Silmarillion

By StormbringerAnon
V 1.0

Introduction

In the beginning was the *Ainulindalë,* "The Music of the Ainur". Eru Ilúvatar first created the Ainur, a group of eternal spirits. Ilúvatar brought the Ainur together and showed them a theme, from which he bade them make a great music. Melkor – whom Ilúvatar had given the greatest power and knowledge of all the Ainur – broke from the harmony of the music to develop his own song. Some Ainur joined him, while others continued to follow Ilúvatar, causing discord in the music. This happened thrice, with Eru Ilúvatar successfully overpowering his rebellious subordinate with a new theme each time. Ilúvatar then stopped the music and showed them a vision of Arda and its peoples. The vision disappeared after a while, and Ilúvatar offered the Ainur a chance to enter into Arda and govern over the new world.

Many Ainur descended, taking physical form and becoming bound to that world. The greatest Ainur became known as the Valar, while the lesser Ainur were called the Maiar. The Valar attempted to prepare the world for the coming inhabitants, the future children of Eru, the Elves and Men, while Melkor, who wanted Arda for himself, repeatedly destroyed their work; this went on for thousands of years until, through waves of destruction and creation, the world took shape.

From here comes the eternal war between the Valar and Melkor. Events like the destruction of the Lamps, the draining of the Two Trees, the birth of Elves and Men, and the creation of the dwarves.

As the ages pass, the Silmarils will be created by the greatest craftsman in the history of Middle Earth and their theft will send the world on a very dark path.

Perhaps you can stop the Destruction of Numenor or prevent the rise of Sauron.

And maybe in a far later age you can prevent the Dagor Dagorath, or perhaps you will help Melkor spread his darkness across the world.

Good luck.

You have 1000 CP to spend

Choose any unsecured location in Arda to begin. You may pick any time between the starting time listed in your background and ten years before Isildur cut the One Ring from Sauron's finger. You are here for ten years. You may choose any age that makes sense for your race. You are whatever gender you entered as but may change that for 50cp.

Origins

Any origin may be used as a drop-in

Human
Men, the Younger Children of Ilúvatar awoke in the far east of Middle Earth at the first rising of the sun. As the first Sun of Arda arose in the west, the eyes of Men are constantly turned towards it. As the earliest men wandered Middle Earth many invariably turned west. Unlike the Elves, the Firstborn, no Valar came to the guide Men and so they wandered alone. Some met the Dark Elves who had never seen Valinor and learned much from them. Others were ensnared by Morgoth and became his followers. You can choose to be of the Edain, those men who travelled westward and dwelled among the Elves and learned of their ways, or the men of the east who did not migrate and many of which who sided with Morgoth who taught them to fear the Elves and Valar.

The Men of the early ages were much stronger of body than those of the ages to come. Many heroes of this age came near the Elves in Might and Valor. They learned quickly and from both the Dwarves and the Elves developed their culture and society.

Unlike Elves they are capable of illness and are not immortal. The Men of this age, most specifically the Edain, can live to 80 or 90. They do not have the resistance to corruption of the Elves or Dwarves and as such many have fallen to Morgoth.

Starting Time: You may start your time in Arda anytime from the Rising of the Sun in the First Age.

Dwarf 100
You are one of the Khazâd, the Dwarven folk crafted by Aulë. He made your kind strong to endure. Therefore, you are stone-hard, stubborn, fast in friendship and in enmity, and suffer toil and hunger and hurt of body more hardily than all other speaking peoples; and you live long, far beyond the span of Men, yet not forever.

Known for a tendency towards gold lust and greed being a Dwarf gives you a slight resistance to fire and corruption, and an immunity to human diseases.

The Dwarven lifespan tends to range from 250 to 300 years.

Starting Time: You may start your time in Arda anytime after the Awakening of the Elves in the very beginning of the First Age.

Elf 200
The Elves are the Firstborn of Ilúvatar. They awoke upon Arda before all other races. They are truly immortal for even when dying to blade or spell their spirits live on and enter Mandos, the Halls of the Dead, sometimes even returning to inhabit a new body in Arda. However, unique to them, they may reach such despair of the world that they begin to diminish and lose hope. At this point, they usually make the journey west to Valinor. They are immune to diseases of any kind. Stronger, smarter, and wiser than the other races and in these ages they rule Arda. They are split into several tribes as they have sundered a few times over the ages. All of these tribes are categorized into one of three groups: the Calaquendi, who have seen the light of the Trees of Valinor and therefore possess grace, wisdom, and might beyond their other kin; the Umanyar who set out on the great journey with the Valar Orome but never made it to Valinor, choosing to stay in Middle Earth; and the Avari who feared the Valar and never went on the journey in the first place.

You are immortal except to violence and sorrow.

Starting Time: You may start your time in Arda anytime from the Awakening of the Elves in the beginning of the First Age

Maiar 300
The Maiar are those spirits who descended to the world at the dawn of creation to help the Valar craft Arda. They are angelic beings that serve the mightier Valar. Each Maiar is associated with a certain Valar and as the Thoughts of Iluvatar have some power over a single concept, be it Water, Light, Metal, and more esoteric things. Pick a single concept to have some power over.

The Maiar are not as powerful as the Valar but exceed the might and grace of the other races. They are immortal beings.

Choose whether you are aligned with the Valar under Manwe or have been swayed to Melkor's side. You get both 100 Maiar perks for free and discounts only on those Maiar perks of your alignment.

Starting Time: The Maiar were the first creations of Eru and existed before time. You may enter Arda at any point.

Dragon 300
Greedy, cunning, seductive beings created by the Valar Melkor, Dragons are massive serpents that come in several varieties. By default you are one of the wingless cold drakes, a mighty dragon indeed the match of a company of men, but not able to breathe fire or take to the skies. Dragons live for as long as violence does not take them and seem to never stop growing, with the mightiest dragon to ever live having destroyed a mountain range when he fell from the skies in death.

You are immortal and will never stop growing though it will slow dramatically the larger you get. You can still die to violence.

Starting Time: You may begin anytime from the creation of the dragons in the second century of the First Age.

Perks

All perks are discounted for their appropriate Origin. General Perks are undiscounted unless otherwise noted.

Human

Seekers of Light 100
As Men arose with the first rising of the sun, they have an innate desire to travel west though they know not why. As they travelled, they met the Elves and Dwarves and learned many things from them. An innate curiosity burns within you and drives you on. You can learn new things much quicker than others, figuring out how the works of other people's can improve your lot. You also find that you are much more able to make long journeys without the same risk of succumbing to the dangers of the road.

The Valour of Man 200
It is easy for the Elder race to underestimate Men. They die much younger, they can be corrupted, sickness can infect them. However, the Elves quickly came to learn that Men can also be a valourous race. Their great heroes approaching the might of the Elves in their prime. You possess this valour and might. You are stronger than most men and possessed of a great will to accomplish your goals and defend that which you love. Corruption does not affect you like others and you find that you can carry on when others might surrender to despair. Those around you seem to sense this never doubting your strength, honor, or valor even if they are of a race that usually thinks themselves superior.

The Age of Man 400
For now it is the age of the Elves. Their mighty kingdoms and peoples are spread across Arda and their might and wisdom forces even Morgoth to be cautious. However, this shall not always be the way of the world. Man is destined to one day rule the world and the other races shall wane. With this perk, things you work towards come together much more smoothly as if destined to happen. Long term and even unrealistic goals of yours can be made possible with enough hard work. Start as a poor villager in a poor kingdom but desire to be King of a mighty realm? Then work hard in moving toward this goal and you will find things falling into place to make it possible. Even age old institutions that stand in your way might find themselves stumbling into collapse if you work hard enough.

Sons of the Edain 600
The Men of this age far surpass those of the times to come. Greatest of these are the Numenoreans, descendants of the Edain. Descended also from Maiar and Elves the Numenoreans are the mightiest of men. Their great kingdom shall one day fall due to their arrogance and the trickery of Sauron. You are now one of the Numenoreans. Strong as many elves, keen in mind, and charismatic. You could easily live for three or four hundred years before passing on. Others of the race of Men see you as something different, few even seeing your kind as gods. In future jumps baseline humans (or the setting equivalent) will tend to see you as their superior and keen to listen to your judgment or fear your wrath.

Dwarf

Stonecunning 100
You are like the others of your kind, well at home in the deep places of the world. You always know which direction you are travelling when underground. You can easily identify most stones and metals and are excellent at finding secret passages underground and flaws in caves and stonework.

Tough and Hardy 200
You are tough like stone and iron. Work or fight for days without tiring, grimace through the pain of wounds and keep going. With the proper armor, withstand the flame of Dragon's fire without breaking a sweat. Even your mind is stronger, resistant to the effects of despair and doubt. Fight on and endure as Aulë intended you to.

Artisan 400
You are considered a skilled craftsman even among the Dwarves. Weapons and armor that can stand the test of time and come out looking newly crafted centuries later. Mithril and other mystical metals are no harder than working with Iron and Steel for you. With much time and energy you may also enchant the items as you craft them, like the Dragon-helm which struck an unnatural fear into the enemies of its wearer. While you are skilled in the crafting of many things it is your mastery of the construction of weapons and armor that is truly awe inspiring. Perhaps with practice and time you might even be considered the equal of Telchar.

Seven Fathers of the Dwarves 600
When Aulë crafted the dwarves, he created Seven of them. They are the forefathers of all of their kind. Durin was the first and strongest of them. He lived longer than any Dwarf and he and the other Fathers are the founders of the seven clans. It is said that the mightiest of them reincarnate in their line to help guide the Dwarves. You are one such reincarnation. Everything that makes a Dwarf is demonstrated at its height in you. You will live beyond even the extended years of a Dwarf and are seen as a leader among your people. You also have the memories of your original self. Alternatively, you may replace one of the seven Fathers, to awake as the first of your kind. If you are not a Dwarf you may choose to have those of your race instead of the Dwarves to consider you in the same light of awe and influence, a true paragon of your people. Any innate skills and talents of your race will truly be at their apex in you.

Elf

Elven Grace 100
The Elves are known for unparalleled grace and majesty. They move more lightly and majestically than the other races. Even for your kind your grace is noteworthy. Other elves seem almost clumsy to you. You have full control of your motions and have an air of supernatural lightness and grace on all of your movements. Nothing is wasted.

High Culture 200
The Elven people are the foundation of much of high culture on Arda. Poetry, philosophy, song. They are masters of all. You find yourself well schooled in all aspects of “high culture” even in future jumps you find yourself able to know and discuss philosophy, the arts, famous poets, you can even craft a fine poem of your own.

Enchantment 400
The Elves are capable of great works of Enchantment, able to infuse their spirits into things they create and tie into the natural forces of Arda. Rings of power, magical orbs that can see far distance, runes of power crafted alongside the Dwarves. You are an expert on the path of enchantment. Non-weapon enchanted items are your expertise and with enough time and training you could potentially create a ring of power to rival even that of Sauron or craft something in the like of the mighty Silmarils.

Light of Aman 600
The Calaquendi are those elves that travelled to the west to the eternal land of Valinor in the days when the trees lit the sky. They have the seen the Valar in person and lived in beauty and peace. You are of the Calaquendi. Having beheld the light of the trees and the land of Aman you are mightier than others of your kind. Others can see the Light of Aman upon your face, either finding their spirits bolstered as your allies or fleeing in fear of the light if they are your enemies.

Maiar

The Secret Fire 100
Like all of your kind, you possess the Secret Fire. This allows you to create and manipulate things related to your concept. A Maiar of Fire could find himself kindling the Flame in people's hearts to increase their morale or lighting a great bonfire to be seen for miles. The more you utilize your concept the better you become at it, even able to unlock related secrets just by practicing. A Maiar of crafting might be working on a masterful sword and suddenly be given understanding of making a better shield.

Raiment of the World 100
As beings of energy and music, the Maiar have many forms. They usually have a favored form but they can change their Raiment as they will. You are a master of changing your form, able to easily manipulate yourself to appear however you like. You can rapidly shift your form, performing a full transformation in moments. Twenty foot tall dude encased in spike armor? Go for it. Beautiful maiden with golden hair? Sure. Don't expect to be able to shift your form much larger than five or six times your base size but other than that, the sky's the limit. You may also remove all shape and take the form only of your light which is imperceivable even to the Elves should you wish it.

Harmony

Beauty Too Great For Words 200
Varda, the Lady of Stars is the most beautiful being in creation. The light of Iluvatar rests on her face. Her light and beauty is such that Melkor loved her, her rejection leading him to hate and fear her over many others. You are now invested with a portion of Varda's beauty. People of all races will be caught off guard by how beautiful you are. Men and women will be in awe of your light and even your most dire enemies will need more pushing to physically harm you.

Hallowed 400
The Maiar are holy beings that serve Iluvatar. As such they possess a sacred light and portion of the divine. They are able to bless things, giving them supernatural protection and durability. They may share their light with others and protect them from darkness and corruption. You are particularly Hallowed. Remove evil spirits with a touch, bless a blade to cleave through the undead like paper, and with enough focus and effort you can remove taint and corruption from evil lands.

Majesty and Splendour 600
The Maiar are impressive beings, filled with the light and music of Iluvatar and possessed of a spark of the divine. Some burn brighter than others and are able to fill themselves with such majesty and to leave others in awe. You are one such brightly burning Maiar. You may reveal all of your light at anytime and burn with such Majesty and Splendour as to freeze your allies and enemies in awe or fear, should you wish it. The Secret Fire also burns more brightly within you, bringing you much closer to the might of the Valar than the rest of your brethren.

Discord

In Fair Words Woven 200
Like Melkor you are able to craft skillful words. Convince others that your idea was theirs, use your amazing charisma to convince them to take arms against their protectors. People seem to automatically trust you and have to directly catch you in a lie to have even an inkling you were being untruthful. Even then, the right fair words might convince them that you lied for a good reason.

Dark and Terrible 400
When Melkor descended to Arda he clad himself in a fearsome form. He clad himself in ice like a mountains and was crowned in smoke and fire. His eyes burned with flame and cold and his aura rang with malice and hate. You also are now capable of such a thing. Your form can be made massive (easily ten time your base size) and fearful and you may radiate a strong aura of malice and hate. Others will fear you and despair at your approach.

Corruption of Creation 600
Melkor does not possess the Imperishable Flame of Iluvatar, therefore he cannot create anything new or untold during the Music of Creation. However, he can invest part of his malice and spirit in corrupting existing life. He did this to create such creatures as the Orcs and Dragons. You too now possess this skill. By investing part of your power and emotions into a lifeform, you can morph it into something else. It works best if you can corrupt beings of light such as Elves into twisted corrupted forms like the Orcs. You can try to make less corrupt beings but your negative emotions will try to taint these creations.

Dragon

The Dragon Spell 100
Dragons are famous for their cunning dragon spell. It is a form of hypnosis that can overpower many beings by gaze and word alone. At your baseline skill you are able to hypnotize the weak willed or despairing and give them simple commands. As you practice and grow in age you might one day be able to rewrite the memories of a man with a simple gaze and a few spoken words.

Fire Drake 200
One of the most terrifying types of dragons are those that can breathe flame. The fire of a dragon is a dangerous thing able to ignite and melt most things given enough time. You are now one of the feared fire drakes, able to breathe a hot flame. The furnace within you is strong and will only grow stronger as you age.

Winged Drake 400
Morgoth's most dangerous Dragons were those that could take to the skies. With mighty wings, no place is safe from the reach of these beasts. You now possess the large leathery wings of a winged drake. Feel the fear of those beneath you as your shadow moves across the land.

Large and Mighty 600
While all Dragons are large creatures there are those, such as Glaurung and Ancalagon who are truly massive. You are now easily the size of a manor, with the strength and armor to match. Normal weapons are all but useless against you and dozens of companies of men would struggle to restrain you. While all Dragons never stop growing, your rate is truly prodigious among your kind. Perhaps, given enough time you might reach the might of Ancalagon, largest of the dragons whose shadow covered mountains. But it is not your stupendous size alone that strikes fear into your foes. If you are a frire drake, your flame burns with a heat unparalleled, leaving even a stout fortress nothing but so much slag, if you possess wings, they beat with the force of a storm, and your claws all but ignore even the thickest of armor and defenses. Roar with enough force and your enemies will find their eardrums bursting. You may choose to have the size apply to alt-forms. If you are not a Dragon or other large creature you can choose to be closer to the size of an average suburban home. The growth can be toggled off if you don't want to be an Elf the size of a house.

General Perks

Woodcraft 100
Like the Elves of Ossiriand your skills in woodcraft are top notch. In wooded wilderness you will never have any trouble finding food, water, or shelter. Your skills in stealth and navigation while in a wooded area make you nigh impossible to track and unable to get lost. A dozen men could scour a wooded area for days and never find you should you wish it.

Riddlemaster 100
Riddles are a common past time on Arda and there are many skilled riddlemasters in the world. You are now one such figure. Able to solve most riddles in moments and construct extremely difficult ones very easily. Your general problem solving skills have also achieved quite the boost.

Wisdom Beyond the Reach of Men 100
Like the Grey-Elves, you possess a great wisdom of the natural world. Natural cures, folk remedies, and other skills relating to a deep knowledge of the world around you come as easily as breathing to you.

Secret Anger 100
Anger is a dangerous thing. It has brought many to ruin and those who can hide their anger have ruined the lives of many. Like Sauron and Melkor you are able to skillfully conceal any negative emotions so that those around have no idea of your inner feelings.

New and Unforetold 200
The Valar and Maiar do not know everything. Prophecy does not see all of Iluvatar's plan. You are now one such secret. Attempts to divine your future or generate prophecies regarding you invariably fail showing nothing but darkness to any who try. Your future is your own. You may always see your own future and can toggle this ability to allow specified individuals to still use their abilities on you should you choose.

Doomsman 200
Like Mandos the Valar of the Dead, you are able to pronounce prophecies and see visions of the future. You can not control these visions or prophecies but find they are usually relevant to events surrounding you and are quite accurate. Perhaps with effort you might be able to prevent the ones that tend to be self-fulfilling.

Young and Full of Flame 200
The corruption of Arda over time and the darkness that spreads across the land darkens the beauty of creation and saps the will of those tied closely to the fate of the world. One of fates of elves is for many to pass as they despair over the growing darkness and succumb to sorrow. You are more resistant to this, still young and full of the flame of hope. You find sorrow and

despair do not take hold of you and with practice and the right words you can invoke the fire in others.

Songs of Power 400

Music created the world and as such Music has power. Beings such as Elves and Maiar can tap into the music of creation and weave songs of power to lay spells upon the world. You are gifted in using and creating such songs. Sing songs that can increase your strength, hide you from the sight of your enemies, let you move swiftly across the land, or place your enemies into a deep sleep.. As you learn more who knows what your songs might accomplish. It defaults to singing but can be any type of music or instrument.

The Unlight 600

Ungoliant is a vile spirit. A shadow in the form of a great spider that drains the light around her. It is she that drained the light of the trees and cast the world into darkness. You are now kin to this evil spirit. You may take the form of a shadow and are malleable in appearance though probably favor the form of mighty and giant arachnids. You may control shadow and darkness and spread it out before you in a great web or dome. Your greatest ability is that of draining light. You may drain the light from any source, permanently draining it if left undisturbed for long enough. Each light you drain increases your power. With age and sources drained maybe one day you might drain the light of the Sun and cast the entire world into perpetual darkness.

Arts of Enchantment 600

Elves and Maiar are capable of great things which may seem like magic to the younger races. The most mighty of them can do things that appear to be like mighty spells. These arts of enchantment are now your to command. Create light to illuminate a grand cave, hide your form from the sight of others, grow your hair and use its strands to create a robe with a spell of sleep upon it. With enough practice and time you could even learn to cast a protective shield like that of Melian’s Girdle.

Items

You can import an existing item of the proper type for any of the items to get those traits and/or appearance.

Free for Everyone

Basic Weapons and Clothing for Race

Non-Discounted

Named Weapon 200

Glamdring, Anglachel, Narsil there are many famous blades in the Silmarillion. Many are enchanted in various ways and their names are known across the Middle Earth. You now possess an exact duplicate of one of the famous weapons of Middle Earth. The only ones off limits are weapons such as Grond, the great mace of Melkor.

Hold/Fortress 400

Like the dwarven fortress of Khazad-dum, the mighty keep of Melkor Utumno, or the glorious abode of Manwe Ilmarin, you possess a grand fortress. It can be within a mountain, atop a cliff, or anywhere befitting a grand fortified mansion. It can be in the style of any of the races and has enough room for a city's worth of people. It is populated by enough people of your chosen race to keep it maintained and has a token military force for protection. In future jumps, you can place it in any appropriate spot. Upgrades to it follow you from jump to jump.

Hidden Kingdom 600

The city of Gondolin is a hidden elven kingdom. It is in a grand vale surrounded by steep ravines. It will one day fall to perfidy but for now is the most secure hidden place in the world. Even Melkor can not find this kingdom. You are now the ruler of one such kingdom. Choose a race and a location in Middle Earth and you are now King (or Queen) of that realm. Be it hidden by enchantment or geography, it can not be found unless someone reveals its location. In future jumps it will be placed in a secure hidden spot of your choice.

Human

Steel Bow 100
The Numenoreans were feared for not only their physical might but their technical prowess. They created many amazing things and their technology was not rivalled by any. The steel bow was ubiquitous among their forces and feared by all. A long bow crafted of hollowed out steel, this weapon can shoot further and more powerfully than any other bow in the Middle Earth.

Scepter of Numenor 200
In Numenor, the greatest human kingdom to ever exist, the symbol of Kingship was the Sceptre. Your possession of this sceptre does not make you king of Numenor but vastly enhances your charisma and those who look upon you will not need much pushing to view you as a sovereign of some kingdom.

Palantiri 400
The great Seeing Stones crafted by Feanor. You now possess a Palantir. With this stone you can communicate with any other Palantir in the world. You can also show images of what is around you to other Palantir. The greatest power of the Palantiri is those with great will can see far distances and through any obstacle though darkness will still obscure the view. Perhaps with the right skill in crafting, you can create more than the one you currently have.

Vingilote 600
Fairest ship ever built, the great flying vessel of Earendil. With oars of gold, sails of silver, and a swan shaped prow this sailing vessel has the amazing ability to fly. It can travel not only in the sky, but among the stars as well and it is now yours. It is the finest wooden ocean faring vessel ever built if you choose to use it more conventionally.

Dwarf

Mithril Equipment 100
Mithril is the greatest secret of the dwarves. A silvery metal, it is stronger than steel and much much lighter. Mined mostly in Khazad-dum, it can be fashioned into armor that while far lighter than anything of steel is all but invulvernable to sword or dart. You have a mithril mail shirt and mithril helmet.

Nauglamir 200
The jeweled necklace Nauglamir is the most precious piece of jewelry outside of the Silmarils. It was designed to be inset with a Silmaril but this one seems to be missing it. Those who see it are caught in awe of its beauty and are easily driven to distraction or greed. Combined with a Silmaril and it will bring any person to pause in sheer awe.

Dragon Helm 400
The Dragon Helms of the Dwarves are famed helmets. Crafted of the finest metals and infused with the power of the dwarves these helms allow warriors to withstand the flames of Dragons. While wearing this helm you are protected from flames of all but the mightiest of dragons.

Forge and Ore 600
The Dwarves are known for their crafting above all things. To craft the proper equipment takes a fine forge and proper raw materials. You now have your own forge fully equipped for forging any item of metal. Attached to the grand forge is a cave filled with much of the most common ores and even a bit of mithril. In future jumps ores of materials in that setting will begin to appear deeper in the cave. The rarer the metal the less of it there will be.The forge and cave may be attached to your warehouse or another property you own.

Elf

Feanorian Lamp 100
A lamp created by the Noldor, it is a crystal hung in a fine chain net that forever shines with a blue radiance. Neither wind nor water can quench it and when unhooded it provided a clear blue light. It will never go out. You also have the instructions for making more though it will require crystals that you can infuse with magic as raw materials.

Galvorn 200
Galvorn is a metal created by the elf Eol. It is black and shines like jet. It protects as well as dwarven steel yet is much more malleable and supple. You have a supply of 100 pounds of Galvorn and every month 100 new pounds will show up in your warehouse. You also have a recipe for creating more should you desire an amount beyond that.

Ring of Power 400
The Elves of Eregion created the original rings of power. While the One Ring crafted by Sauron was the greatest of rings, the others had their powers as well. You possess one of the rings of power. Yours does not need to worry about being controlled or monitored by the One Ring. It can be made invisible if you wish to hide it. Like the other rings of power, it decelerates decay and protects your from the weariness of the world. Your lifespan greatly increases while you wear the ring and any lands you inhabit that you declare under your protection will be protected from corruption and evil. As an added benefit, wearing the ring also gives a mild boost to your spiritual and magical abilities.

Silmaril (Must take Oath of Feanor - You still get the points for the drawback) 600
Gems containing the essence of the two trees. These beautiful gems were crafted by the greatest craftsman of the Elves, Feanor. Hallowed objects desired by many, these are the cause of terrible deeds by the Noldor in trying to reclaim them. You now possess one of the fabled Silmarils. They shine with a holy light. Evil creatures, even ones as strong as Melkor can not touch these gems for fear of burning themselves. Fortunately for you, evil overlord or no this Silmaril will never feel anything but cool to the touch for you. They empower the righteous and will not tolerate the touch of the profane. The essence of the light of trees that outshone the Sun and Moon is contained in this gem.

Dragon

A Lair 100
Whether a cave or some abandoned underground ruin, you have a private lair of your own. Place your hoard here if you have one. This is a safe place that is very hard for outsiders to find but has nothing in it that you don't bring or purchase.

Gem Encrusted Soft Bits 200
Lazily lying in gold and diamonds has its advantages. Like a certain dragon in a later age, you have rested upon a hoard for so long that your softer underbelly has become completely encrusted in gems and metals of all kind. Laugh as entire armies fail to pierce your hide.

Hoard 400
Every Dragon worth anything needs a hoard. Gathered up from your enemies over the years and collected in a safe place of your choosing is the amazing wealth of your hoard. Countless pieces of gold, gems, hundreds of precious stones, and armories worth of weapons and armor are scattered in grand mounds. This hoard can either be located in a safe place of your choosing or as an attachment to the warehouse from jump to jump. Good luck ever spending it all, even if you wanted to do anything other than nap on it.

A Mighty Host 600
When Melkor unleashed the might of his dragons upon the world, he released grand armies along with them. The mightiest of dragons even travelled with others of their kind as they razed entire armies. You possess a fraction of this horde that obeys your every command from fear. Several smaller and younger dragons as well as an army of Orcs and barbaric Easterlings are yours to command. The dragons have a much more stunted growth and will cap out at the size of a manor but only after millenia.

Maiar

Item of Office 100
Like many of the Maiar, you have an item of power that represents who you are. Like the staves of the Istari this item increases your power and can help you direct any magical or spiritual abilities you have. You are famous for this item and those who know anything of you will know of your famed artifact.

Abode in Aman 200
Aman is the Blessed Realm, a great continent to the far west that contains Valinor, the abode of the Valar. It is a beautiful place surrounded by oceans and mountains and inaccessible to those the Valar do not wish there. It is a land of infinite beauty. Like many Maiar and all the Valar, you now have a home in this land. You will always have access to your abode through a connection in your warehouse. Come here to rest and be healed, to enjoy the beauty of an unmarred land for a moment in your journeys.

Angainor 400
You now have a copy of the great chains Aule crafted to bind the great Valar Melkor before throwing him into the Timeless Void. These powerful chains can bind an enemy of any size and easily hold any being below those of God-like might, if you can capture them.

Seedlings of Trees 600
Telperion and Laurelin were the greatest trees to exist. The only source of light in the world after the destruction of the lamps and before the creation of the Sun and Moon. With leaves of gold upon the one and leaves of silver upon the other, they shined with a beautiful light that the Sun and Moon are but pale imitations of. Ungoliant destroyed these trees, draining their light and increasing her might. Somehow, two seedlings of the trees have survived and ended up in your hands. These seedlings, when planted will sprout and over the course of a few years grow into new trees with same light. These are hallowed and sacred things. Bring light back to this enshadowed realm, or perhaps hoard it for yourself and see what you can gain from exploiting such great lights. The trees can either be placed in a garden-like attachment to your warehouse or planted in a spot of your choosing from jump to jump.

Companions

Canon 200
Any canon character you can convince to follow you, except for the Valar and Iluvatar.

Import
Create or Import up to 8 companions.
For every 100 points you spend they get 200 points to spend on backgrounds, perks, and items to a maximum of 600 at 300 points spent.
They cannot take drawbacks.

Drawbacks

Take as many as you want.

The Road Goes Ever On +0
Stay from your chosen start date until the day Isildur would have cut the One Ring from Sauron's finger. Hope you are immortal or can live a long time.

Silmawhat? +100
The Silmarillion is a history known for being long and tortuous. Even avid Lord of the Rings readers make fun of how much of a confusing slog it can be. There are so many characters, events, and locations it is easy to lose track of what it going on. With this drawback, you will find that for your time here you can not quite keep track of who everyone is, or where there from, or what the hell is going on.

Prophesied Doom +100
When you arrived you were given a prophecy by a strange figure. While you are here you are cursed to bad luck. Things just won't go your way in many annoying and minor ways. It is not enough to threaten you with death frequently but it is enough to screw up your fine plans.

The damage of discord +100
Those who use their power too much or for the wrong reasons find themselves weakening. Corruption causes one's powers to lessen as they invest more and more of themselves into their magic. You find that using any spiritual or magical powers drains your stamina and makes you feel weak. This is not enough to be dangerous unless you really start constantly abusing your might. A good night's rest and a hearty meal will recover you from minor issues. Anything moderate or major will take from days to weeks of rest and healing.

Oath of Feanor +200
When the Silmarils were taken from the Noldor they swore a terrible oath to Iluvatar that they would never rest until they had reclaimed the Silmarils. They swore nothing would stop them and that they would kill anyone who even tried to delay them. Rightly or not, the Noldor now believe you have a Silmaril. They will follow you to the ends of Middle Earth to try and reclaim it. No matter how hard you hide they will eventually get an inkling of where you might be. Show caution, for several of the Noldor have given Sauron and Melkor pause in their might.

Trust is a one way street +200
Being good is not a bad thing. However, being so pure and good that you can't understand evil can cause its own problems. Your naivete and purity is such that you just can't help but trust people and see the best in them. No matter how many times you are tricked by someone you will always believe they can change. This does not stop you from having them punished for their crimes but you will always believe them rehabilitated if they say they are.

Jealousy and Anger +200
Feanor, Melkor, Sauron, Eol, and countless others are all examples of how jealousy and anger have led many in the Silmarillion to their downfall. You have joined the illustrious group of those who cannot control their rage or jealousy. You will lash out at friends and family, you will covet the things others have, you will drive others away with your anger.

Wanted By Melkor +300
Melkor has been shown a vision that you will be responsible for his downfall. He now seeks to destroy you. Even if he has already been thrown into the Timeless Void he will send all of his minions after you. Expect Orcs, Dragons, Maiar, his lieutenant Sauron, or even Melkor himself to try and find you to destroy you. Good luck. Maybe Manwe could give you a hand.

Nothing Lasts Forever +300
The Silmarillion is known for many sad stories of the death of lovers, the marring of a pristine world, the spread of darkness, and other tales of sorrow and despair. While you are here no one you love, nothing you build or strive for will end up totally successful. Everything won't necessarily end in complete failure but you will have to strive very hard to do keep anything you hold dear alive and functioning.

Greed of the Dwarves +300
The dwarves are infamous for their greed. Entire armies have mobilized for single pieces of jewelry and feuds have started over even small amounts of wealth. You are now possessed with this greed. While you are here you will have an insatiable hunger for more gold, gems, and other precious items. You will do whatever it takes to gain more and nothing will ever be enough. Your friends, your enemies, your superiors; none are safe from your greed. I hope the mountain of gold is worth never knowing true friendship while here.

Ending

Have you finished your time in Middle Earth? You have a choice to make.

Do you want to Stay Here and enjoy the Harmony or partake in the Discord?

Do you want to Go Home and rest in your own world?

Do you want to Continue On and spread the Music of Creation or Discord of Melkor to other realms?