

The Lord Of The Rings

Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all, and in the darkness bind them
In the Land of Mordor where the Shadows lie.

Welcome to Middle-Earth, jumper. This is a world you're no doubt familiar with; Eriador to the northwest holds the Shire and the Dúnedain, separated by the Misty Mountains from the Wilderlands to the east holding the Mirkwood forest and the Easterling nations beyond. To the south lies the realm of Gondor, and its rival and enemy Mordor to its east, and the Harad peoples to the far south. The world is only tenuously at peace however; the armies of Sauron gather in Mordor, preparing for conquering Middle-Earth even as Sauron himself desperately searches for the One Ring that holds most of his power. Saruman has covertly joined Sauron, and will start to develop Isengard into a smaller parody of Mordor after he develops a form of orcs that can withstand the sunlight.

The good peoples aren't entirely idle either, albeit they are not as strong as Sauron has become. Rohan is being controlled by Saruman, and all Gondor can do is maintain its watch while their worst enemy grows in strength. Even if Sauron doesn't find the One Ring, he is well poised to conquer the known world. Not all hope is lost however; the One Ring has been found some time ago, by a hobbit known as Bilbo Baggins, who has held onto it for the last 60 years. He will pass it on to his nephew Frodo, who will go on an adventure to save Middle Earth. But that's not going to happen just yet. You will enter this world in the year 3018 of the Third Age, on the first of January, and will stay for ten years, until the first of January of the 7th year of the Fourth Age. Frodo has been waiting for Gandalf for a few years now, but unknowing to him Gandalf has been trapped in Orthanc, the tower of Isengard. Frodo will leave Hobbiton on the 23rd of September, and the story of the Fellowship of the Ring will truly start. You have some time before it happens, perhaps you'd like to involve yourself in Frodo's quest? Either way, you may have this:

+1000cp

Good luck, jumper, and fair travels.

Caithl

The first order of business is figuring out who you are. What's your role in this world? Choose one of the following backgrounds. You can optionally be a Drop-In, giving up a history in this world in favor of being entirely foreign to it. You're not the only foreign being in Arda, but the other one is rather unpleasant to interact with, and allied with the forces of evil.

Humble Adventurer -0cp

You aren't all that impressive, really. Just a small person doing your best to live your life. Perhaps you're a wanderer of little note, or maybe you simply haven't left the safety of your hometown or the city you were born in. Whatever the case, you're of no renown, and really perhaps you shouldn't get involved in quests that decide the fate of the whole world. But it is in the little folk that the most surprises can be found, perhaps, and you will have plenty of opportunity to make a name for yourself in the coming year if you so wish. Or maybe you'd rather stay comfortable away from all the fighting. Nobody could blame you if that's your choice.

Royalty -0cp

Forget about humble origins. From birth, you were someone of import, having royal blood in your veins. Whatever kingdom you're from, you're descended from rulers of men, and have a solid claim to the throne of your nation (although it's not a particularly strong claim). You're not guaranteed to be the heir to the throne with just this, as while it is your birthright you aren't the first in line for the throne, but that's nothing that a little backstabbing can't solve, right?

Man Of The Craft -0cp

Political power is merely one of many forms of power that one can possess. But it is not for everyone, as it comes with great responsibility. The power you wield is of a different nature, that being of lore and craftsmanship. You are one of the Wise Men, masters of lore who know many things that most cannot even imagine. Or perhaps you're a craftsman of some skill, among the ones which forge the weapons that great men wield into legend. Either case your power is not as direct as that of rulers or warriors, but it is just as dangerous as any other.

Warrior -0cp

Wars may start for any number of reasons, but battle is waged with steel and blood. In every conflict, there are those who brave the violence of the front lines, whatever the reasons might be. You are one of these warriors, among those who fight evil (or good) face to face. If you're on the side of the good peoples, then it is warriors like you that stop the forces of evil from overrunning the world. If you're on the side of evil instead, then you're among those who desecrate and destroy the good things in the world with your own hands (or claws). Who will you fight for?

Nûr

Now that you've decided your role, now you should choose *what* you are. There are many races in Arda, too many to count most likely, but you'll simply have to choose from the relatively short list below. You may choose whatever gender you wish to be, and can choose your age freely within reason. For example, Men don't tend to live for longer than a century, but Elves are immortal and eternally youthful.

Hobbit +100cp

Also known as halflings, hobbits are short people, about as tiny as human children, except they have big and hairy feet, and do not use shoes. They are largely only found in the Shire these days, and are a peaceful and content people. Still, while hobbits are as small in might as they are in size, they do prove to be surprisingly resilient, resisting corruption much better than other races of Arda. They're easily satisfied, after all, and generally don't wish for anything grander than a humble life. This lack of ambition proves a good shield against corruption, but it is very much not an unassailable one. They're also quite sneaky and quiet when they want to be, making them good burglars.

Human -0cp

The men of Middle-Earth are the same humans you know and likely already are. They live for perhaps a century, and they pass away at the end of their life. They also move on to another world when they die, unlike the other races of Arda, which is said to be the Gift of Ilúvatar. Unfortunately, you'll simply fail your chain if you die, and find yourself back in your original world rather than whatever the next world Eru planned for men, but there's little point in concerning yourself with the afterlife. Men are unfortunately the most vulnerable to corruption of the races of Arda, but perhaps you're hardier than most?

Dwarf -0cp

Dwarves are a short and stout people, of strong arm and stubborn mind. They are about as short as hobbits but possess the strength of men, and are particularly fond of living underground in the midst of stone. They are somewhat resilient to corruption, as the most that Sauron could do with the influence of the Seven Rings was inflame their lust for gold and wealth, but unfortunately they cannot resist it as well as elves for the most part. The dwarves also have an ancestral rivalry with the elves, but perhaps you'll make friends among them regardless?

Elf -100cp

Ah, the fair elven race, graceful yet strong, and taller than the other races. They were greatest in the First Age of the world, but such time is long past. The few elven nations that remain in Middle-Earth are secretive and insular, and they decay still, as more elves decide to sail west for Valinor, heeding the call of the sea. Even with the diminishment of the world however, they still have many advantages over the mortal races, and they are figures of legend for good reason. Elves can walk completely silently if they wish, being even more stealthy than hobbits and making no noise at all, and they can walk over freshly fallen snow as if they weighed nothing.

They resist all but the greatest disease and illness, and only the most extremes of nature can fell them. Additionally, their senses are the sharpest among the mortal races, and they can resist great corruption, even if not as well as hobbits. Those elves who die or fall into overwhelming melancholy find themselves in the Halls of Mandos, where they can undergo a period of cleansing and self-reflection before returning to life. Dead elves aren't found again in Middle-Earth, however, and you'll still fail your chain if you die. As a small consideration however, you'll be allowed to remain in the Halls of Mandos until the jump ends, if you wish to have some time to reflect on the events of this jump.

Ent -100cp

There are many beings outside of the mortal races, of course, not just elves. Among the great forests of the world lie the Ents, who guide the growth of the forests and the trees. Their ancestral task is to protect the trees of the world from the mortal races, and ensure that they do not carelessly harvest the wood of trees. They are a slow people, and ponderous, and have little care for the happenings of the other races, but they are strong, stronger than even trolls and capable of crushing stone with their strength, and relentless when stirred to action, and the ancient wrath within old trees can be very dangerous to the unprepared if the Ents command their forests to defend themselves. The ten years you are to spend in this world will likely seem to pass in an eyeblink, for the long ages of men are but short periods of time to the ponderous Ents.

Orc -0cp

The dread soldiers of the Dark Lord, orcs are a mockery of the fair peoples of Middle-Earth. Even when not commanded by a greater evil, their dark hearts drove them towards violence and raiding. As strong as men but shorter-lived, orcs are generally wretched things, enjoying food and drink that most in Middle-Earth would find disgusting, and reveling in destruction and evil. Thankfully, you'll be an Uruk-Hai if you choose to be an orc, unafraid of sunlight and able to perform well in day as well as night. Will you serve Sauron or Saruman, or strive to forge your own evil nation?

Spider -100cp

Well, it seems you're something even worse than an orc; a spider, a massive one at that. You claim descent from Ungoliant. Unfortunately you lack the supernatural abilities of your ancestor, but you are still large, strong, and possess a deadly venom that paralyzes your victims for later eating. You possess an extremely tough exoskeleton, durable enough to turn away powerful blows, and even when fighting against legendary warriors they would find you a difficult opponent to wound. Will you stay holed up in a cave, or venture out to the wider world?

Maiar -200cp

You aren't from one of the races of Middle-Earth. You are something else, something greater. A Maiar, primordial spirits that serve the Valar, is what you are. You have great power to call your own, of a sort that is more spiritual than the political influence of rulers or the straightforward might of warriors. You can form bodies for yourself using this power, obtaining mightier forms the more power you spend. If you invest greatly in your form, you could become as powerful as the Balrogs of Morgoth, a horror so great that only the greatest warriors of the current Age or another Maiar would have a chance of defeating you. Additionally, you do not fade with death; you'll simply be reduced to your true spiritual form, and can form another body for yourself with the power you have left.

Do keep in mind that you will lose most of the power you invested into your form should you be killed, and this loss can only be recovered from with blessings from the Valar or Eru himself. You can also shapeshift to a limited degree, to hide your face should you wish to wander about unnoticed. Finally, while you know no magic with this option alone, your spiritual might would allow any sorcery you learn to manifest with greater substance than normal, wielding greater power than men or elves can. The only other Maiar that can be found on Middle-Earth in this day and age are Sauron, the Dark Lord, and the Istari, wizards sent to work against Sauron. You can be an Istari as well should you wish, although you'll be forbidden from contesting Sauron directly with your power in such a case. There's also a Balrog lurking in the depths of Moria. What will you do now, now that you are among the most mighty individuals on Middle-Earth?

Hoth

Now that you've decided your role and nature, it's time to decide what side you are on. Since the creation of Arda, Morgoth has been a force of corruption and evil in Middle-Earth, and even now, long after he is gone, his influence can still be felt in the world.

Good

Whether you're part of the Elven Council, a kinsman of Gondor, or part of any of the other good nations of the world, you are on the side of good. Even if you're independent, this means supporting the world and being kind, or even merely looking out for yourself and those under your care, as long as you do not bring undue suffering to others. The works of the ancient Elves will seem beautiful and wonderful to your senses, and will invigorate you. Of course, nobody will fault you for keeping to yourself and not being involved with the war against Sauron, but the good peoples could do with all the help they can get if you're willing to lend your aid.

Evil

You have partaken in the essence of Morgoth, learned his painful lessons, and truly become a creature of evil. Sunlight will feel unpleasant and the works of ancient Elves will seem terrible and dreadful to your senses, and they will reject and purify you, making even the fairest elven foods taste as terrible as dung to your tongue. Unlike good, evil is uncompromising; to be evil is to force your will on others, and to be wracked by doubt and hatred. You will not have peace during your stay in this world, one way or the other.

Gardhin

Ah, but let's not forget about your location. After all, if you are in this world, you must be somewhere in it, no? Here you can choose where you start this jump. Ideally you choose a location that fits the Hoth you are part of. If you would like to leave it up to fate, then simply roll a twelve sided die.

Shire -0cp

The peaceful Shire, smack dab in the middle of Eriador. Inhabited almost exclusively by hobbits, the center of the region, where a town called Hobbiton rests, is perhaps the most peaceful corner of Middle-Earth in this day and age, second only to the few homely houses of the elves that remain. It is entirely rural and the folk are quite friendly, if perhaps insular. If you aren't born and raised in the Shire, don't expect to receive much welcome or respect as anything other than a visiting outsider. Even those who used to live their whole lives might suddenly become controversial if they went on an adventure. Still, perhaps you'll like the tranquility offered here.

Withywindle Valley -0cp

A remote and unknown valley within the Old Forest to the east of the Shire, only two people dwell here; Tom Bombadil, and his wife Goldberry. Tom is a jolly and friendly fellow, and holds unequalled power within the valley. Be careful around the trees, as they hold an old wrath even in this forest, although if you befriend Tom he'll definitely help you escape the grasp of the bolder trees. Tom might not stop you if you wish to settle within his valley, but keep in mind he cares not about any ambition beyond living a simple and happy life with his wife within the valley.

Bree -0cp

A small town lying a few day's ride east from the Shire, Bree is a small town composed largely of men, although some halflings from the Shire dwell here too. It is not a particularly important town, but it is relatively peaceful for a human settlement, even if not as safe as the depths of the Shire. It is here that Frodo and his company will meet with Strider, also known as Aragorn, and begin their journey to Rivendell in earnest. Perhaps you'd like to stay here for the whole of it and enjoy the peace of the town?

Weathertop -0cp

An abandoned watchtower, the ruins of Amon Sul lie on top of the southernmost peak of the Western Hills. Little of note lies here, and it is about a third of the way to Rivendell from Bree. Perhaps you'll stay here in waiting for Gandalf and help him against the Nazgûl who will assail him here, or perhaps protect Frodo, Sam, Pippin, Merry, and Strider from the Nazgûl a few days after. Or maybe you just like the view? It was a watchtower, after all, and it allows you to gaze upon the landscape of Eriador from an impressive perspective.

House Of Elrond -0cp

Also known as the Last Homely House or Imladris by the elves, Rivendell is one of the two major elven settlements remaining in Middle-Earth, sustained by the Rings of Power given to the elves. Rivendell is ruled by Elrond, and the valley is hidden such that it remains impossible to spot until you've already entered it, or you already know of its precise location. It is here that Elrond will host a council to decide what to do with the One Ring, and where the Fellowship of the Ring is formed. Maybe you'll join them? Do keep in mind that you might not be allowed to do so if you're too powerful, in fear that the ring might corrupt you. In such a case, maybe you'd like to discuss old tales of your exploits with Glorfindel, who also attended the council. There is something for everyone in this Homely House, so either way your stay in this place will be pleasant, provided you aren't a creature of evil.

Khazad-Dum -0cp

Once a great bastion of the Dwarves, the mines of Moria are now overrun with evil things. Orcs crawl all over its tunnels and fiercely protect their stronghold, and in the depths of Moria something even worse lies; Durin's Bane, a Balrog who survived from the wars of the First Age. Moria does connect the western and eastern sides of the Misty Mountains, so they can be a convenient, albeit extremely dangerous, shortcut through the mountain range. Perhaps you seek glory by defeating the Balrog yourself, or maybe you're an evil creature seeking to organize the orcs living here?

Lothlorien -0cp

The second haven of the elves of old, Lothlorien is a forest of Mallorn trees, of white wood and golden leaf. It is a fragment of the glory of the First Age of the world, preserved by the power of Galadriel's Ring of Power. It is more idyllic than even Rivendell, somehow, seeming almost like a piece of paradise on Earth. Life in Lothlorien is so good and pleasant that it is easy to remain here for weeks while thinking that only days have passed.

Edoras -0cp

Found close to the Ered Nimrais, the white mountains, Edoras is the capital of the nation of Rohan. The people of this nation are a splinter of Gondor, from after the last king of Gondor passed away many generations ago. The people here love their plains, and love their horses, being famous for their powerful cavalry. Unfortunately, their king Théoden has fallen under the spell of Saruman as of late, causing him to age rapidly and become drained of wit and wisdom, made worse by the evil whispers of Gríma Wormtongue, who used to be a loyal vizier before his betrayal to secretly pledge loyalty to Saruman. Perhaps you'll try to speak some sense into the king?

Helm's Deep -0cp

A fortress built into a deep gorge in the northernmost arm of the white mountains of Ered Nimrais. Famed for having been impregnable in the past, Helm's Deep has never been breached yet, and the extensive tunnels and caverns in the mountains that it connects to has been a shelter for all of Rohan's peoples before. Soon, it shall serve that purpose again, but it will finally be breached by an explosive device devised by Saruman. Thankfully the armies of Rohan arrived at sunrise and saved the peoples of Rohan still huddling in shelter within Helm's Deep. Perhaps you'll avert the fall of the fortress' walls?

Minas Tirith -0cp

The capital of Gondor and the seat of the ruling Stewards, Minas Tirith stands in eternal vigilance against the Enemy, being built on the easternmost hills of the white mountains. At the top of the city lies the halls of the King and the dwellings of the Steward, as well as a dead white tree held as a symbol of Gondor. When the heir of Isildur returns, a new tree will be planted to symbolize the future prosperity of the realm of men, but for now it lies leafless. The city has seven layers, each cut into an out-thrust knee of Mount Mindolluin, and while it is a city its construction enables its defense like that of a fortress. To the east can be seen the black mountains of Mordor, the lands of the Enemy. Unfortunately Osgiliath, a fortress-city lying halfway between Minas Tirith and Mordor, has been devastated and turned to ruins by orc forces generations ago, and Cirith Ungol, a watchtower lying on the mountains of Mordor itself, looms over the conquered city of Minas Morgul, which has been claimed by the Witch-King, chief of the Nazgûl who commands them on Sauron's behalf. Maybe you'll aid the armies of Gondor in the coming battles?

The Black Gate -0cp

One does not simply walk into Mordor. Even putting aside the countless hordes of orcs crawling within it, Mordor is walled by great black mountains, barring the way for any but the most adroit and fearless travelers. The main entrance into Mordor is to its northwest; a passage through the mountains which is gated by massive black doors. The Black Gate of Mordor opens only for its own army, and perhaps for its enemies should Sauron already have his own armies waiting on the other side for battle. Whether you find yourself outside or within the Black Gate, only evil things or the truly powerful can survive here. If you are of the good peoples, it is recommended you flee.

Orodruin -0cp

Mount Doom. The forge where Sauron forged the One Ring. A lone volcano, created by Morgoth during the First Age, standing about ten thousand feet tall, three thousand from its base, which itself looms forty-five hundred feet high over the surrounding plains. The eruptions from this volcano cause the northwest of Mordor, known as the Plateau of Gorgoroth, to be filled with smoke and dark clouds. There is a road snaking around the volcano, albeit largely demolished by the flows of lava, and in the northern side of its edge can be found a door leading into the caldera of the volcano, the place where the One Ring was forged. If you don't care for entering the volcano, though, you'll be able to clearly see Barad-dûr, the tower where Sauron's spirit resides. What is your purpose for being here?

Annar

Now we're at perhaps the most important part; what you can do. The gifts, or perks if you will, that are in the subsection of your Caithl of choice will be discounted to you, half-off.

General Annar

Song And Dance -0cp

This world was made in song, and if you compare it to the one you came from, this can be rather evident. After all, everyone, even the wretched, likes to sing and occasionally even dance. Poetry and song are rather pervasive aspects of culture in this world. And you wouldn't want to be left out, would you? So for free, you gain a respectable level of skill at song and dance, and you will also learn many songs and small tales to entertain yourself and others with. Lastly, you'll have a gift for translating your own experiences into songs and poetry, to be sung when you return home and tell others of your exploits and the things you've seen. Perhaps you'll get your hands on an instrument to supplement your singing?

Linguistics -100cp

Just like in your world, there are many languages in Middle-Earth, even if perhaps not quite as many. It can be rather interesting to study the history of languages, in this world or any other, and making your own languages can be a good way to pass the time as well. With this, you gain a great level of experience in linguistics, the art of learning and formulating languages. With a few years or decades of effort, you could create not only an entire language of your own, but also thousands of years of (fictional) history to outline how it would've theoretically begun and how it would've developed. It obviously wouldn't take nearly as long if you don't care for making a fictional history about it. Additionally, should you possess supernatural power of your own, you can imbue it into your new language as you formulate each and every word. The end result won't be too overt unfortunately, but if you sink plenty of effort into it you might be able to create something like the Black Speech, which when spoken in places of great good can darken the skies and cause the earth beneath to rumble. As a final consideration, you will start off already knowing the elven languages, such as Sindarin and Quenya, being fully fluent in them.

Blessing Of Light Journeys -100cp

While adventuring sounds quite good on paper, there are many little mundanities that can be rather annoying in the moment. Thankfully you won't have to worry about it, perhaps due to some magic spell laid on you? You'll find that pests such as insects generally keep their distance from you, and that any clothing you wear will never chafe at you or be uncomfortable to wear even after days of running. Lastly, you'll find that equipping and unequipping armor and the like will be a quick and smooth affair, despite how it might normally be. Long journeys won't be quite as difficult anymore, but do remember to still bring some food with you.

At The First Rays Of Dawn -200cp

When all hope seems lost, intervention at just the right moment can push people to keep going. It can be difficult to get the timing right, of course. Too late, and your allies will lose, too early and your aid might not be as helpful. You won't have to worry about such things too much now at least, as you've gained an impeccable sense of timing. You'll show up to places when you intend, and not a moment sooner or earlier. It also greatly helps you figure out how long a journey will take, in case you want to tell your allies when you'll show up. Perhaps you'll use this to make dramatic entrances.

Gift Of The Minstrels -200cp

Song and poetry are quite nice, and recounting tales from faraway lands can be a good way to pass the time. But words sometimes aren't sufficient to express what you've seen and experienced, right? Well it seems you've learned a strange trick of the elves of Rivendell, and can now manifest illusions when you sing or recite poetry. It's essentially a parlor trick, showing visual representations of what you are recounting and telling, but these illusions can wander off beyond the range by which people can hear you on occasion. Perhaps with some cleverness, you can fool people who aren't aware that these are illusions, but why do that when you can show people exactly how beautiful a maiden you've seen is?

Wraith -200cp

Well, it seems you haven't been having a particularly good time lately. Or maybe you've done this to yourself intentionally for some reason. Either way, you've become a wraith, a spectral being who barely exists in the physical world. Normal people can barely see the shadow of your presence unless you clothe yourself in large cloaks, although those who can see into the spirit world or otherwise see supernatural things can see your true ghostly form. Of course, due to not having bones and muscles anymore, you aren't quite as strong as you used to be, but the difference isn't as big as you'd expect. Perhaps part of the necromancy that keeps you in the mortal world? This also makes it quite difficult for you to be killed, reforming elsewhere unless someone uses supernatural powers to destroy your essence directly. In future jumps you can toggle this state of being, if you'd like not being a wraith for a while.

Essays To The Craft -600cp

There are many things of wonder in this world, and craftsmen are usually those who make them. And now, you're among the most skilled craftsmen still left in Middle-Earth. Your ability in blacksmithing, wood carving, glass blowing, or any other mundane form of craftsmanship you care to mention is a thing of legend, letting you create items that possess minor supernatural power of their own with sheer skill, such as an item that will eventually try to find its way back to you if you lose it. Additionally, you know the secrets that Sauron used to create the Rings of Power, allowing you to make your own if you wish, although you'll have to dedicate some effort into figuring out how Sauron designed a secret weakness to his corruption into the Rings of Power if you want the ones you craft to not be vulnerable to his manipulations.

Humble Adventurer Annar

Jumper The Brave -100cp

No man is an island. Meaning, everyone has their own limits, and it's only through the cooperation of others that deeds beyond any single person can be accomplished. You may or may not have the fortune (or misfortune) of having to carry the heaviest burdens, but you can at least support those who do. You're very good at cheering people up and have the will to follow your allies to the depths of hell. You will also find that preconceptions and biases aren't quite as obstructive to forming a positive relationship with others as it normally might be. Even if you aren't particularly impressive in your own right, your friends will value your friendship greatly.

A Tiny Bit Of Luck -200cp

When you're small and weak, facing off against big evil monsters is generally a death sentence. And yet, unassuming folk like you can still survive, with a dash of luck. In other words, you're fortunate enough to generally avoid the attention of your enemies and other dangerous creatures, and can manage to survive in dangerous situations despite having very little chance of coming out alive. Of course, you shouldn't rely simply on luck to keep going, but you can go a lot farther than you have any right to be able to. Perhaps you'll even sneak behind your enemies to catch them off-guard while they fight your allies.

Remember The Little Joys -400cp

This world can hold great darkness and unimaginable evil. When facing such things, it can be hard to remember that the world also holds great light and kindness. Even legends can falter in the face of reckless hate. But you're among those who don't forget, those who still hold on to hope and optimism even in the darkest hour. Even if you face horrors such as an ancient and massive spider, you won't lose control of yourself, although fighting back against such things is another matter. Still, someone who still has hope can be all that's needed in dark times.

Strength Of The Little Folk -600cp

Power? Strength? Influence? Who cares about such things? You don't need much to be happy and content, and this means you are very resilient to temptations and corruption, even if not entirely immune. You could carry an evil ring for months to destroy it, and would only succumb when at the heart of its power and desperation. You could go far further than most could when facing such sources of corruption, at the very least. Additionally, you'll find yourself stumbling into just the right places and people to be in the best position to make a positive impact on the world. The right man in the right place can make all the difference, after all, and you'll serve as a perfect example of that phrase as long as you don't simply settle down somewhere without ever leaving.

Royalty Annar

Ranger -100cp

Having a claim on the throne is all fine and good, but what if you have to go into hiding? You can't really depend on your wealth if you're laying low in the wilds. Well, maybe you trained for it, but you certainly have experience in the lifestyle needed for it. You'd be a good Ranger of Dúnedain, having decent skill in traversing the wilderness and surviving off the land, and have undergone training to help you stay awake for prolonged periods of time, letting you take up night watches repeatedly with little issue. Just remember to actually go to sleep every now and then.

Rumors of the Earth -200cp

There are many strange things in this world, ready to be heard if you would but listen. You've learned a particular secret that allows you great awareness over the wilderness around you; simply lay down and place your ear against bare earth or stone, and the natural ground shall bring to your ears any noises you seek that might be found for dozens of miles around, such as the heavy footsteps of an army on the march, or the hurried sprint of a small band of orcs scurrying to bring a captured prisoner to their wicked master. Of course, if you don't know what you're looking for exactly, it'll be difficult to discern what it is that you hear, but this alone is a great boon when it comes to tracking anything through untouched lands.

DEATH! -400cp

Following a great leader can be a good prospect to some, but when the chips are down and armies of your enemies are at your gate, it's only the most loyal who stick with you to the end. Thankfully, you're very good at inspiring this level of loyalty in those who serve you. However it is you do it, those who have served you for a long time will generally be completely willing to follow you for the rest of their lives, even being willing to die for you. And of course, this helps a lot when it comes to the morale of your own soldiers, making them almost unbreakable as long as you lead from the front. Just remember that strange and powerful sorceries can still corrupt even the most loyal of men.

Echo Of Elder Days -600cp

As you can no doubt imagine, positions of power are generally inherited by the children or descendants of whoever used to be in power. You, in particular, can benefit from this, as you're from a particularly noble bloodline. As a human, you're directly descended from the Numenorean kings, being larger, stronger, and longer lived than other humans, capable of living a few centuries without any issues. As an elf, you're descended from some similarly impressive elf, such as perhaps Fëanor, Glorfindel, or Galadriel, or some other figure you might have in mind. As a dwarf, you're a direct descendant of Durin himself, the first dwarven king. As other races, you'll find similar claims of ancestry, which will put you a step above any normal members of your race. In future jumps, you can optionally obtain similarly legendary ancestry, gaining similar benefits depending on who your ancestors are and gaining a claim to whatever throne or position of power would fit your choice.

But of course, your ancestry brings you a few more benefits: at will, you can embrace an aura of kingliness that makes it evident to anyone who can see you what your rightful status is. You also have great knowledge of medicine and healing, and could serve as a masterful doctor should you wish to hide your birthright for a while. And of course, if you actually claim your throne, you'll be a skilled and wise ruler, perhaps even benevolent if you want to be that kind of king, able to bring your whole nation and even allies to prosperity even after a massive and grueling war. And finally, you'll find that fortune will generally spare you from the hardest and cruelest decisions that rulers must sometimes make. If you claim whatever throne is yours by birthright, a new age of wealth and plenty will surely follow.

Man Of The Craft Annar

Not All Those Who Wander -100cp

This is a wide world, and there are many interesting places that you can visit. It'd be a shame if you couldn't get around, no? Well you won't have to worry about that, as you possess an incredible sense of direction, able to find your way and remember which way north is even if you're deep in underground mines within a mountain. Your memory is also really good when it comes to remembering places you've visited, as well as the roads you took to get to them, so after some years of wandering you could reliably find your way around the world without even a map and compass. Now all that's left is take that first step.

Glancing Within -200cp

It is widely known that magic can control people, put them under a spell to manipulate their actions. But another common trick is to look into people's minds and read their memories. This is a trick you now know. Of course, if someone resists you, you'll have to trick or torture them into letting you into their mind, as you cannot peer into the mind of an unwilling target. This will obviously be more difficult to do the more courageous and willful your target is. Additionally, you can also communicate with people you know over great distances, sending them messages even if you're on the other side of the continent. You can also do it even when in person, in case you don't want others to hear what you want to say. Useful for speaking of grave and heavy topics perhaps.

Jumper The White -400cp

You have a mission in this world, don't you? It'd be a shame if you couldn't complete it. Or maybe you don't, and simply have the favor of the Valar for whatever reason. Either way, you are allowed to return to death once. Of course, in future jumps you'll also be afforded one return from death, effectively letting you revive once per jump without ending your chain. On top of returning to life, you also gain a significant boost to all of your abilities, making you noticeably more powerful than you were before. Remember to be responsible with your power.

Sorcery -600cp

You are no mere scholar. You are a proper wizard, wielding magical might unknown to any not deeply versed in the lore of the world. Of course, your own race will influence how strong you are, as an elf or Maiar will obviously be more powerful than a human or a dwarf, but either way you know many spells and can definitely leverage what you can do with some cleverness, regardless of power. Even if you aren't allowed to directly contest the power of your enemies, your sorcery will still be quite useful. And of course, here will be some examples of the kinds of spells you'll know how to perform:

Perhaps the most predictable is your ability to control others. Whether by simply being preternaturally charismatic and knowing just what to say to make most enemies falter, to outright controlling someone's actions from afar by poisoning their minds with well-chosen words and bending them to your own will (although of course this'll make them visibly age at an unnatural speed). You can also make yourself seem large and imposing, for a more brutish form of intimidation. You can also conjure strange flames of whatever color you want, by striking or blowing into an object you wish to set alight, perhaps even making that fire spread unnaturally quickly to engulf your enemies in the flames.

Other, less straightforward spells might let you call on storms to assail people hundreds of miles away from you, to inconvenience your enemies while they travel, or shutting close a door and using a word of command to keep it tightly shut (which would break the door if it's merely made of sturdy wood or something weaker). You could remotely heat up metal to be red-hot so that your target drops their weapons or are cooked by their armor, or conjure a great blast of light to blind and disorient anyone around for a moment. And of course, you know of ways to counter spells, in case you get into a fight with other sorcerers. Just remember that you are not the only one in this world who knows magic.

Warrior Annar

Well Trained -100cp

It would be weird for a warrior to not be physically fit enough to fight, no? So with this you can skip the part where you train enough to be respectable. You'll have some strength and a decent level of skill in any normal weapons that can be found in this world, such as swords, spears, axes, bows, and the like. You also know how to operate siege weaponry in case you ever need to do that, and have the training to avoid flinching in battle or become too debilitated by pain. Just don't forget that you aren't invincible, and fighting multiple enemies at once is not a good idea.

Only Counted As One -200cp

Getting hurt sucks. And even with magical healing, suffering from wounds can be mentally exhausting as well, not to mention the horrors that Sauron's armies bring upon anyone they conquer. But you're the kind of person who can look at all that and come out of it largely unharmed. You can keep your cool even in the midst of a massive battle, to the point where you could easily joke around with your friends while in combat, such as tracking who's killed the most orcs or the like. You won't suffer from any trauma even after the most gruesome battles. Now you just need to survive to begin with.

Side By Side With A Friend -400cp

You don't have to fight alone, do you? Even beyond being part of an army, it can be quite helpful to have skilled friends at your side when facing your enemies. Even better, when fighting alongside a small group of warriors that you have friendship with, all of you will work together flawlessly, never getting in each other's way and purely benefitting from the teamwork. Additionally, everyone in your little group, including you, will have great fortune in avoiding lethal wounds, so unless some great power or particularly mighty enemy is specifically trying to kill one of you, you'll be able to feast and celebrate your victory all together after the battle (or at least train together to recover from a defeat). Lastly, you're quite good at overcoming cultural biases and becoming friends with people that would normally hate you on principle, letting you be friends with a dwarf as an elf or vice versa.

Chorus Of War -600cp

Teamwork is one thing, but being a legend on your own can be quite good too. You're one of the most skilled and mighty warriors this world has ever seen, possessing not only great strength and agility but also near unmatched skill at any weapons that can be found in this world, and the talent to become just as skilled with any new weapons you may find. Your prowess is such that you could accomplish things that would seem impossible or impractical to others, such as surfing down a flight of stairs on a shield while shooting enemies with your bow, swinging in front of a galloping horse to mount it, swimming across a massive river just after a long battle to get to the other side, and other such deeds that stretch the boundaries of what is possible or even reasonable. You are, by yourself, worth more than a thousand mail-clad knights, and if you couldn't take on entire armies alone it'd only be due to your equipment breaking down during the battle or great forces such as wizards or Sauron intervening to bring about your untimely demise.

Good Annar

Fair Countenance -100cp

Evil is never beautiful in this world, unless it comes in a deceptive form. This is because good is beautiful, at least in this world. And if you're part of the good peoples, it'd make sense that you don't look all that bad yourself, right? Well, this is for if you really want to lean into that, as with this purchase you'll become attractive enough to be compared to the most handsome and beautiful men and women in the history of this world, enough that many songs and poems about your appearance would be made not long after you show yourself. As an elf or a Maiar, this is of course even stronger, your beauty being such that it seems outright divine. Perhaps you could use a veil or a mask if you want to avoid people noticing it.

Rouse The Old Ones -200cp

If good is to defeat evil, then all good peoples must come together to fight back. And even if the good peoples are divided, it's people like you who will unite them under a common cause. You're incredibly good at rallying those who follow you and skilled enough at diplomacy to form alliances and friendships with other nations. With great effort on your part, you may even be able to rally ancient non-human beings that are isolationist and pacifist, such as the Ents, to your cause. Just make sure to choose your allies well. After all, it'd be pretty bad if you accidentally accept the alliance of someone who plans to stab you in the back.

Strength In Bonds -400cp

Good is at its strongest when united, and it can bring to bear a force greater than the sum of its parts if not divided. Perhaps you'll come to see it in person, as you'll find that this effect is slightly more potent than it would otherwise be for you and your allies. Even if you're separated and distant, your friends and allies will generally remain trustworthy people, and whatever impact they might have on the world will have beneficial effects for your own endeavors, just like your own impacts will help your friends and allies as well. Even when apart, your efforts still stand united.

In The Darkest Hour -600cp

While good can be strong, evil is usually ambitious and cunning, and quick to seize power as quickly as it can. Because of this, evil can sometimes gain the upper hand in conflict, and all might seem to be lost. Thankfully, you're incredibly lucky when such situations arise, usually having a way to reclaim victory and turn the situation against your enemies. The more hopeless the situation is, the luckier you are. Of course, there is a limit, and sometimes victory is completely impossible. In such cases, well, then perhaps a subtle influence will tilt things in your favor at the very last moment. Whether that is enough depends on you.

Evil Annar

Darkness -100cp

Evil inspires fear. What separates the brave from the cowardly is not whether they feel such fear, as it cannot be escaped, but whether they can resist this fear and fight back regardless. Now, you'll be able to see this difference first-hand, as you'll be very skilled at inciting this fear. Not only that, but you're also naturally intimidating, and this effect is strongest when people look into your eyes (or where your eyes would be if you have none). Weaker people might even die of a heart attack if they meet your terrible gaze. If you aren't actually evil, you can choose for this to be a feeling of awe and splendor instead.

Black Breath -200cp

Your evil is not merely choice, it is your nature. It is something deep within you, rising up with each breath you take. This results in having a dread aura that poisons those who breathe in your presence for too long. Should they succumb, they fall into a restless slumber as a grey shadow falls on their face, clearly being dropped into nightmares. Worse, those affected can only be woken through skilled healing, possibly even needing magical recovery to wake again. Additionally, you're very skilled in the art of tormenting and breaking people, whether through physical torture or cunning manipulation. And of course, you also have the ability to exert your will over any subordinates you can perceive, giving your soldiers your own will and morale to make them fearless and their morale unbreakable so long as you focus. This exertion of will can be stretched as far as you can stretch the influence of your powers otherwise, at minimum letting you influence a whole battlefield.

Disciple Of The Black Foe -400cp

Divide and conquer. That's a rather basic strategy to deal with your enemies, and one that you have mastered. You're quick to find cracks and friction within alliances formed against you, and are skilled in exploiting them to cause such alliances to fall apart, even if you're an enemy of the whole world. Of course, this comes with immense charisma, particularly when it comes to twisting facts and words to paint you as right and your enemies as wrong. It'd take a wise or cunning person to be able to rebuke your statements, nevermind rejecting your smooth words to begin with. Additionally, you've been taught all the techniques and technology Sauron used to create a whole industry in Mordor to support his military, as well as how to make a cruel and oppressive war machine operate smoothly despite being composed entirely by chronic backstabbers and selfish bastards. If you can get the ball rolling, you can be a force to be reckoned with by yourself.

Terrible Darkness -600cp

But Sauron is no mere warlord. He is a necromancer, wielding dark arts as well as industrial war. You've now learnt the black magic that created the orcs, letting you spawn them from horrid fleshy growths grown on a rock wall, or possibly corrupt already existing people into orcs. Part of this corruption ensures their loyalty to you, of course, so as long as you remind them of their place every now and then you won't have to worry about them usurping you, albeit that won't stop them from feuding between each other. Perhaps you'll allow it so they hone their skills in war and viciousness. And of course, you can slowly corrupt the very places you occupy, twisting them to become unnerving to good people, and this corruption will support and enhance your own powers as well. With a little bit of work, you could have an endless stream of manpower to fuel your military endeavors.

Naid

Now that you've chosen your gifts, it's time to pick gifts of a more physical nature. In this section, you will be able to discount one item of your choice for each tier of price. In other words, you can discount one 100cp item, one 200cp item, one 400cp item, one 600cp item, and one 800cp item.

Fantastical Appearance -100cp

This world has a rich history, and with that comes unique fashion. If you'd like to engage with it in some form, with this you can obtain an outfit of your choosing that repairs itself. Maybe you'd like the armor of Gondor, or perhaps the smooth and stylish elven armors, or maybe simply clothing designed to fit with some culture of this world. Maybe you'll even get the black cloaks the ringwraiths use.

Halfling's Leaf -100cp

Pipeweed is a rather common drug to smoke in these lands. The Shire in particular has some of the best quality pipeweed that can be found. Perhaps you want some of it for yourself as well? With this purchase, you gain an entire barrel of top-quality pipeweed to smoke yourself or with friends. You also get a small bag of seeds and a small book explaining how to grow them, in case you want even more. This will likely make you many friends, in both the Shire and beyond.

Tree Of Legend -100cp

A legend is not merely something mighty, but it is also something that stories are told about, a symbol that people remember. The white tree of Gondor is one such legend, an ancient dead tree with white wood, which was planted early in the history of gondor, and died when the ancient line of kings was lost. Now you have one such tree in a territory you own, or perhaps somewhere else of your choosing. It'll never truly die unless you or a nation you govern face great calamity, and it'll only ever give one fruit to replant it. Alternatively, you can also possess one of the mallorn trees of Lothlorien, or another largely mundane but legendary tree. Not of much practical use, but that isn't really the point is it?

Famed Weapon -100cp

A warrior or king can make their weapons famous by their own deeds, and there are many such renowned weapons in this land. Now you've come to possess one of your own. It's of practically perfect craftsmanship, and will never break so long as you use it well in combat. Additionally, if you lose it somehow, it'll eventually find its way back to you. You can choose any of the legendary weapons of this land (save Anduril as that belongs to Aragorn), or perhaps create a new weapon of your own design. Either way, it'll serve you well.

Loyal Steed -100/200cp

This world is quite large, and a journey across the land can be rather slow if done on foot. With this purchase, however, you will gain a mount to travel quickly across the land. What exactly it is will generally depend on your race; men, elves, and Maiar will get brave horses, hobbits will get hardy ponies, orcs will get vicious wargs, and so on. If you'd like a particularly impressive mount, for 200cp you can gain a horse directly descended from Shadowfax, stubborn enough to reject any but you from riding it and fast enough that it can cover dozens of miles in a day, as well as sprint all day and night tirelessly. You can also gain some other type of mount that is similarly fast and hardy, if you want something else to ride.

Elven Foods -200cp

While it's entirely possible to trek from one side of Middle-Earth to the other, you'll still need food and drink to survive, which aren't easy to get while in the wilderness, especially if you're travelling through unknown lands. Not to worry, as you've obtained a small bag that seems to be enchanted. Every day, you'll find a piece of Lembas bread. Additionally, the bag also comes with a small bottle of Miruvor that replenishes itself daily as well. The lembas bread is sufficient to feed you for the whole day on its own, saving you from the worry of breakfast, lunch, and dinner in a single delicious package of bread wrapped in leaves. The Miruvor is no normal drink, as it has no taste and is clear as spring water, feeling neither cool nor warm in the mouth. Even the smallest sip restores your strength and vigor, dispelling any drowsiness you may be feeling. And while it is a liquor, it also doesn't make you drunk if you wish to remain sober. It is worth noting that these foods are repulsive to those of evil nature, so if you are evil yourself, you may gain different, but similarly potent food and drink, better suited to your inner darkness. While this item is only sufficient for one person, you may purchase this as many times as you wish, enhancing the bag and bottle so that they hold enough Lembas and Miruvor for one additional person per purchase. If you've discounted this item, further purchases are also discounted.

Mirror Of Galadriel -200cp

This can be a literal mirror, or a basin filled with tranquil water. Whatever it is, it is a powerful artifact of the elves, and allows those that peer into its reflection to see things that have happened, are happening, or may happen. There's no way to tell which of the three a given vision is without further knowledge of what you're seeing, mind, and the visions of the future are mere possibilities rather than a guaranteed future, so be careful when looking into the mirror lest you bring about a terrible future you have seen in your attempt to avert it. You can also ask the mirror to show you something specific, albeit it'll also usually show you other things as well anyway.

Light Of Eärendil -200cp

This is a glowing phial, smaller than the palm of your hand. It holds a blue liquid, and its glow is the light of Earendil's star, which housed the light of the Silmarils, which themselves housed the light of the Two Trees. The light of this phial banishes and frightens creatures of darkness and evil, and only the most terrible and mighty of such beings can resist the panic they feel when faced with this light, such as the spider Shelob, the nine Ringwraiths, or perhaps Sauron himself. Hold it close in times of darkness, and it may open a path to your goal.

Barad Curunirva -200cp

Wizards living in towers isn't a new idea. And perhaps you're a wizard who wants their own tower? Well look no further as this here is a large tower, many floors high, that can be found somewhere in the wilderness, wherever in the world you'd like it to be. It comes with some comfortable rooms for you and some companions, as well as a large plot of land around that you own. Additionally, it comes with a truly extensive library filled with all kinds of lore of this world. It is not magical lore, however, do not expect to find grand secrets here, but it's one of the most complete archives of knowledge and history in Middle-Earth. There's very little about the civilizations of man, elf, and dwarf that you cannot find here, although for particularly obscure topics, such as hobbits, there might not be more than a book or two about them, and they're unlikely to cover them in much depth. Lastly, the tower itself is tough enough that it may as well be made of solid steel, so you won't have to worry about your enemies demolishing your tower or something like that.

Mithril Mail -400cp

Would you look at that. You've obtained a treasure more expensive than the coffers of small nations. A coat of chainmail constructed out of mithril, a legendary material tougher than steel and as light as a feather. The coat itself does not have a particularly fancy design, but the metal shines like gems under the light. And of course, it is immensely useful as armor. Even if a massive troll were to slam the tip of a spear into your chest, you would only have some bruises to show for it, although do keep in mind that blunt weapons are very effective against armor, this chainmail being no different in that regard. Still, you could wear it under your clothing to be as armored as the most heavily equipped warriors of this world while looking entirely harmless.

Seat of Seeing -400cp

There are many strange artifacts in this world that allow people to see much more than they normally can. This is one of them. Taking the form of a stone throne on a small hill, sitting on it grants you vision over the surrounding lands, covering nearly a whole continent. It also allows you to communicate telepathically with those you see even if you normally aren't capable of such. Be careful with others who also know the secrets of clairvoyance, such as Sauron, as they'll be able to easily spot you thanks to your increased awareness. You can optionally get a palantir instead, which is essentially the same but in the form of a dark glass orb instead of a stone seat. It can also be some other object of your choosing, if you wish for something unique.

Pacts Of Old -400cp

There are many strange things in this world. An army of ghosts waiting in a hall within the mountains of Gondor until the day the descendants of the king of Numenor commands them into battle isn't even the strangest thing that can be found. Or perhaps it is, depending on what you think about ghosts. Either way, you'll find that there is another army of ghosts buried in a cavern or ancient ruin somewhere in this world, and they are indebted to you instead of the royal lineage of Gondor. Once per jump, you can command them to follow and support you in battle. As they are ghosts, it's unclear whether they'd actually be able to attack your enemies, but even if they can't, an army of spectral troops marching is likely going to be quite intimidating regardless. In future jumps this army will be found somewhere hidden in the world that you choose, and you'll always know where.

Marching Monsters -400cp

Ghosts are all well and good, but the Easterling armies are no slouches when it comes to integrating strange creatures to their armies. Now, you've gained a small troop of Oliphaunts, massive beasts with great tusks and long flexible trunks. They are larger than houses and can carry small structures on their backs. The troop you gain are already equipped with pagodas on their backs, stashed with many arrows for bowmen that may be set up in those pagodas. With great patience and care, you may be able to breed more Oliphaunts out of the lot you gain initially. Doubtlessly, few who don't already know the existence of these creatures are going to be terrifying as they see these beasts looming over the battlefield.

Kingdom -600cp

A, perhaps you aren't content with affiliating yourself with one of the existing nations of this world, and still do not wish to be independent. Well with this option, you'll find another kingdom in this world, comparable to Rohan, that you are affiliated with. As a human, they're a human kingdom, as an elf or Maiar, they're an elven kingdom, as a dwarf it's a dwarven kingdom, and as a hobbit it's a hobbit nation. But of course, if you are evil, this is simply a kingdom of orcs, likely more of a massive army than an actual proper nation. Whatever the case, you're either already the king, or next in line for the throne if you wish. Thankfully the nation is stable to start with, so you won't have to face internal competition or the like, and if you're next in line for the throne the current king, who will be your father, won't have long to live regardless. Perhaps you'll make your nation a big player in the War of the Ring to come?

Blood And Steel -600cp

But leadership of a nation is not everything. Having a strong army to support it is key as well, as war is common in the world of nations and politics. With this purchase, you gain command of a large and very powerful army, comparable perhaps to the armies of Uruks and orcs that Sauron has built up with his industry. If you're part of the Good faction, they'll be whatever race you are (or elves if you're Maiar), but if you're evil they'll simply be orcs, specifically Uruk-Hai. You won't have to worry too much about logistics either, as the troops are well-trained in scavenging for resources and taking care of any such logistical issues, although of course having a strong nation to back them will be ideal. With this army, maybe you'll try to change the course of the War of the Ring?

Great Ring -600cp

But nations and armies are not all there is to this world. There are also artifacts of great power, Rings crafted by elven craftsmen of old, guided by Annatar, the fair disguise of Sauron. Three Rings of Power for the Elves, seven for the Dwarves, and nine for Men. These Rings of power each have their own abilities, but all share their vulnerability to the power of Sauron. Thankfully, you won't have to worry about that, and may choose one of the Rings of Power to possess.

They all share the power to preserve what the wearer values most; for elves, it preserved the wonder of their realms, and Rivendell and Lothlorien are proof of that power, bastions of ancient marvels in the modern age. For dwarves, it preserved their wealth and gold, and the dwarven kingdoms grew rich and opulent. For men, it preserved their very lives, and the nine kings of men who wore them became wraiths under the command of Sauron.

Whatever it is that you value most, whether it be the wonders of the world, the wealth and resources that you own, or the vigor of youth, wearing the ring will preserve it eternally. Its protection does not guard against decay however, as the Ringwraiths learn. The Ring of Power does not grow or grant you more of your life, after all, it merely preserves it so that it continues, until at last every minute is weariness. Still, unless you are preserving something that usually decays with age, rather than being lost due to dispersion and usage, you probably won't have to worry too much about it.

Besides this preservation, each Ring also possesses a subtle power, such as the Ring of Fire, Narya, having the ability to light the fire in people's hearts to give them greater courage and motivation. Nenya, the Ring of Water, was said to hide Lothlorien from evil, and Vilya, the Ring of Air, may have the power to heal, but it is unknown what its specific ability is. The Seven and Nine Rings likely have similar, if perhaps less potent, powers of their own. Just keep in mind that their abilities will be subtle, and those who are not very patient and observant will not be able to tell that the Ring's power is being used.

Morgul Knife -800cp

What a terrible blade you've found yourself with. Being as small as a shortsword and of simple albeit ominous design, this Morgul blade is one of the strongest artifacts of evil. Its blade is infused with extremely strong poison that even the greatest healers in the world would find difficult to cure. Worse, if you stab it fully into the body of your victim, a tiny fragment of the blade will splinter from it, remaining in the body of the victim even when the knife is removed. This fragment embeds itself deeper in the victim's body, not only continually inflicting a small part of its poison on them, but also slowly making its way towards the victim's heart. Most people would not last a day or two of this poison unless immediately treated (something made even more difficult by the fact that you are probably still around and unwilling to let others help your victim). Once the fragment reaches the victim's heart, they die, and transform into an undead wraith that is forced to follow your commands.

Normally, the blade dissipates into dust after you stab someone with it, becoming lost as your victim slowly suffers, but you will then gain a copy of the blade when the next new moon arrives, letting you stab someone else with it to turn into a loyal wraith. You can also turn the blade into smoke at any time if you wish, to make the handle easier to store, and letting you reform the blade later when you wish to use it. It is worth noting that even if successfully cured, the wound inflicted by the fragment of this blade never truly goes away, flaring up its influence annually on the same day the victim was fully stabbed by the Morgul blade. Even if they escape the doom of becoming undead, those you stab with this shortsword will never be able to truly shed the evil power inflicted on them.

Ruling Ring -800cp

One Ring to bring them all, and in the darkness bind them. The One Ring is perhaps the most important artifact of Middle-Earth, as it holds most of the power of Sauron, and so long as it exists Sauron's evil will remain to plague the land. But perhaps you like the idea, even if you disagree with Sauron? Maybe you'd like a One Ring of yourself, without all the baggage of Sauron's influence. Well, if that is what you wish, then this purchase is for you, as you gain a Ring of Power comparable to the One Ring, holding your own power and being beholden exclusively to your own will. But this Ring has many powers, so it's time to explain the benefits of owning such a ring.

First, the most basic of its abilities while wearing it, is the ability to make you invisible. Truthfully speaking it doesn't make you invisible, but brings your physical body to the spirit world. Because of this, you still cast a shadow under sunlight, and those who can see the supernatural can still see you just fine. Most people in this world would be unable to spot you anyway. As the owner of the Ring, you can deactivate this ability if you wish to be visible to most, although anyone else who wears the ring won't be able to control this invisibility. Aside from invisibility, it also allows you to cloak yourself in illusions even if you didn't normally have the ability to do so, to make yourself seem like an intimidating orc, a wise sage, an angry deity, or whatever other delusion you wish to trick others with. Keep in mind this is an illusion rather than a reshaping of your body.

Of course, just like the other Rings of Power, this ring will protect you against decay, albeit this ability is more potent; it'll protect you against all kinds of decay, whether the decay of your body or mind, or the decay of your skills, powers, and memories. You won't have to worry about becoming a wraith if you were otherwise a mortal as it makes you truly ageless due to possessing and preserving your very essence, although it still has the lesser effect on other people as the other Rings of Power have. Additionally, it also sharpens your senses to a noticeable extent, which also lets you see far easier in complete darkness. Another benefit is that it enhances your might too, making you stronger and faster than you would otherwise be, and especially magnifying the potency of any supernatural abilities you possess to a significant degree.

Another interesting benefit is that it allows you to understand "evil" languages, or any language spoken by innately evil beings. You can choose to switch this to understanding "good" languages instead if you so choose. It doesn't teach you how to speak and write in those languages, but understanding the language will likely make learning such things easier than otherwise. And of course, the ring will be able to change its own size to always fit on your finger, or perhaps to fall from the finger of a thief. But of course, what if someone does manage to steal it? As you can no doubt imagine, it'll be able to whisper in the minds of those around it and corrupt their character to be more like yours, with the ultimate goal of returning to your hand. If you wouldn't approve of such tactics, it won't behave like Sauron's ring does, and either doesn't attempt to return to you on its own or will do so in a way that you'd approve of, as long as it's able to subtly manipulate those around it.

If you know the appropriate craftsmanship, you can also connect this Ring to other artifacts that you are crafting or designing, allowing you a similar influence over those artifacts as Sauron had on the Rings of Power so long as you are wearing your own Ring.

And finally, as you no doubt already know, this Ring will also act as a phylactery; as long as the Ring is not destroyed, you will remain in this world. Dying will turn you into an undead wraith, of course, greatly diminishing your power until you can regain the ring, upon which you'll recover your full might and vitality. However, if someone manages to destroy the Ring while you are an undead wraith, that'll spell your death (and will trigger any 1-ups you may have). If the Ring is destroyed while you still live, you will have to craft it yourself once more should you have the skill to do so, or you will gain it once more at the start of the next jump. Of course, until you craft the Ring again, you will not have the protection against death that the Ring grants you. Well, all that said, it won't be easy to destroy the Ring, requiring the Ring be thrown into the fires of the forge you crafted the Ring in, (by default it will be Mount Doom in Mordor, or some other legendary forge of your choosing in Middle-Earth or future jumps you find yourself in), or skill in craftsmanship matching yours.

As a side note, any Companions you import will gain Rings of Power comparable to the Great Ring item above at no extra cost, which will be connected to your Ring in the same way that the Rings of Power are connected to Sauron's One Ring. Through the Rings you'll be able to communicate regardless of distance so long as you are in the same world.

Sedryn

Ah, but everyone has their limits, no? So why not get a few Companions to join you in your journey?

Fellowship of Jumper -100/200/400cp

Do you already have Companions that follow you in your chain? If so, you may import them into this jump through this option, so that they join you in this world as well. You can also use this option to create a Companion outright. For 100cp, you can import or create up to 2 Companions. For 200cp, it's up to 4. And for 400cp, it's up to 8. Each Companion will gain 800cp and can take drawbacks to gain more. Hopefully you don't get separated for too long if the group ends up splintering.

Unexpected Meetings -0cp

Or perhaps you'd like to bring along someone who already exists in this world? Maybe you've gotten attached to someone and want to show them other worlds. If so, you merely need to convince them to go with you, and they'll become Companions at no extra cost. While some people are quite attached to the peoples and nations of this world, there are quite a few who would likely be fine with leaving this world to explore other lands.

Friends -100cp

Who in this world doesn't want friends? Fortunately, you aren't alone. Here are three people, sharing your race, who while somewhat eccentric in their own right, are all incredibly loyal friends to you. Even if you had to bear a terrible burden and walk through hell itself, they'd follow right behind you to give you their full help and wholehearted support. They'd even jump right into a dragon's throat without hesitation if that's what it took to save you, really. If you're as loyal in your friendship to them as they are to you, your friendship will never fall apart. And hey, having some people by your side to enjoy peaceful moments with you can be quite nice too.

Umbari

So you've decided what you are, who you ally with, what you can do, what you possess, and who your allies are. But maybe it's not enough for you? Maybe you'd like to have more? That is entirely possible, although you'll have to make your time in this jump a bit more difficult in exchange. There's no limit to how much cp you may gain from the drawbacks below, save maybe the fact that there are only so many drawbacks to begin with.

There And Back Again +0cp

Have you been to this world before? Seen its sights, walked amongst its people? If so, then perhaps you'd like to return to the world you've seen, so that those you've met remember you, and the deeds you accomplished remain. With this option, you may do so, arriving at a world that has already seen you. Depending on how much of an impact you've made, the One Ring may even already be destroyed. Or perhaps Sauron has already won thanks to your help. Or any number of possible consequences for your deeds in this world's history. Either way, perhaps it'll be an opportunity to meet those you knew again.

And What Happened After +0cp

The Fourth Age, the Age of Man, is a turning point for this world, as the wonder of the world fades away and lets humans become the dominant force of Middle-Earth. Maybe you'd like to see that for yourself? If so, you may extend your stay in this world as much as you'd like, all the way to the end of this world if you'd like, however many years that may be. Hopefully you have a way to avoid death of old age, or the diminishment that comes with time.

Cinematic Retellings +0cp

The Lord Of The Rings is an incredibly popular story. Understandably, this has caused many retellings of the story to be written, whether that be the movies, or perhaps even fanfiction. If there's some particular retelling or fanfiction of the story that you like, you may choose to go to the world of that derivative story instead of the world of the book. Unfortunately you will only get what you have in your own build, so depending on the variant of LotR that you choose you might find yourself in a lesser position than you normally would be, but that's unlikely to be much of an issue unless you specifically try to aim for versions of this story with greater levels of power. Please be responsible.

The Eagle Express NOT +100cp

There's no skipping this wild ride. Normally you can do things like ride on horses or, if you're particularly charismatic and respected among the Eagles, ride on them to get places. Now, however, you can only ever get to places on foot. Trying to use vehicles or mounts simply results in failure, whether the vehicle breaks down, the mount refuses to follow your directions or let you on top of them, or whatever else. You're gonna have to get wherever you want to go by yourself. Hopefully you have some experience with travelling through the wilderness.

Tides Of War +100cp

Helm's Deep stood for many generations against any who sought to invade it. And yet, when the explosives crafted by the White Wizard were used by his armies of orcs, the fortress fell with little resistance. Such innovations in warfare always carry tragedy with them. Unfortunately, you'll grow quite familiar with such things, as you'll have to deal with such explosives quite regularly. Whenever you're bunkered in a defensive position in battle, you'll find Uruk-Hai arrive from nowhere in particular, carrying great barrels of dynamite and torches to light them. Great walls will crumble, defenses will shatter, and little will be spared in the fiery detonations. Hopefully you won't be caught in such explosions yourself.

Love Of Ease +100cp

Whether good or evil, great things are only accomplished through diligence and effort. Things that seem to escape through your fingers as if water. You're quite lazy now, and your skills have decayed because of it. Should you have responsibility over a nation or group, it's unlikely to last long as you fail to manage things properly. Quite dangerous if you find yourself in the midst of war, but not that much of a problem if you aren't in positions of responsibility and power and don't face danger yourself.

Can't Be Predicted If You Don't Know What You're Doing +200cp

Your enemies may have all the cunning and information in the world, but if you yourself don't have any plan in mind, how could they predict your actions? While sometimes a valid strategy, you'll find this phrase applies to your actions a bit more often than is really necessary. It's not difficult for you to get distracted, regardless of what the situation is, and however it happens you almost never end up using the most straightforward and simple path to get to where you want to go or accomplish what you wish to do. Hopefully you have enough skill and luck to succeed anyway.

Dark Form +200cp

The forces of evil, while mighty, are also quite vulnerable to specific things. Fire, for example, is particularly terrifying for creatures of darkness, not only its light but also its heat. Unfortunately, whether or not you're of an evil nature, you'll find yourself particularly weak to fire as well. Even a single spark can cause you to burst in flames, not to mention that burns are far more painful for you than they really should be. It's really best that you stay away from even the smallest sources of fire if you can.

Fool Of A Took +200cp

Not the sharpest tool in the shed, are you? While being virtuous and loyal is all well and good, being particularly dull can be a large flaw still. You, in particular, aren't very bright, and have poor impulse control. Even if you're underground in an ancient ruin crawling with orcs, you might still drop a rock into a deep well to see how deep it is, causing the resulting noise to catch the attention of your enemies. You can expect to do these kinds of things every now and then, although thankfully you have the wherewithal to put some thought into what you're doing some of the time. Hopefully you have patient friends and allies.

Meat's Back On The Menu +200/400cp

Orcs can be vicious and sneaky sometimes, despite their brutish savagery. However it happened, you are now being hunted by an orc warband, being led by a particularly mighty example of their kind. They'll hound your steps through the world, and even if you take shelter in cities, you might find them sneaking in during the night in an attempt to get to you. If you don't think this is foolhardy enough, you can choose to obtain 400cp from this drawback instead, changing your hunters from an orc warband to a group of Nazgul. While they're already hunting the bearer of the One Ring, they'll also attempt to find and kill you as well, for whatever reason. You might build up a reputation as an ill omen if people find out about this. Perhaps it'd be best if you join the Fellowship of the Ring. After all, they already have to deal with Ringwraiths hunting them down.

Good And Evil +400cp

This world is morally simple. There are good people, and there are evil people and creatures. It's possible to be neutral, but practically every major figure is firmly on either side. Now, you'll be forced to work like this as well. If you aren't already leaning towards good or evil as defined by the peoples of this world, you can at least choose which side you'll be an exemplar of. Small mercy perhaps, for those who wish to remain neutral to the conflict. You'll also find that you are not immune to the corruption of the Ring, in case you had other ways to resist the corruption.

Jumper The Fool +400cp

Betrayal is quite painful, isn't it? It's too bad that you'll have to suffer it. In this jump, someone who you believe is one of your greatest allies is not. They will keep it hidden, of course, but within the first half of the jump they will betray you, and either trap you or give you to your enemies. You will not remember this drawback either, so you will not be clued off that someone is scheming against you. It may be possible that you have ways to detect betrayal and deception on your own, of course, but knowing that someone you trusted is secretly colluding with your enemy might be painful still.

MY PRECIOUS +400/600cp

Poor Sméagol shows what happens to one whose lifespan is unnaturally extended by a Ring of Power, before they become an undead wraith. And whether or not you held a Ring of Power yourself for an extended period of time, you've become just as wretched as Gollum became, even if only in body. You are weak, fragile and it is clear to anyone looking at you that you are practically starving, with how visible your bones are. Unfortunately, no treatment serves to heal you, as even the blessed powers of the elves simply singe your flesh and their food burns your tongue. Even if you aren't evil, you will suffer greatly when faced with the powers of good. If you feel this isn't extreme enough for some reason, you may instead gain 600cp, and become just as mentally twisted as Gollum is on top of your physical weakness. You are obsessed with a trinket you have lost, which may or may not be the One Ring, and your trauma and delusion is such that you'll suffer from what you might recognize as bipolar disorder. Hopefully you survive the full decade despite these infirmities.

One Ring +600cp

While the Ruling Ring provided Sauron with many benefits, he is currently little more than a wraith, and he is not in possession of his Ring. Now, you find yourself in a similar situation. Nearly all your power is bound up in a small item, such as a ring, which you have lost. Only echoes of your power remain, leaving you as weak as any mortal man, perhaps even leaving you as a wraith, and you must regain your item if you wish to regain your power. Unfortunately, you do not know where your item is, only that one of your enemies has it. If they are mighty enough, such as Sauron, Gandalf, Galadriel, or the like, they may even be able to wrest your power from the item, to use it for themselves.

Of course, if they wear it, you'll be able to know where exactly they are, and attempt to invade their mind to corrupt them or convince them to return you the ring, but they are aware of this danger, and are likely prepared to fight back against you. If they destroy the item, your chain will fail as you die then and there. They know this too. Hopefully you are not too great an enemy that they would consider destroying the item instead of facing you directly. Lastly, you will not be able to finish this jump until you regain possession of the ring. Hopefully the echoes of power you still possess are enough to find it and regain it. If you've purchased the Great Ring or Ruling Ring item, you may choose for that ring to be the item you've lost.

A Turn For The Worse +600cp

While Sauron is weakened and desperately searching for the One Ring, the White Council knows; Sauron is still powerful enough to conquer Middle-Earth, and it is only his obsession that stops him from focusing on doing so. Now, however, that terrible possibility has come to pass. Sauron has decided that he'll conquer all of Middle-Earth first, and that he can find the One Ring later. He is still scared that his enemies may use the One Ring against him, but is now determined to beat them all into the dirt with all his remaining might so that he can recover the One Ring more easily. It will certainly require immense might and powerful armies to win, and Middle-Earth will very much fall to Sauron without additional aid.

If you are of the faction of evil, then instead of Sauron deciding to focus on conquering Middle-Earth first, then you'll find that the Fellowship of the Ring are far more resistant to the corruption of the One Ring, and are seemingly mightier, dealing with everything they encounter far more easily. They will not split at Emyr Muil, and will be nearly unstoppable to the forces of Sauron. Without your help, Sauron will die as the Fellowship of the Ring infiltrate Mordor and throw the One Ring to the fires of Mount Doom, without most of the issues that would've plagued them otherwise.

Either way, you must help your faction. After all, should they be defeated, you will fail your chain as if you had died.

Lestuli

Oh, and before you go, there's a couple of quests you can undertake if you'd like, with appropriate rewards should you complete them of course.

There Can Be Only One

(Must be Evil Faction to take)

Your objective with this mission is simple; become the only Dark Lord in Middle-Earth, and conquer all of it. Your goal is known by everyone, of course, so you will find resistance at every step of the way. First, you must defeat Sauron and take control of all his armies and territories, and then you will have to conquer Middle-Earth yourself. Keep in mind, however, that just like how Sauron was brought low by some little folk he did not see coming and knew little about, so too will you have to deal with Gandalf using a similar tactic against you, using lore you are not aware of and the strength of humble people to defeat you without fighting you directly. The luck of the hobbits will be brought in full against you, and you will have to overcome the obstacle that all of Sauron's power and armies failed to even discern. Not impossible, as you know it is possible at all, but not easy by any means.

Should you succeed, then you will be allowed to take the conquered lands of Middle-Earth with you to future worlds. If you conquer more, you can add your conquests to the lands of Middle-Earth as well, using them as a realm that you control. Was it worth it?

Correcting The Dark

There's another option, of course. You must teach Sauron a lesson that they will never forget. You must defeat Sauron directly, at his full strength. You must not only not destroy the One Ring, but you must return it to Sauron yourself, so that he recovers his full might and influence over the Rings of Power. Then, you must defeat him completely and utterly, personally bringing him low with no chance of his return. This is an almost impossible task with just what you can gain in this jump, but perhaps you have powers from other worlds that might make this course of action more practical?

Either way, if you succeed, you will find that Sauron will lose all of his power and is locked into his fair form, which he disguised himself with as Annatar to trick the greatest elven craftsmen to craft the Rings of Power. Then Sauron will be bound as your servant, forced to follow your orders. Why would you want this? Who knows. Perhaps the depths of your perversions dwarf anything Sauron himself has done.

Metta

So, you've finished your time in this world. Now comes an important choice.

Sailing West

If you've grown attached to this world, you may stay in Middle-Earth, ending your chain. Perhaps you want to leave a lasting legacy in this world, or maybe you'd like to see how it ends. If you extended your jump until the end of the world, then if you choose to stay then you will instead have the opportunity to witness the new, greater song directed by Eru Illúvatar, and will be allowed to exist in the new world they create from its inception. What kinds of wonder will you find?

Homeward Bound

Have you grown nostalgic for your home? Perhaps not even all the wonders of this world are enough to overcome your homesickness. If you so choose, you may return to your world of origin, and end your chain by returning to the same place where you began. Perhaps you will bring some of the wonders of this world to your own? Maybe you'll even write down your adventures and sell them as storybooks.

The Road Goes Ever On And On

But of course, the adventure never really ends, does it? You've explored many lands before this one, surely, and perhaps want to explore many more still. If you choose, you will continue your chain, and move on to the next jump. Hopefully the wonders of this world remain in your memory forevermore. Farewell and good travels, jumper.

The Road goes ever on and on
Out from the door where it began.
Now far ahead the Road has gone,
Let others follow it who can!
Let them a journey new begin,
But I at last with weary feet
Will turn towards the lighted inn,
My evening-rest and sleep to meet

Tengwar

Translations of section names:

Caithl - Origins

Nûr - Races

Hoth - Factions

Gardhin - Locations

Annar - Perks

Naid - Items

Sedryn - Companions

Umbari - Drawbacks

Lestuli - Scenarios

Metta - Ending

Tengwar - Notes

Do note these aren't perfect translations, I had to go with similar enough words. For example, Umbari is curses rather than equivalent to the term "drawbacks" in itself, and Tengwar is written letters rather than specifically being a translation of "notes".

v1.0