The Lord of the Rings
Of Elves and Dwarves
A Twilight of the North Supplement

Welcome, Jumper, to Arda in the middle of the Third Age. The year is T.A. 1864. In this time the lines of Kings in Gondor and Arnor have not yet fallen, and the Dunedain are still strong though in decline, especially in the North, where for centuries war has raged between the successors of Arnor and Angmar. Arnor, a shadow of its former self, barely clings to life. Arvedui, son of Araphant, prophesied to be the Last-king, has just been born. The Witch-realm of Angmar is led by the Lord of the Nazgul, and is composed of men of Rhudaur alongside orcs and other foul things deeper in the kingdom.

In the South, things are equally grim. Eight years ago, the Wainriders, a confederation of Easterlings, conquered much of Rhovanion, and slew their king, before striking Gondor itself, beginning a war that will last a century.

However, that is not the focus of your people. You are of the races that belong to the Elder Days, the Elves or the Dwarves. At present, the Dwarves of the Folk of Durin yet hold the mightiest and richest of their kingdoms, that of Khazad-dûm. Indeed, at this time even the dwarves of the Ered Mithrin hold great wealth, though within another century or so it will be lost to dragons and orcs. At this time even the Orocarni dwarf clans are prospering, a peak of glory and wealth for the adopted children of Ilúvatar, though Gundabad, waking place of Durin Father of the Longbeards, is held by Angmar and there are rumors that mithril grows ever harder to find leading to ever deeper digging. Likewise the Elves, though far from their splendor, still rule lands of their own in Lorien and Lindon and the Woodland Realm, with various other thriving (though dwindling settlements) such as Edhellond.

Will you work to avert disaster, Jumper? Perhaps with your aid the old glory of the Elder Days might yet be reclaimed. Or might you simply sit content to bask in the glory of your kin? Worse, might you side with the growing Shadow for power and dominion?

Regardless of your choice, you have fifty years to work with and 1000 CP to do it with.

Age: Dependent on race and background. For Elves roll a 1d10 and multiply by one-hundred, for dwarves roll a 1d10 and multiply by twenty. (Alternatively, you can choose your age for free) .

Starting Location
You can start from anywhere, but if you wish to roll a few ideas are…

1: Lindon -
2: Imladris -
3: Khazad-dûm -
4: Ered Mithrin -
5: Lothlórien -
6: The Woodland Realm -
7: Edhellond -
8: Ered Luin -

Origins

Gender can be chosen for free.

Dwarf: You belong to the race of the Dwarves, dearest to Mahal, the one that the Elves of the Noldor call Aulë and the Sindar call Óli, Smith of the Valar. Your people are hardy, shorter than Men but strong both of body and will, and cunning with stone and gems, longer-lived than Men, but not immortal, and slow to take wives as well as bear children. At this time, the mightiest of the Dwarf-lords is King Durin VI, Lord of Khazad-dûm.

Elf: You belong to the race of the Elves, the Firstborn of the Children of Ilúvatar. Your people are taller than Men and gifted with both grace and keen senses. Elves do not succumb to the ravages of age or disease and are swift to recover from injury, but your people are slow to bear children and especially in this latter Age may become weary of Middle-earth and seek solace in the Undying Lands.

Perks

General

Skilled in Weapons and War (100 CP) - You are a gifted warrior, your skills honed from years of practice and given education in leading others with proficiency. You are a gifted student of the ways of war. While not on the level of one such as Glorfindel or the stories of great dwarven heroes, you are among the most skilled warriors living and can plan a military campaign with skill rare even among Men.

Hand of Green (200 CP) - What use are shining weapons and armor if your belly is empty? No matter whether elf or dwarf or man, the humble cultivator is the backbone on which society is built, and you have a knack surpassing mere skill in the cultivation of crops. You find that you could grow, albeit in meager amounts able to do little more than sustain you, green plants and food crops in the plains of Gorgoroth itself. You have an eye for what plants are good to eat and which are harmful, and given even average lands you could ensure a fertile harvest even in years where others would find only famine. As well, it seems like you can always, at the very least, find food to eat in your travels, even if it is not pleasant in taste, you will never go hungry.

Should you direct the efforts of others, while they will not have the sheer success you can manage yourself, those under you will find their efforts truly bear fruit, and you could turn even the lands of Harondor, Rhudaur, or the foothills of the Grey Mountains from meager... to abundantly fertile lands, even if not so fertile as the lands of Ithilien or other famed lands of true plenty.

Rightful Rule (400 CP) - What is a ruler without their lands? A king without a kingdom or subjects? That, thankfully, is a question you will never need to ask, for your lands and people will follow you on your journey throughout the multiverse. Whether you hold but a simple outpost fort in the foothills of the Ered Mithrin, a tower with a few old guardsmen or a vast empire stretching across the known world, all of the lands claimed and held by you at the end of this and any future jump will follow you in a manner of your choosing.

Light of the Elder Days (500 CP) - You possess a strength and innate greatness, such as has not been seen in many long years, perhaps even the First Age. You are stronger, hardier, quicker to learn, and simply better than those of your generation. You have an authority to you that draws others, and a presence that would give even venerable dwarf-kings or elven lords pause. You are more adept at learning skills, and mastering those you already know. The skills you are already good at are enhanced to even greater levels. In addition, you seem to have an inner fire that blazes like a bonfire where others are mere embers. You can work longer without becoming distraught, inspire others with little effort, and on the whole you're just *better*.

Dwarves

Dwarven Craftsmanship (100 CP, Free Dwarf) - In the tempering of steel, and in the making of mail the children of Aulë have no equal, not even among the greatest of the Noldor. While you are no truly great craftsman, you possess that natural aptitude of your race, as well as a fair understanding and skill in working steel. Even your relatively low skill, compared with your elders and those more naturally talented than you, is still good by the standards of Men. Good enough that even here your works look like masterworks to them, and your armor serviceable to any dwarf warrior.

Wealth of the Dwarves (200 CP) - Wealth begets wealth, or so the saying goes. This is doubly true for the Dwarves, with them having an affinity for all things of Aulë, the substances of the earth, and being naturally talented miners and workers of metals. With you this goes somewhat beyond that, and you possess a sense for where to find minerals of your choice. From copper to mithril, no mineral can evade your detection if you put yourself to looking. As well, you have a knack for gaining greater wealth from trade. If you were placed in a small frontier-town you would have a thriving mining settlement with the start of a great fortune within three years, within ten you'd have the beginnings of a true trading city home to many skilled craftsman, and by the end of your third decade you would have a hoard worthy of a dwarf-lord and a city renowned for its works and wealth, bringing more wealth to you. Lastly, you are a great worker of gemstones, able to bring out dazzling beauty from even the dullest uncut precious stone.

Worker of Stone (300 CP) - Before the Sun and Moon, the dwarves had already made their own great halls within mountains and hills using unrivaled skill in the working of stone. Your skill is comparable to the finest of dwarven stone-masons living. Devising sturdy walls and stone monuments and buildings is as easy as breathing. As well, you somehow can get construction projects utilizing stone as a majority resource done in less than half the time it should realistically take. You have a knack for finding concealed doors and passages in stone, and even for finding weaknesses in defenses such as stone walls or mighty fortresses.

Child of Mahal (400 CP) - To be renowned for one's metalwork amongst a folk famed for such craft is no small thing. Not only have you a talent for working metal, but your craft is among the finest of any dwarf alive in this Age. You know the secrets to working mithril with great skill. You also possess knowledge of lost lore including the dwarf-masks of the Elder Days that could resist even dragonflame. A true child of

Mahal you withstand heat better than many of your kin allowing you to spend longer periods of time working the forge with less need for water to cool you and in fact you find that when working at a forge you feel more awake than normal.

Jumper the Deathless/Heir to the Father (500 CP, cannot be taken by Elves) - The Seven Fathers were the first of the Dwarves, and the fathers to the various clans from whom all dwarves descend. It is said among the dwarves that the Fathers are reincarnated among their folk across many generations. Now, you are the Heir to one of the Seven Fathers, whether you bear their name or no, or whether that is strictly true or not. You look akin to the Father of your kindred, and indeed you are mightier and have a presence to you that seems to indicate an innate greatness. Your skill and might in battle is enough that even surrounded you could expect to slay a dozen trolls on your own with a bit of luck and the right equipment. Should you die, you will reincarnate among one of your descendants or distant kin within a decade. In future Jumps, this gives you multiple chances to avoid a jump fail, assuming you are alive at the end of the Jump.

Elves

Grace and Beauty (100 CP, Free Elf) - Your folk are known for their natural grace and beauty, and you are exceptional even among them, moving with a grace beyond even that of the average elf. Where other elves might walk on snow without sinking, you don't leave footprints in mud nor even in the most malleable of dirt. You will not lose your footing in even the roughest situations. Not only that, but you possess the clear beautiful voice of your people to a greater degree. The beauty of your voice singing in Elven-tongues is practically enchanting, like a clear jewel of blended word and melody. You also possess natural talent for playing the harp, your sweet and wonderful music making others feel as though they are in some fair dream, or even to sweep them away to far away lands under unknown stars. Lastly, you are fair even for an elf, though clearly not the match of Lúthien, you might still have songs written about you.

The Shipwright (200 CP) - Some elven kindred have a long tradition of shipbuilding, most notably the Teleri and those of their kin. Elven ships are known for their swiftness and even their strength when needed. Though the greatest mariners have been Men, the greatest ship-builders are the Elves, with them being the only ones able to build ships capable of sailing the Straight Road to Valinor. Now you possess the knowledge of long years, though not nearly the equal of someone such as Círdan, you

have skill and knowledge great enough to design and build a ship on your lonesome and even in the lands of Men your skills will command a high price and many who will wish to make use of your services. With minimal resources you could, within a year, build a strong warship able to run with the speed of a brisk wind, and endure long grueling battles. Perhaps with time and a lot of talent you might rival the Shipwright himself.

Worker of Arts (300 CP) - The making of Lembas and Miruvor, the working of enchantments to conceal and hide, the crafting of elf-cloaks and rope, healing the sick and wounded. Even the making of elven bows. All these and more are known to you. Your skills in healing are great enough to heal not only wounds of the body, but wounds of the spirit as well such as that suffered by those who have taken harm from a morgul-blade or the black breath. You can hide a village from detection for centuries. You can make waybread and miruvor with the skill equal to that of any handmaid in service to Galadriel or any servant of Elrond. Though you are no master of the arts, you are highly capable in all of these.

Heir to the Jewel-smiths (400 CP) - The Gwaith-i-Mírdain (People of the Jewel Smiths) were a brotherhood of elven craftsmen led by Celebrimbor, second greatest of the Elven smiths after Fëanor himself. They made the Rings of Power as well as the enchantments on the West-gate of Moria. Many wonders they wrought in their settlement of Ost-in-Edhil, capital of the elven realm of Eregion, and you are the inheritor to their secrets, from the making of Rings and enchantments, to weapons and armor fit for elven kings. In works of masonry and the working of steel your knowledge and talent are second only to the greatest of the dwarves.

Finwion/Finwiel (500 CP, cannot be taken by Dwarves) - Whether you bear the dark hair and grey eyes of most of the Noldor, or the golden hair that some of the line of Indis possess, or even the red hair of some few of those related to the children of Nerdanel, you are a royal among the Noldor and descended of the House of Finwë, First King of the Noldor and father to Fëanor, mightiest and proudest of the Eldar. The Noldor are the most powerful of all Elves in Middle-earth, and some might say of all Elves period, famed warriors who excel in learning and in craft. Regardless, you are mightier than nearly any elf alive though still not the equal of Glorfindel, Elrond or Galadriel. As a craftsman your natural talent (though not your knowledge or skill at present) surpasses any elves living, and in the making of weapons and armor you are greater than any save perhaps the dwarves themselves in these days.

Items

You are granted a stipend of 400 CP to spend on items

Earth-bread and

Mellyrn Seeds (50 CP) - A box containing twelve seeds, like nuts, but with silver shells. These seeds will, if planted in suitable lands, that is... fertile lands, grow into the famous smooth-barked silver trees. Known only to Númenor that is lost, to Valinor, and to Lóthlorien, these trees will grow to massive size, given time and proper nurturing, ensuring you have something truly special within Middle-earth.

Elf Soil Bag (50 CP) - Plain and unadorned, but well made, this bag contains a supply of soil, grey in color, like dust both fine and soft. Though seemingly without practical use, this soil, even a couple grains, can enrich even the most barren of dirt to allow it to reap a rich bounty, or grow mighty trees in harsh terrain. This bag contains enough dust to enrich a mile of farmland, and will refill itself once every month.

Elven Cloak (100 CP, free Elf) - An Elven-cloak is a fair garment. It is made of a silken stuff, light but warm, and the color changes with the surroundings, whether it be stones or trees; it is a great aid in keeping out of the sight of unfriendly eyes. Yours is greater still, it will not tear and should you lose it somehow, you can call it back to you with but a simple gesture.

Roch (100 CP, free Elf) - An Elven-horse, trained to take commands with ease, and to not succumb to terror, even were the Witch-king of Angmar to take the field against you. This horse has greater stamina and speed than the horses of other folk, save only for the descendants of the horses of Valinor.

Dwarf-Hoard (100 CP, free Dwarf) - Gold, silver, precious gems, ornate armor, and gilded, jewel-encrusted weapons - all are to be found in any respectable Dwarf-hoard. Amassed over hundreds of years, these treasure piles bring happiness to the Dwarves who jealously guard them. Now you have one of these hoards of wealth and a place to keep them in if you do not already have one. Indeed, the wealth contained is suitable for even a very wealthy king of Men, and will restore itself should parts be spent. At least the gold and silver will.

It is a hoard perhaps a twentieth the size of that which the King of Erebor would one day have amassed.

Dwarf-colony (200 CP, discount Dwarf) -

Elf-village (200 CP, discount Elf) -

Weapon of Renown (200 CP) - Narsil, Aeglos, Durin's Axe, Orcrist. Many are the famous weapons of Middle-earth, wielded by mighty kings, valiant princes, and stalwart chiefs, and others not so heroic. Regardless, each has a history and power all their own, and now you possess an exact duplicate of one of these famous weapons. Choose any named weapon, and you shall receive a copy of it, and if lost it shall return to you within a month. If broken, it will need to be repaired like any other weapon, though it seems unlikely at best that any of the weapons you might choose will be broken save for if the Dark Lord were to bring his strength against them.

Ñoldor Warriors/Durin's Guard (200 CP, you can choose only one, discount dependent on race) - The Elves are natural horsemen, and these Noldor have had many lifetimes of Men to hone their skill, accompanying into battle those Lords who have remained in Middle-earth. Armed with bright and bitter steel in form of sword or spear and clad in the finest mail wrought by Noldor smiths, moving with unearthly grace, wielding their deadly swords and spears and bows from horseback with a speed that is unmatched among Men, these warriors reveal their full power and majesty in battle, and few indeed are the foes who can claim to have seen them in their glory and lived.

The Dwarves were made to endure, and those who guard their lord and kin in battle are the most hardy of that race. Whenever those Longbeard kings bearing the name Durin die, they weep profusely, and then look forward to the coming of the next Durin, until such a day comes that the King of the Longbeards is Durin, seventh and last of his name, but until that day dawns they serve their lords and kings with fearless and faultless obedience. Wearing face masks like those of the dragon-slayers of old, these warriors - and their enemies - are reminded of the great company in which they stand. Their axes are forged of mithril inlaid with gold, and their armor is reinforced with the same silver-steel. Indeed, the only better equipped soldiers in all Middle-earth are the dwarf-lords under their protection. The Dwarves in this regiment are the most formidable of any Dwarven army.

Regardless of your choice, these folk will number one thousand and serve you with utmost loyalty, and if killed will return within three years.

Elessar (300 CP, discount Elf) - The first Elessar was made by the master jewelsmith Celebrimbor in the First Age, and trapped the light of the sun within its green facets. It was said that in looking through it the old seemed young and the withered seemed fresh, and the bearer of the stone could heal ills with but a touch. That stone went with Eärendil across the sea to the Undying Lands, however, and did not return to Middle-earth. A new stone of the same name (if with little of the same brilliance) was forged also by Celebrimbor, in the Second Age, and set in a silver brooch in the likeness of an eagle with outstretched wings. Though the gem you possess now is akin to the second Elessar in appearance, it possesses the power of that first Elessar as well as the second. To preserve things (even a realm) against the effects of time, like one of the Three but to a lesser degree, to give strength and hope to one's self, and power to inspire others.

War-gear of the Dwarf-lord (300 CP, discount Dwarf) - Consisting of a war-helm wrought by Telchar, mithril mail and the finest weapons forged for only the greatest of dwarven lords, this war-gear is resistant to even dragonflame and even the Dark Lord himself would be hard-pressed to damage such a wondrous panoply.

Elven Gardens (400 CP, discount Elf) - When Telperion and Laurelin grew upon the mound of Ezellohar in Valinor, their burgeoning lights flowed throughout the city; but twice a day, as the light of one Tree waxed and the other waned, there came a time when their lights were softly mingled. These gardens are but an imitation of that ancient display, but a more otherworldly sight in Middle-earth one is not likely to find. Carefully designed with varying shades of silver and gold, these gardens boast an astonishing variety of colors and plant life, many of which were tenderly borne here from far-flung Elven lands. Even the sickest of hearts is likely to be cheered and enriched after spending an afternoon sampling the visual wonders here. As long as such visions of Valinor remain on this side of the Sea, the Elves may find places of refreshment and peace. Indeed, you shall find that elves from all kindreds will come to visit these gardens, and some may choose to stay to tend them or live near to them, inhabiting your cities or even forming their own small settlements that will come with you to future jumps, and in those future jumps native elves will find themselves drawn to visit your gardens and settle your lands should you desire it.

Dwarven Workshops (400 CP, discount Dwarf) - contains modest mines of gold and silver, several hundred dwarf craftsmen, and

Mithril Mines and Armory (600 CP, Discount Dwarf) - There may be older and fouler things than Orcs in the deep places of the world, but there are great treasures and

opportunities to be found in those places as well. Dwarven miners know this, and the lure of mithril often proves irresistible. With this, you need not worry about the presence of any Balrog or Orcs, as your veins of mithril shall lie within a mine dropped into a location near to where you start or even just connected to your Warehouse. The tremendous quantities of mithril that these mines make available allow Dwarf-smiths to craft marvellously strong and light armor for your warriors and yourself.

More than simply a store-room and workshop for Dwarven smiths, a Mithril Armory is capable of outfitting an entire host in the most supple and strong metal known in Middle-earth. The presence of such materials naturally attracts the finest Dwarven smiths, who may also turn their efforts to forging superior weapons in addition to crafting mithril armor. Armored and armed in shining mithril and dwarf-make weapons, your forces are certain to be fearsome indeed on the battlefield. In future jumps, you will attract whatever setting equivalent to the Dwarves there happens to be to find work in your armory and lands. Your mines shall also come with you. Strangely and quite fortunately, these mines will never run dry and seem to restore themselves over time.

Ring of Power (600 CP) - The Rings of Power were forged in Eregion by the great smiths of the Gwaith-i-Mírdain during the Second Age. All of the Great Rings save the One had a single gem, and not one design was repeated. Every ring was imbued with a power that came from the combined skill of the great Noldor craftsmen that wrought them and the knowledge brought by Sauron in the guise of Annatar. Your Ring of Power, greater than any of the Nine, possessing to at least some degree the powers of the Three, and to a minor extent even carries some form of the power of the One, is untouched by the corruption of the Ruling Ring, independent in power, and wholly yours. In material it is mithril or a mithril-gold alloy depending on your taste in color, it has an inscription of your choice in Quenya or Khuzdul using the Tengwar, and a unique jewel set into it. This Ring cannot be seen by any save for another who wears a Ring of Power, or Sauron himself. In potency, your Ring is lesser than the One, but greater than any others, occupying a halfway point.

Companions

Friendship (Free) - Should you befriend someone in the Jump, you may choose one of these friends to take with you. Alternatively you can choose either your spouse, or one child to take with you as a proper companion for free.

Import Companion (Free) - You can import an existing companion into this Jump, standard companion rules and limitations apply.

Maglor Fëanorion (300 CP, discount Light of the Elder Days) - Born in Valinor before the destruction of the Two Trees, the second son of Fëanor and Nerdanel is the only member of the House of Fëanor to have survived into the Third Age, Maglor is a famed bard and composed some of the greatest songs in the history of Middle-earth, including the Noldolantë. He is also one of the greatest warriors left in Middle-earth, and though an echo of his former glory, as the light of Valinor has slowly dimmed in his eyes, he is still an Elf to not anger. In you, he has seen someone special, someone worth following and whose legend might be worth writing a song of. In you, he has seen something to rekindle hope not felt since the end of the First Age. While he cannot return to Valinor, he will venture with you as a loyal ally unless you should choose to ally yourself with evil. He is 7'2", with coal-black hair and gray eyes that seem to glow with an inner light. He carries with him a sword made by his father Fëanor in the First Age (which he will not give away), and a harp made in Doriath.

Curunír/Curumo/Saruman the White (300 CP) - Saruman, later to be Saruman of Many Colors, doomed to die a miserable death in a petty conflict inflicting pettier cruelties on a small people, this is not that Wizard. No, it is Saruman the White, he who stood first above all others in the Istari. Leader of the Five Wizards. Great in craft and cleverness, whose personal might makes him formidable even before his considerable skills come into the picture. Robed and cloaked in pristine white, and armed with great knowledge and a greater voice, in some ways he might well be considered closest to Sauron in his inclinations and skills. He is deeply learned in the lore of the kingdoms of Men, and of the deep arts, what men might call magic, and of ringlore he knows much, and of the art of smithcraft and the works of his hands he might be among the greatest living. He stands at a height of 6'2", tall and broadly built, with black hair that is streaked with many streaks of gray, and bearded with the same.

Tharkûn/Mithrandir/Incánus/Gandalf the Grey (300 CP) - The Grey Pilgrim, known as Gandalf to the Men of Arnor, he was chosen by Manwë the Elder King as last of the Istari to go to Middle-earth with the others in 1000 T.A., the only one of the Five to keep to his mission for the entire time he was in Middle-earth. He is the most ambulatory of the Wizards, and arguably the most effective in the long term. Never

one to work through servants or minions, but instead friends and allies he makes in his travels, and those he guides reciprocate the friendships forged for they are intense in their strength. Standing at perhaps 5'6", he is certainly not an imposing figure in his height, but his skill and might are nothing to scoff at, being second only to Saruman in his order.

Aiwendil/Radagast the Brown (300 CP) - One of the Istari, or Wizards, Radagast was chosen by Yavanna to be her emissary to Middle-earth and though he will one day fall and become consumed by his love for the creatures and plants of Middle-earth, for now he remains an effective worker against the Shadow. He is a master of shapes and hues, and friend to the beasts and birds. Standing at 5'9", he has fine brown hair peppered with grey. His rough clothing, jovial nature, and apparent simplicity belie his true strength and as a Wizard if roused to anger he is as mighty as any of his order might be expected to be.

Drawbacks

An Age of Men (+0) - If you choose, you may extend your time in this jump as long as you want past the initial fifty years. Drawbacks remain after the half-century but become potentially defeatable or removable. This does not affect scenario time limits, if any.

Youngling (+100 CP) - While you may, one day, be a mighty warrior, it is not yet that day. Ignore your age roll - you are instead a child of roughly the age equivalent to a ten year old among your race. All of the perks which you have selected from this jump are not fully effective until you reach maturity (roughly 20 years of age equivalent). Your time in this jump is extended to compensate for this.

Sorrow of the Firstborn (+200 CP, Elf Only) - In these latter days the world just feels *lesser*. Less vibrant, less beautiful, less magical. You feel it in your bones, and this brings feelings of sadness to you. A pang for days gone by even were you born only a century ago. For the duration of this jump you shall feel a low level depression every moment of your life, depression and sadness that will make getting your goals accomplished a fair deal harder and that can be healed only by sailing West to Valinor and once there you cannot leave nor influence the world by means either direct or indirect for the remainder of the jump.

Doom of the Elder Races (+200 CP) - As one of the Elder Races, and not a Man, you are more restricted in your ability to defy fate and destiny. Certainly, you have free will, but if you were hoping to avert the death of kingdoms or kings or the fate of the world itself you'd best curb your enthusiasm because you're on rails for this jump!

Twilight of the Elder Days (+300 CP) - As the Ages have passed the races of the Elder Days of the world have waned and you can feel it happening to yourself as well. Whether Dwarf or Elf, you find that with each year that passes each sword strike is slower and weaker, your craft not as precise nor as great, and even your inspiration slows to almost a halt. Unless you stay in such a place as Lothlórien or Imladris, havens preserved in time by the Three Rings, your diminishing will continue at a rate such that within ten years you will be as weak or skilled as merely the finest of living Men, and after that you will feel a call to the Halls themselves. Even those skills of yours from out of jump fading like the rest of you. You had best hope you can accomplish your goals within twenty years or you might find yourself withering away, your spirit leaving your body behind and failing this jump entirely.

Tolkien Traditionalist (+300 CP) - You have far too much respect for Arda's narrative to contaminate it with outside nonsense. You lose access to all powers and items not purchased in this jump and to your Warehouse. An exception is made for things purchased in other Middle-earth jumps. For every 3 jumps you have taken before this, an extra +100 CP is given up to a maximum of a bonus +300 resulting in a combined Drawback bonus of +600 CP.

Doom of Khazad-dûm (+600 CP) - basically a "balrog wakes up early" scenario, with some extras

Scenarios

(cannot be taken by drop-ins nor with the drawback Doom of the Elder Races or Twilight of the Elder Days)

Return of Eregion (Elves Only, requires Light of the Elder Days)

For almost a thousand years, the capital of Eregion stood as a monument of Elven craft in metal and stone, a testament to fellowship between Elves and Dwarves. Now only ruins of those once-proud buildings stand a silent watch over the waters of the Sirannon and Glanduin. Ost-in-Edhil was founded in the Second Age as the chief city of

the Elven kingdom of Eregion. Its smiths were famed throughout Middle-earth for their skill, especially that of the Lord of Eregion Celebrimbor son of Curufin, second in craft only to his grandsire Fëanor. But this renown was their downfall, for Sauron came to them in a fair guise, as a craftsman to learn and teach secrets of metalwork. Here were many Rings of Power forged, and in time Sauron returned to Mordor to create the One Ring that he hoped would ensnare the others. He came back to Eregion with war and fire, casting off his disguise and laying waste the kingdom with an army of Orcs. Celebrimbor was slain and would forge no more; Ost-in-Edhil was destroyed. The stones of the ancient city still stand in places, most only fit to house birds and small beasts, but over the long centuries wary folk have begun to make the site their home, dwelling in the houses that remain. To do more than eke out a living amid the shadows of the past, to attempt to restore Ost-in-Edhil to its former pride, would require the wisdom and vision of a mighty Elven prince(ss), the like of which is hardly to be found in Middle-earth in this age, though even in these days one can find gems beneath the earth near Ost-in-Edhil, along with precious metals and marble and stone of quality to be appreciated by the Dwarves. There are even rumors of some few veins of mithril deep beneath the ruins, untouched, waiting to be discovered.

You are, or believe yourself to be the type of leader to begin the rebuilding of this city. Many settlers of the race of Elves will be attracted from nearby and far off lands to turn these ruins, once a thriving center of Elven culture and learning, into a living city once more. This task shall require years of labor, but so long as you remain to steer the wheel of progress, Ost-in-Edhil will once more arise as a testament to the undying spirit of the Elves and the great works that can be accomplished when there is friendship between folk of many races.

When complete, your rebuilt fortress-city at Ost-in-Edhil might not be as grand compared to the mighty city at its height ruled by Celebrimbor in the Second Age, but its location so close to the mithril veins running beneath the Hithaeglir will make it a valuable and powerful city and with time might indeed surpass the original. With the fortress-city firmly under your leadership, hammers will once again ring in the valley as smiths gather at a mithril armory to work the wondrous metal into gear of war. What mithril you have beneath the ruins, the few untapped veins, can be used to improve the armor of you and your retinue; light and flexible, the material is tough enough to turn aside deadly blows and yet so supple it hardly hinders movement. The armor worn by your soldiers may also be improved here at this workshop of smiths, though mithril itself, being still rare unless you should have your own great mines, will not be used for this purpose, the armory's smiths will have developed their metalworking into a high art and shall be able to work wonders even with base

materials. Though the glories Eregion enjoyed in the Second Age might seem unattainable, a mithril armory is a rebirth of craftsmanship and knowledge that has not been seen in these lands for many centuries. A rebirth you shall need, as once it becomes known that Ost-in-Edhil has been restored, the Dark Lord will make it a goal to destroy utterly your city and kingdom. His servants shall seek to destroy you, as well as the creatures of darkness near to Eregion including the Balrog of Moria, and you shall have to defend Eregion from all threats until either they have been defeated or over two centuries have passed.

Should you succeed, then this city and the lands of Eregion shall be yours to keep in perpetuity. Indeed, you will have earned the right to name yourself not only Lord or Lady of Eregion, but King or Queen, its very first. The elves of your lands, along with whatever dwarves live there, will no longer wane but instead experience a new blossoming of population growth as well as their own skills. The Elves will no longer seek to go West Beyond Sea, and the Dwarves of clans that were friends with the Noldor will view your kingdom as a new home to settle in. Of the Men in your lands, they will be enlightened by the presence of these elder races in your lands. Wiser, more learned, and longer lived if not so much as the Dúnedain if they are not already of that race.

In future Jumps, your lands will serve as a kingdom which other elves shall seek to settle in, and it will become a hub of culture and cooperation between races.

Kingdom of the Mountains Grey (Dwarves Only, requires Light of the Elder Days)

Notes

Notes on Capstone Booster: Light of the Elder Days, as a capstone booster, is meant to be an all-around enhancement for your perks and skills. An elf with Grace and Beauty becoming very nearly as lovely as Lúthien herself or as beautiful as Fëanor had been. A craft-focused dwarf becoming the second greatest dwarven craftsman to ever live, after Telchar himself. A shipwright becoming the greatest ship-builder outside of Círdan. And so on.

Child of Mahal - Your potential in the arts of craftsmanship is of a kind not seen since the Elder Days, perhaps only Telchar himself could claim to be your greater in the area of his expertise, even if on the whole you might well have more knowledge and

broader skill than he. Regardless, no dwarf nor elf living could claim to be your equal as a craftsman. Your tolerance for heat has grown to such levels as to be a toss up as to whether you *need* a mask to ignore dragonflame, at least for a little while.

Heir to the Jewel-smiths -

Wealth of the Dwarves -

Shipwright - Neither the greatest of the Númenoreans, nor the legendary mariners of the past have the sort of talent you do for the arts of exploration and shipbuilding, given time you might surpass Círdan even in the present, and the exploits of Eärendil as a mariner. You could take a self-made boat, made of crude materials, and sail across the known world without aid, and without fear of sinking.

Jumper the Deathless - Tall for a dwarf, and strong. You are a dwarf whose like has not been seen since the days of the Fathers. A mighty warrior, you can expect to be capable of slaying a worm of Morgoth on your own. With a lifespan stretching nearly a thousand years. Were you to wish to found your own Dwarven clan, you'd find that a fair number of Dwarves regardless of kinship would follow you.

Finwion/Finwiel - If before you were mighty, then now you are even greater, you are strong, child of the house of Finwë, stronger than any elf born in these times, you could grapple with Sauron himself, and withstand his fury for a time, as did Celebrimbor in the Fall of Eregion. You might not defeat him, but you are mighty enough that he would require aid to overcome you, so evenly are you matched in physical might. Your aptitude for craft could rival Celebrimbor or even Eöl, though not your learned skill. Were you to call elves to war, you would find that many would march alongside you, ready for one last march of the Eldar against the Shadow. Were you to claim kingship, many would recognize you, and in a desperate time perhaps even Gil-galad's lordship might yet be restored.

On the Ring of Power

As with any of the Great Rings, the powers granted by your Ring of Power are determined by the natural capabilities and potential of the one wearing it, enhancing your natural capacities, turning a humble gardener into a worker of masterful gardens that would make the elves take notice, a captain of soldiers into a leader of Men with a massive natural charisma and a sorcerer into a morgul-lord capable of defeating one of the Nazgûl, a skilled dwarf-lord craftsman into a smith great enough to make

Telchar admit to finding an equal, and a mighty Noldor prince into someone capable of facing the Dark Lord and winning.

This Ring enhances your lifespan by a factor of three and without the downsides normally associated with one of the Great Rings. It grants invisibility by drawing you into the wraith-world if you so choose to use that power, though in that “invisibility” you become a beacon easily tracked by wraiths or other Ring-bearers, inversely you gain the ability to see with little effort things that are normally invisible. Your senses are enhanced, hearing sharp as a cat and scent to match a bloodhound, including being able to see the true forms of invisible or wraithly beings. Your Ring allows you to inspire others, kindling the flames of their hearts against even the harshest times and adversaries, it allows you to slow the ravages of time on the world to a lesser degree than one of the Three, it allows you to work acts of healing somewhat better, where before you might be able to heal a bruise, now you can mend a broken bone, so to speak. You can take oaths sworn to you and make them binding to a degree. You can also use this Ring as the base for your own Ruling Ring, having other lesser rings bound to it, should they be made with knowledge of your own ring.

This Ring in addition to its other powers allows you to understand spoken language more easily, learning in weeks what others might take years to gain fluency in. In future Jumps, this Ring will grow with you and also enhance your ability with whatever magic you learn. Acting as an amplifier, and multiplying your power by up to a factor of three. For dwarves this ring aids in wealth accumulation, though one needs gold to breed gold. It may prove the foundation of a great hoard.

On Edhellond
Edhellond occupies a high hill that rises out of the lower Morthond roughly a mile from the Bay of Belfalas. The hillock forms a sort of island over fifteen-hundred feet in length, just a bit over seven hundred feet at its widest point. Steep stone cliffs line the shores and make any ascent to the summit and town itself somewhat difficult. Except via steps carefully carved into the island’s (west, east?) flank. Three of these stairways connect the terraced hilltop with the quays below. This modest-sized (small city by the reckoning of Men, though a truly bustling population by elven standards) though beautiful elf-haven stretches along the hilltop and is encircled (though it doesn’t really sound like a circle? Maybe surrounded is better, or defended?) by a bright white wall and silver-barked trees closely related to oaks in appearance. The city’s well-kept buildings and high white towers, with their clean white walls and steep, blue-tiled roofs sparkle in the clear skies.

Edhellond can be separated into two parts. The city that sits atop the hill and is exposed to the fresh sea breezes and gentle sunlight, and the hidden harbor beneath the city.

To be written - Stuff about the general layout and size. Some history. That sort of thing.
On Mithlond

On Khazad-dûm