The Silmarillion JumpChain

Long before any Hobbit journeyed with dwarves, or the tower of Barad-Dur was raised in the land of Mordor, before the changing of the world, the sun and moon, or the first beginning of the world, there was Eru, the One, who is called also Ilúvatar. In his timeless halls he begat the Ainur, eternal, angelic spirits, from his thought, and caused them to make the Ainulindalë, the Music of the Ainur, which foreshowed the world Eä in song, and then in a vision, from which the Ainur have learned much of what is and will be. But the Ainulindalë was not perfect; the greatest of the Ainur, Melkor, caused discord within it, and so the world was put out of harmony as well.

After the Music, many of the Ainur descended into the world and, finding it empty, began to shape it and create within it, and eventually created amidst its immeasurable vastness a world in particular, Arda, which was to be the dwelling-place of the new children of Eru. But Melkor wished to have Arda for his own kingdom, and to rule over others. He drew many spirits to his side, while the free Ainur joined under the leadership of the fourteen Valar, the Powers of the World, and they fought and struggled in the early days of Arda - and before the laughing face and strong fists of Tulkas, the mightiest of the Valar in arms, Melkor fled the world, and there was peace for a while. The Valar subdued the tumults of fire and ice which Melkor had created, and made Arda a paradise lit by the great lamps Ormal and Illuin.

But while the Ainur rested, Melkor and his servants came again to Arda and made a great fortress in the far north, and shattered the lamps, spilling fire out over the earth and destroying much of the paradise the Valar had made. And although the Valar and their servants the Maiar pursued Melkor to his fortress, they were unwilling to rip it up by the roots and destroy the land, because they wished to save all they could of the spring of Arda, and so they carried away what could be saved to the West, and made a fortress of their own in the land of Valinor, with mountains for its walls. And behind those walls, the Vala Yavanna raised up the Two Trees, golden Laurelin and silver Telperion, to give new light to the world.

But while the Valar waited for the arrival of the Children of Ilúvatar, many things happened. Melkor made monsters in the outer world, which were hunted by Oromë of the Valar. The Vala Aulë made his own children, the dwarves, hardy and strong to endure the struggles of Melkor. Ilúvatar gave them life of their own, but laid them to sleep until his own first-born children, the elves, arose in Middle-Earth, and were discovered by Oromë. With their charges having arrived, the Valar destroyed Melkor's fortress and took him prisoner, and though some remained, in Middle-Earth, many of the elves crossed the sea to Valinor.

Thus was the beginning of days, though only the start of the tales of the Silmarillion.

Take 1000 CP.

You will spend at least ten years in Arda, and perhaps play a part in its tragic dramas. It may be that you can avert some of the griefs of these early ages - or perhaps participate in them, wilfully or otherwise.

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Era and Location

The Silmarillion covers a long stretch of time. You may insert yourself or drop in at any time after the arrival of your kindred in the world, up to ten years before Isildur cuts the One Ring from Sauron's finger, at any unsecured location. Some sample eras follow; you can roll a d10 to pick between them if you wish.

1. **The Awakening of the Elves**: During the Years of the Trees, when the only light which filled the outerworld was that of the stars, the elves first arose at Cuiviénen, the Water of Awakening. Soon after, they were found by the Valar and many brought to Valinor to become the Calaquendi, the Elves of the Light, though many also remained to become the Moriquendi, the Elves of the Twilight. If you wish to be of a generation with Ingwë, Finwë and Elwë, or one of the Maiar who guided them, choose this Era.
2. **The Years of the Trees:** The years of bliss in Valinor, and of peace in Arda, when Melkor was chained and only the echoes of his malice tainted the world beyond Valinor. It was in these years that the kingdom of Doriath was established in Beleriand under King Thingol and his wife Melian the Maia, and in these years when many of the greatest of the Calaquendi were born and learned much of their craft - but also when Melkor's lies began to spread and cause doubt and strife amongst the elves. If you wish to be a contemporary of Fëanor, Galadriel, Finrod Felagund and such others, and to enjoy the bliss of Valinor, or to be one of the first dwarves awakening in Middle-Earth, choose this Era.
3. **The Flight of the Noldor:** In the aftermath of the death of the Two Trees and the theft of the Silmarils, Fëanor led many of his people away from Valinor, committing crimes of kinslaying and abandonment as they did so, to reclaim the hallowed jewels, and in search of kingdoms of their own in Middle-Earth. Fëanor was killed by an army of balrogs, and many of his people either died in battle or were killed by the crossing of the northern ice after he burned the ships that might have carried them across - but this was the beginning of the Noldor's return to Middle-Earth. If you wish

to be involved in the deeds of this dark time, and to see the first rising of the Sun and Moon, choose this Era.

4. **The Siege of Angband**: After the rescue of Fëanor's son Maedhros from the captivity of Melkor, Fëanor's half-brother Fingolfin was made high-king of the Noldor in Beleriand, and they made agreements to hold the fortress of Angband in siege - which they did for almost four hundred years. In these long years of relative peace, many things came to pass, including the foundation of the hidden city of Gondolin, the building of the halls of Nargothrond - ruled by Finrod Felagund - and the havens of Cirdan the Shipwright upon the shore, alliances with the dwarves of the East, who had now awakened and delved deep mines in the mountains, and the birth of Lúthien, daughter of Thingol and Melian, who would later play a great part in history. Not least amongst these events was the coming of humans into Beleriand, and their first contact with the elves of the west. If you wish to partake of this era of relative peace and prosperity, choose this Era.
5. **The Ruin of Beleriand:** In the four-hundred and fifty-fifth year since the rising of the Sun, the mountains of Thangorodrim belched forth fire and ruin upon the plains about Angband, breaking the siege of the elves in the Dagor Bragollach, the Battle of Sudden Flame. Balrogs and dragons issued forth from Angband, and after this, war never ceased against Melkor and his forces. One by one, the kingdoms of the elves fell or were ruined, sometimes by direct attack, but often by the strife and harm sown by the Oath of Fëanor and other such corruption. The dragon Glaurung destroyed Nargothrond before being slain himself by the tragic Túrin, while the hidden city of Gondolin was destroyed after it was revealed, and Doriath of Thingol and Melian was overrun. But also in this time great deeds were done; the theft of a Silmaril from the iron crown of Morgoth, the saving of many who might have been killed, and more. If you wish to participate in these great deeds, or avert this terrible fall, choose this Era.
6. **The Voyage of Eärendil and the War of Wrath**: As the power of Melkor grew ever-greater and the elves and their human allies seemed on the verge of destruction from without and within, Eärendil the Mariner set sail into the west with his wife Elwing and the stolen Silmaril, and came at last to Valinor to beg salvation on behalf of elves and men. And the Valar answered, with them and the Vanyar destroying Angband, freeing its prisoners and casting Melkor into the void beyond Arda - though Beleriand was destroyed in the tumults. If you wish to see the end of the First Age and the defeat of the first Dark Lord, choose this Era.
7. **The Foundation of Numenor**: In the aftermath of the War of Wrath, the Valar rewarded those humans who had sided with them, giving them long - though not immortal - life, and a land of their own to dwell in, between Middle-Earth and Valinor. This land was called Elenna - 'starwards', for the star of Earendil which led them there - and Anadûnë, 'westernesse'. But it became best known afterwards as Numenor, from which mighty and just sea-kings and sea-queens ruled for much of an age, prospering and bringing wisdom to Middle-Earth, much of which went backwards into darkness. If you wish to be a part of the early years of Numenor, as their bliss grew greater than their power, choose this Era.
8. **The War of the Elves and Sauron:** During the Second Age, Sauron, a mighty Maia who had once served Melkor, took up his master's path of domination. He came first to the elves of Eregion as Annatar, the Lord of Gifts, and with them forged Rings of Power, many of which were given to humans or dwarves in hopes of gaining control over them, for Sauron forged in secret a ruling Ring, his own One Ring, to command

the lesser rings. But the elves learned of this and fought him, and throughout the age war raged between Sauron and the elves of Middle-Earth under Gil-Galad, their high king, until finally Ar-Pharazon the Golden, king of Numenor, came to the help of the elves and captured Sauron, bringing him back to Numenor as a hostage. If you wish to be a part of these years, and interact with the forging of the Rings of Power, choose this Era.

9. **The Downfall of Numenor:** Though Sauron had been captured, his danger was far from abated. Within a few years, he had gone from prisoner to chief counsellor of the king, and by his advice the Numenoreans became slavers and imperialists, worshipping Melkor and bringing the men of Middle-Earth under their lash. They feared death and, seeking to increase their lives, they sacrificed the living to Melkor - but only succeeded in filling their land with tombs in which the thought of death was enshrined. Finally, Sauron persuaded Ar-Pharazon to conquer the land of the Valar, who laid down their command of Arda, and allowed Ilúvatar to cast Numenor down into the sea, and destroy Ar-Pharazon's armies, while Sauron's fair form was forever destroyed, and afterwards he was only able to create shapes of ugliness and dread for himself. If you wish to save more from the ruin of Numenor, or perhaps even avert it, choose this Era.
10. **The Last Alliance:** A few were saved from the sinking of Numenor, however, and came to Middle-Earth to found kingdoms of their own; Arnor in the north, and Gondor in the south. And when Sauron arose again, they made an alliance with the elves to defeat him once more. Together, they defeated the second Dark Lord, and Isildur cut the One Ring from Sauron's finger, though both his father and Gil-Galad the high king were killed. But the Ring was not destroyed, and Sauron's malice endured to trouble the Third Age in turn. If you wish to participate in this almost-final defeat, and perhaps complete it, choose this Era.

Age and Gender

You may choose your age and gender as you like, as appropriate for your Kindred. You cannot be older than the beginning of your Kindred. In the case of the Ainur you may still choose your relative age freely, but this represents the point at which you entered Eä, not how long you have existed - how time works beyond the world is unclear, and not particularly relevant.

Kindred

Choose <u>one</u> Kindred and, if available, <u>one</u> sub-Kindred to belong to. You may either insert with a backstory, or drop in as you wish.

Elves (200 CP)

Firstborn of Ilúvatar, the elves arose beside the waters of Cuivienen in the east of Middle-Earth, long before the coming of sun or moon, beneath the light of the stars. They are an enchanted people, immortal as the earth itself is immortal, though certain things can slay their bodies and send their spirits to the land of Aman.

You are impervious to sickness, and can only be killed by violence or consuming grief and sorrow. Even should you die in such a way, your spirit will remain within Eä, and may be given a new body to walk the world again after a long period of waiting in the Halls of Mandos. You are stronger and more graceful than a human, and your eyes can see - somewhat-unclearly - into the Wraith-World, where there exist things invisible to most mortal sight. You have an affinity beyond humans for what might be called magic, and are welcomed into the lands of Valinor.

However, with your immortality you also bear the weight of the sorrows of immortal years. Other elves are bound to the world of Eä, and cannot escape it until its ending - but you're something of an outlier there.

Noldor (Free)

Sometimes called the 'deep elves', the Noldor are amongst those elves who travelled to Valinor, and there learned most of the crafts of mining, smithing and making of things with hands. Their primary home was upon the walls of the Calaciryan, the great valley through the encircling mountains of Valinor, and they were closest in friendship with Aulë, Valar of smithcraft, metals, the earth and making of all kinds. They were the first discoverers of jewels, and later friends of the dwarves. Perhaps the hardiest of the elves, they had the greatest part in the deeds of the Elder Days.

Sindar (Free)

Sometimes called the grey or green elves, or the elves of the wood, the Sindar come from the 'moriquendi', the elves who never left Middle-Earth for Valinor. They have never seen the light of the Two Trees, but have gained a profound connection with Middle-Earth itself. They have less attraction to the idea of singular, great kingdoms, often preferring instead to wander the wide woods and lands, making their homes where they will.

Teleri (Free)

Though all of the elves have a profound connection to water, and to the seas of Arda, those who love that element most of all are the Teleri, sometimes also called the Falmari, the elves of the waves. Some remained on the eastern shore, while others passed over to the west, but on either side of the great ocean they were the greatest shipwrights to have been in the world, and amongst the greatest makers of music besides.

Men (+100 CP)

Secondborn of Ilúvatar, mankind came into the world in the far east with the first rising of the Sun, though the elves of Beleriand became aware of them only many years later. They are, in short, human: Capable of great courage and terrible wickedness. They are mortal, to varying degrees, but vulnerable to sickness, poison and other such afflictions - and, more than either elves or dwarves, to the corruptions of evil. With their death, their spirits leave the world to go beyond it to whatever awaits, and they are less bound by fate than other inhabitants of Arda.

Men of Middle-Earth (Free)

Humankind arose first in the east of Middle-Earth, and you are amongst this number; not as blessed as those of the Dúnedain, whether or not they exist yet, but yearning towards light in your heart, and capable of learning much and quickly. This covers both the humans of Beleriand in the First Age, before Numenor and the blessings given to the Dúnedain, and those who simply never received those blessings, before or after.

Men of the West (100 CP)

When the Valar destroyed Morgoth's fortress at Angband and cast him beyond the Door of Night, they rewarded those humans who stood with them and the elves in the War of Wrath. These, they blessed with great stature of body and of mind, and with the land of Numenor for their own. You are such a one, bearing such blessings - just don't let them go to your head.

> *As one of the Numenoreans, or a Man of Numenorean descent, you are blessed above the rest of humankind. You are tall, likely six and a half feet or taller, and have great resilience to disease. Your hardihood allows you to endure wounds which would kill lesser humans and, although you do not have true regeneration, you can heal to at least partial functionality from anything that doesn't kill you. You won't regain a lost limb, but a cut tendon would eventually heal, and nerve damage would restore to the point that you could at least use whatever was damaged, though you might lose some finesse or dexterity. Although you are still mortal, your natural lifespan is likely to reach 350 years, with noticeable senescence only occurring within the last 50, and with a healthy lifestyle you could reach 400, or maybe a little more.*

Dwarves (Free)

The children of Ilúvatar's adoption, the dwarves - Khazâd in their own tongue - are, as their name would suggest, relatively short. They are the children of Aulë, whom they call Mahal, through the seven fathers and seven mothers of their kind, and have much kinship with the stone that is their ultimate father's domain. They are tough and hardy to endure hardship and burdens, but for all their gruff appearance and manners, they have a surpassing love for craftsmanship of all kinds, which gave them common cause with the Noldor of old.

> *As a dwarf, you are about four and a half to five feet in height, stocky and strongly-built. You have a beard, whether male or female, unless you have been horribly shamed, and are strong and hardy of body, able to endure heavy burdens, exhaustion, hunger, thirst and heavy labours without difficulty. You are particularly resistant to harsh environments, especially fire - enough that with some armour you could withstand dragonfire fairly well - and are immune to all but the most virulent of diseases.*
>
> *Your lifespan is at least 250 years, during which you will remain hale and hearty until your final decade or so.*

Creatures of Yavanna (Free)

Yavanna Kementari, the Giver of Fruits, is the Vala of plants, beasts and all growing things, whose song brought forth the Two Trees, and from whose mind came all the creatures of forest and field.

Beasts (+100 CP *or* Free)

Countless are the creatures of Yavanna, and you are one of them. Though your shape is that of an animal, your mind remains yours - perhaps with the addition of an instinct or three - and to call you a 'mere' animal would be a great disservice. As Shadowfax was prince of horses, the great eagles the messengers of Manwe and Huan the Hound of Valinor, you will be a creature that may lack a humanoid shape, but makes up for that in power and the gifts of Yavanna.

When you choose this option, you must pick a particular breed of animal to become. Classic options would be a horse, a hound, an eagle, a bear or similar, but any natural animal is theoretically available, if you want to be a magical squirrel or something. Fanwank responsibly.

Alternatively, if you choose to gain no CP you may be a being similar to Beorn; a shape-shifter able to take on both humanoid and bestial shape; mortal, but more than man. Your chosen breed instead becomes your other shape.

Ents (200 CP)

After Aulë made the dwarves, Yavanna feared that their axes would bite her own children all too often, and went to Manwe to ask for guardians for the trees, who could not flee or escape. And so were made the Ents, spirits which inhabited the trees, becoming their shepherds - and in whose mockery the trolls were made by Melkor. One day, perhaps, the Ents will walk the forests no more - but for now, their power lingers in the woods, and is nothing to be trifled with.

> *As an Ent, you have the unique physiology of your kind. Fourteen feet tall or so (around four and a half metres), your skin and flesh are as hard as old wood and have a similar appearance, making you well-camouflaged in forests and giving you great resistance to most attacks, though you are vulnerable to fire. You may choose exactly what kind of tree you resemble, including those from previous jumps, and may slowly change that appearance over many years by spending more time around and tending to a given type of plant, though your size will not greatly change. If you resemble a special or magical tree, this will not grant you any special powers of your own that you haven't gained by other means, save perhaps the reactions others might have to your appearance.*
>
> *You have strength proportionate to your size, and are particularly adept at manipulating earthen materials, your powerful fingers or toes cracking stone and moving earth like the roots of ancient trees - only far faster. In terms of strength you are to trolls as elves are to orcs, while in stamina and endurance you are unmatched*

amongst all the kindreds of Arda, with patience enough to grow oaks as a man would wheat. You do not need food to survive, able to subsist only on sunlight, water and soil - though this is rather like a human getting by on bread and water. You don't really eat at all, but there is a wide variety of ent-draughts to provide more pleasant fare.

Your lifespan is indefinite, though you can be killed by violence or, if you become too detached from the world, eventually become more a tree than an ent.

Creatures of Melkor (Free)

Though Melkor cannot truly create, he can twist and corrupt what is, making beasts into monsters, trapping fell spirits in bestial forms, and even that most cruel of his crimes, the corruption of the orcs.

Orcs and Ologs (+200 CP)

Exactly what are your origins; how and in what dark pit Melkor made your kind is a secret he will not tell. The elves say that orcs are bred from tortured and corrupted members of their own kind, but there may be other truths. Whatever the case, you are an orc - not wholly evil, but almost certainly born into the service of a Dark Lord, and within a terrible structure that will break you to perform that service unless you can, somehow, escape.

You may be an orc; one of the countless foot soldiers of the Dark Lords. You are humanoid, but have sharp teeth, a keener sense of smell, excellent night-vision, pointed ears and greyish skin, along with a twisted appearance. Bright sun- or moonlight hurts your sensitive eyes, however.

*For **100 CP**, you may instead be a lesser olog; a being about half again the size of a human, with great strength and skin like leather armour. For an additional **100 CP** (cancelling out the bonus for being an orc) you may instead be a full olog-hai; a powerful breed of troll not vulnerable to the touch of sunlight. Such beings are thrice the height of a man, with incredible strength.*

Monsters (+100 CP)

Melkor's imagination did not stop with orcs. In the years of the Trees and before, he bred monsters of horn and ivory, trapped dark spirits in monstrous bats and wolves to create vampires and werewolves, and of course the most terrifying of his creations, the dragons, laid waste to much. You are such a monster, with great and terrible power, much better suited to break than to make.

As a monster, you must choose one of the following types of creature to be. Whatever type you choose, you are immortal and only grow slowly stronger with age. You cannot take perks from a different type of monster. If you are a humanoid and take perks from the Monster set, you gain the Wraith version.

- ***Werewolf:*** *You are a werewolf; a powerful, dark spirit inhabiting a wolf or warg, and a descendent of a creation of Sauron, who was called the Lord of Werewolves. You are not and never were human, though you can take on some human-like traits - you can speak human languages, albeit in a growling, savage tone, and can undergo some level of transformation towards a humanoid shape. You could walk on your hind legs or twist your forepaws into appendages which can use tools and similar - but even with these transformations it would take a dark night and a great deal of disguise to pass as human even to a casual inspection. Your senses of smell and hearing are very powerful.*
- ***Spider:*** *You are a monstrous spider-thing, descended from the dark spirit Ungoliant, who devoured the light of the Two Trees, and are kin to Shelob and the spiders of Mirkwood in later Ages. You are at least the size of a human when fully-grown, can spin strong webs and have powerful fangs. You can speak, you have a natural talent for stealth and trap-making and can see clearly through darkness of all kinds - even the shrouding un-light - but your eyes can be hurt by pure light. Finally, you have a tough carapace protecting your more vulnerable insides, which only grows thicker and stronger as you grow in age and power.*
- ***Vampire:*** *You are a vampire - not a transformed human, but a monstrous bat-like creature inhabited by a dark and powerful spirit. Though you are relatively fragile compared to other monsters (albeit still a great bat-thing the size of a man or larger, with fangs and claws to match), you are capable of flight and have powerful senses of both hearing and sight which can pierce easily through darkness. When you fly you can do so silently, and are adept at concealing yourself in darkness, but powerful light, such as that of the sun, is harmful to your sensitive eyes. You can speak and disguise your voice, or create terrifying shrieks.*
- ***Wraith (100 CP):*** *You are a wraith, an accursed spirit which inhabits the realm of hidden things. You are invisible to all but elves and Maiar, though not intangible, and must don clothing or similar to be seen, similar to the Ringwraiths of the Second and Third Age. Your presence amplifies fear and dread in mortal beings. You are highly resistant to harm from most physical means, but are vulnerable to fire, weapons blessed or bespelled against the undead, or which strike the soul and are pained by sunlight. You can speak, pretending to be human or creating terrifying shrieks.*
- ***Dragon (400 CP):*** *You are one of the brood of Glaurung, a serpentine dragon possessed of strong scales and tremendous might. You are at least the size of a small house and have tremendous physical strength, not to mention your natural armaments, which make you a match for a full company of fighting men. You may or may not be able to fly and breathe fire, depending on the perks you choose, but whatever the case your appearance is terrifying, but you can speak clearly and have great cunning.*

Maiar (400 CP)

In the timeless time before the world was, you were made as the offspring of Ilúvatar's thought. You are an angelic spirit, of the same kind as the Valar but of a lesser order. Bodies

are like clothes to you, and you can wear and leave them as you will. Your spirit can be ground down to almost nothing, as were those of Sauron and Saruman, but not truly destroyed, and the death of your body has no direct effect on your actual survival, though it can weaken you for a time.

You know much of what is and what will be, from the Music of the Ainur, and from that knowledge of the true nature of Arda comes power to shape and change the world. Most Maiar serve a specific Valar, according to their own interests and desires, but some are 'free' - and some are servants of Melkor and his designs.

> *As a Maia, you are fundamentally a spiritual being; unlike the Incarnate peoples of Middle-Earth, your spirit can survive entirely independent of a physical body. While you wear a body, you can alter its shape and seeming, taking the form of almost anything you desire, so long as it is not more than about three or four times the size of a human, and changing within moments. Want to be a massive dude in spiked armour? A beautiful maiden with golden hair? A tree? A dog? A pillar of flame crowned with gold with eyes for days? Knock yourself out - though it is easier to make a body related to themes you are familiar with in the Music of the Ainur. Alternatively, you may take no form, existing only as a spirit within the Wraith-World, or the world of hidden things. While in this state, not even the elves can perceive your presence, though other Maiar can.*
>
> *If your body is killed, your spirit survives, but will be wounded and lessened, and this wounding both slows the process of creating a new body, and is often reflected on bodies you may reform in the future. For instance, after the loss of his body in the fall of Numenor, Sauron was unable to take on beautiful forms anymore, while he still only had nine fingers after he re-formed his body in the Third Age, because Isildur had severed his ring-finger. This will not heal on its own, though healing can be found through other means, from your own powers to the attentions of those who can heal the spirit.*

Perks

Discounts do not stack unless explicitly stated otherwise.

General

Sanwe-Latya (Free *or* 200 CP *or* 400 CP)
Meaning ‘thought-opening’, this is a capacity that all thinking beings in Arda possess, from the greatest of the Ainur to the least hobbit. In short, every thinking mind is at least potentially capable of sensing others, and both inserting its thoughts into other minds, and reading the thoughts of others. However, there are many limitations on this process, which prevent every Tom, Dick and Barliman from making use of - or knowing about - this ability (see Notes).

With this you, like every person in this world, gain the latent ability to develop this skill to at least some extent, to contact and read the minds of others and project your thoughts into

theirs, whether to communicate or compel. This can be very useful for interpreting thoughts others wish to reveal, and thus in interpreting unfamiliar languages.

Perhaps more importantly, though, you gain the likewise-universal ability to close your own mind, whether to particular individuals or to all. This barrier of 'unwill' makes it impossible for even the greatest and most powerful mind in Arda to perceive or alter your thoughts - but you can still be persuaded, intimidated, tortured or tricked into lowering it. By default, the unwill still provides a strong barrier against other means of intrusion from outside this jump (e.g. psychic powers), but is not entirely invulnerable. In future jumps, characters will be able to close their minds against your thought-reading and thought-sending in a similar way, regardless of the local metaphysics, and with time you may be able to teach them to close their minds against similar intrusions by other means.

For **200 CP**, **free to Elves and Maiar and discounted to Men of the West**, you have the skill to perceive the thoughts of others or insert your own with some effort, so long as you have some advantages in doing so - familiarity, authority and urgency all help with this (see Notes). This is roughly the level that Faramir, Denethor and similar operated at, and could be learned by an otherwise-ordinary human with years of careful study and self-honing.

For **400 CP**, **free to Maiar and discounted to Elves**, you are able to easily and clearly converse in thought with others so long as you have at least one advantage in doing so, and with effort can send thoughts and dreams to those far away, even with only limited advantages. This is roughly the level on which Gandalf, Galadriel, Elrond and the Maiar in general use, and is mostly out of reach for ordinary humans - not because they lack the capability altogether, but because the amount of time and study required for a being with a strong *hröa* to overcome the limitations of that body are difficult for a mortal to give. That said, if one had the time, it might be possible within a century or two of diligent study for a human to achieve this level of proficiency - though if available, a magical tool like a Palantír would help greatly.

Songs of Power (Free *or* 400 CP *or* 600 CP)
In the beginning, Arda's history was foreshown in the Music of the Ainur, and although it was physically created afterwards, music still holds power within the halls of Ea. Befitting this world shaped by music, you have a talent for song and poetry; you can carry a tune or recite a poem easily, injecting appropriate emotion. Furthermore, you can easily memorise such artworks.

For **400 CP**, **free to Elves and Maiar and discounted to Men of the West**, the power of your music and chanting goes beyond 'mere' poetry and song. Through such music, you can perform *goetia*, the magics of the mind. With a calming song you could quiet wild beasts and befriend furious horses, with an upbeat and merry melody imbue a party with an air of enchantment, wonder and joy, with a quiet rhyme help conceal yourself and others in foliage and shadows, or with a bellicose chant ignite courage in the hearts of your allies and intimidate your foes. Alternatively, you may sing such songs to counter similar enchantments of others; for instance a song of courage and resilience to help another resist the terror-spells of a Nazgul. On your own, the effects you can invoke with this are relatively subtle and will be tiring, but many such chanters together can magnify the effects and reduce the burden upon you, as can magical tools such as Rings of Power.

For **600 CP**, **free to Maiar and discounted to Elves**, your mastery of the music goes still further. No longer limited to affecting minds, emotions and perceptions, your songs and chanting can alter the physical world. A low, whispering tune might call up mists from the ground to cover your passage, while a wild, high chant might conjure storms or send a river raging down from its source. Your music can encourage plants to grow, fires to rise high, or even stone to shiver itself apart. However, such magics are draining to body and spirit, the more so the more overt and grand the effect; a little chant for call light from a staff-tip or conjuring a shroud of mist on a cool night would be quite simple, while shattering stone or calling storms would be extremely exhausting even for even the most powerful of the elves unaided. As with lesser songs, additional singers of similar power, and magical tools can make this easier. Furthermore, these musics alter and command what is already present, rather than calling new things into being.

At a significant cost in exhaustion - even to one bearing a magical tool such as a Great Ring - you can condense such a song or chant into a single note; a Word of Command which takes effect in a moment, such as when Gandalf shattered the bridge of Khazad-Dum, or attempted to hold back the Balrog of Moria behind a sealed door.

Strength of Arms (Free *or* 100 CP *or* 200 CP *or* 400 CP)
These early ages of the world are not empty of the struggle against evil, and so it is for the best that you have some skill in the fight, and courage enough to see you through a battle.

For free, you have the skills of a competent warrior with two weapons of your choice and the general skills to don, doff and make use of armour, as well as to ride a horse and fight in formation with others. Furthermore, you will not freeze up in battle or should killing be needed of you, though beyond this your courage will be your own.

For **100 CP**, you are a gifted warrior, trained to proficiency in most types of weapons, and with a grasp of combat and leadership which would make you a notable commander in battle, if not the greatest strategist. Furthermore, your courage is such that only truly insurmountable odds or great supernatural terrors can daunt you on the field of battle. With time, your prowess at war shall only grow.

For **200 CP**, you are a warrior of tremendous skill and might in battle. You could defeat a dozen ordinary warriors without difficulty, and battle heroes and terrible beasts on an even footing. Your courage in battle is unquestionable, sufficient for you to hold your nerve even in the face of a dragon’s onset, or the seeming-hopelessness of a last stand. You can inspire those who follow you to similar courage, and command them with ease to achieve great feats in warfare, a master tactician as well as a warrior.

For **400 CP**, you are amongst the greatest warriors who have ever lived. With the right arms and armour you could duel a Balrog on even footing, even as did Glorfindel in the flight from Gondolin, and slay a hundred lesser warriors without taking a wound. Nothing in this world beyond the slowest and most terrible torments of the Dark Lord can truly daunt you - though you are not immune either to the corruption of evil, or to recklessness. Should you fight at their head, warriors you command will not break until they are destroyed or you are slain, and even then oaths they make to you might still inspire them with courage and

determination beyond your passing. You can command armies as the greatest of musicians commands a harp.

Well-Formed (Free *or* 100 CP *or* 200 CP *or* 300 CP)
For **100 CP**, **free to Elves and Maiar**, you are notably handsome, beautiful or otherwise visually-striking, in a manner suiting your wishes. You're not quite on the level of a supermodel but you're more than enough to turn heads; easily a 9/10.

For an additional **100 CP**, your beauty, handsomeness or intimidating mien is truly impressive, the kind of appearance immortalised in poems and sung about long after you're gone. A glance from you is enough to make the heart skip a beat - one way or another.

For a further **100 CP**, the very radiance of Eru shines in your face and motions, your divinely-given spirit radiating outwards to cloak you in beauty and awe. This magnificence is tied to some extent to the strength of your spirit; you will be possessed of a beauty legendary amongst your kind, but the greater your spirit grows, the greater your appearance as well. A Maia with **Arisen in Might** would be second only to Varda in loveliness or awe, but whatever your spiritual station you can choose to conceal this subtle radiance and become, for a time, 'merely' one of the legendary beauties of the world.

Oathbinder (200 CP)
There is a power in oaths in this world, and you hold it particularly strongly. This operates in two main ways.

Firstly, when you freely swear an oath to another, or to perform a particular deed, your will and determination is reinforced when working to uphold or fulfil it, while magic or spiritual powers you wield to do so are likewise subtly amplified, working more easily or reaching somewhat beyond what you would normally be able to do. However, if you break the oath of your own free will, you suffer all these effects in reverse until you either make restitution in some way, or the jump ends.

Secondly, if others swear oaths to you, then break them of their own will, you gain a degree of metaphysical sway over them. Magic you use against them becomes more effective, and if you have enough spiritual power you might be able to levy curses against them as Isildur did to the Dead Men of Dunharrow, binding them and afflicting them according to the terms of the oath.

Kindred

Noldor

Wordsmith (100 CP; Free Noldor)
It was Rúmil of the Noldor who first devised the skill of writing, and Fëanor who further created the system of Tengwar runes. You share this affinity for language and wordcraft, able both to quickly learn new languages and writing-systems, even when you share no language with the ones from which you are learning, and to devise your own languages and cunning

scripts. Perhaps you might do so for the sake of keeping your messages secret, to describe things for which existing languages have no terms or simply for the joy of creation. Whatever the case, you have a talent for languages and writing - learning them, creating them, or weaving clever words - that cannot be denied. This perk even applies to magical languages, and although by itself it won't allow you to create new magical languages, it might allow you to cleverly make use of existing ones.

Fair Works (200 CP; Discount Noldor)
The Noldor are renowned amongst the elves for their creation of objects of beauty, from the countless works with which they beautified the realm of Aman to the very Silmarils themselves. You share in this ability, having a tremendous talent for all manner of artistry. You are a master of two forms of art that exist for their own sake, such as gem-cutting, painting, sculpture or song, and quickly learn others that you might encounter. Furthermore, even when you create things for practical purposes, you can always make them appear beautiful and shapely, inspiring the emotions you wish with their very appearance. A throne might inspire wonder and awe of he who sits upon it, while a sword evokes hope in its allies and fear in its enemies. If you are capable of *goetia* (see the 400 CP version of **Songs of Power**), this effect can be enhanced still further into the realm of magic, as your songs of power reverberate within your works and can enchant them with even greater effect on those who behold them.

Teachings of Aulë (400 CP; Discount Noldor)
In Valinor, Aulë was a close companion of the Noldor, and taught them many useful crafts. Perhaps you were a student then, or a student of a student, but whatever the case you have great skill in all manner of crafts which deal with metals and the substances of the earth. You are a masterful architect and city-planner, an expert blacksmith, armourer and weaponsmith, a cunning worker with intricate devices, and learn other such crafts with ease. Furthermore, you have a knack for integrating your work with that of others, synthesising different styles of creation to achieve something greater than the sum of their parts. Finally, you have particular skill in one of the following areas, allowing you to imbue your creations not only with mundane excellence, but true magical power. Additional areas of enchantment may be chosen for 100 CP each, or 50 CP with a discount.

- *Architecture:* Your architectural skills go beyond the mundane. You can plan cities which uplift the hearts and minds of their inhabitants, build walls proof against dragonfire and the whips of balrogs, and create hidden houses or underground halls so well-hidden that no enemy could find them - provided you don't build an obvious bridge outside your door, of course. You can carve stone so that it seems to grow like living trees, and meld wooden constructions so seamlessly into a forest that they seem as though they grew there naturally.
- *Weaponsmithing:* You can forge steel, silver and mithril into weapons and armour wound about with spells for the protection of their wearers and the destruction of their enemies. You can forge blades the equal of any from the forges of Gondolin, imbuing them with spells to warn of approaching foes. With metal like the star-iron Eol used to forge Anglachel, you could create weapons that would cleave any earthly steel. On the defensive side, your armour and shields would turn aside terrible blows, sit as light on a wearer as silken cloth, and stave off both fear and exhaustion.

- *Jewelcraft:* Although jewellery might seem frivolous in comparison to the other crafts of the Noldor, it is here that they achieved perhaps the greatest degree of magical might. You have the knowledge to create items of wondrous power; rings that conceal their wearers, crowns that increase the wearer's insight and capacity for thought-sending, and other such marvels. With enough time and practice - and perhaps a few secrets from a willing Maia - you might be able to learn how to forge a true Ring of Power.

Kingdom-Builder (600 CP; Discount Noldor)
When the Noldor came to Middle-Earth, it wasn't only towers, fortresses and splendid halls they built. They established many fair and magnificent realms, where elves and men lived in peace and happiness, save for the threat of the Enemy. You have the skill to do this as well; the ability to gather a loyal and faithful following, to rule and administer your domain, and ensure that your people are happy and satisfied. You're a consummate diplomat and politician, but have a particular talent for both embedding your ideals into organisations you control, and spreading those ideals to others. Under your watch, you really could build a kingdom whose structures are all-but devoid of abuse, corruption and other evils - though individuals within your systems may still commit evil for their own reasons.

All that's for peacetime, however. Whether or not you're a competent warrior or tactician, your grasp of strategy is encyclopaedic. If the need arises, you could outwit and overmatch all but the most expert of enemy strategists, and if you marry your skill in administration and military strategy with tactical brilliance you will be undefeated save in the most hopeless of battles.

Spirit of Fire (800 CP; Discount Noldor)
In you is come again the might of Fëanor son of Finwë, for better and worse. Your charisma and oratory skills are legendary, sufficient to convince an entire people to follow you out of paradise in pursuit of glory and vengeance, and this same strength of spirit fortifies your body and mind as well. You are, in short, a genius capable of mastering many skills at a great pace, and of bringing them to heights beyond what even masters of their craft would think possible. Meanwhile, your spirit burns through your flesh, allowing you to go beyond the conventional limits of your body to leap great chasms, match trolls for strength, endure great torments or lengthy exertions, and run at speeds matching a mighty horse - though sustaining such feats at the limits of your ability will drain your spirit and require recovery time in the aftermath. If you were to attain the heights of martial skill and armour yourself in the best crafts of the Noldor, it would take a small army of balrogs to slay you, and even then you would be able to land blows to remember you by.

Furthermore, once per jump (no matter how long the jump is!) you may stoke your spirit to its very height, in order to achieve something that can truly be termed a miracle. As Yavanna shaped the Two Trees of Valinor, and Fëanor wrought the Silmarils from their mingled lights, so you too may bring forth all your strength, skill, knowledge, magic and powers, no matter how disparate or normally-incompatible they may be, to achieve some truly incredible feat. This might be an object forged with transcendent enchantments that even the greatest wizards find impossible to understand, or a feat of might like defeating a god through force of arms. Whatever it is, it will be a feat the likes of which has never been seen before, and will not be seen again.

Post-Spark, you may accomplish such feats once per decade.

Sindar

Woodcraft (100 CP; Free Sindar)
The elves of the Sindar have lived in close connection with the wild, and learned its ways. You are an expert forester, hunter and tracker, able to easily survive in all but the harshest lands. You can find or build shelters without difficulty, and conceal both yourself and signs of your presence from all but very careful scrutiny; only those with very keen eyes, or some other means of detecting hidden things, are likely to notice you before you reveal yourself.

True Companions (200 CP; Discount Sindar)
The history of the Sindar in the First Age is, in many ways, defined by love - the romantic love of Thingol and Melian, or Beren and Lúthien, or the love that caused Beleg Strongbow to faithfully aid his friend Túrin until his tragic end. With this perk, you will find yourself drawn towards those with whom you can form strong and lasting relationships, and more able to create those relationships if you try. You may even encounter true love at first sight, or become fast friends with someone over a wild night of celebration. So long as you don't betray them, such relationships will last through thick and thin, through the good times and the bad, and you will find such companions can be counted on even in dire straits - and that you yourself will be able to draw on hitherto-unguessed reserves of will and determination to aid them in turn, even if it should cost you greatly. Such loves can overcome the weariness of years or the struggles of ages.

Note that this perk isn't mind control; simply a pressure of fate to bring you together with those you would be compatible with, one way or another.

Gifts of Yavanna (400 CP; Discount Sindar)
Though the Noldor are acknowledged as the greatest craftsmen amongst the elves, the Sindar have their own skills. The Noldor may have learned from Aulë in Valinor, but the Sindar spent many long years learning the secrets of his spouse's creations.

You are a master of all manner of crafts and trades which deal with the natural world and the products thereof; you are a master farmer and cultivator, a herbalist, husbandman and carpenter. You can build wondrous things of wood and weave magnificent tapestries or clothes from plant or animal fibres. Furthermore, you have the skill to ensure that what you build exists in harmony with the natural world, enhancing and beautifying it, rather than destroying it. You can cultivate groves of fruiting trees and sunny glades of grain without having to clear the forests to make way for 'productive' land, build cities into the crowns of great trees to fill the canopy with light and song without disrupting the paths of animals across the forest floor, or build sanitation systems that make use of the roots of plants and beds of marsh-plants to purify and make use of waste. Part of this includes making it so that your creations can visibly blend into the natural world, often making it difficult to tell where nature ends and craft begins - or to find you or your people, if they don't want to be found.

Furthermore, your understanding of the natural world enhances any use of magic with regards to animals, plants or the wilderness. Your **Sanwe-Latya** allows you to communicate with, understand and tame animals, while your **Songs of Power** can easily lay enchantments on your lands, such as causing animals to avoid your grain-glades, the stars to glimmer like jewels in the branches, or causing trees to grow as you would wish them to.

King of the Woodland Realm (600 CP; Discount Sindar)
Where the Noldor built great cities and towers, it was the way of the Sindarin elves to wander free through the woods and plains of Middle-Earth, to live where and how they would, although they gave their ultimate fealty to Thingol in Doriath. You are a master of this kind of distributed (some would say anarchic) style of rule. Rather than exerting direct control over your subjects, you excel in facilitating the efforts of others on a grand scale, mediating disputes and helping to bring others into coordination and harmony. In lands where you hold sway and have worked to establish this kind of culture, people come to understand one another's needs and work together to achieve them. You need not rally a great army to repel enemies from your borders, as your people organically move to harry and weaken the foe from all angles, such that you need only ride out to deliver a decisive, killing blow. You need not conscript a labour force to complete great works of infrastructure, as farmers put aside a little of their own time to work on what benefits the whole. Furthermore, skills and knowledge spread quickly and easily through domains administered this way, enriching and uplifting all. Even should you be slain or driven away, you can be confident that your people will take care of themselves.

Of course, this style of leadership does have some downsides. This kind of voluntary cooperation is extremely effective when working towards goals that your people regard as helpful, but becomes far more difficult to create when your aims have less obvious benefits, such as conquest. As such, you must be cautious of your people's desires being twisted against themselves by corrupting influences - but fortunately you are skilled in wielding this kind of cultural, soft power as well, able to use your own artistic skills, or the commissioned skills of others, to help mould public opinion for the better.

Child of Melian (800 CP; Discount Sindar)
…Or at least a Maia. You may choose to be another child of Melian and Thingol, sister to Lúthien the Fair, or the child of another Maia with one of the Children of Illuvatar.

You have a talent for music and the arts which far outstrips other incarnates, such that your casual movements or speech may seem to contain a beauty and harmony that others would require great practice to achieve, and when you put your all into a performance you could move the hearts of even the Valar. Although you can still benefit from teaching, any magic which involves music or the arts (for instance, **Songs of Power**) is deeply intuitive to you, such that you could quickly advance in it without outside help.

Furthermore, your status as one in whom the blood of the incarnate and the divine mingle gives you great insight into the hearts of others. By listening to their words, even if they close their minds to you with the un-will, you can sense their true self. This isn't mind-reading and doesn't tell you their direct thoughts or intentions, but it is a near-infallible sense for what kind of person an individual is; the 'shape of their soul', so to speak.

Finally, as a result of your shared heritage, you gain the 200 CP version of **Well-Formed** for free, as well as the discounts and freebies Maiar benefit from in **Sanwe-Latya** and **Songs of Power**, and a discount on purchasing **Memories of the Music** and **Vision of Greatness**. You cannot completely shapeshift, but magic you perform to disguise or alter your shape or appearance is more effective, such as when Lúthien sang a song which caused her hair to grow to great length, from which she twined a rope to escape her treetop prison, as well as a cloak imbued with magical powers of sleep and hiding.

Note that as discounts do not stack, Maiar would only gain **Well-Formed** and a particular affinity for shapeshifting from the above paragraph. However, they do gain an additional free purchase of **Memories of the Music**.

Teleri

Student of Ossë (100 CP; Free Teleri)
In the days of the journeys of the Elves to the West, the Maia Ossë taught those who would become the Teleri much of sea-lore. You have received such teachings, whether from Ossë himself or his students in turn, and are a sailor of superhuman ability, able to navigate near-effortlessly by the stars, the winds, the waves and the movements of birds, and to handle all manner of sailing vessels in even the roughest of seas. Your knowledge of the sea allows you to predict all but magical weather days in advance, such that mortal sailors would consider your proficiency with sea-lore nothing less than magical. Finally, you are beloved of the sea, such that even should disaster overtake you on rivers, lakes or oceans you can be assured that the waves will bear you to shore or at least some degree of safety. Only powers mightier than Ossë - who was a Maia of power equalling Sauron - can overcome this protection.

Beauty of the Waters (200 CP; Discount Teleri)
It is a rare elf who has no command of music, but you are of the Teleri, renowned amongst the Eldar for the beauty of their songs. You are a singer the likes of which the most skilled mortal vocalists would wonder at, and are similarly-expert in the flute, harp, lyre and horn. This proficiency, honed over many years, amplifies and uplifts any musical or vocal magic you perform which calls upon water or the seas, and in particular you may cause such music to carry far through the waters of the world, such that someone listening closely, even far away, might catch the echoes of a triumphal march in the thunder of a waterfall, or find what *goetia* you can perform entering their thoughts as they sit on the banks of a great river.

With some practice you may learn to apply this understanding to other modes of water-magic, such as incorporating an impossible, flowing grace into the movements of a martial art based upon the flow of water.

Shipwright, Seawright (400 CP; Discount Teleri)
The Teleri have dwelt long upon the shores of the great sea, and learned much of its lore. You are a master shipwright, able to build seagoing vessels whose beauty and grace alone would see them labelled ‘magic’ by most men. They will fly before the wind like birds of the storm, dance over roiling wave-tops and pass without fear through all but the most terrible storms while carrying heavy loads. Above and beyond this ‘mere’ excellence of craft, you know how to weave spells and enchantments into such vessels so that no wind may break

their mast, that no rock may shatter the hull, that even the slightest breeze will send them flying fast over the waves, that they may pass unseen by enemy eyes, concealed by fog and rain, while to friends they come like shining stars upon the sea. With enough time and effort, you could build a ship the equal of Vingilot - though the hallowing of it would be beyond you with only this perk.

As well as the arts of ship-building, you are also a master of architecture, particularly buildings of grace and beauty, and structures designed to be built along the sea-shore and to work with water. You could build sea-walls that no wave could ever topple, and hidden havens that an enemy would have to search for years to find, let alone to conquer (so long as there are those willing to defend them, of course). You know spells you can lay into these foundations to hide from evil, and to help give freedom and escape to those within. In a well-ruled city you constructed in this way, none could ever feel constrained or bound against their will, and trade would flow like the very winds of the sea, enriching all.

Unwearied (600 CP; Discount Teleri)
It is said that of all the elements with which the Valar made the world, water was the one which Melkor was never able to fully subjugate. You have partaken of this trait, and are resistant to both the corruption of evil and the weariness of time in a way shared by few others. Although you are not entirely immune to external corruption or the weariness created by an immortal life, you are far more resistant than others, and such things do not cling to you forever. Even if you should suffer corruption of one kind or another, you will find that so long as you can escape its source and find rest, relief and some kind of happiness - particularly if you do so near the sea or some other great body of water - the consequences of corruption will slowly fall from you. Just as the sea sheds all torments and becomes clean once more, so are you and your spirit - and under your care you can provide this same relief to others.

Foresighted (800 CP; Discount Teleri)
Círdan lingered on the shores of Middle-Earth for thousands of years, even though his greatest desire was to travel west to Valinor, because his own wisdom and foresight, and the foretellings of the Valar, revealed to him that this millennia-long vigil would be essential to the survival of Middle-Earth. You now share in his gift of foresight, and the tremendous patience required to deny one's greatest wish for many thousands of years for the good of the world. You cannot simply read the future, but given time to consider you can accurately guess at and predict events far into the future from what you know of the present and the past. These predictions only become more precise with time, and from time to time you shall experience dreams or visions of events in the future, which can allow you to refine your foresight even further. You are not omniscient, but you can often predict the most important events of the future, or at least guess what is going to happen, if not precisely how.

The second part of this perk is the tremendous patience and self-control required to take full advantage of your gifts. You are the very icon of delayed gratification, able to put off a desired satisfaction for millennia, and resist all temptations and blandishments in the meantime. Breaking your will would require nothing less than actually breaking your mind itself; your very soul and spirit would break before your patience and self-control.

Men of Middle-Earth

Tend Your Garden (100 CP; Free Men of Middle-Earth)
You know when to sow and when to reap, what crops will grow best in what conditions, and what animals to graze where. Domesticated animals are fond of and respond well to you, while plants grow well under your care. If you tend it well, a farm will grow prosperous and fertile, to support you and give you surplus to sell or gift. Furthermore, if you live in a humble fashion, you will be greatly more resistant to corruption, and especially the lure of power.

Redemption (200 CP; Discount Men of Middle-Earth)
It is said that men are the race of Incarnates most easily-swayed to the will of darkness. Yet, by that same token, they are in some sense the race with the greatest capacity for goodness and courage, in rejecting evil despite the cost it may exact. You have the courage to strive for redemption, and know that even in the depths of darkness and despair there is always a spark of hope. If you do this, if you commit yourself wholeheartedly to make these sacrifices and pay the cost, there is no sin which cannot be forgiven and no corruption which cannot be lifted or escaped from - though the cost may be high indeed.

Second-Born (400 CP; Discount Men of Middle-Earth)
The elves call humans ‘hildor’ - the ‘followers’ or the ‘after-comers’ - and the adani - the ‘second ones’. Yet, is there not something to be said for coming second, and watching where the first have gone? You have the wisdom to quickly and easily learn from others’ ways of doing things, whether by observation or formal study. By merely watching a master swordsman at practice you could begin to absorb his style, or observing an elven farmer at work devise more advanced means of agriculture for yourself - and means that don’t require the innate magical talents of the elves as well, as you have equal skill in adapting the ways of others to your own capabilities or resources. Overall, you can learn, reverse-engineer and adapt in this way at thrice the speed of others - perhaps a necessary haste, with your relatively-brief life. Finally, you can spread knowledge learned this way at a similarly-accelerated pace amongst those you teach, or who imitate you in turn.

The Coming Ages (600 CP; Discount Men of Middle-Earth)
The First Age of the world was dominated by the struggles of the elves and the Valar, but in the Second Age men came to the fore with the rise of Numenor. By the Third Age, the elves were in retreat, and by the Fourth had sailed for the West or dwindled away into hidden places. Such is the destiny of mankind; to inherit the world - and such is your destiny also. You, and groups you lead, have a tendency to find yourself in positions to take over the spaces of others - not necessarily by any kind of hostility or conquest, but merely that as others decline, you tend to rise. If two other nations fought a war and were weakened by it, you might find yourself in a position to take in a region they neglected, for instance. You can be assured that, given time, you or groups you lead will come to great prominence if you choose to pursue such opportunities, and potentially even dominance over great areas of the world - though this perk does not guarantee that you are immune to fall or disaster. This can take effect even from humble origins; though you be but a poor farmer, if you take the opportunities given to you you might one day find yourself a great king, after earlier realms have stumbled and collapsed, and you were there to pick up what they dropped.

A Fate Apart (800 CP; Discount Men of Middle-Earth)

It is said that the twin gifts of Ilúvatar to men were firstly death, and its release from the boundaries of the world, and secondly freedom - freedom from fate, and the designs of the Music of the Ainur. You bear this freedom with you into future worlds; you have free will, *truly* free will, which can never be overridden by the dictates of fate and destiny. This doesn't guarantee that defying fate will be easy, but it will always be possible. By your hand, even a prophecy spoken by an omniscient being could be proven false.

But, on the other hand, fate is not always an enemy. Once per jump, you may choose to take a great destiny upon yourself. You won't know every detail of this destiny, though you may have hints, and it will not necessarily be a happy one for you, but if you bear it through to the end (and remember that you can choose to defy destiny as well) you can be assured that great changes will happen in the world which will, sooner or later, bring it further in line with your ideals. Just as Beren's quest to steal a Silmaril from Morgoth eventually brought about the destruction of the first Dark Lord, so too may your labours ripple out through fate to change the world.

Finally, there is the gift of death. Perhaps this will be cold comfort, but you can be assured that, should you die, your spirit cannot be captured, compelled or tormented after it leaves your body - at least, not forever. Any 'fate worse than death' you suffer cannot be eternal; there will always be a flaw in the prison, or a point of failure, or someone coming to rescue you. It may take an age, but there will always be an escape for you, one way or another.

Men of the West

Dauntless Mariners (100 CP; Free Men of the West)
In the wars that ended the First Age, the men who would be granted the land of Numenor stood with the elves, even against the dread of Morgoth. This courage lives in you; for better or worse, you have great will and determination, and courage enough to face any fate less than the torments of Sauron without flinching.

After the War of Wrath, however, the men of the West became for a time men of peace, and the highest of their arts were not warcraft, but ship-building and voyaging across the seas of Arda. You are a skilled sailor by the standards of the Numenoreans, able to handle any of their vessels given appropriate crew. You can train others quickly in sailing as well. Finally, by the grace of the Valar, when sailing on any mundane sea, you need never fear death in the waters. Even should your ship be wrecked, you will survive and find land again.

Stature of Body and Mind (200 CP; Discount Men of the West)
The men of the West are a blessed people, and you share in that blessing more than most. At a baseline, without significant training, you would be the equal of a notably athletic person in strength, speed and stamina. With a reasonably dedicated training regimen you could equal and maintain Olympic-level strength, stamina and speed, and with true dedication you could go beyond that, achieving feats more on par with Captain America or similar comic-book humans. You may optionally choose to be noticeably taller than most Numenoreans.

Beyond simply your physical abilities, however, your skill can reach beyond the normal limits of mortal craft. This does not increase the speed at which you gain new skills or abilities, but

time will only ever serve to increase your skill. If you neglect your skills they will remain without atrophy until you take them up again. So long as you practise a skill, you will slowly find more ways to advance it, even into the realms of what other men might call magic. This advancement is slow, such that it would require a century or more of regular use to achieve this 'magical' degree of skill, but it is without limit. Should you somehow overcome mortality, there is not telling the heights to which you could rise.

Crafts of the High Age (400 CP; Discount Men of the West)
You are learned in the crafts of the Numenoreans, perhaps a loremaster or a sage among their number. You are an expert in all the skills essential to raising an advanced agricultural and maritime civilization, from farming to water management to city planning to metalworking to carpentry to navigation - and moreover you can teach these skills to those who lack them at twice the normal speed. However, there is a particular craft which you have especial expertise in. Choose two of the following for free. Additional crafts may be chosen for 100 CP each, or 50 CP with a discount.

- *Shipbuilding:* Though your expertise lies more in carpentry than building ironclad ships, by treatments of the wood, metal banding and other methods you can design and, with help from skilled workers, build vessels that can fly across the most treacherous seas like birds skimming clouds, or great ships of war truly worthy of being named Alcarondas - 'castle of the sea'. You can lay spells upon such ships to ensure good winds save by divine intervention, spells for safe travels and returns and all manner of other enchantments that enhance the voyaging of your vessels, and through a combination of knowledge and spellcraft, perhaps you could even build a vessel capable of sailing the air, rather than only the sea.

- *Architecture:* You are a master architect, capable of planning and building such grand edifices as the gates of Argonath or the ring of Orthanc - provided a large enough workforce, of course. More than this, however, you know spells and magics which can be worked into the stone of such edifices to make them as imperishable as the tower of Orthanc or the walls of Minas Tirith.

- *Weaponsmithing:* You are a master smith of arms and armour, capable of forging artefacts to equal the craft of the dwarves. Moreover, you can weave into your creations subtle spells of bane and striking, so that their attacks hit harder and more precisely, or pierce protective magics on their targets. An example of such spells are those on the blades of Westernesse which Merry used to render the Witch-King of Angmar vulnerable. On the other hand, you also know spells of protection and warding which can be woven into armour and shields, so that they turn aside blows that ought to crush them, protect their wearers from harmful magics or bolster their wearers' courage and spirit.

- *Herblore:* You are a master of healing, knowing the use of countless medicinal and poisonous plants, and no small amount of surgery either. Though not every wound is within your power to mend, most that other healers would give up for dead can be saved by your expertise, provided you have the appropriate medicines and tools. You could concoct no small number of terrible poisons, either, if you so chose. Furthermore, you know spells of healing which, in combination with your medical

expertise, would allow you to counter many curses and magical afflictions, such as that of the Morgul blade with which Frodo would one day be stabbed.

Lord of the Star (600 CP; Discount Men of the West)
In the First Age, through Lúthien and then Elwing, the blood of Maiar, elf and human mingled, and of that line came the line of the kings of Numenor - and your line. While all Numenoreans have great longevity, your lifespan is extended by a quarter again, and your will and spiritual power is similarly increased. Furthermore, when you make use of magical items to which you are entitled by right, your ability with them is magnified; they will obey you as they would not others, and curses and negative effects they carry are weakened against you - though not entirely removed.

Beyond these more mystical benefits, however, you also gain more practical ones. You may or may not have lands and titles within Numenor, but if you were granted such you would have the wisdom, skill and judgement to administer them ably, to keep your subordinates loyal, your peers respectful, your lands bountiful and your people happy - or subservient, if you are more inclined to wring value from them by force. You can easily administer a domain of this type, easily learn and memorise laws and rules, and have the judgement to apply them fairly; if you so choose, you can make your court a haven of justice, without sacrificing stability. Finally, you are a skilled tactician and general, able to command armies from the front or the rear, and to achieve grand victories even from disadvantageous positions.

The Blessing of Blessing (800 CP; Discount Men of the West)
The treasures of the Numenoreans were granted in gift from the Valar and the elves of the West, in recognition of their resolve in the war against the first Dark Lord. From the Palantíri to the land of Elenna itself, they are a blessed people - but why should these be the only blessings you hold? With this perk, your ability to earn blessings and gifts from others in recognition of duty, service or resolve is greatly increased. This can happen on a mundane level, where those you serve faithfully are inclined to give you gifts in recognition of that service. On a grander scale, however, spirits, gods and other divine beings you encounter on your travels are often inclined to reward similar service with blessings of their own. If you risked your life to defend a god's temple, they might anoint you as their champion - and as a result of this perk, this blessing would become a part of you. It might weaken and diminish if you broke faith with the god, and nothing prevents them from smiting you, but the blessing itself would never leave. If you lead a group in such service, they may also partake of this perk's effects - they will be more likely to be rewarded, and mystical blessings become a part of their very being.

Apart from this, however, there is one blessing you can carry with you. If others live in accordance with the ideals of the Valar - confronting evil even at great risk to themselves, living peacefully and with goodwill towards one another - you may cause the blessing of the Numenoreans to spread to these people as well. They shall grow resilient to disease and harm, their children shall grow greater and more noble than their parents, their lands shall be enriched, and their lifespans shall increase to equal those of the Men of the West.

Dwarves

Hard-Headed (100 CP; Free Dwarves)

It is said that the thoughts of the dwarves are difficult to bend or twist, and are strange to the other peoples of Arda. So it is with you. Others will find it much harder to understand your thoughts and desires save in broad terms, whether through normal understanding of others or more esoteric means such as telepathy, unless you choose to explain them clearly. More than this, though, you are extremely resistant to mental domination, charm or corruption; you can be deceived or persuaded into bad courses of action, but attempts to control you or turn you into another's puppet are never wholly successful. Just as Sauron's seven Rings only made their dwarven wearers more greedy, jealous and quarrelsome, rather than bringing them under the command of the Dark Lord - and even that only after many years - so you too shall have an unshakable core of self.

Master of Craft (200 CP; Discount Dwarves)
Of all the peoples of Middle-Earth besides (maybe) the Noldor, the dwarves are most renowned for their crafts. With this perk, you become a master of two of the following crafts. This perk may be purchased multiple times.

- *Smithing:* You are a master smith, able to forge arms, armour and other things of metal that, although not magical, could stand as prizes of a king's collection both for their beauty and their function. Armour you forge fits close and protects its wearer, while at the same time making them a figure of terror and awe on the battlefield. An axe wrought under your hand will cleave a thousand orc-necks before it chips. Were you to raise an iron-banded gate, the stone around it would fall before it shattered, save before black spells of ruin.
- *Delving:* You are a master miner and delver, able both to hunt out and extract veins of valuable ores, minerals and gems, and to build great subterranean constructions. You know how to build underground halls and tunnels so they won't collapse, how to keep flooding and lack of air from being problems, and how to plan ahead for new expansions. This is the art which opened the vast halls of Moria and Erebor, and which formed the foundation of the wealth of the dwarves.
- *Masonry:* You are a sculptor, an architect and a mason, with the knowledge and skill to raise great fortresses, to turn loose stone into sturdy fortifications and to build statues which proclaim the eternal glory of your people like stone giants hewn from the very mountainside. A fortress built with your skill and under your direction - and in the proper place - would break armies like a rock breaks waves.
- *Engineering:* A wide-reaching skillset, you possess the knowledge of the mechanical wonders of the dwarves, from wind-up toys and mechanical harps to the great water-wheels which drive hammers larger than a man, or the devices which can open a dwarf-hold's doors with the lightest touch or hold them shut against a thousand hands. Fireworks, gear-assemblies and more are within your knowledge.
- *Warcraft:* You are a renowned fighter of your people, a master of fighting in confined spaces and tunnels, but also of acting as heavy infantry above ground. You are tough and strong even by the standards of dwarfkind, and a master of axe, halberd, shortsword and shield, as well as formation-fighting, defensive fighting and the use of all manner of armours. You're no harrier, but you could hold a passageway against a hundred orcs.

Dwarf-Lord (400 CP; Discount Dwarves)

You are a dwarf-lord, respected amongst your people whether or not you have great possessions. More importantly, you have skill in leadership and diplomacy, able to lead others in war and peace to a reasonable degree. When you take this perk, you gain one of the following specialisations. You may gain the other specialisation for an additional 200 CP, or 100 CP with a discount.

- *Lord of Bloodied Axes*: You are a great general and war-leader. Regardless of your personal skill in combat, you can rally your followers to great displays of courage and stubbornness, holding the line even in deadly or hopeless circumstances. Like Azaghâl, you could lead your warriors to face a dragon without fear.

  More than this, however, you have a masterful grasp of tactics, strategy and military logistics, particularly where they pertain to defensive fighting, tunnel-fighting, fortifications, defence in depth, the use of heavy infantry and combat engineering, and can establish training regimens which swiftly train your followers in these as well. With time to prepare, you can turn a battlefield into a hell of traps, defensive lines and mobile fortifications, not to mention the use of engines of war. You and your warriors will give no inch without a fight, and every one of those inches will be sold dearly in blood.
- *Lord of Silver Fountains:* You are a masterful diplomat and trader. With your grasp of wealth and the engines of prosperity you can greatly magnify your own fortune and those of people who you advise or administrate for. Beyond this, however, you are a true master of bringing different groups and peoples together for their mutual benefit. With your guidance and mediation, even ancient grudges and hatreds can at least be made to smoulder rather than blaze up, and with time such old enemies may come to see the advantages of a new way. Just as the halls of Nargothrond were delved by dwarves and beautified by elves, so shall your holdings prosper from cooperation and the synthesis of skills and specialties of different peoples.

Legacy of Mahal (600 CP; Discount Dwarves)
Under your hands, the things that you craft are elevated beyond mere skill and into the realms of wonder. You know how to forge mithril into weapons and armour that even the Noldor will wonder at, but you know much more than this. Through the use of runes and the making-magics of your people you can replicate feats such as the creation of the war-masks which struck unnatural fear into those who looked upon them and protected their wearers from the fire of Glaurung, the forging of magical weapons made to be the bane of orcs and dark things, the building of gates and doors hidden from all detection save under special circumstances and more. This mastery of creation goes even beyond things you make alone and into those you cooperate in building; you could create designs for a tower that uses high winds to play music which will echo across a mountain range, or make the walls of a fortress so impenetrable that the siege-engines of Sauron would shatter themselves rather than the walls. Whatever skills you have in building, forging, craftsmanship or artistry, this perk will allow you to put in extra effort and time to elevate them beyond the mundane and into the realms of the magical and wondrous.

Above all, though, you are filled with a profound love of and wonder for creation. Your inspiration is near-boundless, your artistry magnificent, and no matter how long and hard the

labour to create something you will never become weary or bored so long as you are bringing new wonders into the world.

Father of the Khazâd (800 CP; Discount to Dwarves)
When Aulë crafted the dwarves, he began with seven; the ancient Fathers of the Dwarves, who were secreted away beneath the earth to await the coming of the Firstborn. It is said that the spirit of the greatest of these founders, Durin, reincarnates down the ages to guide his people - and perhaps you are one such reincarnation, of Durin or another of the Fathers of the Dwarves.

You are the very epitome of the Khazâd. You have great longevity even according to the accustomed span of the dwarves, you are even tougher and more resistant to hardship, mental domination and injury, and have great mastery in the skills of your people. You have tremendous charisma and ability to lead and inspire others of your kind, and will likely be respected as a reincarnation of one of the Seven Fathers. You do not entirely remember your previous selves, but their memories can give you potent guidance, or lead you to ancient and lost things, as well as giving you some mastery of their ancient arts - represented by two free purchases of *Master of Craft*.

In future jumps, you may choose either a species or cultural group (e.g. Parshendi in the Stormlight Archive, the French on Earth etc), and become the reincarnation of a great figure in their past. You gain a similar level of 'paragonhood' with regards to that group, exemplifying many of its best aspects and taking any innate skills or talents of that species or group to their apex, along with mastery of any skills associated with them. Depending on the world you may not be literally regarded as a reincarnation, but may instead be seen as that person 'come again'. Being the 'reincarnation' of Napoleon during World War 2 would give you a reputation as and skills of a master strategist and politician, but being the reincarnation of an ancient cultivator in a xianxia world would give you knowledge of and skill in their cultivation methods, but not their actual level of cultivation.

Beasts

Prince of Beasts (100 CP; Free Beast)
You are an exemplar among your kind; larger, faster, stronger, more impressive and overall *better* than the majority of your species. And, of course, with intelligence on the level of a human. Overall, in terms of your physicality you're generally around half again as 'good' as the conventional peak of your species; this may or may not include size, as you see fit. This potency is particularly expressed in areas your species is known for; a bear would be particularly strong and tough, a horse particularly swift, a hound particularly good at tracking and so on.

In addition, there's more to your title than idle fancy. Other animals of your kind instinctively regard you well, and you can communicate with them clearly as if sharing a language of gesture, grunt and so on. They don't automatically submit to you, but if you put your mind to it you could lead groups of them without too much difficulty. Furthermore, your gestures and other animal actions are unnaturally expressive, such that you can make yourself understood by those who pay attention, even if communicating very complex topics may be beyond you.

If you take this perk as a member of a different Kindred, you are not any larger or stronger than normal, but instead gain a similar rapport with animals in general. Animals like you, you find it easy to tame and understand them, and only corrupted or maddenned beasts will attack you unless you give them good reason. If a beast, you may purchase this perk again at full cost to broaden your animal authority in a similar fashion.

Faithful Companion (200 CP; Discount Beast)
None could ask for a better companion than you. You are a boundless source of comfort, support and trust for those you choose to devote yourself to, easily uplifting their spirits even in dark times, and urging them on. You're an excellent listener, and even if you have limited ways to communicate with someone, so long as they'll listen to you you can work to tamp down on their darker tendencies and bring them out of rage, recklessness or despair - and doing such work will likewise help lift your own spirit, as you and your friends support one another. Finally, when working to help, defend or travel to those you have a close connection to, you have a near-endless well of determination and courage. In their defence you could endure a hundred blows from orc-sabres, endure the terrors of Sauron or run for days on end - though this is no guarantee of survival.

Tireless (400 CP; Discount Beast)
In you is something of the immortal lands, a spark of light untarnished by decay or weariness. You have no need for sleep or rest, and simply do not experience exhaustion or wavering attention. You could keep watch until the Final Battle or run to the ends of the Earth, and never become tired or distracted. You can still be weakened by hunger or thirst, but you cannot die of deprivation - though you must still breathe. Furthermore, the world-weariness that will come to plague the elves will never claim you; perhaps something to do with your close connection to ever-changing nature allows you to simply live within the world rather than mourning what once was. Despite all this, you can still enjoy all the charms of sleep, rest, food and drink as much as you ever did.

If you also have the Hand of Power or High Doom perks, you are ageless and immortal, remaining in the prime of your life forever, or at least until slain.

Hand of Power (600 CP; Discount Beast)
Huan was the Hound of Valinor, and the great Eagles are messengers of Manwë. They were mighty beasts, and in the service of higher powers, they changed the course of fate on many occasions.

This perk has two main effects. Firstly, you are blessed by a higher power, your natural gifts taken above and beyond the mundane. If before you were an eagle, now you are large enough to carry off a full-grown stallion or duel a dragon in the air. If before you were a bear, now you are a living titan of muscle and ferocity, your very tread is capable of shaking the earth when you charge into battle. If you were a horse, your very being embodies the ideas of swiftness and freedom, and you could outrun and escape any pursuit. Regardless of whether or not this spiritual power finds expression in size, you are proof against all but the most potent and prolonged of torments or corruptions, and find any magic in line with your species' associated qualities uplifted and strengthened further. For humans this would

enhance ingenuity, for dwarves stubbornness and endurance, for elves beauty and wonder etc.

Secondly, if you choose to take up service under another, you will find yourself well-rewarded, according to the stature of your master and the nature of your service. If you serve the Valar, they will give you advice and guidance in signs or dreams, and you will find yourself enhanced still further by their spiritual power. If you serve a lesser being, they will reward you as best they can, take care of you and give you gifts which others might deem strange for a ‘mere animal’. You may serve multiple masters in this way, but only those you truly give faithful service will ‘count’ for the purposes of this perk.

Doom-Bearer (800 CP; Discount Beast)
Huan was fated not to die until he faced the greatest wolf the world would ever see. Through this fate the labour of Beren was completed, and through that the birth of Eärendil and the saving of Middle-Earth. Once per jump, you may choose to take on a great destiny or labour of fate. Completing it will be difficult, and stretch you to the limits of your abilities, but if you can uphold it you can be assured that the world will change greatly, in line with your ideals and desires.

Additionally, three times per jump, you make speak prophecy or make a pronouncement which lies on others with the weight of destiny. This can be done regardless of whether or not you would normally be able to speak; no matter the impediment, you may speak this doom. You do not exactly control what fates you foresee or lay upon people, but they will involve either completing a task you describe or avoiding a pitfall or trouble you foresee. Regardless of which form they take, if the task is fulfilled or the pitfall avoided, there will be a positive outcome for you or those you speak the prophecy to.

Finally, if you die in the course of completing such a destiny, this does not count for the purposes of chain-failure.

Ents

Shepherds of the Olvar (100 CP; Free Ents)
As creatures of Yavanna, the Ents are the closest of all speaking peoples to the *olvar*, the plants. You share in this, having the ability to understand plants on an incredible level. You are able to quickly intuit a plant’s current state and what it needs, and with a little longer you can quickly learn its properties, and even learn what they have experienced in their vicinity - though given a plant’s senses, mundane plants will likely not be able to tell you more this way than when the last rains came or similar. By the same token, you can communicate your wishes to the plants as well, both by normal means and in a subtle, more spiritual manner, such that they will tend to grow in the way you want. In short, you have the green thumb to end all green thumbs, bordering on a magical understanding of plant-life in general - and this is a skill which can be taught to others, albeit only with great patience on their part. It'll be much quicker to teach a more mundane level of the skill, like how to be a good gardener or farmer.

This understanding extends beyond mundane plants, however, and into beings which have a plant-like nature. If you should encounter forest elementals, animate plants, grain-spirits

dryads or even plant-based macroorganisms on your travels, you will be able to understand and communicate with them in a peaceful manner, and will find it relatively easy to convince them you mean no harm, or to befriend you and regard you as an ally.

Among the Leaves (200 CP; Discount Ents)
Despite being over four metres tall on average, the ents are rarely seen. You share this skill of hiding, able to conceal yourself via camouflage to the point that you become almost invisible; so long as you look similar to your surroundings (wearing sand-colours in a desert, or just being a tree-like being in a forest) and you move (or don't move) with their motions, you can blend into the background to the point that only careful examination from the keenest-eyed, or help from magic or technology has a chance of picking you out - and even then it will be hard. This concealment extends to your spiritual aspects as well; if you were disguised amidst a forest, even those who can see souls would perceive your spirit only as that of a tree.

Additionally, your patience has become that of the trees themselves; you could wait still long enough for a forest to grow before your eyes if need be, though doing nothing at all for such long stretches risks becoming more treeish than entish.

Tree-Herds (400 CP; Discount Ents)
The ents are named 'shepherds of the trees', and you more than live up to that name. In a process half-magic, half-gardening, you can shape lands and ecosystems, working wood and water, stick and stone to create new landscapes. Given an empty plain and long enough, you could grow a forest as dense and strong as Fangorn, or enrich the earth to make it as bountiful as the Shire. This expertise extends from growing living things into transforming the landscape; redirecting rivers, moving hills and other such grand projects. Or, if you are roused to anger, the use of the environment in war: Directing rivers to wash away cities, preparing cliffs for rock-falls and similar. If you are an ent, your great strength will be very useful in such grand projects, but even if you are not, you still maintain the skill to direct many people together to accomplish similar results.

More than these mundane aspects, however, you also know the secrets of brewing ent-draughts; concentrating the spiritual power of growing things deep in the earth into blessed waters with potent virtues of growth and flourishing. Brewing such draughts requires that you shape landscapes to purpose, it takes time for the power to gather, and it can only be done in intensely verdant lands. Once the labour is complete, though, there will come forth springs of these potent waters, able to give especial strength, vitality, growth and endurance to those who drink them, and to sustain people even without ordinary food.

The Wakeful Woods (600 CP; Discount Ents)
When you tend a verdant landscape which is at least somewhat wild, you may at your will begin to quicken a transformation in the plants therein. Over time, and to a degree according to the plant's own strength, age and general power, they begin to awaken, gaining greater awareness of the world around them, and a greater ability to affect it. They become, essentially, ensouled; thinking beings in their own right, though their thoughts are strange and quite different to those of humans. Lands filled with such awakened plants gain a certain degree of spiritual potency; they are in a subtle way, enchanted, and strange things may occur there.

Most such ensouled plants are capable of little but sensing the world around them, communicating with one another, projecting a sense of their emotions to those around in a vague, difficult-to-define manner (so a forest full of watchful, suspicious trees would create a feeling of unwelcomeness and being watched), and moving to a limited degree. This movement doesn't tend to happen when anyone's looking; rather a person might bend down to look at something, then find the path back to have vanished. Older and more powerful plants gain greater power in their turn, able to move in a more deliberate manner (such as opening caves beneath their roots to trap unwelcome travellers) and project their will with such force as to induce drowsiness or perhaps hallucinations. Furthermore, as something akin to leaders amongst their kind, they can direct other ensouled plants and use them as channels for their own will, so as to act at a distance or collectively create labyrinths to bewilder intruders.

Perhaps most importantly, by tending to such ensouled plant-life, watering them with ent-draughts and the like, you may transform them into Huorns; trees not only aware and animate, but able to move long distances and make faster movements, capable of true attacks. With enough time, you might even find a way to cultivate true ents in this way.

Creatures you awaken via this perk are by default well-disposed towards you and will obey you so long as you treat and tend them well.

Vision of Primordial Spring (800 CP; Discount Ents)
It is said that in the spring of Arda, when the world was lit as it were a changeless day by the lamps Illuin and Ormal, Yavanna first brought forth the fruits of her thought. There were trees in those days which grew like living mountains, cloud-crowned with their feet deep in a green twilight of their own making. Those days are vanished and gone - but in you there lives a memory which can be brought forth once more.

At your will, lands you cultivate grow strong and swiftly, plants bursting forth eagerly from the soil at twice the rate elsewhere, with no greater need for nutrients or water. This is but the least of your gifts, however. Under your care, plants of all kinds evoke a memorial of those early days in the spring of Arda, growing five or more times their normal size. This growth is more than physical, though. Lands you cause to flourish in this manner grow strong in spirit as well; they are greatly more resilient to corruption and desecration of all kinds, while animal denizens grow larger, stronger and wiser as well. Herbs and plants are more potent, fruits and crops more fulfilling, and any magical crafts which take advantage of them find their results increased as well.

Finally, though, there is the change in you yourself. These bountiful lands nourish you as much as you nourish them. While within these lands, your resilience to injury, disease, poisons and other harms is greatly increased, your stamina and endurance becomes to all intents and purposes infinite, and your strength is magnified twice over. These benefits linger to an extent while outside of these lands, but fade over time; within a week or so the benefits will be lost until you return, whereupon they return at approximately twice the rate.

If you are an ent and take this perk, your ent-form will grow in size regardless of whether or not you are within a flourishing land; you could grow up to six metres tall (twenty feet or so).

Orcs and Ologs

Thick-Skinned (100 CP; Free Orcs and Ologs)
Your people were made to suffer under the whips and lashes of Melkor, but even those fierce scourges don't retain their power forever. Your skin is literally thickened, tough and leathery and hard to pierce; it's not as good as armour, but it's something. You are inured to much pain, able to endure even great agonies and tortures without breaking. Your body has been strengthened, too, giving you great endurance and not-inconsiderable might.

Perhaps most vital of your gifts, however, is the ability to retreat into yourself to outlast even the worst of torments. When another dominates your will, or you are placed in unendurable circumstances, you will not be entirely broken. Instead, your own will and selfhood will retreat deep inside you, hidden from all but the most piercing examinations of your thought. Though your body may toil at the behest of another, and go on without hope or happiness, still some vestige of your former spirit is sheltered inside, ready to emerge once again if you should escape such dire circumstances.

Bred for War (200 CP; Discount Orcs and Ologs)
You have been trained in the fighting-arts of Angband, and are a fierce and skilled warrior, the match of five ordinary men. With time and experience, you will grow mightier and more cunning still, able to match and defeat the Men of the West, or perhaps even elves. But the strength of the orcs is rarely in heroes, and often in numbers. You know how to gather and discipline a band of soldiers; through fear and punishment you can weld orcs and men into skilled and terrible raiding-parties or fighting-squads, unwilling to run save at the greatest terror. Moreover, you can inspire a similar dread in your enemies, using brutal fighting techniques and your sheer physical power to scatter the weak-willed and strike fear into the courageous.

Finally, you have something of a gift with animals. Not the kindly sort of alliance elves might enjoy, but the power to tame and command wolves, horses, oxen and other such beasts by fear and punishment. You could mount your soldiers on wargs, given a pack to work with, and ride such beasts yourself with ease.

Brews and Engines (400 CP; Discount Orcs and Ologs)
Perhaps from the tutelage of Sauron, orcs have a strange affinity with artifice. They don't make the beautiful and enchanted artefacts of the elves, but their crafts are nonetheless effective. You are now skilled in all manner of orc-crafts, from their crude but effective metallurgy to their stoneworking to their brewery. Under your direction, ugly but effective fortifications can be quickly reared from the earth, and engines built to help great smitheries pound out blade after blade. You know how to build siege-engines and mechanisms of war that seem more like moving fortresses than mere assault equipment, as well as how to organise farmland, mines and tributary caravans to feed and equip great hordes - though with little regard for the ones who grow the food itself, unless you work in their concerns as well. Overall, your skills are well-suited to outfitting large groups quickly - but with enough time and workers, you could raise a fortress to equal Angband, equip your armies in

Finally, you have skill in the alchemies of orc-kind. You can produce a wide variety of medicines, brews and poisons with potent effects. From salves which cause wounds to

quickly heal, though with scarring, to deadly poisons to liquors which banish pain and give bursts of energy and vitality to the drinker, you are capable of making all manner of useful potions and poultices.

Master of Legions (600 CP; Discount Orcs and Ologs)
Melkor sent out legions of orcs to trouble Beleriand, but he never came forth from Angband himself to command them. No, that was left in the hands of his servants - and you have the skill to do so. You are a master tactician and strategist, able to lead and command great armies with ease, to identify your enemies' weaknesses, counter their stratagems and lay traps to catch them and do them to death.

More than this, though, your will and charisma are tremendous, enabling you to easily dominate and overawe others unless they have great spirit. Your presence on the battlefield drives your followers on to obey your will, shoring up their courage - or at least their obedience - even in the face of great danger. If you were to find a band of orc-raiders alone and without command, you could become their captain in a night, and if orcs and others used to leadership were to be left leaderless - for instance, as happened to the orcs at the end of the Third Age with the death of Sauron - you could slip into that role, giving them purpose and direction again - your purpose. If you were to shape them to your will over a long period; for example by giving them your own language, this would solidify this position.

This is not a supernatural power of compulsion, but if you were to gain skill and power in the sending of thought - whether by your own practice or with the aid of a tool such as a Ring of Power - you could replicate the feats of Sauron in summoning evil things to him and making them his, or commanding creatures across Middle-Earth.

Shaper of Flesh (800 CP; Discount Orcs and Ologs)
Even before the Valar were aware of the awakening of the Elves in Cuivienen, Melkor knew, and his servants kidnapped and twisted elves into orcs, mockeries of their former kind. In later ages, Saruman would perform another feat, breeding the uruk-hai to serve in his armies. You have learned these methods of twisting and transforming others into the shapes you desire for them. Through a combination of dark sorcery, alchemy and selective breeding, you can twist all manner of creatures into new forms. Over a few generations, you could breed wargs from wolves, create hardy new crops that can be grown in great profusion, or induce mutations and alterations in even sapient beings. You might ameliorate weaknesses, such as that of orcs to sunlight, or grant new abilities, like making a group of humans more resistant to poisons.

This process is not very fast, and can only modify and alter what already exists, but with time you can produce novel species to serve your aims. It is possible to make these alterations in a kind and considerate manner, or for a good purpose, but the process of transformation is rarely pleasant for those who undergo it, and the faster you want to make it happen, the more twisting and painful alterations it will require.

Monsters

Tooth and Claw (100 CP; Free Monsters)

Whatever your shape and kind, you are well-armed even if you lack swords or shields. The form this takes is appropriate to your kind - werewolves are possessed of terrible bites and claws, vampires have vicious fangs, spiders their spearlike legs and fangs, and dragons have arms and armour to match a small army - as a certain dragon would put it, armour like tenfold shields, teeth as swords, claws as spears and the shock of their tail a thunderbolt. Both wraiths and humanoid beings gain the ability to drain life and vitality with their touch.

Whatever the case, you are skilled enough with your natural weapons to at least match an armed and skilled fighting man and, furthermore, know well how to use those weapons to bring down prey. You need nothing more than your own body to survive indefinitely in the wild.

Fell Power (200 CP; Discount Monsters)
There is a dark and mysterious power within you which makes you a terrible enemy to face. The effects of this perk vary depending on your type; if you are humanoid, you gain the Wraith effect:

- ***Werewolf:*** The spirit within you hungers, and its hunger only whets its senses to a knife-edge. Your senses of hearing, smell and taste are enhanced to a great degree, and you ignore darkness with regards to sight. You can track any prey not concealed by magic or at least a week's passing, and even then it is very hard to evade you. Furthermore, your stamina and endurance are greatly extended, and your will and exertions only increase as you near your limits; until the very moment when you collapse, you will be running onwards.
- ***Spider:*** The webs you weave are supernaturally tough and strong, almost impossible for all but the strongest of men to cut, and very difficult to escape thanks to their stickiness. More insidiously, however, your sense of touch is greatly enhanced which, in combination with thinner and more subtle threads, you can easily use to alert yourself to intruders in your domain. An elf may be quieter than a mouse, but still miss a gossamer-thin thread which carries rumour of their presence to you.
- ***Vampire:*** A creature of shadow and darkness, you gain the ability to draw that darkness around you, shrouding yourself in shadows so as to become incredibly difficult to see, so long as there are shadows or dark places you can hide in. More than this, however, you also gain the ability to so weave light and darkness around you as to change your appearance; you might stand on your hind legs and take on the seeming of a human, or cling to the ground and seem to be an old rock. If you spend time in a lair or other place the sun or other holy light doesn't touch, you can weave shadows around it as well, concealing it with cunning illusions.
- ***Wraith:*** You have mastered spells of dread and subjugation. These spells take effort and focus on your part, and create a contest of wills between you and your victim(s); those of less will or little courage are far easier to bespell this way. You can cause those who fall under your spell to become paralysed, faint or fall unconscious, or to obey your will while you remain present to direct them, though this shadow of terror and fear can still be overcome by the help of others. If you come to someone who is asleep or unconscious, you can also use these spells to direct and shape their dreams.
- ***Dragon:*** You have the dragon-spell, a kind of hypnotic influence in your words and gaze. When you wish to, you can exert your will through your eyes and words,

causing others to pay more heed to your words than they should, to become lulled into a suggestible or unguarded state, allowing you to give them simple commands or more easily enthral them. With more practice, and particularly against the weak-willed or those suffering from trauma or tragedy, you can perform greater feats, from rewriting memory to causing complete paralysis for days on end.

Strength of Darkness (400 CP; Discount Monsters)
You are a notable monster, perhaps the descendent of a great terror such as Glaurung or Carcharoth. The effects of this perk vary depending on your type; if you are humanoid, you gain the Wraith effect:

- ***Werewolf:*** You have a tremendous, unnatural vitality. You are virtually inured to pain, you have the strength of at least five strong men, and you have an incredible degree of toughness; enough that you could suffer dozens of wounds and still keep fighting until your last breath, and that your fur, hide and tough muscles together repel blows as if they were hard leather. Your speed of healing is only mildly increased, but you will always heal to the point of full functionality again so long as you survive - though not necessarily without scars. Furthermore, the presence of the spirit within you makes you a natural leader of wolves, wargs and similar creatures, allowing you to easily gather and command great packs - even to dominate lesser werewolves.
- ***Spider:*** You possess a potent and mystical venom, which you can administer either through your fangs, or by weaving it into your webs. If woven into a web, the venom requires extended contact with skin to take effect, but can be administered without the victim noticing. By default this venom induces swift unconsciousness, lingering weakness and horrible dreams, but can be tailored to produce a variety of effects, such as hallucinations, despair, mental dissociation, exhaustion, paralysis, death and so on. Finally, the venom affects both body and spirit, meaning that it can affect beings which have either of those things - though not fully-inanimate creatures like robots or golems - and that resisting it is at least partially a matter of will as well as physical treatment.
- ***Vampire:*** You gain the ability to reach out your thoughts to others, gaining the 200 CP version of the **Sanwe-Latya** perk for free. Beyond simply contacting others, however, you are particularly good at inserting thoughts, dreams and compulsions into others' minds without them noticing, leading them astray by subtle means or subtly inflicting fear, despair, delusions or madness. Finally, you are able to entirely dominate and control animals, particularly vermin such as rats and bats, or predatory beasts like wolves, allowing you to command them where to go, and to receive information from their thoughts at a distance, as well as to bombard their minds with emotion. With this, the very beasts in your enemies' fields can be transformed into a trampling horde, the rats in their houses can become your spies, and their steeds can throw and trample them without ever having to make yourself known.
- ***Wraith:*** By performing chants and rituals around a location, you can claim it with your spirit and infuse it with your power. Tombs are the most common haunts of such wraiths, but any place where you can perform these rites, spend significant time and where the sun does not strongly reach can be claimed in this way. A location so claimed becomes unnaturally darkened, with what sunlight can penetrate holding much less power over you, and flames becoming weaker and harder to light. Within a lair claimed this way, all abilities you possess and magic you perform related to

death, darkness, controlling spirits or inducing terror are enhanced, your physical strength and speed are increased by half again, and you are more resistant to blessed weapons or spells against the undead. You may also command the location to an extent; you could cause doors to slam and lock themselves, stones to unbind themselves from one another, or trees to raise their roots to trip fleeing victims.

Any treasures or objects of value kept for an extended period in such a lair become claimed as well, giving you an inherent sense for their location and the ability to use them as a channel for magic such as described above, or for thought-sending (see Sanwe-Latya). This influence can be purged by keeping them in the open and exposed to the light of sun, moon and stars for a week, or through purifying magic.

- ***Dragon:*** Choose one; you may repurchase this Perk to gain the other effect:

    - You are a fire-drake, able to breathe gouts of flame to wither men, elves and all their works alike. Given enough time you can melt most things, and with age your inner furnace will only grow hotter. If you were to live for centuries, your fire-breath would be able to consume even Rings of Power.

    - You are one of the winged dragons, able to take to the air on great, leathery pinions. With these mighty wings, you can traverse the length and breadth of Middle-Earth and feel the fear of those who fall under your shadow.

Old and Strong (600 CP; Discount Monsters)
You are a monster of true dread and terror, having grown from the power of your youth into a creature truly fit to terrorize the kingdoms of these early ages. The effects of this perk vary depending on your type; if you are humanoid, you gain the Wraith effect:

- ***Werewolf:*** The dark spirit within you so hungers that it can reach beyond your own body. By spending time around other wolves or wargs, this dark spirit can ‘infect’ them, causing them to grow stronger, more intelligent and more fearsome over time. With enough time, some will become full werewolves as described under ‘Monsters’, and the werewolf version of Fell Power. Whatever the case, these wolf-things are instinctively subordinate to you, obeying your commands and acting at your will - though they remain wild and it will take a great deal of effort to keep them from hunting and harrying those who come near their lairs.

  This contagion of the spirit is not only limited to wolves, however. Men and other mortals who spend significant amounts of time near you - whether willingly, captured or simply corralled in their villages - become more bestial, increasing in strength and stamina, while at the same time becoming more ferocious and quick to anger. With enough time they will be like beasts in human skin, with hard black nails and a berserker rage. This can be undone, but it requires time, care and peace that those afflicted in this way will not usually give themselves.

  You can limit the effects of this perk on others, or only give some benefits and not others - you might want to drive the occupants of a village to anger and strife with one another so you can more easily overrun them, for instance, without giving them additional strength.

- ***Spider:*** You can weave more than mundane webs. When you weave your webs, you can infuse them with the un-light of Ungoliant, and use this power to weave spells of illusion, obfuscation and deception. With such webs you can easily darken and blot out sunlight, transform a forest into a labyrinth which causes victims to wander endlessly in circles or cause victims to blunder into unseen traps and webs, or even to ignore subtle strands sticking to them until it's too late. You can create phantoms of people your victims expect or hope to see, induce delusions or paranoia, or conceal places and things - including yourself - with woven illusions. With enough time to work, you can entirely enthral and delude your victims into serving your will - or simply your appetite. By weaving the un-light closely, you block out all manner of mundane or magical sight; just as Ungoliant once blocked the vision of Manwe, so can you hide yourself from divination and scrying - if you grow old and powerful enough, even that of beings like the Valar.
- ***Vampire:*** The spirit of a vampire is loath to part with the substance of its body. All parts of your body, from your flesh to your bones to your blood, become channels for your spiritual power, and for any magical, psychic or spiritual abilities you possess. Those who consume your blood or body are closely-linked to you, making it easy for you to read their thoughts and senses, and to insert your own thoughts and images into their mind, allowing you to exert powerful control over them, especially if they fall into despair, or fall asleep. Through such cunning, you could slay a lord using his beloved servants. Furthermore, when others drink your blood you can empower them, causing them to become stronger and swifter. With these abilities combined, you could create powerful minions to serve your will, whose very minds are open to you - and if you do it to other great bats (or other powerful, flying things of the night, like great owls or similar) you can twist their spirits into vampires of their own. These will be weaker than you to begin with, but with the capacity to grow in power and will be subservient to your will - at least, until they grow strong and bold enough to contest you.

  Even if you are killed, so long as your body is not totally destroyed - for instance, by incineration - your spirit, consciousness and power will linger within your remains, which are potent materials to create magical items, such as the bat-hame Lúthien used to disguise herself. Such a half-death does not count for the purposes of chain failure, though unless you can revive yourself before the end of the jump you will chain-fail. If your remains are consumed, you can contest your will against the one devouring you to cast out their spirit and take its place, permanently possessing their body - though with time it will twist towards a hybrid form between your own vampiric shape and the original body. This consumption need not be willing; you could compel a victim to carry it out. However, if you lose the contest of spirits - a real danger with mighty victims, such as a dragon or a spiritually-powerful elf - you will die for real.
- ***Wraith:*** You are learned in dark spells and necromancy, capable of performing terrible feats of personal magic and dark craft. You can forge blades whose touch chills blood and soul, create poisons which hollow out a victim to become a host to wraiths, or even transform a victim into a wraith via Morgul blades or other means. Furthermore, you know spells and methods to summon up, bind and control restless spirits and ghosts, to cause blades and gates to shatter and terrify armies, and to extend the life of mortal men. You can conjure storms and freezing mists, turn the chill of winter into a killing cold, speak with wolves, crows and other evil creatures.

You are the equal of the Witch-King of Angmar in the lore of necromancy and black magic. You would need a Ring of Power to match his might directly, but with enough time and learning you can learn to forge such a thing yourself.

- ***Dragon:*** You have grown old, old and strong beyond the measure of mortal man. If before your scales were like the shields of a company, now they are like the walls of a fortress. No mundane weapon can breach your armour, and even magical arms such as Anglachel require either an ambush or additional magical power backing them up to pierce your hide. In addition to this, you have grown to the size of a manor house, with strength to match. If your teeth were like swords before, now they are more like the teeth of a falling portcullis.

Light-Drinker (800 CP; Discount Monsters)
Even in this age of legends, you are a monster great heroes would fear to face. Your peers are the likes of Glaurung and Carcharoth, and with time you might grow to equal the might of Ungoliant or Ancalagon the Black. Where before you would grow slowly with your increasing age and that growth would eventually plateau, now age will only ever make your monstrous power greater. This is an uncapper for any powers which increase with age, or which represent monstrous or inhuman power.

Additionally, you can grow even faster still by consuming others, whether physically or more spiritually. Dragons simply devour their prey, while wraiths might drain their life-force. Whatever the case, you can receive a mild but permanent boost to your strength by consuming beings of similar nature to yourself; a dragon devouring other beings of dark spirit would receive about a tenth of the victim's strength, assimilating it into their own power over time. On the other hand, you can gain power much more efficiently by consuming beings or powers opposed to your own. Like Ungoliant drinking the light of the Two Trees or Carcharoth consuming a Silmaril, taking into yourself such sources of power can allow you to grow greatly in might. However, this perk does not protect you against any effects such power may have upon you. Carcharoth's existence was an agony after he devoured the hand of Beren and the sacred jewel it held. In either case, this does not give you the powers or abilities of the thing consumed, but rather uses that power to magnify your own.

Maiar

Memories of the Music (200 CP; First Free and subsequent purchases discounted to Maiar)
The Ainur listened to and were a part of the music which foresung the world, and through this and the words of Eru know much of the world. Pick a particular concept, from craftsmanship to light to fire to plants to animals to the sky. Concepts should have more a mythic resonance than precise materialism; a concept of 'spacetime' or 'atomic bonds' doesn't fit thematically with Tolkien's work.

Whatever your chosen concept is, you have deep knowledge and understanding of things relating to that concept. A Maia who chose animals intuitively understands the behaviour of beasts, birds, fish and more, while one who chose craftsmanship is a master of everything from architecture to smithcraft to basket-weaving. Additionally, any magical or spiritual abilities you use related to this concept are uplifted in profundity and strength. Exactly what

this means in any given case is fluid, but broadly speaking a Maia will have an easier time and get greater results from doing things with their chosen concept.

This perk may be purchased up to 3 times total. If you have the Arisen in Might perk, you may purchase this perk as many times as you wish. If you are not a Maia, this perk instead represents deep tutelage from a Maia, or one of their students in turn.

Vision of Greatness (200 CP; Discount Maiar)
If you so choose, you may make the glory of your spirit manifest, projecting an emotional aura, according to your will and the nature of your spirit. If your spirit is unsullied, you might uplift hearts and minds, kindle courage by your very presence and produce awe and wonder at your beauty and benevolence. If your spirit is dark and bent on dominance and torment, you can provoke despair, terror, obedience and fearful worship. Those who close their minds against you with the unwill are somewhat resistant to this effect, but not immune.

Furthermore, you can cause this effect to linger in your works as well as your presence, according to the intent of those works. If you construct a wall, you might cause it to project a feeling of safety and protectiveness to those behind it, while daunting those who approach it. You might imbue a sword with a power of terror against those who face it, while heartening those on the same side.

Echoes of the Music (400 CP; Discount Maiar)
More than simply remembering select strains of the Music of the Ainur, you have memories of the music over all - and more than that, can hear its echoes within the living world. You experience this sense almost as literal music, existing on a spiritual rather than physical level, but the sensation as a whole is not entirely unlike listening to the backing track of a movie. In the immediate sense, this gives you a strong sense for the ‘mood’ of your present environment - you can tell by the Music whether you are in danger or not, the degree of emotional tension, whether you are in a place which has felt sorrow, gladness or other emotions strongly, and similar. By listening carefully, you can also discern whether a given person, object or place has magical or spiritual power, and the rough degree of that power, though thinking beings can defend against this by raising the unwill. With time to examine the subtle melodies of such a place, person or thing, you can gain greater insight into the nature of whatever power they may possess, though this insight tends towards understanding the ‘intent’ of the power, rather than precise effects.

Finally, with time and peace to consider, you can discern the echoes of the Music from the future or the past, gaining similar levels of insight, though this takes longer and is less precise. In order to do this you must be able to examine an object, place or person relevant to that future; that is by listening to a person’s melody, you can gain an emotional idea of their future and past, or by listening to the Music at a crossroads you might get an idea of roughly what awaits you down a given road.

The Giving Spirit (600 CP; Discount Maiar)
There is perhaps no place in all of Arda so hallowed as the lands of Aman, or so corrupt and twisted as the dread fortress of Angband. With this perk, you gain the power to both bless and hallow, or corrupt and twist things and creatures within the world.

If you bless something, you effectively give a part of your spirit and strength to it, helping it grow into more of itself. Blessed things become haler, more healthy, more ideal, more beautiful, less easy for uncorrupted beings to harm and broadly ‘better’, as well as resistant to corruption, rejecting corrupted things in general. A blessed stream will flow swift and clear, full of life but not choked by weeds as it dances over rocks with a musical sound. A blessed land will grow strong and vital, its soil giving forth more crops than before while those crops in turn become more hale and hearty, and the farms will not harm the wilderness, or be harmed by it. A blessed animal might become more intelligent, a blessed sword sharper and more resistant to breaking. Perhaps most of all, blessed things are protected from evil; their thoughts are uplifted with hope and courage, black magic will fail before them, and blessed blades might drive spirits of the dark undead flying in fear.

If you corrupt something, you use your power to force it into a shape other than what it should have been, bending it to your will. This is not merely guiding growth, but transforming it into something else. By corrupting a land, you might make it barren, a dreadful, desolate desert, but one that serves your purposes and is less harmful to you and your forces than your opponents. By corrupting a human, you might transform them into a twisted creature, increasing their strength and power in battle at the expense of their new physiology causing them pain or similar. With decades or centuries of work, you could use a combination of corruption, inhabitation of dark spirits and other means to create even new species entirely divorced from what they were before - dragons, vampires and so on. Generally speaking, corrupted beings can *either* be stronger than they were to begin with, but not necessarily obedient to you, or weaker but easier to dominate.

The amount of spiritual power required to hallow or corrupt a thing roughly corresponds to the spiritual power of the thing in the beginning, and its scale. This power is unavailable to you so long as it is ‘in action’ - that is, as long as the power is taken up creating the change . Eventually, a blessed thing will become blessed as part of its very nature, or a corrupted thing become corrupt, and you will regain the power you expended to make it so. The more powerful the target, the more powerful the result - either corruption or hallowing can enhance the target’s powers, whether those be physical, mental or spiritual as appropriate to the blessing or corruption. The more powerful the blessed thing to begin with, the stronger it will be once blessed - the Silmarils burned even the hands of Melkor, the greatest of the Ainur partly because of the hallowing of Varda, but also because that hallowing was backed by the light of the Two Trees.

By default, a Maia could bless or corrupt a small valley, or a collection of people. With Arisen in Might, this ability is amplified greatly, allowing you to bless or corrupt entire regions, as Melian enchanted the forests of Doriath, or Sauron desolated the land of Mordor.

Additionally, blessing and corrupting are two sides of a spectrum; the more you focus your energies towards blessing, the harder it will be for you to corrupt and vice versa. This ‘slider’ can move both ways over the course of your existence; the most hallowed can descend into the pits of corruption, and perhaps find redemption after even that if they are willing to make recompense and face judgement. You cannot bless or corrupt yourself, though others may do this to you.

Arisen in Might (800 CP; Discount Maiar)

The might of your spirit is great; you are closer to the power of the Valar themselves than to the common Maiar, an equal to Mairon in his beginnings, to Melian who held even the power of Melkor away from the forests of Doriath, or to Ossë, who rules the coasts and shores of Middle-Earth. With this might comes greater power; the forms you can wear can be up to ten times the size of a human, with proportionate strength and physical abilities. Your spiritual power is immense, able to face a Maia such as Sauron or a similar spirit on an even playing field, and to hold out reasonably well even against a Vala. This strength can be put into other forms of magic as well, enhancing them proportional to the power you pour into them, such that spells which for others produce a localised fireball instead create a great conflagration - specially when used in combination with your Memories of the Music.

Finally, your skill in the magic of song is greatly increased. Not only can you manipulate the physical world as might a lesser Maia (see **Songs of Power**), but the strength of your spirit is such that you can do so with relative ease, without particular danger of tiring or becoming exhausted. Only enormous workings, such as the raising of a mountain, would exhaust you. Additionally, with lengthy preparation, you can even bring new things into being this way. You cannot create sapient life unless you have some out-of-jump means of providing a soul, but you could cause new species of trees to sprout from the earth without seeds, or create a new source for a mighty river.

Though you might not be the most powerful in Arda, you are certainly amongst the mighty. Tread carefully, lest you crush the small beneath you.

Gifts

Arms and Armor (Free *or* 200 CP *or* 400 CP; Discount Noldor, Dwarves or Men of the West)
For free, you are equipped with adequate arms and armour to survive in this harsh era; likely a mail shirt, a helm, bracers, greaves, boots, and your choice of two weapons. These are mundane, but well-made, and will serve you well against conventional foes.

> For **200 CP**, your gear is a work of art, forged by great smiths for your protection. Its provenance is clear from its appearance, and although it is not outright magical it will serve you well against even deadly foes like ologs, and will never break save under truly terrible onslaughts. Examples of this might be a coat of mithril chainmail, or the masks of the dwarven warriors that protected them from the dragon-fire of Glaurung.
>
> For **400 CP**, your battle-harness is nothing short of legend; protective runes gleam on your armour and shield to ward away harm, and your weapons have magical properties of their own. You are free to design the exact qualities your arms and armour possess, but some examples might be Anglachel, a blade of star-iron which can cleave all earthly metal, the Dragon-Helm of Dor-lómin, which struck terror into the foes of the wielder who saw it, or the glittering blade Ringil, with which Fingolfin wounded Morgoth seven times before he died. Or, alternatively, your weapons may recall the Morgul Blades of the Nazgul, or even echo Grond, the Hammer of the Underworld once wielded by Melkor.

Ship (100 CP *or* 200 CP; Discount Teleri or Men of the West)
You are in possession of a fine sailing vessel, fit to cross the many seas of the world.

> For **100 CP** (free to Teleri and Men of the West), this vessel is a fine ship, but ultimately mundane; a vessel fit to cross oceans and ply the seas to far-off lands, and which may bring you great wealth if you're clever.
>
> For **200 CP**, the ship is something more; either it is magical, enchanted to fly across the waves like a bird, to endure or run before any storm, and otherwise master the sea like no other, or it is nothing less than a floating fortress in its own right; not swift, but an implacable force from which a host could disembark to conquer a city, and its hull impervious to all but great engines of war, or being cast upon the shore by a terrible storm. You may purchase this twice to gain both benefits.
>
> > **Sail the Breath of Air (400 CP)**
> > *Prerequisite:* 200 CP Ship
> > Not only do you have a magnificent vessel; you have a ship that is nothing short of a miracle. Whether hallowed by the Valar like Vingilot, or lifted into the sky by the knowledge and sciences of the Numenoreans, you have a vessel capable of traversing not only the seas, but the skies as well. If you have both versions of the 200 CP Ship perk, your vessel can sail beyond the skies into the outer darkness and return unharmed with all its occupants.

Workshop (100 CP *or* 200 CP *or* 400 CP; Discount Noldor, Orcs or Dwarves)
What is a craftsman without his tools and a place to work?

> For **100 CP** (free to Noldor, Orcs or Dwarves), you have a workshop suited to all crafts you know which are fitting for this jump. It's nothing supernatural, but it's a place that a competent craftsman would be proud of.
>
> For **200 CP**, your workshop is fine enough that a true master of their craft would be envious of it, and moreover possesses some special, albeit not supernatural, quality which makes it more wondrous still. Perhaps it contains great foundries which allow you to produce great quantities of war materiel rapidly, or nearby groves of trees perfect for all manner of wood-crafting.
>
> For **400 CP**, your workshop is magical in its own right, enabling you to create things even greater than you could alone. In such a workshop you might be able to perform metaphysical feats such as capturing light and binding it into gems, or drawing from the deep fires of the earth to empower the creation of, I don't know, a Ring, perhaps. Whatever the case, this workshop is ideally-suited to all manner of magical crafting.

Mines (100 CP *or* 200 CP *or* 400 CP; Discount Noldor, Dwarves or Orcs/Ologs)
You know of a place where the earth has given up its treasures - and have a workforce happy (or at least willing) to excavate it for you. This mine will yield up only so much material at a time, but you can always be sure that there will be new veins to be discovered, if you dig a little deeper.

For **100 CP** (free to Noldor or Dwarves), this mine is fruitful, but yields only mundane but practical materials such as iron, copper, coal or good stone. Valuable and useful certainly, especially if one is in the business of smithing or masonry, but hardly a wonder of the world. In future jumps, your mine will remain useful, providing a source of similar practical resources appropriate to the jump in question.

For **200 CP**, your mine will additionally yield far rarer treasures; gold and silver in great quantities, as well as fine gems which could be sold for wealth, or made into beautiful things. The quantities of mundane materials are increased as well, such that your mine could equip a decently-sized host as fast as the smiths could work the ore. In future jumps, your mine will yield similarly rare or precious substances specific to the worlds in question.

For **400 CP**, your mine is the equal of that found beneath Khazad-dûm, yielding up strange and mystical materials, from veins of precious mithril to ancient meteors bearing the star-iron that forged Anglachel, to perhaps even the strange, unbreakable crystals of which the Silmarils were made. In future jumps, your mine will yield up other rare or supernatural substances, such as unobtainium, warpstone or gromril.

Food of the Divine (200 CP; Discount Elves)
This gift has three parts; a basket of woven, white straw containing grain from Valinor, a pouch containing the seeds of flowers from the West, and a small flask containing a golden-hued, sweet cordial, both of which will replenish once every month.

To begin with the flowers, these flowers bloom strong and beautifully, so long as they are given sunlight, and yield strong dyes from their petals. Their nectar is where their true virtue lies, however, and it can be distilled by a recipe you know into the miraculous cordial known as miruvor. A sip of this cordial will revive the tired and speed healing, though distilling a flask requires many flowers to be harvested.

The grain, meanwhile, comes from that given by Yavanna to the elves to help on their long journey to the West. You have a basket woven of the white straw of this crop, touched by no blade, and inside a goodly portion of the grain itself, enough to plant a large field. Planted in the earth in any season save winter, and shielded from the shadows of other plants, the corn will sprout quickly and strong, partaking of sunlight, multiplying its virtue and giving it back in the grain. By itself this is a strong and valuable crop, but if the grain is harvested and baked by hand it will produce food which is supernaturally nourishing to both the body and the spirit; this is the source of the fortifying nature of lembas-bread, which you also know how to make.

Domain (200 CP *or* 400 CP *or* 600 CP; Discount Sindar, Ents, Beast, Monsters or Men of Middle-Earth)
You claim to an area of fruitful land, with the size dependent upon how many CP you've spent on this Gift. For **200 CP**, your claim stretches up to 20 miles in diameter. For **400 CP**, it stretches up to 100 miles in diameter, and for **600 CP**, 300 miles in diameter.

You can decide exactly where your domain is situated, so long as it is within Middle-Earth, and what the landscape is like. Perhaps you wish to hold sway over great stretches of forest,

or open, fertile plains, or hilly moorland that would be hard to assault by enemies. By default, these lands may or may not be populated by your Kindred or others, but the people thereon owe no special loyalty or reverence for you.

Rulership (200 CP)
Prerequisite: Domain *or* Exile Drawback
You are a ruler amongst your kindred, whether descended in long line from royal fathers, appointed by some higher power such as a high king or the Dark Lord, or an upstart who has earned the trust of your followers.

If you have the **Domain** item, your Domain is simply inhabited by members of your Kindred, who have built dwellings and habitations according to their culture upon it. Men of Middle-Earth will build towns and villages akin to those of the Celts or perhaps Rohan of later ages, while the Noldor would build towers and splendid cities. The exact numbers of your followers will vary to 'fill' the land appropriately to your Kindred; a hundred-mile diameter region can support quite a lot of humans, but elves are fewer in number, ents rarer still, and dragons are unlikely to have more than a handful even in such a large land.

If you instead have the **Exile** drawback, your followers comprise at least tribe or group about appropriate for a 200 CP Domain - but you have no homeland, or if you have Domain you begin far away from it, and must lead your followers there, or find some other place to settle.

Whatever the case, you are rightfully the leader of your people (at least within the paradigm of your Kindred; elves might not respect the rightful command of an orc or vice versa), and they are loyal to you. They won't just do anything you say, but they trust you to lead them, and are skilled and competent according to their Kindred, generally capable of supporting and defending themselves against ordinary threats.

If you are a Monster or an Ent, you may choose to have your following be composed of Orcs or Men of Middle-Earth rather than your own Kindred. If you are a Beast, this will instead give you a core population of beasts of near your own stature, as well as larger groups of lesser animals which will still hold loyalty towards you to some extent.

> **Fortress (200 CP)**
> *Prerequisite:* Domain
> In your lands there is a great fortress, capable of easily repelling raiding parties or small armies, and tough enough that it would take a truly dedicated force, and either treachery, siege engines or strength beyond that of humans to overcome its walls. It has a strong and disciplined defensive force of your followers' Kindred as well.
>
> You may combine this with Great City, if you choose, in which case your city gains similarly-impressive defences.
>
> > **Impregnable Fastness (400 CP; Discount Dwarf or Maia)**
> > *Prerequisite:* Fortress
> > Your fortress is no mere castle or tower. Reared from or delved deep into the living earth itself, the idea of assaulting it by conventional means is ludicrous; one might as well try to batter down a mountain. It

would take dragons, treachery or the might of the Maiar to breach its defences from the outside, and even internally it is designed with choke-points and defence in depth in mind.

If combined with Great City and a 600 CP Domain, this could be a fastness equal to Angband or Khazad-dûm.

Great City (400 CP; Discount Men, Noldor or Dwarves; Requires Domain)
Your Domain contains a great and populous city inhabited primarily by your Kindred, but perhaps by some populations of other Kindreds as well. Here can be found all manner of craftsmen, artisans and citizens of all kinds, as well as a reasonably-effective militia. As its ruler this will bring you significant wealth by trade and taxes, and increase the population of your followers significantly.

Palantír (400 CP; Discount Noldor or Men of the West)
You have come into possession of one of the Palantíri, potent tools created by Fëanor in the Years of the Trees. The stones have two primary abilities; firstly they act as powerful amplifiers to the discipline of **Sanwe-Latya**, allowing one who holds one to hold such thought-conversations or even read the minds of a person in possession of another of the stones with relative ease. Secondly, a person holding one of the Palantíri can perceive things near any other of the stones or, with greater exertion of will, direct its visions elsewhere, to look across land and see, and even glimpse into the past, though great willpower is required to control such visions, and the stones cannot see in darkness, though their visions can penetrate solid matter.

Your Palantír is yours by right, and obeys you above all others; others cannot take control of it as Sauron did the Orthanc-stone and the Minas Tirith-stone, and cannot use it unless you allow them. Your Palantír also acts as an amplifier and focus for any other telepathic or scrying powers you may possess.

For an additional **100 CP**, without discounts to Noldor or Men of the West, your Palantir is more than one of the ordinary seeing-stones; it is one of the master-stones, able not only to see for itself, but to exert influence over the other palantíri. As you hold a master-stone, when contacting other stones you hold a position of power; you will have an advantage in any telepathic contests which occur through it, and can exert your will upon lesser stones remotely, guiding the visions they show to other users unless those users are of tremendous will or power.

Post-jump, or during the jump if you have the **Teachings of Aulë** perk, you will gain the knowledge of how to create further Palantíri, so that you can create new networks of these seeing-stones in future jumps. You can potentially learn this by other means, but under these conditions this is assured.

Ring of Power (400 CP *or* 600 CP)
You have in your possession an object of mysterious but potent magical power. Forged by some great craftsman amongst the Noldorin elves, this object is designed to uphold and uplift your capabilities in some specific activity or aim, from rulership to might in battle to

healing to - as the original Rings of Power were intended - preserving that which the holder loves.

For **400 CP**, this enhancement is powerfully present, but exists mostly on the personal scale - equivalent to one of the lesser Rings of Power. Any efforts you take in line with the item's 'desire' are greatly increased in potency, up to threefold. Exactly how this takes effect will vary from case to case; an item intended to make its wielder a great warrior might enhance their speed and strength, help them gain martial skill more quickly, make them more terrifying on the field and so on. Meanwhile, an object intended to preserve its user might grant them premonitions of danger, turn aside blows or lengthen their lifespan and keep them from the weariness of time - though if they are mortal, such preservation of life cannot last indefinitely without drawing the wearer into the wraith-world.

For **600 CP**, the potency your item bestows is similar to that of the 400 CP version, but its scale can be greatly increased. As Galadriel and Elrond spread the preserving power of their Rings across an entire kingdom, defending them from all manner of evils for millennia, so too might yours. This Ring greatly enhances any other magical abilities you possess, allowing you to use them with far greater efficiency, with greater control and on a greater scale - so long as they are in line with the item's intent.

No matter which level you purchase, holding your wondrous treasure allows you a certain degree of insight into the Wraith-World, enough to sense the presence of spirits or glimpse the souls of others. Furthermore, your item is not under the sway of Sauron, and its primary loyalty will always be to you; it would still work for others, but not as well as for you, and will try and return to you as best it can. At the least, you will regain it upon entering a new jump.

Note that this does not have to be an actual ring in terms of its form, though it must be something you can carry easily on your person, and cannot be armour or a weapon.

Halls of the Dead (800 CP)
It is said that the spirits of dead elves are summoned to the West by Mandos, where they gather in his halls to contemplate their lives, and eventually be re-embodied in Valinor, once they have come to terms with whatever sorrows, pains and traumas were inflicted upon them. The spirits of men go there as well, though they linger only for a short while before passing beyond the circles of the world to whatever awaits them, and the dwarves hold that Mahal maintains sections of the Halls for them, where their spirits await the ending of the world, so that they can aid in the building of the new one.

You possess an imitation of the Halls of the Dead, a place hidden away (perhaps in your warehouse, perhaps beneath the earth) and to which you can summon the spirits of any who owe you fealty, or have consented to be brought there. Such spirits can linger indefinitely in the Halls and maintain their cognisance and integrity, interacting with objects there as if they were physical, no matter their normal state. They remain themselves and cannot be destroyed, though they may be traumatised or otherwise psychologically harmed. The Halls will always be large enough to contain any number of spirits brought there.

Furthermore, at the heart of the Halls is a great throne. When you sit upon this, your ability to use **Sanwe-Latya** is vastly enhanced, specifically with regards to bodiless spirits, as are any

other magical powers you possess which deal with such houseless spirits. While sitting upon this throne you could contact spirits across the world to speak with them and guide them, see the heart and true intentions of a spirit brought before your throne. You are, in short, the very image of a keeper of the dead. Finally, while seated upon this throne, you may cause a willing spirit which comes before you to either pass on and leave the world, free from any curse or confinement which might prevent it from doing, or to be reborn and given a new body, with or without memory of its previous life, or regaining such memory at some particular point, at your choosing. By default this happens via the spirit entering a newborn infant, but if you have some means to produce soulless bodies you could reincarnate a spirit into such a vessel instead.

Well of Light (800 CP)
Such a thing has not been seen since Ungoliant drank the Two Trees dry: A pool of the mingled dews of Telperion and Laurelin; liquid light that shimmers in countless shades of silver and gold, and sheds a holy radiance far beyond where it should reach. These sacred waters have many virtues, of which perhaps the least are their healing properties. To drink but a mouthful from this well of light is to banish all disease and weariness, and to set all wounds on a road to swift and sure healing without any lingering harm or pain.

A plant watered with a few drops of this sacred dew will grow sure and strong and bear fruits or seeds with healing virtues of their own, while a beast allowed to drink will grow wise and strong according to its kind, and sire children with similar strengths. If a sapient being drinks from the Well, they and their children shall have the light of Aman in their face; they will have something of the reflected radiance of the Two Trees, and will be blessed with beauty, longevity and great spiritual strength, though not necessarily with wisdom.

Even simply bathing in their light will help bring healing and respite from mental and spiritual pains, and ensure that disease and decay do not come near, and all but the mightiest of evil things will flee its radiance. The reflected glimmer of the light captured in a Silmaril was enough to empower the Phial of Galadriel, after all, when this is pure from the source.

Beyond these blessed qualities, however, the dews of the well are potent magical substances. It is said that Varda made the very stars from the nectar of the Two Trees - and even if you lack the power of the Valar to shape the world in such a grand fashion, these waters are nothing less than a divine reagent for light, healing and blessing, allowing for creations fit to match those of the Ainur. A blade quenched in these waters would be a bane to all evil things, and a crown anointed with them might impart to the wearer great beauty and radiance, as of the light of Aman. Perhaps one day you might even capture their light anew, and forge new Silmarils - if you have the skill, and can discover a substance fit to contain their light as a body would a spirit.

Your well of light is composed of two outer pools where the gold and silver dews slowly gather, and an inner where they mingle. They are not large, each the size of a medium-sized pond, but will slowly re-fill over time. If entirely emptied, they would re-fill over the course of a year.

Companions

Companion Import (100 or 400 CP)
You may create a companion, or import an existing companion, into this jump with 600 CP to spend, along with a Kindred. They may only gain up to 400 CP from Complications, and Kindreds with CP costs or benefits apply those costs or benefits from them as normal. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 400 CP each instead.

Canon Companion (100 CP)
You may recruit a person from this world to join you on your journeys, assuming you can persuade them to join you.

This may be taken as many times as desired.

Scenarios

You may take multiple Scenarios, so long as their goals are logically consistent with one another.

The Trees Unwithered

(Save the Two Trees; Reward is a seed from each tree which can be planted in future worlds to grow descendents of them, and produce more of their nectars)

The Quest of the Noldor

(Help the Noldor retrieve the Silmarils; if done without kinslaying, you are rewarded with a Silmaril, an automatic acceptance by anything holy in future settings, and the unwithering of the elves; if done with kinslaying you will have the ability to cause civilizations in future jumps to become corrupt and to destroy themselves through temptation)

Break the Gates

(Complete the Siege of Angband and defeat Morgoth and his servants without the intervention of the Valar; reward is an inherent respect from gods or god-like beings, as well as a copy of the chain Angainor, which can bind anything)

Seven Hoards

(There are seven great dwarf-hoards; you must either despoil them all, or protect them all from the despoiling of others, particularly dragons; If you steal them all you will have a near-unlimited source of wealth to take into future worlds, as well as an innate sense for wealth and money. If you protect them all, you have the eternal loyalty of the dwarves, and a

population of them (master craftsmen, miners etc) will follow you into future jumps, along with a near-impregnable fortress and vast, although not quite so unlimited, wealth)

The Undrowned Land

(Prevent the destruction of Numenor, and by cultural transformation ensure that it won't be corrupted so easily again; if successful, you are rewarded with the ability to stave off societal corruption of all kinds, as well as an empty land comparable to Numenor)

What Has Fallen May Rise

(Redeem the Ainur Melkor corrupted; Reward is the ability to expel mystical corruption of all kinds, and inspire others to overcome moral corruption; scale increases depending on how many of the Ainur you save in this way, particularly Sauron)

This Middle Earth of Mine

(Become the ruler of Middle-earth, whether by conquest or some other means; Reward is the ability to take your domains into future jumps, inserting as appropriate or attaching them to your warehouse)

The Dominion of Arda

(Become the ruler of Arda, either by somehow getting Manwe to let you replace him, or by conquering both the Valar and Morgoth; Reward is Arda itself, including Valinor, and power equal to a Vala)

Complications

You may take any number of Complications, unless they are noted to be incompatible.

Canon Insert (+0 CP)
You incarnate into the world in place of a canonical character, though you gain no abilities or privileges beyond what you purchase here.

A Long Stay (+50 *or* +100 *or* +200 CP)
The tales of the Silmarillion take place over long timescales, and many of their participants have very long lives. So perhaps you want to stay a little longer? For an additional 50 CP, instead of ten years, you will remain in Arda for fifty years. For 100 CP, you will remain either for your entire lifetime, until you die of old age (if you are mortal, though this will not count for chain-fail), or for one hundred years, if you are immortal.

For 200 CP, you will remain for an age of the world (a minimum of 500 years), or until the ending of the Third Age as you will. However, this may only be taken if you have some means of immortality (whether from this jumpdoc or another), and death of old age will now count as chain failure.

Silent Thoughts (+50 CP)
Though like all beings in Arda you are capable of receiving the communication of thoughts, you are utterly unable to touch the minds of others; to read their thoughts or project your own. This disables any out-of-jump forms of telepathy, prevents you from any purchases of Sanwe-Latya (though you still receive the free and mandatory version) and prevents you from training your ability in this at all while in this jump - and outside this jump, finding a teacher will be tricky.

Hot-Blooded (+100 CP)
You are rash and hot-blooded, easily goaded into short-sighted courses of action based on anger, lust, greed or other strong feelings. Caught up in hatred towards your enemies, rage at an insult or desire for an object or a person, you may find yourself taking courses of action that are far from wise. Unless you keep a careful hand on these tendencies, you will often find yourself making more trouble for yourself than you should with your unruly desires, and though such rage may make you fearsome in battle, it might also lead you to your death.

Proud and Stubborn (+100 CP)
You are prideful and averse to recognizing your own faults. You are easily-offended when others insult you or don't show you what you see as the proper courtesy, and will nurse such grudges until they are definitively paid back by either vengeance or elaborate restitution. Perhaps more importantly, you would rather go on into disaster than admit when you've done wrong, morally or in practical terms. You can be swayed out of this, but it is difficult for others to keep your prideful tendencies on check.

Greedy Heart (+100 CP)
You have a great desire for gold and riches, or for some other rare treasure. You can pursue this temptation, but you will never be satisfied, and acts taken out of this greed and avarice will taint your relationships with others. If you allow this temptation to run amuck, you will break oaths or betray friends and allies for the promise of the thing that you desire, disrupt necessary coordination and otherwise cause trouble and suffering for yourself and others.

Youngling (+100 CP; Incompatible with Maiar)
Rather than entering this jump as a full-grown individual, you instead begin at ten years of age, with an appropriate body. All of your perks selected from this jump will begin at only a weak level, and you will have to hone your skills as you grow, though by the time you reach maturity (around the age of 18 as a human) they will have reached their full expression. Similarly, you will receive any Items over time as you grow into, claim or find them.

If you wish, this time spent growing into your abilities will be added to your time in this jump.

The Estrangement of Men (+100 CP *or* +200 CP)
You will find yourself held in great suspicion by cultures outside that of your origin, and will rarely receive help from them unless you have some way to prove yourself to them first.

For an additional 100 CP (total 200), this suspicion escalates to outright hostility. If you are found in the lands of another culture without giving a very good reason to be there you will almost certainly be waylaid, imprisoned or outright attacked.

Exile (+100 CP *or* 200 CP)
You have been exiled from your homeland and culture. If you return, you can expect to be hunted down and face severe punishment. You can only end this banishment by somehow demonstrating great commitment to your homeland - while they actively reject you.

For an additional 100 CP (total 200), your homeland will be sending hunters after you even outside their borders to try and bring you back to face your punishment.

Word and Bond (+100 CP *or* +200 CP *or* +400 CP)
For 100 CP, you feel deeply honour-bound to keep your word, once given - and should you break it for any reason save those entirely outside your control without being released, you shall be dogged by dark fate and misfortune in proportion to the severity of the oath. Furthermore, you feel it is appropriate to mark notable commitments on your part with oaths.

For an additional 100 CP (total 200), you have already sworn such an oath, which will be difficult for you to uphold.

For a further 200 CP (total 400), the severity of this oath is of equal significance to the Oath of Fëanor - you have pledged yourself to do something both great and terrible, and called the Everlasting Darkness upon you should you fail. Worse still, you made this oath with Eru Illuvatar as witness - and He will not release you.

Sun on Stone (+200 CP; Exclusive to Orcs and Ologs)
The curse of the sun lies powerfully on you; if direct sunlight strikes your body you will begin to petrify. You have only a minute to find shelter before you are permanently transformed to stone, and the stone-scars only heal slowly; you must tear out the stone sections and let flesh heal as it will.

The Dark Lord's Touch (+200 CP; Requires Ring of Power)
Rather than your Ring (or other wondrous treasure) being clean of evil influence, Sauron somehow had a hand in its making. It still retains all its powers, and destroying Sauron will not destroy its magic, but until the second Dark Lord is defeated or redeemed in at least a manner as long-term as his defeat at the end of the Second Age your treasure will be tainted by evil. It may betray you at odd times, its powers ceasing to work for a brief period when it would put you in danger, tempt others to attack you to possess it, or serve as a 'back door' to your will, allowing evil things to influence you in ways that would otherwise be impossible. These difficulties will never put you in a position you cannot escape from, but they will cause you trouble and create danger.

If you work for Sauron or Melkor, the magical object will instead serve as an extra control they have on you; the object will never help you work against your masters' will, and if you try it will betray you until you can free yourself by other means.

This perk may be purchased once for each purchase of Ring of Power you make.

Cursed Steel (+200 CP; Requires 200 or 400 CP Arms and Armor)
Some curse or evil fate clings to your arms and armour; they will still work as normal, protecting you and striking down your foes as they ever would, but somehow deeds done

with them often seem to turn awry. You might slay the brother of someone you later need to bring to your side, or an arrow might be turned from your helm - only to strike a friend and put them in great danger. This curse can be overcome, but doing so will require some great sacrifice, or a truly legendary deed on your part - perhaps dousing the blade in dragon's blood will finally quench the curse, or washing your armour in blessed waters guarded by sentinels loath to allow you to do so.

Visions of Darkness (+200; Requires Palantír)
Your Palantír has been touched by evil, and although it mostly obeys your will, every now and again what it shows you will be twisted to bring about difficulty and trouble for you. What it shows you will always be true, but will be displayed in a misleading light, or a manner calculated to produce a specific response from you - just as the Palantír of Denethor brought him to despair by only showing him the might of Sauron's armies. There is no way to tell when the Palantír is fully obeying you, and when it is twisting the visions to its own ends.

Born Anew (+300 to +600 CP)
Eru has a plan for His world, and it does not include the magics you bring from others. For 300 CP, for the duration of this jump you cannot access your Warehouse, and lose access to any powers or items not purchased in this jump, save for those gained in other jumps set in Middle-Earth, or those representing luck or fortune, or skills which don't require special powers to use.

Additionally, for every 3 jumps you have taken before this, you gain an additional +100 CP. You may only gain the CP from 9 jumps this way.

Seed of Darkness (+400 CP)
You have within you a seed of darkness; a quality which may be a virtue, but can be grasped upon to corrupt you into evil. You will not necessarily succumb to it, but it will be a constant struggle to act as you should, rather than slipping into malice and evil. If you fall into situations where corrupting powers have the opportunity to work upon you - if you were to take up one of the Rings of Sauron, for instance - you will be particularly vulnerable to their influence. It might seem tempting to simply succumb and indulge your darker side - but you can be assured that all you do in evil will eventually be self-defeating, and all power you seem to claim will only plunge you deeper into enslavement.

Alternatively, if you begin as a being of shadow - a monster, an orc or olog, an evil Man or an already-corrupted Maia - there is still some good in you. You find it difficult, painful even, to carry out many of your master's orders, knowing they will be wrong. You may be able to find redemption and free yourself of the enslavement of darkness - but it will be terribly hard, and demand great sacrifices at every turn.

Notes

On Teaching

The elves would say that most of what humans consider ‘magic’ is ‘merely’ the result of their skill and craft, and the fact that they understand more of the spiritual nature of the world. For the purposes of the magic in this jump, it can be taught to anyone who has some form of spiritual power or soul - though the effectiveness of whatever magic they perform will be dependent upon how much of that spiritual power they possess, and how much they have learned.

For example, if you had the **Songs of Power** Perk, you could teach this kind of magic to anyone in the universe of *Avatar: the Last Airbender*, though most humans would probably only be able to perform relatively minor magic without exhausting themselves unless given some kind of tool or aid to expand their abilities. On the other hand, cultivating their chi via bending practice or meditation might raise this ‘threshold’.

The exception to this is magic inherent to a specific type of being; for instance, you wouldn’t be able to teach the dragon-spell to humans without either creating some kind of magical item to serve as a channel for the power, or some other means of imparting this inherent ability.

On Mortality

Upon bodily death, the spirits of the dead enter the Unseen World, where (assuming that they’re the spirits of incarnate beings like men, elves, dwarves, orcs and so on) they experience the summons of Mandos to his halls. ‘Naked spirits’ such as these are vulnerable to the influence of others, and particularly that of necromancers such as Sauron and his students.

Elven spirits can refuse this call, remaining as ‘houseless spirits’ in Middle-Earth for a time, though without their bodies they have little ability to change or develop, and are often tormented by the trauma of their own deaths. Human spirits cannot refuse the call, but only remain in the halls of Mandos for a short time before passing out of the world.

Elven spirits instead remain in Mandos for an extended period, until the Valar judge that they have recovered from the trauma of their lives. Evil lives or bad deaths may lead to a long wait in Mandos. Once this is complete, the Valar bestow upon the elf a new body, with which they may live again in Valinor.

Dwarves believe that they too are drawn to the halls of Mandos, in areas set apart for them by Aulë-Mahal, and that they will help the Ainur re-build the world after the final battle.

Exactly what happens to the spirits of orcs, trolls and other evil creatures, let alone animals, is not entirely certain; fanwank reasonably and responsibly.

For the purposes of this jump, ‘death’ for the purposes of chain-fail happens either when your spirit is drawn out of Arda or at the end of the jump if you haven’t regained a body by that point (whichever happens first). Yes, this technically means you can dodge chain-failure if you die as an elf, then possess someone. Not exactly an act of good, though, and remember that as a naked spirit you’re distinctly vulnerable to evil sorcery or mental domination.

You may choose to keep this model of mortality as the case in future jumps as well, though regaining a body may be difficult in some settings, and unless you have a significant amount of spiritual power (as elves do), you may not be able to keep your spirit together for long after death.

On Telepathy

Firstly, yes, it’s canonically a thing in Tolkien’s work that everyone is capable of telepathy. In future jumps, this capability of both contact and sending remains in all thinking beings, but most will need to be shown that it exists and how to use it, generally by first being contacted, and then through tutelage.

Moving onto the limitations of thought-sending though, there are three main ones.

First, the strength of a person’s hröa (their body) relative to that of their fëa (spirit) attenuates and interrupts the ability, like trying to see through a murky pool. Most humans and dwarves have very little facility with this ability, and the vast majority will never use it, as their bodies interrupt their perceptions. Elves and ents have a greater ability, as their spirits tend to be stronger and their bodies more infused with spiritual power themselves. The Ainur are best of all, as their bodies are more akin to clothing to them than true bodies.

Secondly, it is flatly impossible for one being to perceive the thoughts of another’s mind, or insert their own thoughts into it, if the target does not consent on some level by leaving their mind open - a mind’s natural state. Melkor himself could not enter the mind of the least person if that person closed their mind to him, raising their barrier of ‘un-will’ - though he could crush a mind about with his own to so terrify them into allowing him entry. It is possible to intimidate, convince or trick the target into allowing you entry - as Melkor was wont to do - but an element of consent, even if coerced or falsely given, is still required.

Thirdly, finding a mind and contacting it is extremely difficult by default, though there are ways to bridge this gap. Firstly, the familiarity of a person to their target makes this easier; any connection can help the way. If two beings are near or can see one another physically, are kin to one another, or know each other well, or carry objects the other has held for a long time or - better yet - has imbued some of their spirit into, this will make the contact easier. Love and friendship from one person to another are particularly potent forms of familiarity. Secondly, the urgency of a message, imparted by great need of the sender, or powerful emotions related to the message such as anger, fear, love and so on, can help propel it to its destination. Finally, authority and duty can lend help, whether the duty of a subordinate to someone they regard as above them, or the authority of a superior over their subordinates.

As a side note, the dragon-spell is something separate to Sanwe-Latya. Sanwe-Latya is essentially a kind of telepathy; sensing the thoughts and emotions of others, or pushing thoughts, emotions and images into their minds. The dragon-spell is more like a kind of hypnosis or compulsion, if that makes sense. It makes people listen to dragons when they shouldn't, or can do things like block off parts of a person's memory or cause them to freeze up for hours on end, if you use it powerfully enough.

I would personally say that they're separate abilities, albeit ones which can be used in a supplementary fashion (for instance, the dragon-spell might help you convince someone to let down their barriers so you can read their thoughts), but your mileage may vary.

On Properties

Unless stated otherwise, any Gifts you have purchased which represent locations (e.g. Fortress, Workshop, Mine etc) may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as ‘new finds’ - for instance, rather than your mine being inserted as it was into a new world, you will instead find the perfect spot for mining.

On Shapeshifting

For characters with the Beast origin who choose to be shapeshifters, changing forms only takes a few seconds, and can be done with only a little will. While changing, you won’t die due to unfortunate circumstances related to either your human or animal forms - changing into a giant bear while inside a cage would either fail (if the cage is too strong) or burst it open, rather than crushing you - and if you are in a situation where you would die without changing you will do so, even if unconscious or similar.

On Rings of Power

These are potent magical artefacts, particularly in the way that their blessings can pervade many spheres of activity. I’m sure there are countless ways these kinds of blessings can be gamed, like having a blessing for ‘gaining greater power’. I can’t stop you from doing that; this is ultimately a single-player game, but I will ask you to please fanwank responsibly, and keep in mind the kinds of purposes for artefacts like this we see in the Legendarium. The One Ring was designed to enhance its owner’s ability to dominate and conquer other wills. The rings forged by the elves were intended to preserve their kingdoms from the ravages of time. The elf-stone from which Aragorn got his name was meant to bring healing, and by looking through the jewel one could see the world as it would be without decay or corruption.

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Belial666 - Who provided a wide array of ideas for items and perks.

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Larslolxz, Xexilf, Walkir and **Néocorvinus** - Who regularly commented on existing perks, items, drawbacks and scenarios, and provided further ideas for the same.