs that compose the infantry of Morgoth's armies, perhaps an Olog at best.



## Ainur -300/800cp

Ah, you do not wish to take part in the doom of the mortal races. That's not too surprising, but you'll find that the mortals have a fair bit more freedom than you might expect. Regardless, you can choose to be of the Ainur, sometimes called the Ayanûz, the Holy Ones, the divine spirits that Eru created before even Eä, and who he directed to sing the Music of the Ainur alongside him. They are mightier than the mortal races, but this same might also means they are more tightly woven into the flow of history, the divine plan that Eru conceived for Arda. All Ainur are offsprings of Ilúvatar's thought, and thus have no real connections of blood to any others, albeit as Eru considered some of them siblings, so did they treat each other as such, such as how Melkor and Manwë were considered brothers.

The Ainur do not innately have physical form, being instead spirits. That said, they can invest their power into creating a physical form if they so wish, which they may morph relatively freely (unless forbidden like what happened to Sauron after the downfall of Numenor) whenever they wish so long as they transform into an actual creature that exists in the world. However, taking on physical form means accepting the limits of the flesh and blood they adopt (more details in the Notes at the bottom of this jump), and the death of their physical form, while technically a mere inconvenience, means the permanent loss of all the power invested into the creation of said form. Additionally, all Ainur have some understanding of a part of Eru's mind, the part that they came from. In more worldly terms, their "domain", which is a statement of the interests and hobbies of the Ainur in question more than it is a statement of the nature of their powers, although it does influence their actions to some extent as it grants them an innate understanding of anything involving their "domain". Feel free to choose your "domain" however you like, however you cannot choose everything (without a certain purchase farther below). That status belongs only to Melkor, first and greatest of the Ainur.

For 300cp, you'll be a Maiar, of the lower order of the Ainur, lesser in power and majesty, albeit being an unknown number. Each is associated with and subordinate to one of the Valar, and you can choose which one of the Valar you affiliate yourself with. The weakest among them are little better than the figures of mortal legends, but they can also wield great strength should they take their efforts in that direction.

The greatest of the Maiar, from a certain point of view, would be the one who would become Sauron, the Dark Lord, primarily due to his deceit and subtle corruption, as well as his skill in craftsmanship. Those who are more overtly powerful are the Balrogs, who invested all their being into becoming great fiery beasts wielding terrible weapons of war to serve as Morgoth's forces. Of course, Maiar involved themselves in Middle-Earth plenty, and some even shaped the history of Arda even without talking about Sauron and the Balrogs of Morgoth, and you will likewise have much leeway to interact with mortals, especially if you act as a teacher and guide to them.

For 800cp instead you will be of a higher order, that of the Valar, greatest of the Ainur. There were only meant to be 14 of them, but it seems Eru Ilúvatar is amenable to including you in their number. As you can no doubt expect, they have far greater powers than the Maiar, and in the fullest extent of their abilities they are capable of reshaping the very landscape around them through their songs, as precise as it is large in scale, wielding natural (and unnatural) disasters like a mortal may skillfully wield a sword. It is worth noting that as a Valar, you'll get the Divine Wrath drawback for no points.

Additionally, such is your majesty and grace that mortals are blessed by merely gazing at you, becoming stronger, more beautiful, wiser, and finding great skill come more easily to them. Of course, your might does not necessarily translate to physical power; Tulkas is the greatest of all the Valar in strength and deeds of physical prowess, but he is not one of the Aratar, those who are the most mighty and majestic among the Valar.

And most importantly; this status does not come without conditions. As a Valar, you are not merely a powerful being; you are one of the greatest servants of Eru Ilúvatar, and have duties and obligations to attend to. Firstly, you, alongside the other Valar, are to shape the world of Eä before the awakening of the Firstborn, to prepare Arda for the coming of the mortal races (albeit you might dodge this responsibility if you simply enter the timeline late enough). And secondly, you are to be no more than an elder and guide to the mortal races. You are not to deprive the Children of Ilúvatar of their free will, you may not kill them or otherwise use force against them, nor may you dominate them. Do not worry; if the situation somehow grows dire enough that you have no choice but to break these restrictions despite following them in good faith, you may call upon Eru for aid and he will answer. Of course, once you leave this world, you will no longer be bound by your servitude to Eru or the tasks he assigned the Valar.

You can break these rules, of course. You have as much free will as the lowliest of the Edain. However, keep in mind that doing so did not turn out well for Melkor, and while the Ainur are as innocent and trusting as can be expected for beings who have only ever lived under a benevolent and active god, they will quickly learn that sometimes forgiveness may be an unwise choice if you push your luck.

It is worth noting that most of the Valar are married to another Valar, with only Ulmo, Nienna, and Melkor being unmarried. Unless you bring a Companion spouse with you to also be a Valar, you shall be one of the unmarried ones as well.

Here's a list of the 14 Valar for convenience, as well as Melkor and his titles, for he was once one of them but was then no longer considered such due to his deeds:

Manwë Súlimo, the Elder King, husband of Varda

Ulmo, Lord of the Waters, King of the Sea, the Pourer, the Rainer

Aulë, the smith and master of crafts, husband of Yavanna

Oromë, Aldaron, Lord of Trees, the Great Rider, husband of Vána

Mandos, Námo, the Judge, Doomsman of the Valar, husband of Vairë

Lórien, Irmo, master of visions and dreams, husband of Estë

Tulkas Astaldo, champion of the Valar, husband of Nessa

Varda Elentári, Elbereth, Queen of the Stars, wife of Manwë

Yavanna Kementári, Queen of the Earth, Giver of Fruits, wife of Aulë

Nienna, Lady of Pity and Mourning

Estë, the Gentle, wife of Lórien

Vairë, the Weaver, wife of Mandos

Vána, the Ever-Young, wife of Oromë

Nessa, wife of Tulkas

Melkor, Morgoth, the Great Enemy, the Dark Lord, greatest and most powerful of the Ainur before his fall



# Timeline

Now you will choose when in time you will enter this world. You may, of course, choose to have an actual background in this place before you actually enter, in which case you will simply “wake up” at the moment you choose. If you are sufficiently familiar with the history of this world, you may choose whatever particular year of the calendar you’d like as your point of entry, as long as it would be reasonable for your Doom (you cannot enter the world before the awakening of the Secondborn if you choose to be of the Edain, for example).

Additionally, given the timescales involved and the relative ease of travel between any place in Arda for most of the history of this world, you may choose to start anywhere in Arda that would be reasonable when considering your Doom. Edain and Naugrim are forbidden from stepping foot into Valinor, for example, so you cannot start there if you chose those Dooms. As a special option, should you be an Ainur and start before the creation of Eä, you will simply be in the Timeless Halls, the dwelling of Eru Ilúvatar. It is recommended you choose to enter Eä once it is created, for the sake of engaging with the focus of this jump, but the choice is not forced upon you.

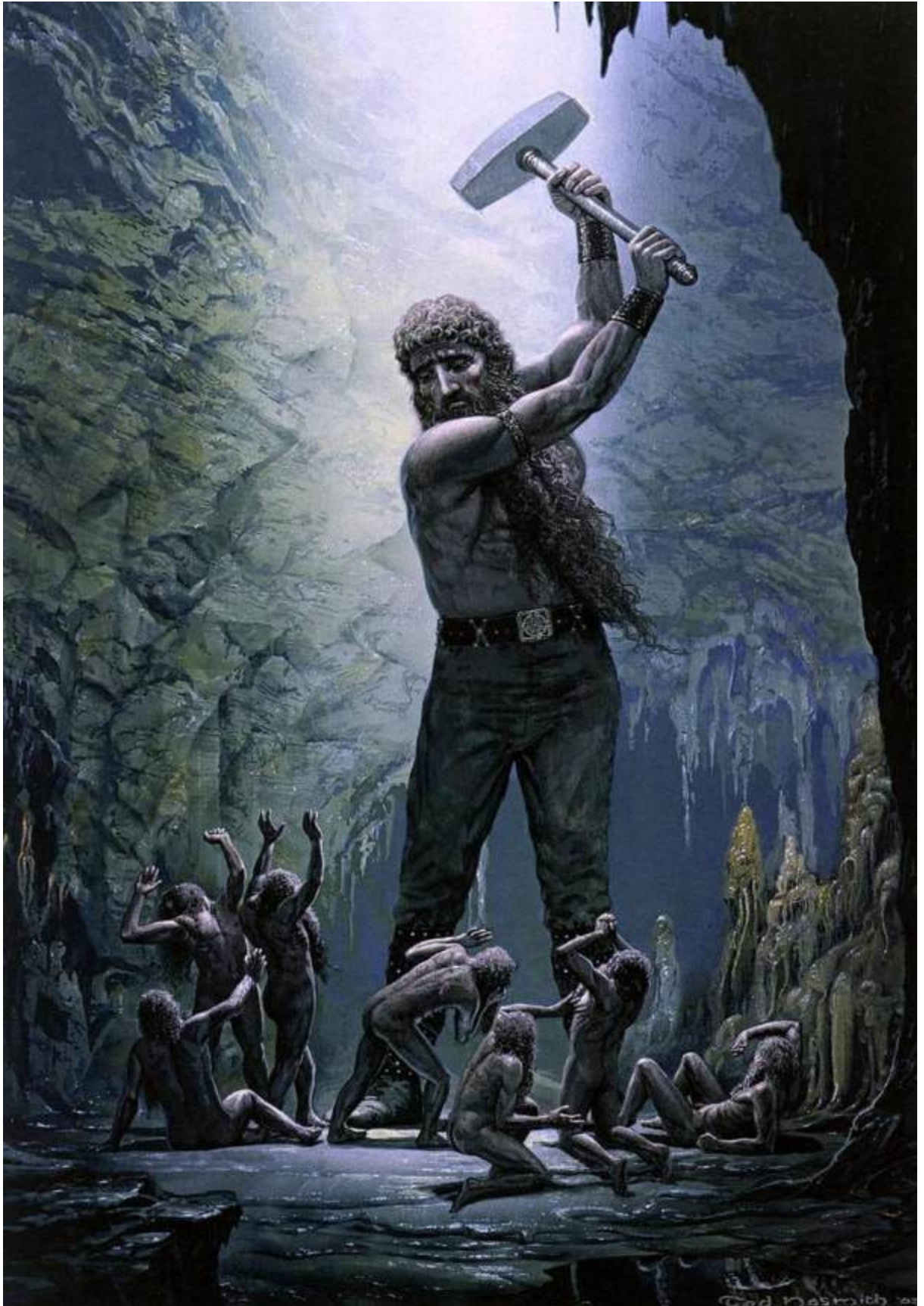
## The First Song (Exclusive to Ainur)

The Ainur emerge from Ilúvatar’s thought, and he teaches them songs and themes of music. Melkor, the greatest of the Ainur, frequently left the Timeless Halls to explore the Void beyond, and when Eru guides them in composing a Great Music, Melkor decides to alter his own place in it for greater power and glory, ruining the harmony of a song and causing a racket until only he and some Ainur who followed him were singing. Eru counters by producing another song with a different theme but Melkor manages to drown it out, and Eru, now furious, produces a third song with yet another different theme, this one subtle but enduring, and Melkor can’t drown it out, and finally Eru interrupts the music, reprimands Melkor, and shows the Valar a vision of the world they sung. And then Eru created that world, and most of the Ainur went into it.

## Eä, The World That Is (Exclusive to Ainur)

But the Ainur were surprised to find the world empty, and realized it was their task to prepare it for the coming of the Children of Ilúvatar. As they did so, Melkor corrupted and destroyed their work, seeking to claim sole dominion over Arda. The rest of the Ainur disagreed and Manwë gathered a host of Valar to fight him off. In particular, Tulkas appeared, and drove Melkor off Arda, ensuring the Valar could work in peace for some time. Later, however, Melkor snuck back into Arda in secret and built the deep fortress of Utumno, using it as a font of his corruption, which the Valar couldn't find. Then he destroyed the Twin Lamps illuminating the world, which caused the Valar to retreat to the western land of Aman to avoid rending the land any further. Then, Yavanna created the Two Trees that provided light to Aman (albeit not the rest of Arda), and this light also pooled into lakes. Due to the light of the Two Trees, which waxed and waned, the Ainur began to keep track of time.

At this point Melkor spread his monsters across Middle-Earth, which Oromë frequently hunted. Also at this point, Aulë grew impatient and made the Dwarves, which after some light reprimand were adopted by Eru as one of the Children of Ilúvatar, on the condition that they would go to sleep until the elves came along, since the Eldar were still meant to be the Firstborn Children of Ilúvatar. It is after these events that Varda begins creating the stars, using the light of the Two Trees.



## Awakening Of The Firstborn (Exclusive to Ainur, Eldar, and Servant of Morgoth)

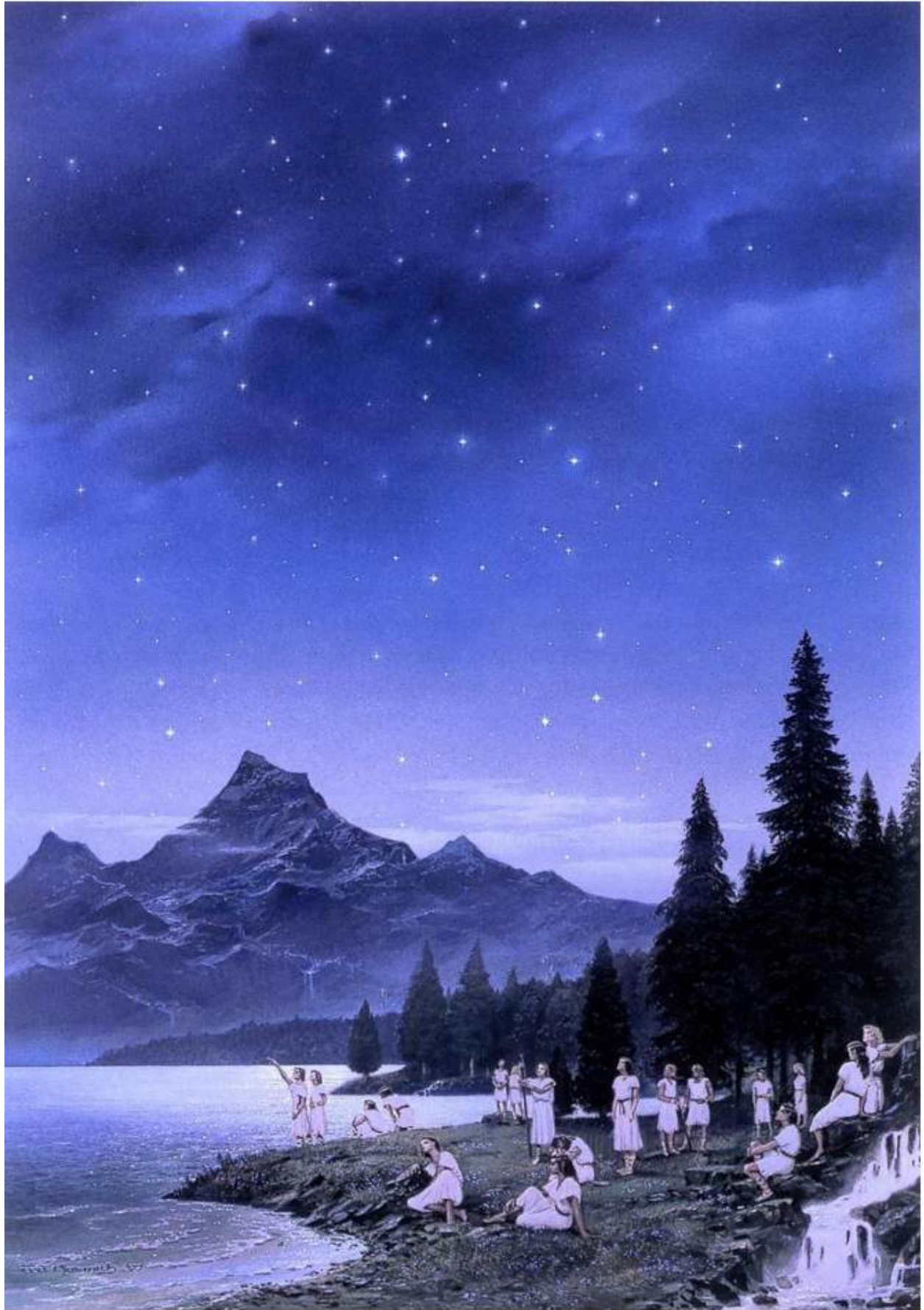
The moment the creation of the stars is complete, the elves awaken in the east, next to the lake formed from the crater of what used to be the place where one of the Two Lamps was (before Melkor fucked things up). The first thing they see are the stars, which is why they've been enamoured with them ever since. They spent a long time alone, occasionally hounded by the monsters left by Melkor which picked off any elves that strayed too far from the rest (some of whom were taken to Utumno and twisted into the first Orcs), and scared by rumors from Melkor that painted the Valar in a horrible light. Eventually however Oromë randomly stumbles on them, and manages to convince most of them that the Ainur are actually good. Oromë then returns to Valinor to tell the other Ainur that the Firstborn are finally here, which ultimately galvanizes the Valar into dealing with Melkor properly, ending up with wrecking Middle-Earth even further and imprisoning Melkor in the Halls of Mandos for three ages.

## Call Of The West (Exclusive to Ainur, Eldar, and Servant of Morgoth)

Then came the matter of deciding what to do about the elves, and the Valar decided to call them to Valinor to reside there in safety. Some of the elves didn't care about the summons and decided to stay in Middle-Earth, and these were called the Avari, the Unwilling. Oromë chose three among the elves to visit Valinor to confirm Oromë's tales of it, and those three would later become the kings of the three houses of the elves: Ingwë, who led the Vanyar, the Fair Elves, who was the smallest host of the three houses of elves and arrived at Valinor first. Finwë, who led the Noldor, the Deep Elves. And finally Elwë, who ruled the Teleri alongside his brother Olwë.

However, the Teleri tarried a lot since most weren't fully convinced that Valinor was worth it, so they arrived last, and some of them even ended up staying in Middle-Earth in the end. Those who stayed were called the Ûmanyar, and alongside the Avari are referred to as the Moriquendi, the Dark Elves. Even then, most of the Teleri ended up staying in Tol Eressëa, the Lonely Isle, an island made by Ulmo residing pretty close to Valinor's shores. The three hosts of elves who reached Valinor were then collectively called the Calaquendi, the Elves of Light.







## Noontide of Valinor (Exclusive to Ainur, Eldar, Naugrim, and Servant of Morgoth)

There was a time of peace in Valinor. Of the Calaquendi, the Noldor in particular stood out as master craftsmen and seekers of knowledge, and they not only discovered gemstones and how to process them, but also developed written script and a more developed language to categorize and describe as many things as possible. Also the Teleri were taught how to construct boats by Ossë, on behalf of Ulmo, which allowed them to finally step foot in Aman proper. In this time Fëanor was born from Finwë and Míriel, and he stood out for both his excellence and relentless passion in everything he did, as if he had an inner fire within. Unfortunately his birth took all energy from Míriel, who died in melancholy not long after. Fëanor later married and had seven sons. Afterwards, Finwë took a second wife, Indis the Fair from the Vanyar, which Fëanor didn't like, and bore two more sons, Fingolfin and Finarfin.

At this time, during the second age of Melkor's imprisonment, the Dwarves finally awoke in Middle-Earth. Durin, the eldest of them, wandered around for a time before founding Khazad-dûm. Likewise the great cities of Belegost and Nogrod were founded at this time, and they conducted trade and had a great friendship with the elves of Beleriand, and allied with them against the remnant forces of Morgoth. Those Dwarves who lived in the East fell to the Shadow of Morgoth and became of evil mind.

## Poisoned Valinor (Exclusive to Ainur, Eldar, Naugrim, and Servant of Morgoth)

After a while, Melkor's imprisonment was finally up, and he was brought before the Valar for a trial. Melkor feigned repentance and was freed, albeit restrained to Valinor and supervised. Melkor then spoke sweetly and built a reputation of being trustworthy and friendly. At this point Fëanor created the Silmarils, which were hallowed by Varda to burn and wither any mortal, unclean, or evil beings that might touch or handle them. Melkor really desired the Silmarils however, so he redoubled his efforts to ruin the friendship between the Valar and Eldar, sowing lies and rumors disguised as wisdom, and also planting ideas in people's heads in ways that made those people think they thought of those ideas themselves. Particularly, he wove lies about the power and freedom elves might gain in Middle-Earth, and portrayed the Valar as jealous and scared of such and wardens keeping the Eldar imprisoned in Valinor. Melkor also knew of the Secondborn and the Valar hadn't spoken a hint of it to the elves, which he used to his advantage.

And many of the Noldor believed or half-believed what Melkor said, becoming prideful and causing a growing tension to emerge in Valinor. The Noldor began to craft weapons and armor in secret, and Fëanor, swayed by Melkor's lies even if not his advice, spoke openly of rebellion against the Valar, saying he would leave Valinor and even threatening his own brother with a sword in front of his father and the court of the Noldor. The Valar, knowing nothing of Melkor's deception, thought Fëanor was the source of the tension, and brought Fëanor to trial to confront him about it. But through questioning Fëanor, everyone realized that Melkor was the source of it all. While Melkor was the source, Fëanor wasn't really innocent since he had been the one to break Valinor's peace by threatening his brother, so he was banished from Tirion, the city where elves lived.

So Fëanor left and constructed the fortress of Formenos to the north and stored the Silmarils there. As for Melkor, he escaped in the form of a cloud. And he also went to Formenos, attempting to sway Fëanor to leave Valinor entirely. But Fëanor discerned that Melkor just wanted the Silmarils and told him to fuck off and never return. While Finwë, who had gone to Formenos as well to be with his son, sent a messenger to the Valar to tell them that Melkor was at Formenos, Melkor had already fled before he could be caught, fleeing to the mostly ignored south of Aman while tricking the Valar that he went north and escaped to Middle-Earth.

## Darkening Of Valinor (Exclusive to Ainur, Eldar, Naugrim, and Servant of Morgoth)

The south of Aman was where Ungoliant lived, specifically Avathar, which was on the east of the Pélóri mountains. Melkor approached Ungoliant, and with empty promises managed to get her to help him in his revenge. Later, when Valinor was having a festival, Melkor and Ungoliant snuck towards the Two Trees using a cloak of darkness that Ungoliant made. And Melkor stabbed the Two Trees with his spear, causing them to bleed their sap, and Ungoliant drank greedily and deeply, draining them of their light. She also infected them with her poison, killing the Trees. Even after that, she was still thirsty, so she drank dry the Wells of Arda that held the liquid light of the Trees, growing so large that even Melkor became scared of her.

When the light of the Two Trees disappeared, the festivities in Valinor ceased, and there was complete silence. And Melkor and Ungoliant managed to escape thanks to her darkness, despite being pursued, and went to Formenos to steal the Silmarils before they fled to Middle-Earth. Yavanna attempted to heal the Trees but found she couldn't, not without the light of the Silmarils. However, Fëanor refused to hand over the Silmarils, since it would break his heart to destroy the gems. And then a messenger came from Formenos, telling everyone that Melkor had visited the fortress, killed Finwë since he was the only one who didn't run away, and stole the Silmarils. This is when Fëanor named Melkor Morgoth, the Black Foe of the World. He also ran to Formenos in grief, since he loved his father more than even the Silmarils.

As for Melkor and Ungoliant, they stopped not long after leaving Middle-Earth, because Ungoliant still hungered and wanted all the extra things Melkor promised, primarily that he would give what he could with both hands. Melkor relinquished the normal gems in his left hand reluctantly, but refused to give the Silmarils he held in his right hand (even when they burnt through the iron box they were in). So Ungoliant restrained and attacked Melkor, causing him to scream as loudly and painfully as anything in Arda ever has or ever will. Melkor's Balrogs heard this scream and rescued Melkor, causing Ungoliant to flee. So Melkor returned to Angband, his fortress in Thangorodrim, and forged for himself an iron crown bearing the Silmarils, while gathering his armies and forces once again.

And Fëanor, in grief over all his loss, gathered the Noldor and claimed kingship over them, and with a great speech galvanized them against the Valar and led them to leave Valinor towards Middle-Earth. And here he made his oath, alongside his seven sons, vowing to pursue with vengeance and hatred anyone who would prevent the Noldor from regaining the Silmarils. Of course, a lot of the Noldor did follow him, but many loved Fingolfin and his sons more, and against his better judgement Fingolfin led the Noldor to follow Fëanor, to not be separated from his people if not to avoid leaving them at the mercies of Fëanor's rash counsel.

But of course, Fëanor realized that his host would not be able to pass the frozen north into Middle-Earth, and that he needed ships to cross the sea. Ships that would take a long time to craft, even assuming any among the Noldor had skill in shipmaking (which wasn't the case). So he decided to persuade the Teleri to help them. But the Teleri refused to lend them ships or help the Noldor craft any, wanting to dissuade them from departing Valinor. Likewise they refused the lordship of Fëanor, and he couldn't sway them.

So Fëanor decided to take the Teleri's ships by force. And the Teleri resisted, but they had no armor and only slim bows as weapons. Thus the First Kinslaying occurred, and the Noldor sailed east on the white ships of the Teleri. And while sailing they found a dark figure that some say was Mandor, who proclaimed the dark doom that would befall any of the Noldor who would not turn back and seek pardon. And Finarfin, in grief, turned back along with many of his people, and they received pardon, and from then on Finarfin was the king of the Noldor of the Blessed Realm. The rest, however, continued on, and at last arrived to Middle-Earth. But there was distrust and rumors of treachery among the Noldor, so Fëanor gathered all he thought trustworthy to him and left in secret, leaving Fingolfin in Araman.

Not long after they reach Middle-Earth, the host of Fëanor is ambushed by Orcs, who were overwhelmed by the Noldor and fled, and Fëanor pursued the orcs deep into Morgoth's lands, and fought the army alone for so long that the Balrogs went forth from Angband as reinforcements. After a fierce battle, the mightiest of the Balrogs finally struck the killing blow, and Fëanor was carried away by his sons before dying from his wounds. And from then on the Noldor were ever at war with Morgoth. And Fingon, son of Fingolfin, resolved the feud between the Noldor, rescuing Maedhros who had been captured and taken to Angband.







## The Sun And Moon

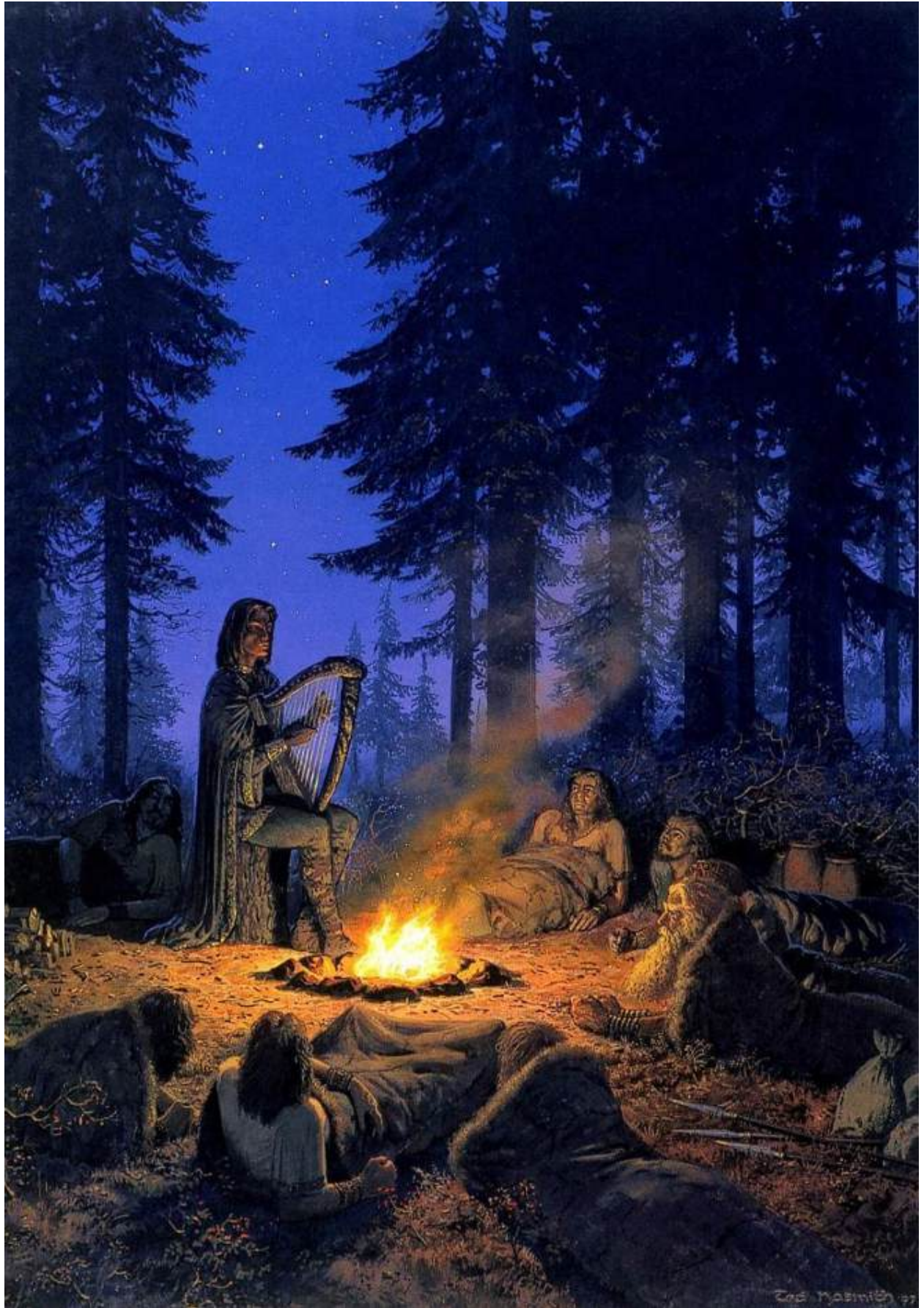
While the Two Trees died, Yavanna and Nienna endeavored to do all they could to attempt to mend them, and at last the Trees bore a flower of silver and a fruit of gold. These were turned into the Moon and the Sun, respectively. The Sun guided by Arien, and the Moon guided by Tilion. But while Arien was steadfast and fearless, Tilion was wayward and uncertain in speed, holding not to his appointed path. The Moon rose first, and after Tilion traversed the heavens seven times, then the Sun, bringing new light to all of Arda. And also the Valar raised the Pelóri mountains ever higher, better fortifying Aman and barring the path to Valinor save from Calacirya. And the Enchanted Isles were set, another barrier preventing entry to Valinor.

And at the first rising of the Sun came the Secondborn Children of Ilúvatar, and humans awoke in the eastern regions of Middle-Earth. But the first sun arose in the West, and there the eyes of men turned, and there their feet for the most part strayed. Of Men little is told by the elves, and they did not influence history much before Númenor. First they met the Dark Elves, and became their friends and disciples.

## The Long Peace

Save for some skirmishes against the forces of Morgoth, there is largely peace among the peoples of Middle-Earth for hundreds of years. Beleriand grows more settled and populated as well. This peace is largely possible thanks to the Noldor laying siege to Angband, preventing forces too mighty from leaving the fortress. It is worth noting that about two hundred years in, Glaurung, then young and half-grown, left Angband by night and caused much grief, but he was beaten back, and for another two hundred years the Long Peace continued. Many other things happen in this time, such as the founding of the city of Gondolin, and the building of Nargothrond and the havens of Cirdan the Shipwright.

Likewise during this time, Felagund comes across a host of humans in his wanderings around Ossiriand, and not long after the Edain found a settlement named Estolad on the banks of a river, led by Bëor. From then on more men arrived in Beleriand, spreading across the land. They were banned from entering Doriath, but as a whole they had good relations with the elves, and with the dwarves as well.



## Ruin Of Beleriand

The Long Peace ends once Morgoth judges that he has prepared enough, and triggers some volcanoes in Thangorodrim to cover the skies, and marches his dragons and Balrogs to break the Siege of Angband. Here Fingolfin challenges Morgoth to a duel, which he cannot refuse in front of his own generals. This duel Morgoth wins, but gains a wound on his left foot that leaves him forever with a limp, as well as a scar on his face. Turgon attempts to send people to Valinor, to ask for pardon for the Noldor and aid against Morgoth, but none reach Aman. In better news, Beren, a Man, is sent on a quest by Thingol for Luthien's hand in marriage, managing to steal a Silmaril from Morgoth's crown. While he succeeds, he dies from wounds he sustained, but is brought back to life in exchange for Luthien becoming a mortal and sharing the Doom of the Edain.

## The Second Kinslaying

The war against Morgoth slowly turns in favor of the Black Foe of the World, and Beleriand no longer knows peace. In particular, Túrin suffers a tragic life, and eventually manages to kill Glaurung, but kills himself not long after in grief and despair. Then Húrin, his father, learns of this from Melian. He leaves Nauglamír, the Necklace of the Dwarves, with Thingol and kills himself by jumping into the western sea. Thingol himself encrusts Nauglamír with the Silmaril Beren obtained, which causes some dwarven envoys to demand the necklace. Thingol refuses this, and is killed for the necklace, albeit the dwarven envoys are then executed and the necklace (and Silmaril with it) recovered.

Thingol's death drives Melian into grief and departure to Valinor. Doriath, without the Girdle of Melian to keep it safe, is invaded not long after by the dwarves for the sake of Nauglamír. They plunder Doriath's treasury, and the Silmaril with it, but are ambushed by a host of elves led by Beren and Dior, Thingol's heir, before they could return to Nogrod, and the Silmaril is recovered. Dior then wears the necklace and claims kingship over Doriath, but dies not long after to the sons of Fëanor due to refusing to hand over the Silmaril. Thus happens the Second Kinslaying, albeit the sons of Fëanor fail to obtain the Silmaril, as the remnants of Doriath flee south and settle near the mouth of river Sirion.

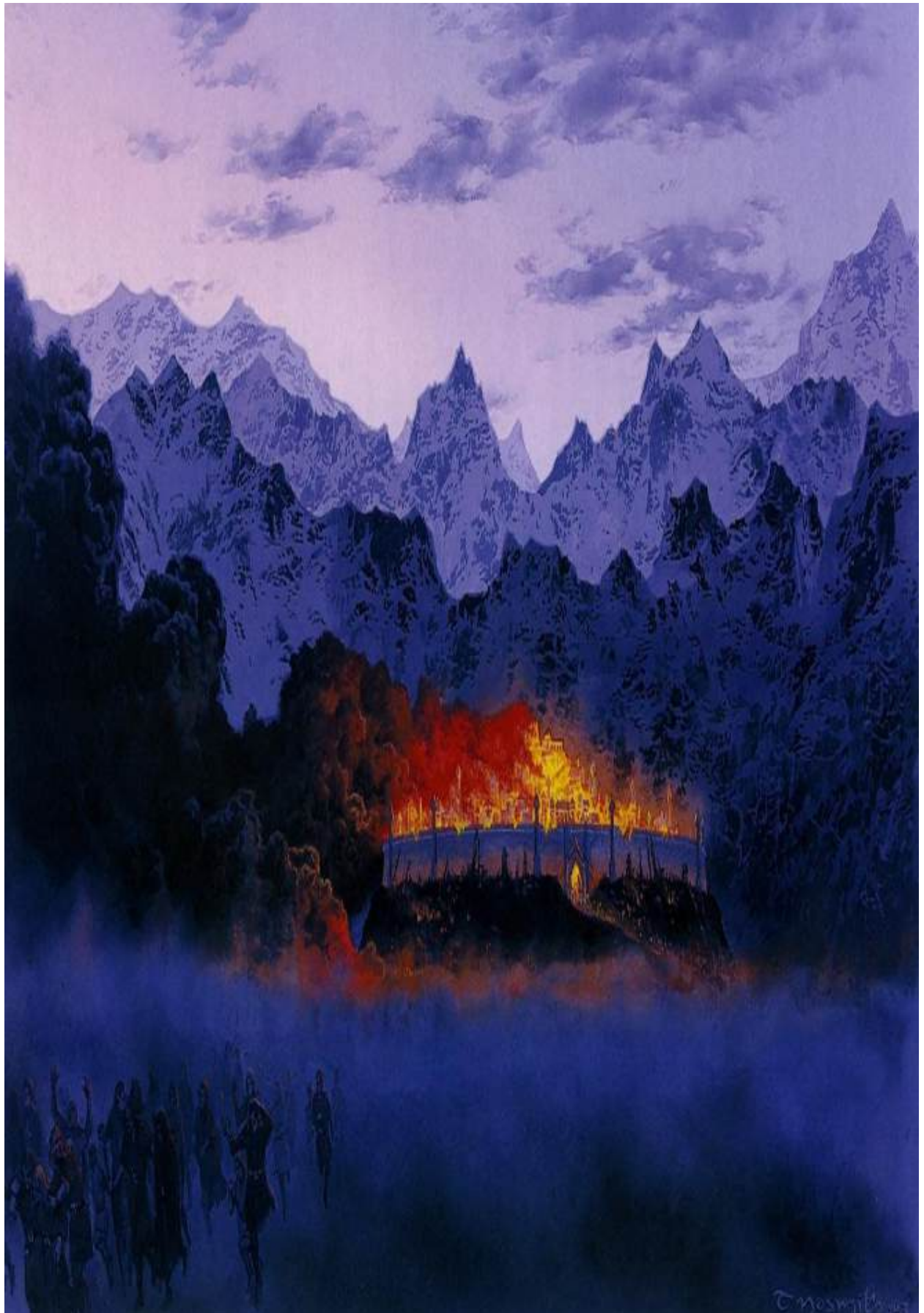


## The Third Kinslaying

In Gondolin, Eärendil is born. When he is seven years old, Morgoth invades Gondolin. It is in this invasion that Glorfindel slays a Balrog. Glorfindel dies from his wounds after the feat, but the Valar, impressed, allow him to return to life and reside in Valinor from then on. And the remnants of Gondolin fled south, and settled near the mouth of the river Sirion alongside the survivors of Doriath. And after a time, Eärendil married Elwing, Dior's daughter, and becomes the lord of those people.

Eventually, the sons of Fëanor learn that the survivors of Doriath and Gondolin held the Silmaril, and that they were settled near the mouth of the river Sirion, and as expected the Third Kinslaying happens when they destroy the survivors of Gondolin and Doriath in their attempts to obtain the gem. Also as expected, they fail to obtain the Silmaril, as Ulmo temporarily shapeshifts Elwing into a bird with the Silmaril on her chest, that she might fly to Eärendil and bring news of what happened, for Eärendil was in a voyage at sea at the time. And together, they sail to Valinor, seeking to request the Valar to aid Middle-Earth and to pardon the Noldor.

Eärendil successfully reaches Aman, and here it is decided that those who are half-elven and half-human may decide which of the two Dooms they may choose, for Eärendil was himself half-elf and half-human, bringing the matter to the attention of the Valar. Eärendil is torn in the decision, so he allows his wife Elwing, who was also half-elven half-human, to decide. Elwing chooses the Doom of the elves, and Eärendil chooses it as well, albeit reluctantly, to not be separated from his wife. And Eärendil's ship is hallowed by the Valar so that it may fly, and with it Eärendil frequently voyaged beyond the world, even unto the starless, pathless, and cold voids. And bearing the Silmaril on his brow he seems like a star in the sky, the brightest of them all.



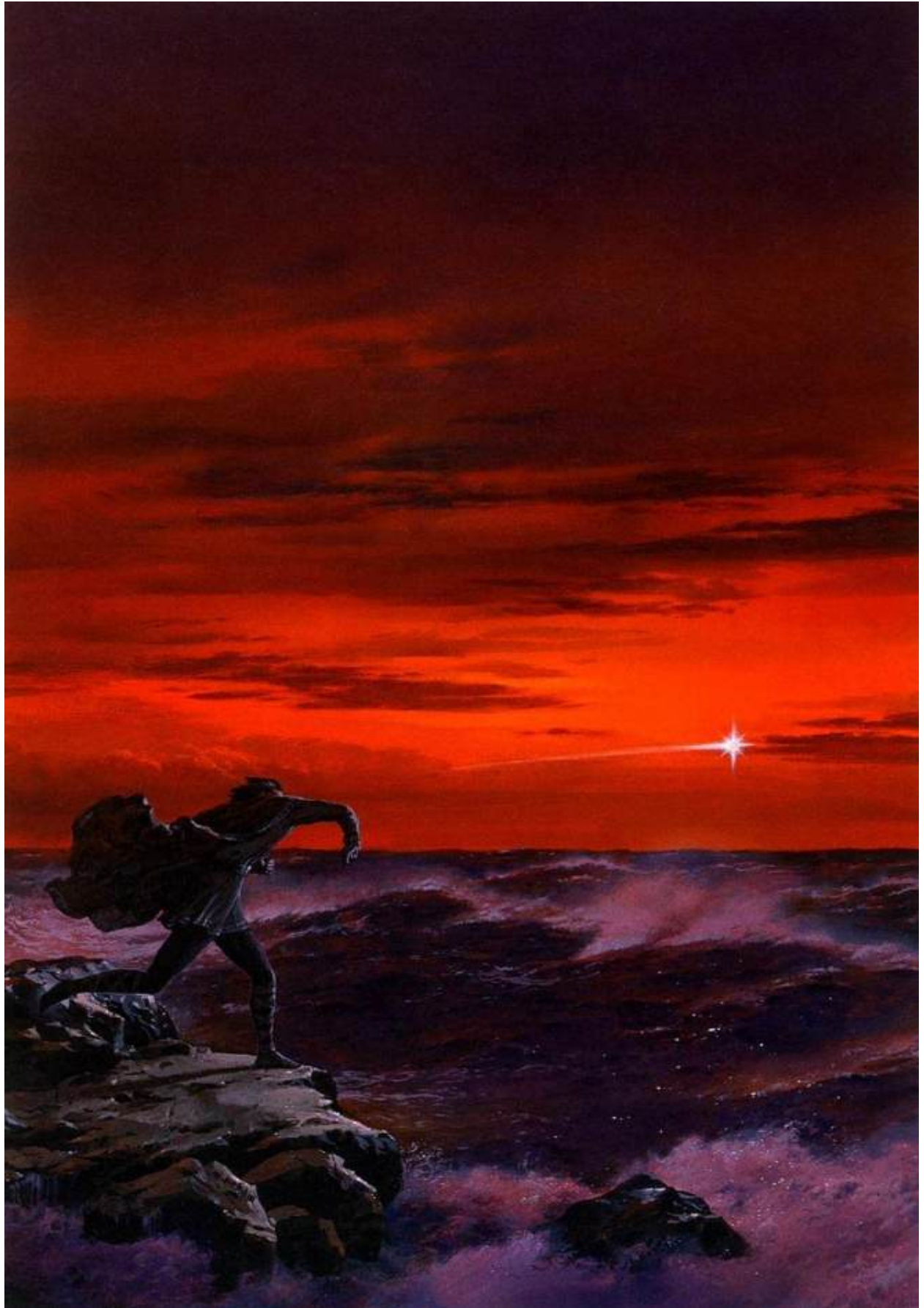


## War Of Wrath

And the Valar heed Eärendil's request for pardon of the Noldor and aid against the evil of Morgoth, and gear for war while Morgoth believes himself safe and successful in his efforts to completely estrange the Noldor from the Valar, and that none will wage open war against him again as the Valar just sit on Valinor ignoring Middle-Earth. The Valar and their hosts use the ships of the Teleri to sail to Middle-Earth, and while Morgoth is powerful and has many great armies, all his forces are annihilated before the might of the Valar. Here most Balrogs are slain and the rest flee and hide in deep places beneath the earth. It is worth noting that in this battle, many forces of men fought on Morgoth's side, which is what largely sundered the elves from men from then on.

Terrified of the might of the Valar and unwilling to fight himself, Melkor sends forth his winged dragons, who had never been seen before. The new dragons surprise the Valar, who are held back for a time by them, and here Eärendil slays Ancalagon, greatest and mightiest of the winged dragons whose corpse flattened many mountains as it fell. Not long after Ancalagon's defeat, the Valar manage to slay most of the other winged dragons, the rest of whom fled. And then the pits of Morgoth were broken and unroofed, exposing the deep tunnels to the open air, and Morgoth flees in fear. However, Morgoth is quickly captured and chained, and the battle comes to an end. The power of the Valar shown in the battle caused the sea to roar in many chasms, making great confusion and noise, and many rivers perished or found new paths, and valleys were upheaved and the hills trod down. By the end of it, Beleriand was mostly gone, leaving only a few lands not sunken beneath the sea.

After the battle, the last sons of Fëanor who still lived, Maedhros and Maglor, demanded the Silmarils, and were refused, told to head to Aman to be judged for all the deeds of the sons of Fëanor. Maglor is the more reasonable of the two, but ultimately deferred to Maedhros' schemes to steal the Silmarils, in which they are successful, and split the two Silmarils reclaimed from Morgoth's crown between the two of them. Unfortunately, the Silmarils burned in their hands, and Maglor realizes that just as Eönwë, herald of Manwë, had said, the right that Fëanor and his sons had to the Silmarils was rendered void due to their deeds. In despair, Maglor hurls the Silmaril in his possession into the western sea, while Maedhros hurls himself into an open chasm of fire. Thus the Silmarils find their ultimate homes; one high up in the heavens, one deep beneath the earth, and one in the depths of the sea.



Then most of the elves of Beleriand sail to Valinor, and the Teleri forgive the First Kinslaying, and the Noldor are pardoned and welcomed back to Valinor. And Morgoth is banished out of Arda, into the Timeless Void beyond the Door of Night, which is itself guarded heavily from then on, particularly by Eärendil. As for Sauron, Morgoth's right hand man, he repents, or pretends to repent (it is unknown if his repentance was sincere at first, but it definitely was not after) and asks Eönwë for advice, who tells him to go to Aman to be judged by the Valar. But scared that the Valar may doom him to servitude as punishment (even if temporary), and wanting to keep the power he had under Morgoth, he fled east instead.

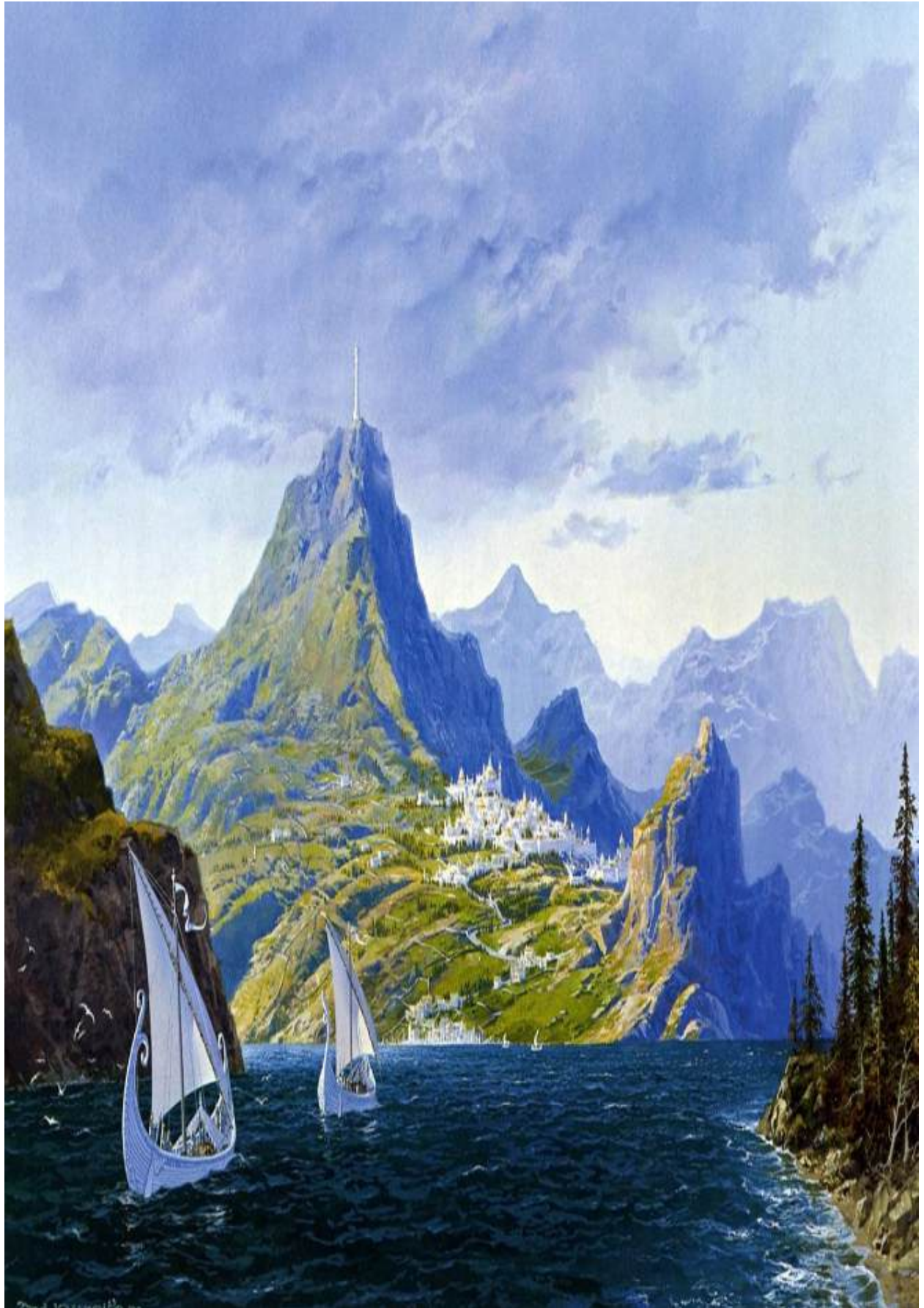
Thus started the waning of the Eldar, and the rise of the Edain, as well as the end of the First Age and the start of the Second Age.

## Rise Of Numenor

The three houses of men that fought alongside the elves in the War of Wrath were given a reward of great wisdom, might, and lifespan. Additionally, they were also rewarded with the Valar raising an island called Andor, the Land of Gift. The Edain named it Anadune, meaning Westernesse, also called Númenor in High Eldarin tongue, and there the kingdom of Númenor begins. Their first king was Elros, who having elven descent was particularly long-lived among the Númenoreans, and ruled them for about four hundred years. It is worth noting that the Valar also imposed a Ban on the Númenoreans, forbidding them from sailing west beyond the point where they could see the shore of Númenor. Still, the most far-sighted among them could still see a shining white city on the western horizon when the sun was deep in the east and still rising if they were on the peak of Meneltarma, the highest and only mountain of Númenor, or perhaps atop a particularly tall ship sailing as far west as they were allowed. Most thought this was Valinor, but the wise among them knew it to be Avallóne, the Lonely Island, instead of Valinor proper.

Due to the Ban, the Númenoreans sailed primarily eastwards, but also to the north and south. In these directions they explored all corners of Arda, and frequently set foot on Middle-Earth where they guided and helped the Edain that remained there, who were constantly in danger due to the remains of Morgoth's forces, such as demons, dragons, and orcs. The Númenoreans did not colonize any place, however, only exploring the lands. As time went on, however, they desired to sail west as well, and grew resentful of their mortality.





## Rings Of Power

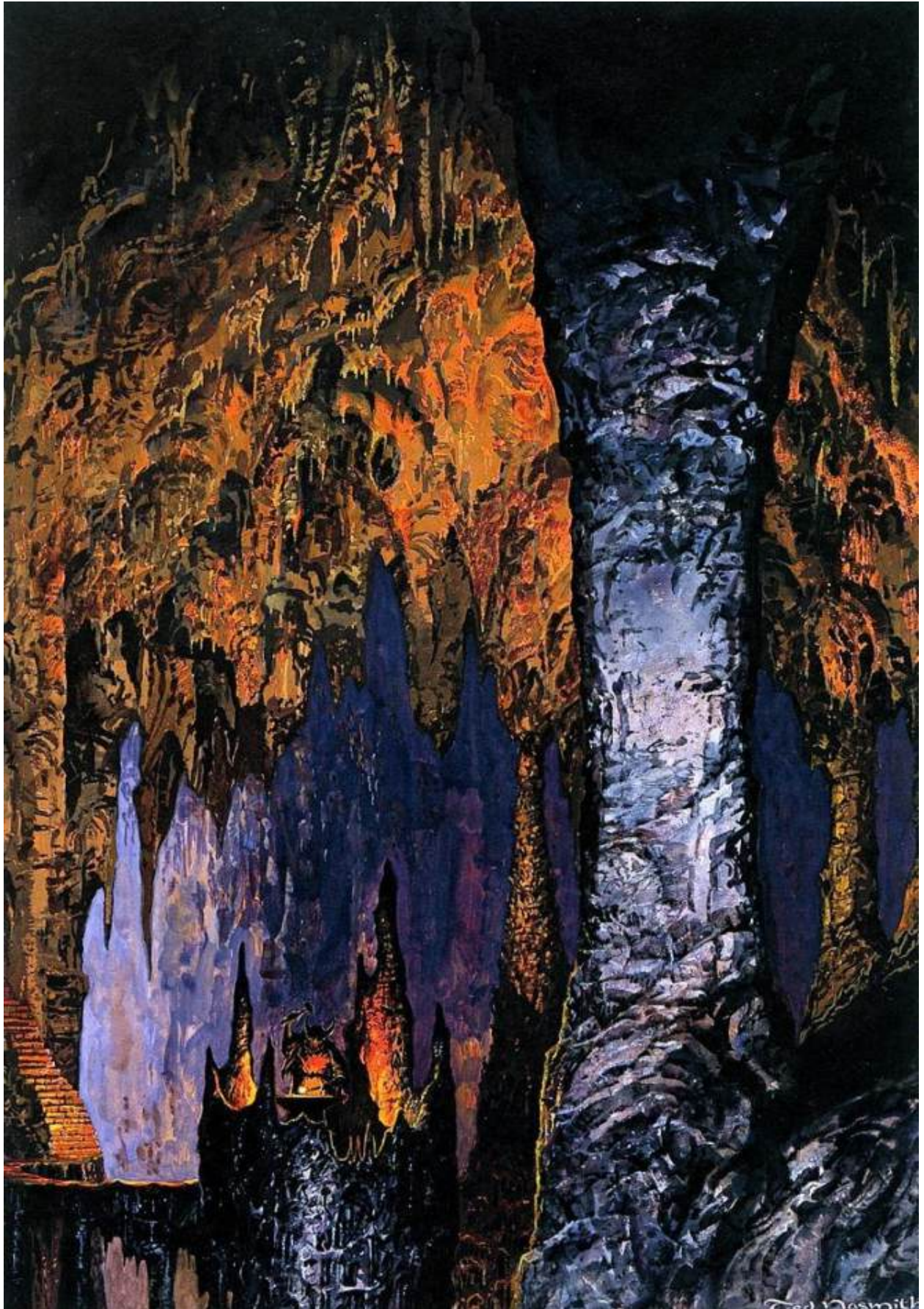
Eventually, Númenor begins to demand tribute from the Men of Middle-Earth, taking rather than giving. Knowing the growing resentment among the Númenoreans, Manwë becomes worried and sends an envoy to discourage them from evil, telling them also of the Doom of Man and how the Valar can't do anything about it. Unfortunately, the envoy failed to dissuade the Númenoreans from being resentful at the Valar, in fact worsening the situation. After the visit from the envoy, Númenor splits in two; the King's Men, those who were willful and proud and resented the Valar, and the Elendili, Elf-friends, who were not and wished to remain friends with the elves. The former party was unfortunately the majority.

Still, they didn't break the Ban, out of fear of the Valar if not respect for them, and grew obsessed with death and attempting to discover how they might obtain immortality. In this time Númenor was filled with many grand tombs dedicated to the dead. Likewise Númenor suddenly seemed too small for them, and they began to colonize Middle-Earth. And they grew more materialistic and greedy due to their fear of death. Only the Elendili still maintained the virtues of the early years of Númenor.

During this time, Sauron rose to power in Middle-Earth, building Barad-dûr in Mordor. And he was scared of the power of the Númenoreans, so he largely avoided the coasts. At this time also he went among the elves in Eregion, a realm of those Noldor who remained in Middle-Earth (Eriador specifically), in his fair form, going by the name Annatar and tricking them into crafting the Rings of Power. He later crafted the One Ring in Orod Ruin in secret, to control those who wore the other Rings of Power. But when he first put on the Ruling Ring, the elves immediately realized his plot, and in haste removed the rings. Furious, Sauron waged war against the elves of Eregion to recover the rings. All but three of them he recovered.

Seven rings he gave to the Dwarves, but found them resistant to his influence, only able to make them greedier. Many of the rings of the Dwarves were lost to dragons who devoured the hoards of the Dwarves alongside the rings. The nine rings that Sauron gave to men were more successful, eventually turning the wearers to Sauron's service, forming the Nazgûl, the Ring-Wraiths. With the Nazgûl in his service, Sauron felt confident enough to assail Númenorean forces, even if only occasionally and not in full war.





## Downfall of Númenor

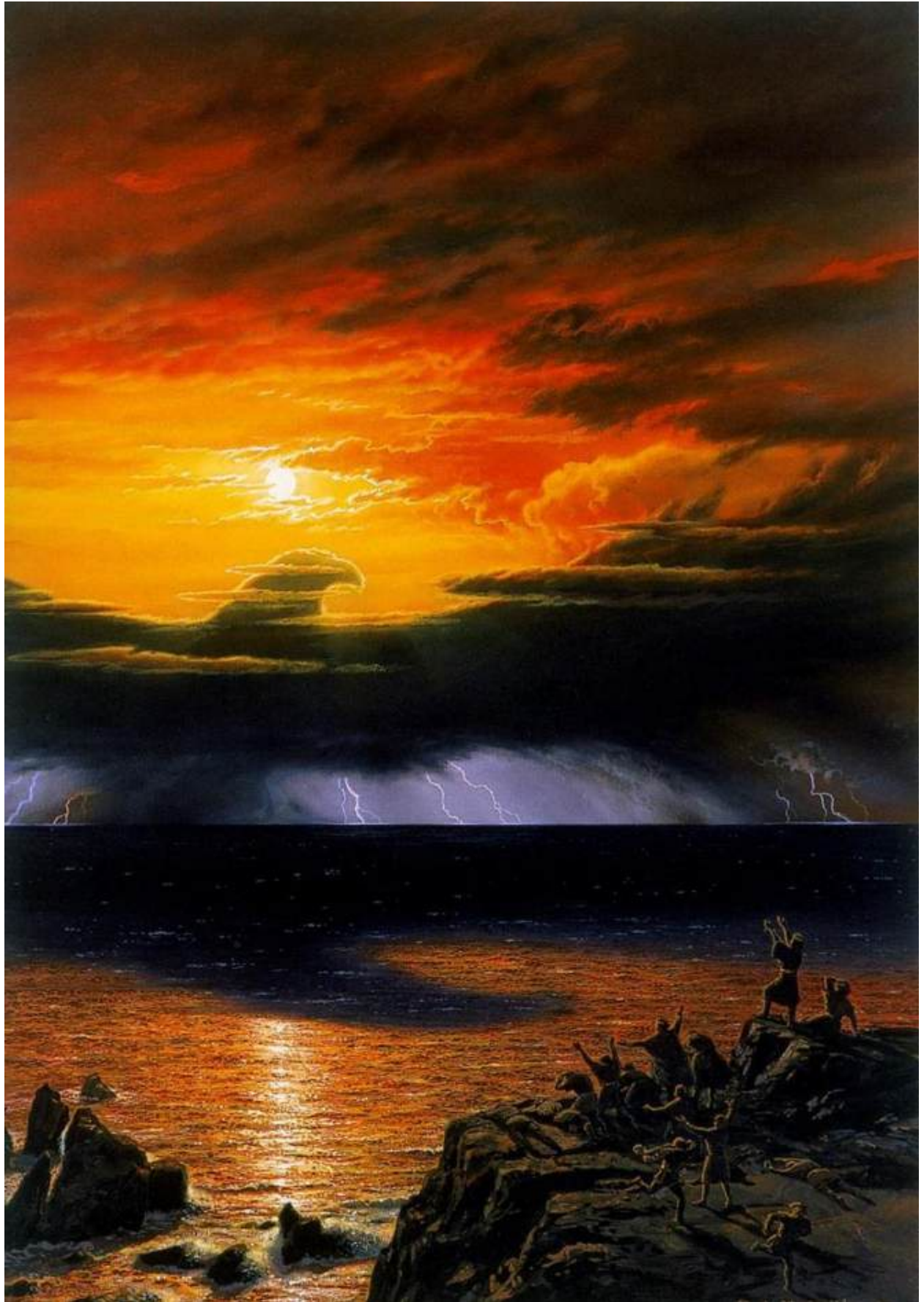
The resentment and greed of Númenor worsens with time, until Pharazon seizes the throne by forcing his cousin to marry him. It had been 2000 years since the start of Númenor at this time. Sauron, knowing Pharazon's pride, taunts him in messages, luring him into showing up personally in Middle-Earth to demand Sauron's fealty. Sauron, secretly satisfied that his schemes work, pretends to surrender and swear servitude under Pharazon, taking on fair form all the while. Pharazon decides to keep Sauron hostage in Númenor, which Sauron readily agrees with as it aids in his plans.

After only three years in Númenor, Sauron becomes the king Pharazon's most trusted advisor, and he begins to corrupt Númenor and gainsay everything the Valar had taught the Númenoreans. He lied to them about Eru and Melkor, turning Pharazon to worshipping Melkor as Lord of Darkness, and not long after those who followed him most turned to such worship as well. At this time the last of the Elendili is led by Amandil, father of Elendil, father of Isildur and Anárion. Isildur himself, hearing that Sauron was pushing the king towards cutting down the white tree of Númenor, which symbolized their alliance with the Valar, sneaks into the king's court at night to steal a fruit from the tree. He succeeded, albeit heavily wounded since he was discovered when fleeing with the fruit. The white tree was felled not long after.

After the felling of the white tree, a temple to Melkor is constructed, where Sauron led in the sacrifice of humans as offerings to Melkor. Due to this evil, the lifespans of the Númenoreans swayed by Sauron shortened, and they also began to die of things other than peaceful old age, and they also began to be wracked by illnesses and great decay as they aged as well. While their happiness waned, the strength of Númenor did wax, particularly as Pharazon grew closer to his death. Then, Sauron encouraged Pharazon to break the Ban and sail west for the purpose of war. Learning of this, Amandil decides to attempt the same as Eärendil and sail west to ask the Valar for help against Sauron's deceptions, willingly breaking the Ban so that the rest of Númenor doesn't. Unfortunately, he fails, and nothing more is heard of him after.

As Númenor prepared their fleet, they were assailed by thunderstorms in the shape of eagles, and the thunderclouds were lit red by the light of Valinor, and the winds grew completely still. This was the first time that bad weather had ever assailed Númenor, but as terrifying as it was, it was not enough to break the morale of Númenor's armies.





And thus they sailed west, and landed on Aman. But they found nobody on the shore waiting for them, so they set up camp, unnerved by the eerie silence. All elves had fled deeper into Valinor, and the Valar were forbidden from using force against the Edain.

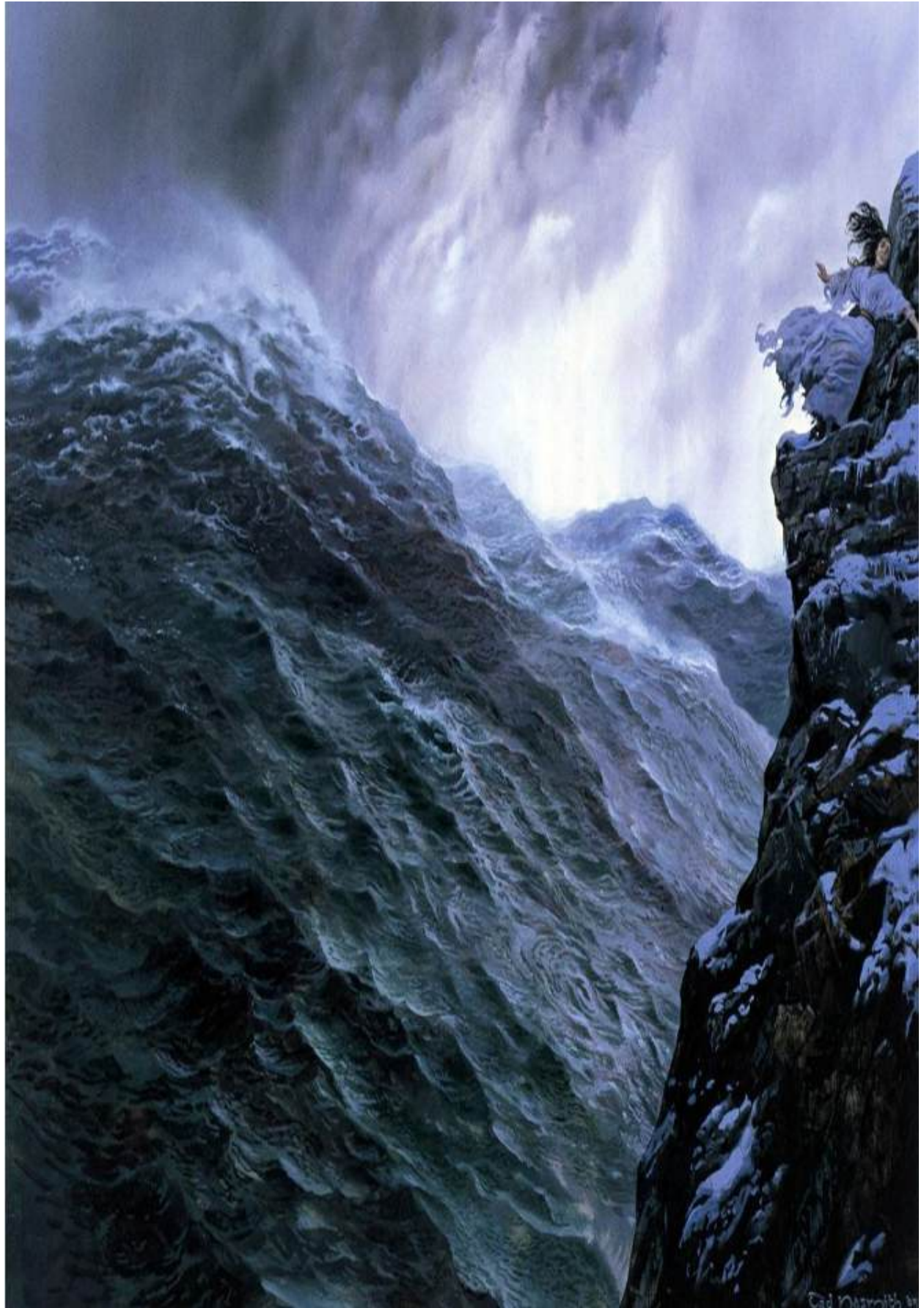
So Manwë called Ilúvatar for help, and Eru answered.

And then a great chasm opened between Valinor and Númenor, and all the fleets of Númenor fell into it and drowned, and all the forces of Númenor that had set foot on Aman fell into it as well, and were buried beneath falling hills. And the waters of the sea fell into the chasm as well. And Valinor was removed from the world, so that only those elves who wished to go to the Undying Lands would ever reach it. And Númenor was also destroyed, brought under the waves alongside everything on the island and everyone who lived upon it, and only the sons of Amandil survived, having never supported the folly of Pharazon nor paid heed to Sauron's lies, and they managed to sail off the island and reach Middle-Earth after some days of chaos out at sea. And Sauron, having laughed in Melkor's temple at the folly he tricked the Númenoreans into, was terrified by Eru's intervention, and was robbed of his fair form, unable to ever take a form so fair again.

And from then on, Arda became a sphere, a planet, and all paths were bent to return to where they started.

Elendil was separated from his sons Isildur and Anárion. Elendil himself was cast by the waves to the land of Lindon, and in Eriador he established the kingdom of Arnor. Meanwhile, Isildur and Anárion were cast away southwards, and arrived at the river Anduin, and established the kingdom of Gondor. And Sauron returned to Mordor, and slowly forged for himself a new form, one of malice and hatred made visible.





## Last Alliance

The kingdoms of the Dúnedain, the survivors of Númenor, grow in might, and Isengard is built. Additionally, Isildur still possessed the fruit of the white tree of Númenor, and with it planted the white tree of Gondor in Minas Ithil. Also the seven Palantirs the Dúnedain managed to keep were used to great effect as Arnor and Gondor grew and conquered. But not all was good; Sauron, having returned to Mordor, waged open war against the Dúnedain, and everyone else in Middle-Earth. Primarily, he fought Gondor, as it was the closest kingdom. He manages to conquer Minas Ithil, and cuts down the white tree there, but Isildur successfully escapes with a seedling of the tree, and plants it in Minas Anor. The forces of Sauron are held back at Osgiliath for a time, but seeing that Sauron would quickly grow too strong to face alone, the Dúnedain ally with the elves that remain in Middle-Earth, as well as the Dwarves that fought against Mordor, and this was known as the Last Alliance.

And the Last Alliance marched to Mordor, and were met by Sauron's forces in Dagorlad, the Battle Plain, lying just before the Black Gate. It is sung that creatures and peoples of every kind were present on both sides of said battle, beasts and birds and dwarves and men, except only for the elves who held Sauron only as an Enemy, and the orcs who hated all that was good in the world. In this battle the Last Alliance was victorious, and they invaded Mordor and laid siege to Barad-dûr for seven years. They suffered heavy losses, but in the end Sauron was forced to emerge from his stronghold to fight personally. It is in that battle that Isildur cut off Sauron's finger which held the Ruling Ring, marking Sauron's defeat, forcing him to abandon his body and flee to hide in far places, while his forces routed and fled as well. And Isildur refused to destroy the Ruling Ring by casting it to the fires of Orodruin, wishing instead to keep it as an heirloom of his family.

This the Second Age ends and the Third Age begins.





While Isildur headed to Arnor to lay claim to it, for his father Elendil had died in the battle against Sauron, he was ambushed by a force of orcs, and killed, and the Ruling Ring was lost to the depths of the river Anduin, where it would later be found by a hobbit named Sméagol. After many generations, a plague struck Gondor, weakening their forces. The Ring-Wraiths take advantage of this, conquering and claiming Minas Ithil, which they renamed to Minas Morgul. From there they waged war against Minas Anor, and these battles turned Osgiliath, which had been abandoned as time passed, into a city of ruins and ghosts. And Minas Anor was renamed to Minas Tirith, and its white tower was built.

And the last king of Gondor challenged the Morgul-lord to single combat, but he was betrayed and taken to Minas Ithil to be tormented for the rest of his life. Having left no heirs behind, the task of ruling was taken up by the Stewards of Gondor from then on.



# Perks

Now that your Doom, time, and place have been determined, it is time to focus on you. What do you wish to be able to do, what do you wish to be? Perks in the section of a given Doom are discounted to you, half-off, should you have picked said Doom. 100cp perks which are discounted are instead free.

## A New Thing -100cp

The Valar know much about the world, having been told of it by Eru Ilúvatar. And of course, there is much they don't know, as Eru withheld much information about his plan from the Ainur. And perhaps you would like to be one of the things Eru did not tell the Valar, to either immerse yourself more into your role or simply to hide your true nature unseen for whatever reason. In which case with this purchase you can be hidden from the future knowledge of the Valar. In future jumps, you may opt into being hidden from the future knowledge (or any other form of seeing or knowing the future) of any beings in the jumps you are going to as well. Just keep in mind that the more someone knows of the future, the more obvious unknown factors are, such as yourself.

## Clear Heart -100cp

Melkor devised deception, and it is quite difficult to see through it, and much easier to be fooled. Still, there are those who can read the secrets of hearts beyond the mist of words, knowing the nature of those they see regardless of how well it may be hidden. With this purchase, you'll be among such people, able to tell if someone is irredeemably evil, or perhaps redeemably so. Keep in mind this does nothing to help you counter any schemes they may be weaving, but at least knowing who is trustworthy and who is not is a good first step, no?

## Face Lit By Illúvatar -200cp

There is much that is fair and beautiful in this world, but some things are more beautiful than others, and this you seem to exemplify. Whatever you are, however the form, it seems the light of Ilúvatar dwells within you in some manner, making you unspeakably beautiful to any who would gaze upon you. To use words in any way would be to understate your beauty, but it is not quite debilitating as you might expect, but rather exults and inspires those who see it, driving them to greater deeds, passion, and happiness. As good as it may be, be wary of Melkor and those akin to him, for they may attempt to forcefully claim you, or ruin you in jealousy if they cannot.

## Legendary Deeds -200cp

There are many mighty beings in this world, from the majestic to the terrible. And yet, time and time again those who were seemingly lesser did triumph. The same way Glorfindel slayed a Balrog, or the way that the Balrogs drove off Ungoliant, you have a certain wit and cleverness about you that helps immensely to bridge the gap in power against a stronger opponent. There's only so much you can do, of course, greater might is normally taken to be better odds of success for a reason, but things might not be as hopeless as they might seem when you're involved. Be very careful in picking your battles, or you might bite more than you can chew.

## The Art -200cp (Discounted to Eldar, Free to Ainur)

There is no magic in this world. Or at least, there is nothing that the Ainur and elves consider magic, even if the other peoples, in their ignorance, may label it as such. In truth, this 'magic' is Art, delivered from all its mortal limitations; it takes less effort, it is quicker to finish, and it is more complete due to product and vision being in unflawed correspondence. And make no mistake, the subject matter of Art is, indeed, Art, not Power; sub-creation rather than domination and tyrannous reforming of Creation. It is possible to use the Art to take command of the world and people around you, and force that which listens to follow your will, but such matters are evil, and inherently twisted in the perception of any who can discern the nature of things.

Of course, while not the goal, the Art can provide some amount of power as well, albeit not directly related to physical prowess or skill in combat. Take, for example, the songs of power, which is done through song and poetry. The power and influence of these songs draw from the might of your spirit, not of your body, and they do not expend or diminish it in the same way that lifting a sword and swinging it does not deprive you of your muscle and bone. For example, if you suspect deception, you could sing a song of piercing, opening, of treachery, to sway whoever you target to reveal their secrets, while they could sing a song of resistance, of battling against power and of trust unbroken.

Ultimately, the poetry and skill of the song is more important than its content and intent, so keep that in mind. One of the more basic and straightforward ways of using such songs is in conjuring illusions of what you sing, and particularly powerful songs may be used to influence reality in natural ways, such as causing a fortress to fall apart and decay, or maybe healing deep wounds, or enchanting people into sleep. The furthest extreme of such songs can manipulate the world in unnatural ways, constructing jagged fortresses out of stone, or causing pain to those who hear your song, and other evil purposes. Do note that such unnatural and powerful songs are considered evil and will not make you any friends.

There are also other, less intuitive applications of Art, such as the Mirror of Galadriel, but such matters are obscure and related mainly to the skillful and knowledgeable usage of the Art, and thus you will need to seek instruction in such artifice if you wish to engage with it in a reasonable timeframe. As it is now, with just this Perk, you'll have a solid grounding in the fundamentals of how to use the Art, if not any actual experience with it.

And of course, putting aside the matters of what powers the Art by itself may hold, you may apply it to any normal art you produce, making it more effortless, more swift, and also ensuring that any errors in the final product are exclusively a problem with whatever vision you were bringing to fruition, rather than caused by the materials you used or the method you utilized to produce such art. You can also apply the Art to any supernatural abilities you possess, for the same benefits.

## The Craft Of Flight -200cp

There are many secrets in the world which even the most wise people may not know. For example, the secret of flight that birds use to take to the skies. This particular secret is one you've come to learn, because you have been also gifted with the ability to speak to birds as well as you could with others of your kind. Application of this secret lets you manifest glowing wings on your back, the shape and color of which is up to you, which allows you to fly just like birds do even if it doesn't make physical sense. What do birds care for how men think the world works? They merely take to the skies all the same.

## Unlight -400cp

Ungoliant is not a creation of Eru. She is some creature from the Timeless Void, which somehow stumbled into Eä, and dwelled within the world unbothered before killing the Two Trees. Perhaps the more interesting uniqueness Ungoliant has is her Unlight. It is a darkness that is not merely the absence of light, but has substance of its own, having the power to pierce the eye and hide whatever is within it from all vision, and to enter the heart and mind to strangle the very will of those who gaze upon it. It is not merely intimidating, but it is also consumptive, and with this purchase you shall obtain power over Unlight, and may wield its power to consume all that is beautiful and bright to grow your own power and size. While in this jump you will also gain the Endless Hunger drawback for no points, but in future jumps you will find the hunger of the Unlight far more manageable, even if not gone.

## Legendary Craftsmanship -400cp

There are many artifacts in this world, both great and terrible, but they did not emerge naturally in the world. They were crafted by skillful hands. Perhaps you wish to craft artifacts of great power yourself as well? If so, with this purchase you may gain legendary mastery in all forms of craftsmanship. Perhaps you were taught by Aulë himself, or maybe you are his equal should you be a Valar. Either way the things you craft can easily be elevated beyond the mundane to possess mild powers of their own. You are so skilled, that if you spend all your effort, and significant amounts of time and resources into crafting an item, you can make it immune to decay and all the ravages of time, even being able to extend such resistance to time to whoever wears it.

You are particularly adept at utilizing supernatural and esoteric materials, such as the light shed from the Two Trees, able to craft even greater items from such materials. Doubtlessly you can make things that change history. Perhaps you'll attempt to rival Fëanor's creation of the Silmarils?



## Eldar Perks

### Treading Far And Wide -100cp

The Eldar are tied to the world of Arda, to die only when the world dies. And of course, this is a wide and wonderful world, so wouldn't exploring it be quite nice? Now you certainly can, as this grants you extensive experience with journeying through wilderness and dealing with natural hazards. With some preparations, you could certainly live as a wanderer with little effort. Just remember that dealing with more active threats such as Morgoth's servants is another problem entirely. Perhaps you'll stick to Aman? There is plenty to see there after all, and the southern half of the Undying Lands is largely untouched and ignored.

### Elven Blades -200cp

As much good as there is in the world, Morgoth's corruption can be found all over Middle-Earth. And someone who fights against evil must certainly know how to defend themselves, as no wretched beast will care for well-placed words. So with this you may gain great talent and skill in combat, to better deal with things lurking in the dark and perhaps vanquish them. Perhaps you'll make a name for yourself by freeing the lands from the spawn of Morgoth? Or perhaps you'll pledge fealty to some kingdom and lead their conquests. Either way, much fighting can be found in Middle-Earth, and perhaps you'll have the opportunity to step into the halls of legend through battle.

### Light Of Aman -400cp

The light of Aman is one that supports and elevates, and this is easily seen in those who have been there being somewhat more than their fellows. Stronger, faster, nimbler, more enduring, and more beautiful. It's not to an overwhelming extent, of course, but it is noticeable and significant. If you would like, you may gain the experience of Valinor under the light of the Two Trees even if you are one of the Moriquendi. It'll be quite clear that a divine light shines within your eyes to any who are perceptive, even if only to a mundane extent. Uniquely, you are also capable of granting this light to others as well, granting them the same benefits, by merely gazing into their eyes for a prolonged period of time, instead of having to lead them to Valinor to experience the light of the Two Trees. Doubtlessly useful after you leave this world, or even if you dwell here after the Two Trees are destroyed by Ungoliant.

If you are of the Edain instead, then this blessing manifests in a manner similar to the blessing of the Númenoreans, making you taller and better in every way as well as increasing your lifespan greatly. You'll find similar benefits as a Naugrim, which will be rather unprecedented. As a Servant of Morgoth, this will certainly be strange, but it may give you a way to escape from Morgoth's influence for good. And finally, as an Ainur, you'll simply find that the Light of Ilúvatar dwells within you slightly more than most, enhancing the majesty of your presence and the passive blessing it grants any who witness it.

## Inner Fire -600cp

Fëanor was rather unique among the Eldar. He was driven and focused, as if a fire in his spirit drove him ever onwards. There were few moments where he rested, and his hands were always endeavoring to learn a craft or apply his knowledge. It is because of this inner flame, this motivation and will to walk whatever path he set his heart to, that he became the greatest of the Noldor, perhaps all the Eldar, and shaped the history of Arda with his deeds. And now, you share this inner flame.

It is not directly talent, you do not grow faster than others, but you have the will and drive to stay up long nights to ruminate and study long past when others would have closed their books, set down their pens, and went off to wander around gardens, frolic with their friends, or laid on their beds to sleep. Likewise you have the strength of will to face down any obstacles you may find in your path, and the stubbornness to not be swayed by words if you do not allow yourself to. Of course, this same will and stubbornness is what prevented Fëanor from stepping off the path of ruin he embarked on when Morgoth stole the Silmarils, but at least he died with pride, knowing that only he decided the course of his life.

## Edain Perks

### After-Comers -100cp

The Atani are the Secondborn, those who came after, and the third people to awaken on Middle-Earth. Both Eldar and Naugrim had long ages to grow their nations and knowledge by this time, so humans were rather quaint at the start. Still, they got along quite well with the older races. This is something that you'll experience yourself as well, as you'll find others generally receptive to your presence even if you are far less experienced, and quite patient with you as well. It certainly won't be quite as difficult to be the new guy on the block, so to speak.

### Epic Romances -200cp

While the Atani's lives are not as impressive as those of the elves, it does tend to be more colorful, their struggles more varied and grounded than that of the elves. Something peculiar that has happened more than once is a romance between an Eldar and an Edain, which might be quite surprising given the differences between the two peoples. Still, it somehow works out, and the different Dooms of the couple don't seem to cause much of an issue. You'll find similar luck in love, where you'll find that any differences you might have from your lover(s) can be smoothed out with less effort, and that the tides of fate will ultimately favor your romance. If the whole world is upended and remade there's little that can be done, but outside of such extreme circumstances you're very likely to get a happy ending with your loved ones at the end of your struggles.

### Subtle Yet Indomitable -400cp

Despite not being as grand as the Eldar or as hardy as the Naugrim, there have been some men who accomplished great deeds against all odds. Beren stole a Silmaril from Morgoth's crown, and Túrin slayed Glaurung the First Dragon. Amandil and his sons did not heed Sauron's lies, and Isildur braved great danger to save the white tree that symbolized the alliance between the Edain and the Valar. And, whatever the reason, you'll find yourself capable of similar feats of great importance even if you aren't particularly impressive. It may be a twist of fate, happening to have all the cards needed to pull it off, or sheer dumb luck, you are capable of greater deeds than one would expect for someone like you. The third theme of Ilúvatar was quite ingenious, no?

## The Gift Of Freedom -600cp

The Doom of man is unique. Not just in how they may leave for another world when they die, but also because they are free to dictate their own path. Eru told nothing of the Edain to the Valar, and the Atani have proven to be a chaotic force that cannot be predicted (as a whole, of course), being capable of great deeds and terrible corruption. The Edain alone are free from the Music of the Ainur. If you'd like to keep this freedom, the virtue to shape your own life beyond the designs of any other, then this purchase is for you. It may not be much of a difference in this world (assuming you're already of the Edain), but in future worlds you'll be utterly free from things such as fate and predestination. Even if you are predicted, it would have to be done exclusively on mundane factors for the prediction to be reliable. Do remember that this freedom also means that no fate will be able to protect you from the dangers of the world.



## Naugrim Perks

### Bowels Of The Earth -100cp

Unlike the other Children of Ilúvatar, the Dwarves prefer to dwell beneath the Earth, in tunnels and mines they dig out themselves. And of course they accumulate great wealth doing so, digging up the riches of the earth to accumulate in their hoards. But there's more to mining than just digging wherever you please. You have to actually find the ores and gems worth value if you don't want to just collect a lot of stone. And with this you've been taught everything there is to know about prospecting, knowing many tricks of the trade to find out where valuable ores may be found to add to your hoards. And of course, the deeper you go, the more ores and gems you can get, but don't dig too deep or you might unearth some evil thing.

### Stubborn Nature -200cp

The Dwarves are incredibly hardy by nature, and this extends even to spiritual resilience. You'll find that you're particularly hardy even among Dwarves. Any corruption that might try to get a hold on you, whether the evil of Melkor or other things in future worlds you visit, will fail to truly control you, only magnifying whatever personal flaws you may already possess. This is, of course, not entirely a good thing, but it does mean that you can seek to resolve your flaws in a more normal manner, unlike how most forms of corruption generally can't be resisted through mundane means. If you aren't of the Naugrim you will simply share their usual hardiness, which while still a great deal of help, isn't quite so reliable against particularly potent corruption. Try not to expose yourself to too much evil, though, being an extremely flawed person is not a fun experience. As a final note, keep in mind this works best with spiritual forms of corruption, and may not work as well in other cases, if it works at all. Just in case, don't let your guard down.

## Adopted Children -400cp

The Naugrim were not originally part of Eru's plan for Eä. They were created by Aulë in his impatience. And yet, they were adopted by Eru, and allowed a place in Arda. Perhaps you'd like to find yourself in similar situations in the future? With this, you'll similarly be peacefully integrated into whatever grand destiny or design might involve the worlds you enter, especially if you take the initiative to present yourself to the masters of those worlds, if there are any. It will almost definitely be a secondary role, and it'll be on the condition that you don't mess things up too much, but at the very least you will be given a place in the world and not considered an outsider. This also helps you avoid changing the future of the worlds you visit too much, in which case you want the 'plot' to be 'on rails' for the most part even with your presence included. You can always deviate from the grand plan in store for the world, but perhaps you'll use this to bide your time?

## Jumper The Deathless -600cp

The Seven Dwarves that were first created by Aulë are, unsurprisingly, more special than the rest. They are called the Deathless, but not because they cannot die. Instead, they are said to reincarnate in Dwarven rulers that share their name. This is something that is seemingly true, if not entirely correct, and the most obvious examples are the various kings named Durin, given that they are all incredibly similar to the original Durin, eldest of the Seven Dwarves. Now, however, it seems that Aulë made Eight Dwarves, not seven, as you are now one of the Deathless as well.

More precisely, you're now able to reincarnate among your descendants (don't forget to actually have kids). It may be your direct descendants or anyone descended from you, as long as it is a bond of blood. By some twist of fate you will always be given the same name you had before you started reincarnating, and of course if you're well-known enough people might notice the similarities. As for the details of how long it takes you to reincarnate, that can be left up to you (just keep in mind that it's unlikely that there are dwarves born in every instant, so even if you rush it'll likely take a while), and you will find yourself in the Halls of Mandos until you do (which are probably empty in other worlds). And of course, if you still haven't reincarnated by the time the jump is over, your chain will fail normally. Try not to die too much; being a child for prolonged periods of time sounds rather inconvenient.

# Servant Of Morgoth Perks

## Twisted By Malice -100cp

That which Morgoth twists is evil. Wretched, cowardly, malicious, and selfish. But something not generally known to good people is that being evil properly takes a bit of skill and experience. Skill and experience that you possess. You are quite good at being a horrible monster and ruining people's lives with everything that you know of them. You have a particular knack for driving people into suicidal depression, which is a bit tricky and needs some work. This also makes you a very skilled torturer, in case that needs to be said. Truly, your existence is a blight on the world.

## Power Of Deception -200cp

Perhaps the most dangerous weapon of Morgoth is deception. None of his dread weapons or creatures can compare to the damage done by his lies and skilled tongue. Perhaps he's tutored you directly, or maybe you learned from Sauron, either way you've become a master of deception, of such skill that Morgoth himself would feel proud if he wasn't so petty as to only feel jealousy and fear. You can hide your emotions to the point people would need supernatural senses to detect your true face, and pretending to be friendly with those you despise with a burning passion is only slightly difficult, all the better to later stab them in the back, or perhaps pour poisoned words into their ears to sunder them from all they love. Just be careful to not get found out. The moment people learn how good you are at deception is the moment that most will no longer trust you.

## Dragonspell -400cp

Dragons are well known for being giant lizards capable of breathing fire. One other unique trait they have is the Dragonspell, a hypnotizing spell laid on any who gaze into the dragon's eyes. With this, you may gain the Dragonspell as well. It not only makes your victims more vulnerable to your words, but you can also immobilize them for prolonged periods of time. If you are mighty enough to overwhelm the will of those under your dragonspell, or tricky enough to make them waver through more normal means, you could even cast their minds under more elaborate spells, such as for example one of darkness and forgetfulness that banishes all their memories, or temporarily render them unable to see or hear anything, or driving them into a deep slumber they cannot stir from.

You can optionally be an actual dragon, with scales like armor, teeth like weapons, and a breath of fire hotter than any other in this world. You won't be one of the winged dragons with this, but you likely won't need wings to be a terrifying monster regardless. If you start early enough, you might even be the First Dragon instead of Glaurung, not that it will change events too much.

## The Black -600cp

Ancalagon is unique among the dragons as the largest and mightiest of them all. Large enough to dwarf even mountains, and with a strength and endurance to match, he was brought low by Eärendil in the War of Wrath, flattening the Thangorodrim beneath him as he fell. You may not be as large as he, but you are indeed a lot larger than others of your kind, the way an adult might tower over children, with strength and endurance to match the difference. However, you can also grow as much as Ancalagon given enough time now. The more time passes the bigger you grow, but by eating extensively you might grow faster. You might need a millennia or two to become larger than mountains, but gorging yourself on food daily might shorten this to mere centuries.

Good luck finding that much food without revealing yourself to prospective dragon slayers though. If you are a dragon, you can also be one of the winged dragons that Morgoth deployed in the War of Wrath, although hopefully you won't get killed by the Valar. You will also find your fiery breath to be hotter and linger longer the more you grow as well. With enough patience, you may well find yourself one of the most dangerous beasts in Arda.



## Ainur Perks

### Revelations Of Illúvatar -100cp

Eru revealed the shape of things to come to the Ainur, with the vision of the Great Music. Likewise he told them many things of his divine plan, even if not all. You, as one of the Ainur, are no exception. You know the general form of things to come, such as what kinds of major events will happen and roughly how they'll happen, but not any actual details or when exactly they'll happen outside of the order in which they'll occur. You can take the example of the Valar knowing the Firstborn would eventually come, but not knowing how long they would have to wait. Or perhaps knowing that an elf would arrive at Valinor to request their aid and start the War of Wrath, but not who that elf is or when they'll appear. In short, think of it as knowing the rough outline of events to come, but not knowing the details that would be elaborated on later drafts.

You probably already know much about this world, of course, likely far more and in more detail than this perk gives you, but you will also be told of the future to a similar degree in future worlds you visit. This'll perhaps let you formulate a plan on how to approach said worlds. Of course, those who are immune or otherwise outside of destiny, as well as what changes they'll cause, won't be included in your knowledge, but this'll likely be of little issue with how little detail is given to you anyway.

### Hiding In The Deep -200cp

One of the reasons that Morgoth was able to accomplish so much is his ability to flee and hide. Likewise those that followed him fled and hid in the War of Wrath. Perhaps you want to be just as effective at running away and hiding? If so, you will be with this purchase, not only being quite good and experienced at discerning how best to escape from any pursuers you have, but also being experienced at finding and even constructing hidden places that are practically impossible to find for most without being told of their presence. Then again, if you anger the Valar and cause them to uproot the earth itself like a man might open a trapdoor, digging yourself deeply won't help you much, will it?

## Guiding Life -400cp

While Melkor could not create anything new, he could twist what already existed to his own ends. While far more benign, Yavanna was also quite capable of guiding and changing the forms of living things. Now, you also have great knowledge and influence over the forms of the living. It's easiest to create mundane species, of course, but with some effort you can also make them innately stronger. The actual method of creation is up to you, although of course the mightier you are the more leeway you have in terms of how exactly you go about it. And just as Morgoth endeavored to create stronger and stronger beasts and ended up creating the dragons, so too can you practice until you can make incredibly mighty creatures. Hopefully you won't make anything evil.

Ah, do keep in mind that just like any form of creation in this world, creating truly impressive creatures will require plenty of investment on your part, in time, effort, and power as well. Yavanna could not replicate the creation of the Two Trees unaided, and likewise Morgoth probably couldn't create something as dangerous as dragons after Glaurung. At the very least, any creatures you create are guaranteed to be able to breed true, requiring no additional investment to create more aside from getting the ones you've already made to have kids normally. Aside from this, you can also place living things into a deep slumber if they don't resist, to put them in stasis for long ages to awaken far in the future. Perhaps you might petition Eru to create a race of your own just like Aulë did?

## Aratar -600cp

While the Valar are the greatest among the Ainur, not all of them are equal. Among them are the Eight High Ones, the Holy Ones, the most powerful among the Valar. Of course, they are each just as mighty as the other, so there's no ranking between them. Now, however, it seems that this number has increased to Nine instead, with your inclusion. The most obvious effect is that you are far more majestic and mighty than before, and the power you can bring to bear is significantly greater, even if still not quite enough to bring ruin to all of Arda at once. Do remember that might does not necessarily correlate with physical prowess, not unless you specifically spend effort to give yourself such greater strength at least. You might not be comparable to Melkor at the height of his power still, but he quickly weakens to be below the least of the Valar anyway, as he invests his power into Arda. If you aren't of the Ainur, you'll still be greater than the rest of your kin to a similar degree. Perhaps as a human you're like the Númenoreans but on a greater level, for example. You'll definitely be unprecedented.

# Items

While your personal capabilities are important, what artifacts you possess can also matter quite a bit. After all, just think of the Silmarils, three gems of such beauty and value that many were killed over them. You have one floating discount to use on items per price tier, except for the 800cp item.

## Halls Of Jumper -0cp

There is much in the world to see, but sometimes having a home to call your own is more than worth it. And it wouldn't do for you to be homeless, right? Here you'll gain a large house somewhere in the world that might be appropriate for your Doom. It won't be an entire manor, but certainly enough for you and a small handful of people to live in, and surprisingly luxurious as well. The pantry is stocked with enough food to have varied and fulfilling meals for the next month, but getting more food is up to you. Maybe you'll hunt some game in the wilderness around your home?

## Parting Gift -100cp

Sailing the seas is the fastest way to explore the world, but you need ships to do so. So here you have a small fleet of about a dozen very peculiar ships. They are made of white wood and pulled by strong-winged swans instead of sails. They don't come with oars or any mode of propulsion that isn't the swans, which pull the boats through strings tied to their bodies. The ships are surprisingly quick, going faster than most ships using sails or oars to move, although they aren't all that large. At the very least, they're a good backup if you have nothing else?

## Worthy Blade -100cp

With the advent of combat to Arda, it becomes necessary to possess armor to defend yourself, and weapons to not only pierce the flesh of your foes but their armor as well. Here you won't have to worry about the latter part, at least, as you've obtained an incredibly high quality weapon of whatever type you prefer. Sword, axe, spear, or something else, it'll have an incredibly sharp edge (if it has an edge), and require very little maintenance even with frequent use in battle. That's not to say you won't need to properly take care of the weapon, but at least it won't chip and break when it meets hard armor as you swing it. Just remember that as Mandos doomed, those who live by the sword will die by the sword as well.

## Garb Of Iron -100cp

Being able to attack your enemies is all well and good but it matters little if you're killed in the fighting, doesn't it? Some would disagree and prefer the honor of dying in battle, but others would not, and that's why armor exists. Here you have an incredibly high quality set of armor, of whatever style you like, made of steel. It's a lot sturdier than you'd expect of steel and far more comfortable to wear than it should be, and it will definitely be quite useful to protect yourself from wounds. Don't forget that the most terrible of beasts can still crumple you like a tin can, so dodging is still important, but at least you probably won't get sniped out of nowhere while you aren't looking. Provided you actually wear the helmet at least.

## Deep Fortress -200cp

Utumno is a fortress built so deep beneath the earth that even the Valar did not uncover all of it by tearing open the earth and unroofing its halls. Perhaps you like this sort of thing and want something like it but don't or can't muster the effort and manpower to actually construct such a fortress? Not to worry, as here is one just as deeply built as Utumno, and fully furnished as well, ready for you to claim it as its lord. It is quite massive of course, and there is plenty of space for grand halls and high ceilings despite being underground. The entrance itself can be wherever you like of course, but it's recommended you place it somewhere hidden, ideally some mountain range somewhere. Just don't place it near Utumno proper or deep in Morgoth's controlled lands, or you might bear the full brunt of his jealousy and pettiness.

## Waybread -200cp

While traveling the lands is all well and good, people do need to eat. And while all the Children of Ilúvatar developed their own travel rations, the Eldar's are perhaps the best. Lembas bread is not only delicious, but also incredibly nutritious, one small bite enough to completely fill your stomach. It's also quite repulsive to evil creatures, such as orcs. It is stored wrapped in leaves, and like that it can remain fresh for many months. Wouldn't it be nice to have a supply of it for your travels? Well good news, because this gives you a bag with dozens of loaves of Lembas bread, each neatly packed in leaves. Whenever it runs out, it'll be filled again next time you aren't paying attention to it. If you are not of the Eldar or Ainur, be careful who you show this to, as only the Eldar are supposed to have great supplies of it.



## Jumper's Realm -400cp

While domination over others is quite questionable, even the good elves of Arda formed kingdoms with royalty. If you'd like to be of royal lineage as well, here you may purchase a whole realm of your own. It may be wherever in the world you wish, as long as it doesn't overlap with another kingdom, for the sake of politics. You won't find this too restrictive at least, as the world is wide and only the evil lay claim to it all. The people of your realm will share in your Doom, although if you are an Ainur you'll rule over Eldar instead, perhaps those elves choosing to follow you for whatever reason. It's nothing new, so don't be alarmed. Perhaps you'll drive your kingdom to great prosperity and might? Hopefully you won't see it destroyed by Morgoth or Sauron's machinations. Once the jump ends, you may bring your realm and all its lands with you to future jumps, perhaps to expand it through conquest or annexation with lands of other worlds.

## Silmarils -400cp

These three jewels crafted by Fëanor are the driving force behind most of the tragedy of the First Age. Many desired them, even if it might be an unwise choice to keep them. Perhaps you want these jewels as well? Maybe they're somehow replicas or you have the original set, either way these are the most beautiful gemstones of this world, not only glowing on their own but also refracting and reflecting any light shined on them in a way that makes them even prettier. They are also hallowed by Varda to burn evil beings, even if they are only handled indirectly. They can also likely be used to restore the Two Trees after Ungoliant kills them, but as Fëanor refused to hand them over such never happened. Hopefully you're fine with being a magnet for trouble, because people are not going to ignore you having these gems.

## Seeds Of The Two Trees -400cp

The Two Trees were Yavanna's greatest creation, and they were certainly not plants that grew normally. However, here you have two seeds with which they may be replanted and replicated. Maybe Eru granted this gift? Without a powerful spirit, ideally of divine nature, to help them grow, it'll likely take centuries for them to mature, maybe millennia depending on the environment. When they reach full maturity, they'll begin to glow their golden and silver light. This light will not only illuminate out to great distances, but also accumulate in lakes seeming like liquid light. And of course, their light exults and blesses any that experience it, making them stronger, faster, nimbler, more enduring, and more beautiful. Perhaps you'll plant them somewhere in Middle-Earth? Just keep in mind that Morgoth will likely attempt to destroy them as well. If you planted them in a world, you get the seeds again when you enter a new jump.

## Seven Stones -400cp

The Palantirs used by Númenor and the Dúnedain are special stones. They allow those who gaze into them to see things far away in both space and time. However, actually directing the visions they show requires great will and a strong mind, else they'll show random visions that the viewer likely has no context for. Here you will have seven of them, certainly enough to spread them around. Used wisely, they can greatly help in expanding a kingdom by showing you the movements of your enemies as well as whatever secret meetings they may have. Do keep in mind that anyone with a Palantir can connect to anyone else with a Palantir, and enchantments to influence or control the mind can be casts across this connection, enchantments that Sauron knows and will use through the Palantir in his possession if he realizes you have these.

## Fairest Of Ships -600cp

The sea is wide and can be rather treacherous at times. Not every ship is capable of sailing through all the hazards that may be found on the open ocean. This one, however, very much can. It's incredibly durable, and has quite a beautiful design as well. It may be built with white woods and sails, or some other materials if you'd like. It's certainly capable of sailing across even the fiercest storms. The best part of it, however, is that it has been hallowed to fly. With it you can leave the world and explore the voids beyond, although whether there'll be anything of interest to be found out there is another matter. Perhaps you'll shine a bright light down onto the world to pretend to be a star?

## Twin Lamps -600cp

Now this is something truly special. These are two small glass orbs, barely as big as a marble. In truth they are a magical gift, perhaps from Eru, that when planted into the ground will grow into replicas of the Two Lamps the Valar used to illuminate the world before their first conflict with Melkor, before even the Two Trees. One shines with a blue light, the other with a golden light, and they require no energy source other than themselves to together be able to illuminate an entire world. They do not wax and wane but rather give off a constant light, so, do be careful of where you place them. And don't forget, if a great force destroys the lamps when they are fully manifested, they can plunge the whole world into flames and break it. This is how the first designs of the Valar were undone as Melkor destroyed the original Two Lamps. Hopefully you'll prevent anyone from doing the same with the ones you have. Or perhaps just don't plant them at all, but why buy this in such a case?

## Door to Mandos -800cp

The Halls of Mandos where the dead dwell are normally forbidden to all. The dead must not mingle among the living after all. However, you have been given a large stone door, seemingly not attached to anything, that gives you rightful access to the Halls of Mandos. By passing through it you'll be allowed to talk with all who have died in this world, although keep in mind that the Edain do not linger here long before leaving the world for whatever fate Eru has in store for them. You can also attach this to your warehouse if you'd like. In future worlds, this will allow you to access whatever local afterlives there might be to talk with the dead there, although if the dead reincarnate or leave the world or something similar you probably won't find them. Please keep this secret, or you might attract a lot of unwanted attention.

# Companions

But journeying alone can be rather lonely. So why not gather a small group to travel with you?

## Travelling Together -100/200/400cp

If you already have Companions following you on your chain, with this you may import them into this jump as well. For 100cp you may import up to 2, for 200cp this may be up to 4, and finally for 400cp you may import up to 8 Companions. You can also use this option to create Companions outright. Each Companion gets 800cp and can take drawbacks to get more. The road is certainly less lonely with people by your side, is it not?

## Beyond The Walls Of Night -0cp

But perhaps you grew attached to some character that already exists in this world? In which case, if you convince them to go with you, you may take them as a Companion for free. Of course, it'll be quite difficult to convince Elves to come with you, as they are far more closely tied to this world than any other, but Edain and Naugrim are more likely to be open to the suggestion. And of course, Morgoth and his ilk are quite likely to follow along, on the promise of power alone. Melkor himself might even appreciate being able to leave Ilúvatar's shadow and perhaps might grow significantly less spiteful and petty if he is allowed to make and keep things entirely of his own (key word there being 'might').

## Ardent Followers -100cp

Here you'll get a squad of about a dozen loyal followers. They'll be bodyguards by default, albeit you can turn them to other tasks if you wish, and they will share in whatever Doom you picked. They'll just be Maiar if you are a Valar yourself however. Don't think that the difference will make them useless though, as even Melkor found his Balrogs quite useful. Hopefully you treat them well and reward their loyalty. Either way, they'll somehow replenish their numbers if some of them die (or even if all of them die). If you want, you may import them all as a single Companion in future jumps, splitting whatever benefits from perks and items they get between them all.



# Drawbacks

But perhaps your budget isn't enough? Maybe you are ambitious and wish for more power? It is possible to gain more, but as Melkor found out, such ambition comes with a cost. There's no limit to how much cp you may gain from drawbacks, save maybe that there are only so many Drawbacks to begin with.

## Incomplete Consistency +0cp

The Silmarillion was a work in progress when Tolkien died. His son did his best to compile the last draft into a book, but there were still many notes that implied that Tolkien would've kept developing the history and mythology of this world. Not to mention that there was plenty that was not elaborated on or detailed. If you'd like, you can fill in these gaps or perhaps even modify the history of Arda in your own image. Don't worry, Eru won't mind. You can also use this to visit any fanfiction of this world you might find interesting if you want.

## Planned By Ilúvatar +100cp

Eru has a plan for Eä. As much as Melkor attempted to derail the course of history, his efforts always served to elevate Eru's own creations. The Edain are the only ones free from the Music of the Ainur, able to decide the course of their own lives regardless of higher powers. Unfortunately, Even if you are of the Edain yourself, you'll find yourself bound to the Music of the Ainur as deeply as most are. Whatever you do, the course of history in this world will remain the same, somehow, the course of events accounting for your presence to occur as similarly as possible to the original story. Of course, it might be possible to change what happens with enough effort and power, but you'll find that misfortune haunts you with every significant change you make, to a far greater degree than normal for this world. Not only are you bound by fate, but the Ainur will also be very aware of your existence and everything you can do, which might cause Melkor to target you if you have something he might want and aren't strong enough to defend yourself from him. If you don't mind not changing the course of history, this probably isn't much of an issue, is it?

## Early Innocence +100cp

As powerful and majestic as the Valar are, they're remarkably innocent, especially when it comes to the darker aspects of the world (which Melkor introduced). Now, you share in their innocence as well. You'll be gullible and very trusting of those you meet, at least you will be until you've been deceived. Even then, you'll give people the benefit of the doubt, barely able to understand evil much less why someone would willingly choose to be so. It would take getting burnt a lot to start learning how to distinguish if someone is truly trustworthy or not.

## Divine Wrath +200cp (Mandatory for Valar)

The Valar are powerful enough to reshape the land, and indeed this was their duty at the start of the world, to prepare Arda for the coming of the Children of Ilúvatar. One thing that isn't obvious, however, is that for all their divine power, they find it difficult to do things on a smaller scale. Every time they have personally acted in Arda, the lands changed significantly, the collateral damage completely reshaping whatever location they were in and many miles around. This is how Beleriand was sunk under the sea. Now, you share this lack of precise control over your powers. You'll only be able to use the full extent of your abilities, unable to account for precise factors or control how much collateral damage you cause. As a Valar, it would generally be more productive to let other people do things for you for the sake of avoiding unnecessary damage, but if you aren't an Ainur this is unlikely to be quite as much of an issue.

## Mastered By Doom +200cp

Some people live charmed and blessed lives, filled with bliss and pleasure. Others are not so lucky. Others such as you. Just like Túrin, you'll find your life always trending for the worse, bringing you suffering and trauma aplenty. You'll find that even if you can have some moments of respite and rest, it will soon be drowned by chaos and distress. Túrin himself ended up committing suicide to escape it all, too deeply in despair to hope for a better tomorrow. Hopefully you'll be a bit more resilient.

## An Ominous And Sinister Word +400cp

Power. Particularly when spoken of in the context of power not given by Ilúvatar. Ambition leads to selfishness, and selfishness leads to evil, at least in this world. Unfortunately, you are very ambitious, never satisfied with 'good enough', and always striving for perfection. Unfortunately, all this'll do is eventually drive you to commit evil acts, even if with good intentions, and you'll find such evil will be punished, if not by people then by the course of your life. Don't expect a happy life here.

## Endless Hunger +400cp (Mandatory with Unlight)

Ungoliant was always hungry. Even before eating the light of the Two Trees she was a beast that consumed everything she could. Later, after tasting the Two Trees, nothing else could satisfy her, and she eventually devoured herself in her hunger. Unfortunately, you've come to share this hunger. It'll start as a normal amount of hunger at first, satisfied with a normal meal, but the 'standards', so to speak, of your hunger will rise the more you eat. Eventually, perhaps even after only a few days if you aren't careful, a normal meal will no longer be enough, and you might end up devouring entire feasts to fill your stomach. This too will eventually no longer be enough, driving you to consuming more and more. But quantity is not the only way to sate your hunger.

Quality serves as well. Items crafted masterfully by smiths will sate your hunger as much as a whole feast made by skilled chefs, even if you normally wouldn't be able to eat and digest metal. Gems are even more filling. And items that could be described as supernatural? Those will be the most filling of all, the more magical the better. Be careful to not go after things with too much power, or you might be unable to ever sate yourself afterwards, worsening the hunger until all you can do is eat yourself.

Assuming you don't go out of your way to eat greater things and make it worse, maybe a month or a few, if you go out of your way to ration what you eat to minimize the danger, it might take a year or a few to get significantly hungrier. Keep in mind that before eating the Two Trees, Ungoliant was largely just chilling in a cave somewhere and there was no indication she had any real issues with uncontrollable hunger.

## Evil Oath +600cp

Fëanor swore a terrible oath, one which shaped the First Age as all his sons followed it as well. And that oath pushed them to do terrible things, for in their stubbornness they sought to fulfill their oath instead of being reasonable. Now, you've sworn a similarly terrible oath, whatever it may be, which will similarly drive you to commit many sins to fulfill it. And fulfilling it will almost certainly be beyond you, as the more terrible deeds you commit in the name of that oath, the less right you will have to whatever would fulfill your oath, and few if any will be amenable to helping you even before you begin to commit evil for the oath. Needless to say, you will not have a pleasant time here.

## Disharmony +600cp

Melkor is the master of malice, the designer of deception, he who introduced all evil to the world. And yet as grand as this sounds, Melkor was just as craven and petty as the least of the evil creatures that prowl Middle-Earth, for such is the nature of evil. Unfortunately, you've been infected with this evil more than most, more than even the ordinary servants of Morgoth. Not only do you have a boundless malice within you driving you to inflict suffering to others, but you are also wracked by envy and jealousy, desiring what others possess while also suffering a dearth of creativity to create anything worthwhile or wholesome by yourself. Doubt and pain will haunt you perpetually, not only preventing you from understanding that others are not as twisted as you but also deluding you into thinking that others are as terrible and evil as you as well, projecting all your flaws and insecurities onto even the most pure people you meet. Happiness and fulfillment will be beyond you, and even amongst the most evil you will be a rather pathetic sight.



# Ending

So your journey in this world is complete. Aside from being released from any drawbacks you picked, which will doubtlessly be quite a relief, you will also find that Eru will return to you any might that you might've lost through diminishment in this world. You'll also be given a unique boon; even if you spend yourself so much into a great work that it diminishes you, or if the long wait of years weighs down upon your spirit too much, you'll be able to recover to the fullness of your prime.

You could not only make again your greatest works, but perhaps you could have a real chance at improving your skill endlessly, albeit this blessing does not directly help you with such growth, and neither does it do anything about physical aging if you still have to worry about it. If you don't actually spend any effort to recover, even the slow march of years will still diminish your soul. Likely quite useful, especially if you're a craftsman.

Lastly, you'll have a choice from the three options below:

## Waiting For The Second Song

Are you attached to this world? Are you confident you can keep traveling worlds on your own and wish to see what Eru has in store for Eä after the Dagor Dagorath? Or perhaps you simply wish to take a break here, and maybe see what lies for the Edain after death? If so, you may end your chain here, remaining in this world. As for your Doom, you may optionally fully embrace it; sharing whatever lies in store for the elves and the dwarves after the end of the world, going to wherever humans go after death, or perhaps simply remaining as one of Eru's servants and followers in whatever Music he might guide the Ainur.

## Returning Home

Seeing all these fantastical worlds with magic and divinity is all well and good, but sometimes a cozy place you can call home is all you need. And a home is not merely a building you live in; it is where your heart is, and if your heart is with a certain world, then that world is your home. And perhaps you wish to return to the world you lived in before your chain began. If so, you may do so, ending your chain here and returning to your original world. Maybe you'll spread the word of Eru Ilúvatar, or spread Melkor's corruption, or maybe simply settle down somewhere with a beautiful wife and enjoy a simple and peaceful life by following Tom Bombadil's example. Whatever the case, you're at the end of the road, and what you'll do from now on is up to you.

## Beyond Arda

But while the road likely does end, does it have to end now? Maybe you just haven't yet gotten your fill of adventure and wish to go further. This could also be considered the 'default' choice by some. You'll continue your chain, moving onto the next jump, the next world. Or maybe you'll return to this world later, in future jumps, to continue shaping its history. Or maybe you won't, and you won't visit this world again. Who knows what the future may hold? As long as you keep walking the road, jumping on the chain, many things can happen. Best of luck on your journey, jumper.

# Notes

You have a free guarantee that Eru won't kick you out of Arda or something (and by consequence the Valar will probably not mind your presence too much unless you're as bad as Morgoth). They may or may not have plans for you but at least you won't have to worry about God himself coming down to kick your ass (unless you fuck up to a greater extent than anyone else in the history of Middle-Earth has fucked up before).

>Hey what if I get The Gift Of Freedom and Adopted Children?

Then you can choose which to apply when you start a jump, effectively deactivating the other until the next jump. Choose wisely. (Or get a toggle perk somewhere else or something)

>What happens if I stack Aratar and Inner Fire?

Inner Fire is more about going out and doing shit and being the most impressive dude around from your deeds, while Aratar is more about simply being stronk and powerful. With both together you'd be directly comparable to Melkor, who is singled out as being a cut above all the rest, even the High Ones of Arda. You could completely change the course of history with your deeds at that point, for good or ill. Consider that Melkor's actions influenced literally all of Arda's history, even after his banishment due to Sauron being inspired by him, and left many seeds of his malice in Middle-Earth that can never be removed and could always be cultivated by those of ill intent to result in great suffering and power.

>On Ainur taking form

Your power as an Ainur unfortunately doesn't include being able to transcend the limitations of your form. What this means is that, for example, if you take the form of a human and want great strength, you're gonna have to either work out for it or design your form to be strong and have great muscles to begin with (and even then you'll need some exercise to maintain that), and you won't have superhuman strength either way. You could always just focus on channeling your power in the forms of songs and spells like some kind of wizard, but if you don't like the physical limits that mortals have to deal with then you shouldn't bother taking on a mortal form to begin with. This of course means little when you can take creative liberties and, say, transform into a building-sized giant made of fire and violence like the Balrogs did, but it is very much something you should keep in mind.

>What's the difference between An Ominous And Sinister Word, Evil Oath, and Disharmony?

Ominous And Sinister Word makes you super ambitious but then also slaps you with the same authorial bias against it that Tolkien had. You'll inevitably be on a slippery slope towards evil but you'll still be able to be tactical and not be an evil asshole if the situation calls for it. Evil Oath is similar but takes away your choice to not be an evil asshole if it would only be detrimental to you (as long as you're doing something you think might let you fulfill the oath, note this might not necessarily actually help you do so). Finally, Disharmony makes you so twisted that you end up in suffering and misery entirely by your own fault without needing any kind of authorial bias or binding oaths to get you to do stupid and evil shit.

I do not recommend stacking all three.

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