THE HOBBIT

There And Back Again



Welcome, jumper, to this wide and wondrous world. It is filled with ancient secrets, and many adventures to be had. Deep in the Wilderlands there lies the Lonely Mountain, filled with gold but haunted by a terrible dragon, Smaug. In the nearby Misty Mountains and Grey Mountains many goblins make their home in deep and dark caverns, and Mirkwood lies corrupted by the spiders who dwell within. To the west, there lies the Last Homely House, Rivendell, a secret place of song and merriment, and further west still there lies the Shire, where the Hill and the Water can be found, the former of which is the dwelling of a particular hobbit.

But the world is wider still, of course. The Necromancer corrupts the forest of Mirkwood further from its southern end, and further south there lie lands embroiled in the battle between good and evil. But those are old stories, which will continue for an age still. Now, a smaller adventure will take place, albeit one that will shape the future of the Wilderlands nonetheless. Thorin, son of Thrain, son of Thror King Under The Mountain, has gathered 13 dwarves, with which he plans to journey back eastwards to retake his ancestral home and the wealth that can be found within. Gandalf, gray wizard and well known to many good peoples, is helping them, and has promised to find them a burglar, for warriors are too preoccupied with their own wars in the south, and heroes are scarce to be found in these lands. In a week, he will arrive at the Hill, and decide to recruit the hobbit Bilbo Baggings for the adventure.

Perhaps you would like to join the throng and help the dwarves with their quest. Maybe you fancy yourself a warrior or hero and wish to fell the dragon for glory or wealth, or you think they could use another burglar. Or perhaps you simply wish to witness their quest and occasionally help them with strange magics. And if their quest does not interest you, well, there is a whole world out there ready for adventure. Whatever the case, you have plenty of time to decide, and in order to not leave you under-equipped, you may have this;

+1000cp

Safe travels, jumper, and may fortune find you.

Origins

First, of course, is the choice of your place in this world. Choose one of the options below, and bear in mind it will influence the time you spend in this world greatly.

Humble Host -0cp

Ah, you're no adventurer. Rather, you're a homeowner, simply living a calm and peaceful life wherever you live. Or perhaps you have some secrets of your own as well? Either well you have a place to call home and are not among those who wander the world. Maybe you feel the call of adventure nonetheless.

Adventurer -0cp

So you are driven by wanderlust, or glory, or wealth perhaps. Whatever your reason, you are a legend in the making, or at least someone who likes to travel through the world, seeing many wonderful and strange sights, and perhaps even participating in some battles, epic or otherwise. You'll find that there is plenty for an adventurer to do in this world.

Wise Man -100cp

This world is wide and ancient, and just like how there are many adventures to be had, there is just as much lore to know of the world, of history and of strange things and places. You are one of those learned sages, likely old and wizened in age. Perhaps you may not even be one of the mortal men who populate this world, but something greater masquerading as a simple old traveler. Surely you have your reasons if so. Do remember that your help would be welcomed against the evil things that threaten the good peoples of these lands.

Evil Thing +100cp

Oh. Perhaps you do not have good intentions in mind, in the end. While there are many good people around, there are just as many, if not more, evil things crawling in deep and dark places, creatures bursting with malice and corruption. And, it seems, you are one of those things. Whether you be a man suffering from the terrible greed of dragon sickness, simply wretched in heart, or a horrible beast rotten inside and outside, you bring nothing good to this world. Expect most civilized people to spurn you and attempt to hunt you down if you do not prove too terrible a threat to defeat. Ah, and don't forget, the pure light of the sun makes you dizzy, scattering your wits and bringing a light haze to your mind. Perhaps it'd be best you stick to the dark places that you have come from.

Good Races

Your place in this world is perhaps a bit too vague for most. So, in this section you can choose what you are. Even as an Evil Thing, you can choose one of the options below.

Hobbit -0cp

A humble and merry people, the folk of the Shire are small and peaceful, spending their days in laughter and feasts from their farms. Likewise are they incredibly subtle, possessing the kind of ordinary everyday magic that lets them disappear quickly and silently, which of course leads them to consider even the tidiest of peoples of other races as loud and clumsy. Still, they are inclined to be fat in the stomach, and respect a prosy and predictable attitude while disliking excitement and adventure. But perhaps you have a bit of Took blood in you and are not entirely Hobbit-like, wishing for adventure and interesting times.

Dwarf -0cp

Squat fairy folk, the dwarves are known chiefly by both their stubborn and gold-loving demeanor as well as their hardy and enduring bodies. Whichever mountains you hail from, you are likely to possess a long beard, as is tradition for dwarves, and a fondness for gold not altogether wise. Still, perhaps you'd like to join Thorin in his adventure to reclaim the Lonely Mountain, and gain a share of the immense treasure guarded jealously by Smaug? Doubtless your inclusion would be welcome as kin.

Man -0cp

Folk perhaps a bit more familiar to you, men populate large swathes of this world. Tall and strong of arm, they almost seem like a pale reflection of the elves, and they certainly show it in the potential the race seems to possess. Still, you scarcely need introduction to the race of men, yes?

Elf -100cp

Ah, the wondrous and fair race of this world, as an elf you do not age like the other races. You do suffer from other ailments, as the weariness of time encompasses more than merely aging, but elves are as long-lived as a race can be. Wherever they can be found, they are usually in merriment and strange parties, wise in many things one would not expect, and hiding in cheerful secret places, such as Rivendell, the Last Homely House. Perhaps it's time for an elf to take a greater role in the story of Thorin and Bilbo? Or maybe you won't concern yourself with the quest for the Lonely Mountain.

Eagle -0cp

Living on eyries scattered through the Misty Mountains, the Eagles are large and mighty birds, and righteous of heart. Doubtless you will enjoy the ability of flight plenty, witnessing the world from a perspective the other races can scarcely imagine, especially with your sharp eyes. The lack of hands with opposable thumbs may be a bit of an issue if you wish to involve yourself much in the affairs of civilized people, but perhaps the simple life of an eagle in the mountains is enough for you? At the very least, you can spend your time vigilant for goblin activity in the mountains, trouncing whatever schemes they plan whenever you can.

Evil Races

But perhaps you are determined to embrace evil. Well, in that case, here are a few options from which you can choose one. You must have chosen the Evil Thing origin to have these options available, of course.

Goblin -0cp

Twisted, terrible creatures, goblins, or orcs as they are known in other places and other times, are perhaps the most basic and common evil creature in these lands. Populating many caverns in the Misty and Grey Mountains, and many other lands to the south, the Wilderlands remains wild thanks to the predation of goblins. Still, after a year, when Smaug is dead and the Great Goblin lies slain, the Eagles and the Elves and Men and Dwarves of the Wilderlands will hunt down the goblins of the northern Wilderlands to the last, so once that time comes, perhaps you should flee southwards, to find a new master.

Troll +100cp

Born from mountain stone, trolls are great hulking barbarians, as dim-witted as they are mighty. While they are not common in the Wilderland or westwards, they can be found if one is unlucky or goes looking for them. As one, you likely have a taste for the flesh of mortal men, and you could certainly feast on whole villages if you do not have to contend with a whole army. Still, from the mountain stone you emerged, and to the mountain stone you will return if you find yourself under the pure light of the sun. If you do not wish to die turned into a statue, it would be best to stay in dark places and prowl about only at night, as even the utterly witless would know.

Warg -0cp

Wolves can be noble creatures. However, there are those who are wretched, and you are among them. As a Warg, you could be compared to a large horrid mutation of a wolf, with eyes glinting red and a size more like horses or bears than normal canines. Still, you would serve as a good mount for goblins during war, should your pride allow it, and your teeth are vicious and sharp. Whether you travel alone or with a pack, you are certainly a fearsome beast.

Spider -0cp

Ah, what terrible horrible things. Truly you wish to be a spider? Well then, if you must. Black in carapace and possessing many legs and mandibles, you are a spider, of the type that crawls and weaves within Mirkwood. Large as a horse, while you might not be much of a match to a courageous warrior, your strengths lie in stealth and cocooning your victims in strong spider thread, to be eaten later once they are starving and tired. Not to mention the horrible noise that is your speech.

Wyrm -200cp

The most fearsome beasts of legend, the symbol of power in many kingdoms and empires, dragons are the most intimidating foes to most. And while you may not fully live up to the standards set by those like Smaug, who even in his youth slayed many a hero vying for glory, you are a wyrm nonetheless, with mighty wings to fly where you wish, a strong tail to smack warriors and buildings alike, and a dread flame that rises from your heart and stomach to burn down all that might think you an easy mark. Likewise you possess the hypnotic dragon-spell, enchanting those that look into your eyes or speak with you to abandon deception and submit to you. Unfortunately those who are clever and perceptive will be able to notice the effect and resist it without much issue, but it can be a useful tool against fools. With wit and more courage than one would expect, you may yet burn your name into history through terror and slaughter, and with the passing of the ages, you may one day grow to the size and sheer might of Smaug, who could collapse the sides of mountains with a good whip of his tail, and burn entire towns unimpeded as arrows bounced harmless off of his armored scales.

Locations

Well, you have decided who and what you are, but then the next question is where, no?

The Hill -0cp

The Hill is, as you may expect from the name, a hill. Close, to the east, is the Water, a river passing through the Shire. As you can tell from the names, the hobbits who do not like to leave their land do not have much need for elaborate names for places. This particular Hill is home to Bilbo Baggins, who in a week will find himself embroiled in an adventure rather suddenly. Perhaps you'd like to visit him for tea during the days prior to his departure.

Middle Of Nowhere -0cp

Beyond the Shire but before Rivendell lie the Lone-lands, a rather empty land where few people live. If you'd like to start days from the nearest settlement, here you may be. Of note is that this is also the same place where Bilbo and the dwarves will come across three trolls during one night shortly after their departure from the Shire. Maybe you'd like to save them in the nick of time, or perhaps you plan to start your own journey from here instead.

Last Homely House -0cp

Also known as Rivendell, this secret valley lies on the western edge of the Misty Mountains, hidden by the spurs of the mountain range and perhaps a bit of elvish magic. The air is warm and filled with the scent of oak and pine, the people are merry and cheerful, and no evil enters into the valley (likely due to that same elven magic). If you are of the good peoples, there is no better place to spend your days, unless perhaps you yearn for a home that is to be found elsewhere. Still, if you are not wicked, you will likely be warmly welcomed.

Goblin Town -0cp

Deep below the Misty Mountains, in caverns that wind down to the roots of the mountains and all over the mountain range, live the goblins. In caverns close to a mountain pass passing through the mountains lies Goblin Town, where the Great Goblin rules the goblins of the north. The caverns are tight and twisting, darker than a moonless night, and filled with all kinds of dark horrors performed by the goblins.

If you're willing to brave the depths that even the goblins are scared of, you may find things older than the mountains crawling in deep places. Perhaps you might even talk with the strange and insane creature that prowls the underground lake beneath these caverns, whether out of curiosity, or greed for the ring he possesses.

Beorn's Shack -0cp

Between the Misty Mountains and the forest of Mirkwood, there are many paths and a river passing through the land towards the south. Here, roughly east of Goblin Town, lies the shack of a skin-changer, a descendant of the first men that lived around these parts, or perhaps a descendant of the great and ancient bears that lived in the Misty Mountains before the stone giants came to dwell there. Whatever the case, he has little trust of strangers, and is very suspicious of those who show up to his house unannounced, but if you're clever and quick-witted, forging a friendship with him will see you with a very mighty ally.

Black River -0cp

The forest of Mirkwood is cursed, as the Necromancer's power has permeated the forest for many years. Likewise is the water that crosses through dangerous and unsafe to drink. You will find yourself on the shores of a river whose water is blackened with the dread of the forest, which casts any who becomes drenched in it to fall into a heavy and pleasant sleep, which they may never wake from if they do not have allies to drag them out of the water before they drown. Needless to say, being in the middle of Mirkwood is not an entirely pleasant experience for good people. Still, there is a boat on the other side of the river. Perhaps you can use it to leave the forest by rowing downriver?

Elvenking's Palace -0cp

While Mirkwood is corrupted, there is still some part of it to the north that remains pure, albeit still treacherous and confusing for those not used to the forest. It is here that the wood-elves dwell, led by the elvenking. The wood-elves are very distrustful of strangers, however, so if you are not their kin you may find it difficult to seek shelter in their halls. Still, you will find yourself within sight of the elven gate of the elvenking's palace, sealed shut by magic when not used by the wood-elves, and perhaps you may beg for food and housing and protection from the dangers of Mirkwood after waiting for some of the elves to leave on a hunt.

Esgaroth -0cp

Directly south of the Lonely Mountain lies a great lake, wide enough to stretch to the horizon and long enough that the far shores cannot be seen with the eyes of men. In the middle of this lake, built on top of an island of outcropping rock, lies Esgaroth, also known as Lake-Town, a settlement of men who trade with the wood-elves. The Master of the town is a somewhat reasonable albeit cynical man, and prone to dragon-sickness. Perhaps you wish to help the townspeople when the dragon Smaug attacks?

The Lonely Mountain -0cp

Filled with unimaginable amounts of gold and silver, the Lonely Mountain, once ruled by dwarves, is jealousy guarded by Smaug. If you wish to try your luck yourself to slay the beast and claim all the wealth to be found within for yourself, you may, as foolish as most would consider it.

Perks

And now we arrive at what you can do. After all, one's skills are rather important during adventures. Perks under and origin's section are discounted half-off, and discounted 100cp perks are free.

General Perks

Fairytale Songs -0cp

You'd be surprised how common singing songs is in this world. Even evil things like to sing every now and then. It wouldn't do for you to be left out, would it? So with this, you gain a decent level of skill at singing, as well as in playing musical instruments. Of course, a well-practiced song can move the hearts of even the coldest, and you can sing insults to enrage your enemies. Perhaps you'll try to get a magical instrument to supplement your performance?

Ancient Riddle-Games -100cp

The Riddle-Game is a sacred and immensely ancient tradition that all creatures follow. Even the wicked are hesitant to cheat when playing at it. And with this you will be able to start a Riddle-Game, even in other worlds. It will be a battle of wits, and as long as genuine riddles are given and a reasonable amount of time to guess the answer is allowed, only the most evil and fearless, or perhaps the most desperate, will break the rules and attack you directly or cheat. You are also quite experienced at riddles as well, so you won't be helpless either. Do keep in mind that while sacred and ancient, this is still merely tradition, and nothing stops an enemy from simply attacking you once the Riddle-Game is finished.

Skin-Changer -200cp

Ah, perhaps you share some blood with the first men to live in the Wilderlands, or with some lineage of a different land. Either way this results in your ability to take the shape of a fierce and mighty animal. Perhaps it'll be a bear like Beorn, or a wolf, or a spider if you're feeling nasty. Whatever animal or giant bug you choose, it will certainly be a great boon to you. Additionally, with great effort, you can transform into a super-sized variant of the animal you chose, to act as a juggernaut on the battlefield. You will be left exhausted after it, but perhaps you will scatter your enemies before you tire out.

Lucky Number -200cp

Preparation is very important before you set out on an adventure. Aside from things like food and water for the road, having trustworthy companions is quite important too. Well, it seems fortune is smiling upon you, because you will rarely, if ever, be unable to prepare properly before you go on a journey. You meet people that just happen to fill needed roles in your party, stumble across useful gear that will last you to the end, and you'll start out with access to secrets that would make your adventure easier. Additionally, you will also generally arrive at the best time and place to progress in your adventure, such as happening to arrive at your destination barely a few days before a secret door opens. You will need to put in effort yourself for all this to matter, of course, but you will not be in short supply of opportunity.

Wondrous Craftsmanship -400cp

In this world, craftsmanship can go a bit further than you might be used to back in your own world. You know the phrase "pour your heart and soul" normally used to metaphorically describe someone putting a lot of effort into something? Well, in this world that's literal, with craftsmen imbuing minor magical properties into the things they craft by imbuing them with a small portion of their soul. And with this purchase, you are skilled enough as a craftsman that you can replicate such feats yourself. You won't have to worry about permanently diminishing yourself from crafting a magnum opus though, you're not *that* good yet.

Anyway, you might want some point of reference for the types of minor magic you can craft. Think of something like buttons that fasten and loosen themselves whenever vocally commanded to do so by the wearer, resisting even more straining than normal buttons can. You can also craft weapons that are significantly more effective against some type of enemy than they should be, or maybe one that shines when in proximity to some type of being.

For something less violent, you could make musical instruments that never go out of tune even with centuries of disuse, or maybe doors that are magically sealed shut and are tough enough to turn away even iron mining equipment and require the correct vocal command to open. Maybe something like a cloak that turns away the winds and rains to leave you unruffled and dry in any but the greatest storms. Essentially, think of your magic as being able to take the function of what you craft a step or two further than the best mundane quality. You won't be able to make, say, swords that roar in flames or the like, but sometimes subtle magic is preferable, no?

Greatest Of Your Kind -600cp

Ah, well then. You aren't some nobody. You're an incredibly important person in this world, by dint of sheer might if nothing else. You are larger than most of your own race, likely far older than you have any right being, and your strength and endurance are legendary. As a Hobbit, Dwarf, or Man, you might be comparable to the Numenoreans of old, perhaps even on par with their greatest heroes. As an Elf, you might outright be one of the great elven heroes of the ancient wars between elves and goblins that reshaped the world, somehow undiminished in might and skill. As an eagle, well, you'll truly be feared on the battlefield.

As an Evil Thing, your weakness to sunlight is diminished to near nothing, albeit you'll still find the daytime irritating. As a Goblin, Troll, or Warg, you're either an unprecedentedly impressive example of your kin, or perhaps even a dread Balrog who survived the ancient wars between elves and goblins. As a Spider, you'll not only be large and tougher than most of your kin, but you'll also be able to feed on light to a minor extent, perhaps an echo of a terrible ancestor of yours. And as a Wyrm, you're comparable to Smaug himself, such a terrible beast that he could burn down whole towns unimpeded by the rain of arrows shot in retaliation, brought down only by his own pride and arrogance.

Humble Host Perks

Peaceful Living -100cp

There's something to be said about the little people, living unimportant and yet peaceful and fulfilling lives. Still, you'd be surprised how much skill is needed in such unremarkable lives. Cooking, cleaning, the occasional repairs, and even farming and construction too. The lives of the little people are more rich than the mighty heroes and villains of this world might think. And it wouldn't do for you to be a bad host, no? After all, if someone big and famous shows up, you have to pay proper hospitality. But don't worry, you're a master at all the domestic tasks expected of a host, and even without having guests over, you'd be able to live the life of hobbits with no issues at all, save the uncontrollable and unexpected..

Preparation Is Half The Journey -200cp

Sure, going on adventures is all fine and good, but you can't journey on an empty stomach. Besides, not being in the comfort of your own home can be rather unpleasant, no? But that's little issue with proper preparation, no? Whether you've spent many days thinking about it and practicing or you have actual experience, you are quite familiar with the process of preparing for a journey. Finding the right bags, packing enough food and clothing, remembering hygiene products, packing up backups in case you lose some bags, you're very good at preparing for every eventuality you can imagine before you set out. As long as you're allowed to prepare, you and whoever you're traveling with will likely have quite a comfortable adventure.

Clever Wit -400cp

Your strength does not lie in might of arm or magical craftsmanship. No, your strength lies in wit and words. This is quite helpful for concocting plans in unexpected situations and making the best of what you have, as you can no doubt imagine, and thinking out of the box can lead to very successful schemes. Aside from that, you're also quite resilient, mostly keeping your bearings even in dark and stressful situations, such as conversing with dark and terrible things that can and may murder you at any moment, such as a dragon. If you speak well enough, you may still be able to escape unharmed.

Expert Treasure Hunter -600cp

Or Burglar if you like, it doesn't really matter. What you are is a very, very stealthy individual. Perhaps too stealthy for some people's tastes. You're also very good at stealing, whether that be taking things which are unguarded, or pickpocketing. Even if someone keeps watch over their things, you could truly live up to your title and steal things from under their noses, such as taking the roast of a few trolls without them noticing. You could also perhaps stick a dagger in their backs if you'd rather not have to deal with trolls later. Additionally, you have an odd tendency to come across interesting and magical items. Whether that be swords and armor of magical make, something more prosy such as a really pretty jewel, or whatever else, your adventures will always yield if not something useful, then at least something interesting to bring with you. Perfect for a burglar, no?

Adventurer Perks

Night Watch -100cp

The core of adventuring is journeying towards the unknown. However, that does mean that you'll have to find your own shelter to sleep in during the night. And when you're packing light to travel quickly, that can be a problem. But of course, if you're in a party, you can take turns standing watch to wake the others if something happens. You would certainly have no problems with night watch duties. You won't doze off if you don't want to and know how to avoid getting distracted. You are also trained to be able to go for a day or two without rest, although at that point you really should probably go to sleep.

Words Of The Thrush -200cp

Old magic can be found in this world. And while some of it is beyond the reach of mortal men, there are some things that you could consider magic to be found among normal people. You in particular have some of it, letting you communicate with animals as you would with your own kin. Not only that, but you'll also find that some species of animal, such as thrush birds, or ravens, or some other choice of yours, is quite helpful to you, going out of their way to gather information you would find useful and acting as messengers for you to communicate with faraway allies. Please treat the animals kindly.

Tremendous Slice Of Luck -400cp

During your adventures, you will come across plenty of danger. It wouldn't be exciting without any risk, would it? While you will need to be careful and alert to deal with such problems, you might find that they aren't quite as difficult as they would be for other people, in a manner of speaking. This is thanks to your luck, which helps you greatly when in danger to avoid harm, especially in life and death situations. As long as you're still trying your best, you might even be able to escape seemingly hopeless situations, such as being trapped deep in a cursed forest. Just remember that luck can be quite fickle and don't let it get to your head.

Descendant Of The Father Of Fathers -600cp

This is a world filled with magic and wonder, but in terms of geopolitics, it's basically medieval. Of course, the supernatural parts of this world do change things a bit, primarily in that unbroken lineages of the first generations of peoples can grant someone great legitimacy and sometimes even powers. While you haven't inherited any overt abilities, you are of the blood of the first of your race, a direct descendant of the primogenitors of your kind. Your presence and voice commands respect from your kin, and you have great potential in the art of ruling.

Of course, there are those who do not appreciate others ruling over them or who wish to gather power for their own bloodline, but your claim to the throne governing your race is indisputable, even if most won't respect it should you lack the might and the followers to support it. And if no such throne exists? Well, your honored lineage still gives you claim to any position of authority over your people that you care to assume, even if actually taking said position will still be on you. And if you do obtain control over a good settlement, you'll find your noble blood attracting those of your race in droves, allowing you to quickly grow your empire. Additionally, you will find your own progeny will inherit an echo of your own abilities, albeit there is no guarantee they'll be talented in them.

Wise Man Perks

Moon-Runes -100cp

There is much lore to be found in this world. Some easily found, some hidden. And if you style yourself as wise, you should know some lore, right? Well, now you've learnt how to read and write Moon-Runes. This strange script is designed thus that they can only be seen when the moon shines on them. As you can expect, this is quite handy to hide secret messages in letters and maps. You also know a more advanced form of Moon-Runes, which only appear under the moonlight of the same season and lunar phase as when the runes were written. This allows even greater secrecy, although of course can make it inconvenient if you want to read them but the appropriate time is not near. How will you use these runes?

Magical Timing -200cp

A wizard is never late, nor is he early, he arrives precisely when he means to. And you are a wizard yourself, are you not? So it would make sense that you have an incredible sense of timing (and some luck), to show up at the best time whenever you are needed somewhere. Provided, of course, you are actually trying to arrive at whatever situation requires your presence. Additionally, this makes you rather decent at trickery, knowing just how to present things to keep things civil and avoid a discussion escalating into violence. There's only so much you can do if people are stubborn about hostilities, but if there's a chance for diplomacy, you have a good sense for how to leverage it.

More Than Meets The Eye -400cp

Great men are not born, they are made. And yet, not everyone can rise up to the occasion and become a hero. It takes a very discerning eye to distinguish normal people from those with the potential for greatness, something which you do possess. And more, you have plenty of experience in pushing said people into realizing their potential. Even a seemingly normal and unassuming country person could become a brave burglar with one well-planned quest and a bit of insistence. And of course, since you would be the one to guide them towards feats worthy of legend, you would have quite a lot of influence over their development, and have very good allies by the end of it. Perhaps you will take a role of mentorship in events that will change the history of this world?

Wizardry -600cp

There is much wonder and strangeness to be found in this world. And, perhaps, you're part of it? Maybe you've simply learned secret tricks. Whatever the case, you can call yourself a wizard now, capable of some magic. Unfortunately it's a bit more subtle than you might imagine, but like any proper skill, using it well is more of an art than anything. You also have some medical knowledge, along with experience in using it on a journey, whether treating diseases or wounds. But enough about that, you'd like to know what your magic can do right?

Well, some of the less intensive things are producing small amounts of fire, enough to set alight some pinecones or other flammable objects of similar size, and you can even make the fire you produce magical, granting it whatever color you wish and ensuring it is somewhat more difficult to quench. You can also produce magical smoke rings while you are, say, smoking pipeweed, not only controlling them quite well in the air but also changing their color and shape. You can also orient yourself unfailingly even in dark, deep, winding caverns, although knowing where the exit actually is is another matter. Additionally, with a bit of effort you can disorient enemies with a bright flash of light.

But that's things you can do immediately, or with little effort and time spent. Just like any skill and art, if you spend great effort and time into something, you are capable of greater feats. For example, with several minutes of work, you could put out all lights in a massive populated cavern, and conjure a tower of blue glowing smoke that emits sparks, not to mention the wonderful fireworks. That said, if you want something that will actually damage your enemies rather than disorient them, you will need significantly more time to conjure it, if you can at all. It's best to focus on smoke and mirrors and perform violence with more mundane means, really.

Evil Thing Perks

Crawling In The Dark -100cp

As something of an evil nature, daytime is not very comfortable. However, the night brings the blindness of the dark with it, so what are you to do? Nothing, actually. You see, the darkness does not impair you as it would the good peoples. It welcomes you, embraces you, and serves as your home. Poetic ramblings aside, you have perfect night vision, seeing in the darkest caves as well as a normal man might see the surface world on a clear and sunny day. Needless to say, you can dwell in dark places without issue.

Wicked Will -200cp

Evil is inherently selfish and destructive. So, how can a nation of evil things exist, if every individual is only out for themselves? The leader is the biggest baddest thing around, obviously, and keeps the rest in line by force. This is surprisingly effective, as you'll find now, ensuring some amount of loyalty out of even the most craven wicked. Of course, if you show weakness, that loyalty built upon violence will crumble rapidly, but surely you have no weaknesses? Oh, and as if it wasn't enough to control an army of beings as horrid as you, the longer you live in a region, the more it is corrupted to favor you. After many years, the elven forest of greenwood became the dark and cursed place known as mirkwood, crawling with giant spiders. Similarly will you slowly twist your surroundings by your mere presence.

Dragon Spell -400cp

Dragons are mighty beasts, and cunning as well. But for those who have had the misfortune of talking with them, they have another, even more dangerous ability; they speak to the greed in people's hearts, to the selfishness in every being. The gaze of a dragon is mildly hypnotic, not only pushing the entranced into suspicion and rapaciousness, but also to drop any deception against the dragon and trust them with honesty, even against their better judgment. Needless to say, those with wit and wisdom to notice the effect can resist it without much difficulty, but your dragon-spell will still be a useful tool against many. You have these draconic eyes now. Additionally, your eyes can glow red at will, in case you wish. If you are already a wyrm, then your dragon-spell is even stronger than most, perhaps even Smaug's, requiring great will and courage to resist, instead of merely cleverness or wisdom.

Great And Terrible -600cp

Terrible claws and teeth are nice to have. An army of industrious goblins to commit atrocities in your name is even better. But you know what the greatest weapon of evil is? Fear. Fear that stops good people from fighting against the dark, that stifles all resistance before it ever gets anywhere. And it is fear that you wield, like a master swordsman wields a blade. You are comfortably familiar with all the ways to drive people to madness and despair, and likely take pleasure in doing so too. What's more, if this fear of you spreads far and wide, it starts to gain an almost supernatural power of its own, seeping into the hearts of those living on the other side of the world as easily as it does those who have seen your evil with their own eyes. Should you truly be known and feared across the world, then even if you die few will ever dare to approach your corpse, only the bravest or most foolish thinking such an endeavor as more than folly. But surely you won't die, yes?

Items

You're certainly ready for adventure now. But wait, what adventure is complete without some items? Weapons, armor, some miscellaneous but surprisingly useful magical items, you don't want to go without such things, right? Well, here you can buy some, with discounts working the same as perks. Additionally, you can import items you already have into appropriately similar items, such as importing a sword into another sword.

General Items

Map -100cp

So you're ready for adventure. The question, then, is where to adventure? Wandering is a perfectly good option, but perhaps that doesn't satisfy you. So, here, you can have a map. A map of what you may ask? It's a map of an ancient place, found somewhere in the world. It will point you towards ruins full of both risk and loot, as well as secret passages you can use to sneak around. Once you've journeyed to that place and obtained your reward, you may choose to receive another map after a month has passed. You likely need a rest after your adventures, no?

Coat Of Silver Steel -400cp

Protection is important, but you can't very well carry a full set of armor with you, can you? But don't worry, you will not have to sacrifice defense for mobility, as you've obtained this chainmail coat made of a glittering metal shining like silver. This is in truth made of Mithril, also called silver-steel, a metal only found in the depths of dwarven mines. It is light as leather, and yet just as strong as steel, if not stronger. With it, you won't have to worry about blades piercing your body, although remember that the coat does not protect your head and neck. You can even wear it beneath your clothes, to hide the protection you boast. Likely a good idea too, to avoid thieves getting greedy.

Humble Host Items

Piece Of Home -100cp

Adventure can be wonderful and rewarding. It can also be dreadful and soul-crushing. It really depends on what dangers you encounter, if you're well-equipped to deal with them, and even what terrain you cross through. After all, the cold stone of a mountain or the ominous soil of a cursed forest cannot be compared to the warmth of a home. But what if you could take a piece of home with you? It's not just a fantasy, you know. Here you have a bedroll that, somehow, always provides you just the right amount of warmth for a comfortable sleep. It also remains dry, clean, and free of bugs, even if you don't clean it manually, and remains comfortable no matter the terrain you lay it on. It's almost definitely enchanted. Or maybe just made really, really well. Who knows?

Sting -200cp

While you may not be a warrior, going out and about without a way to defend yourself isn't exactly a good idea. So, for the sake of self-defense, you may have this knife. It is sharp and hardly needs to be maintained, not to mention the fancy design, likely of elven make. And of course, like many weapons forged by elves, it has a peculiar trait; whenever goblins are nearby, the blade glows a blue hue. How nearby? Well, probably less than a kilometer. Point is, if there are orcs close enough for them to feasibly be a threat to you in the immediate future, the blade will glow. In future jumps, you may choose some other race or species or group for this blade. While by default this will be a dagger, it can be some other bladed weapon you'd like.

Home Sweet Home -400cp

What would a host be without a house to host people in? Destitute, that's what. And that wouldn't do at all, would it? So with this purchase that little problem is fixed. You now own a large and luxurious home, with pantries and wardrobes enough to accommodate 14 people, replenishing each day. It can be a hobbit-hole built underground, a forest cottage of unusually skilled make, or perhaps some other style of house that you fancy. It can be wherever in the world you wish to live, although of course it's recommended you pick a peaceful place like the Shire. If you have the ability to defend your territory from the occasional goblin raid, living in the middle of the Wilderlands, on either side of Mirkwood, would be a good way to have a nice and quiet place. You'll have to do the cleaning and other domestic tasks yourself, but that's a nice way to pass the time, no?

Strange Ring -600cp

There are many magical items in this world. Some are quite useful, others not quite so, and there are some which are dangerous to those who hold them. You now have a peculiar golden ring, shining quite beautifully under light, which seems quite simple on the surface. In short, it makes you invisible. You won't even notice you've turned invisible either, but others won't be able to see your form directly. It is worth noting, though, that under sunlight you will give off a faint and shaky shadow, so others can track you based on it if you are outside during the day. The fact that sunlight is the ring's weakness would raise some concern in some, but surely it's just a normal invisibility ring? Oh, and don't forget that being invisible doesn't help against things which don't need to see you to catch you, such as wolves with their sharp noses.

Adventurer Items

Traveling Preparations -100cp

Sure, you can travel the world on foot, but that'd mean it would take you ages to get anywhere. So here, you can have a healthy and strong horse, perfectly capable of taking you from one end of the world to the other by itself. If it somehow dies, you'll get another one the following week. Try not to get too attached, just in case. Also, the horse comes included with some packs of food, to tide you over for the journey. Unfortunately, all the packs are full of cram, a dwarvish food designed for long journeys. It never gets bad and is quite nutritious, meaning you will only need to eat one or two each day, but it's not exactly tasty. It'll last you for years even if you eat a few every day at least. Very long, miserable years. It'd be better to get other food if at all possible, really. If you somehow eat it all, the packs of food will replenish the following day.

Goblin-Cleaver -200cp

A big part of adventure is battle. There are plenty of wicked beasts in this world, and not all of them are willing to sit down and have a game of riddles with you. So it would be wise to travel with a weapon at your hip. And this blade is certainly a worthy weapon. Not only does it require very little maintenance, it's of quite fancy design, possibly crafted by elves. Most notably, it is extremely effective against goblins, carving through their flesh and bones as if so much smoke. Goblins will recognize this on sight however, so be careful with that. Or maybe you'd like to use it to intimidate them? In future jumps, you can change the species or race this blade is very effective on (said target species or race will also be able to recognize the blade on sight). Also, while by default it is a sword, it can be some other bladed weapon you'd like.

Black Arrow -400cp

Used by your father, and his father before him, this heirloom is a magical arrow that will never fail you. Black as obsidian, it will always fly true to any target you can see and are using at least a modicum of effort to aim at. Even if it's in the middle of the night, in the middle of a storm, and you're trying to strike a small hole in the hollow of a the breast of a dragon flying half a city away from you, so long as you can see the small target, it will fly straight and with great force, likely even embedding itself totally in your enemy. Additionally, if you make sure to search for it after the battle is over, you will always be able to recover the arrow intact, ready to be used once again. While its sharpness is not legendary in and of itself, it is certainly sharp enough to sink into even the flesh of dragons. Just don't aim for armor or scales.

Lonely Mountain -600cp

Or perhaps not so lonely, depending on where it is. What you have here is a full mountain, comparable in size and richness as Erebor itself. Even better, it already comes with much dwarven infrastructure, so you'll be able to live within it immediately without having to carve out a home in it yourself. Additionally, the vaults of the mountain are full of gold, silver, and many other kinds of valuables like gems and art pieces of solid gold. It is so much wealth that a mere fourteenth of the treasure would still be more than many mortal kings would ever see in their life. Be careful of it, however. This much wealth would tempt even some elven kings, not to mention the droves of men that would seek to take the treasure for themselves. You can choose where in this world your mountain is. Ideally, somewhere relatively remote and secluded, for safety's sake.

Wise Man Items

Wizard's Attire -100cp

A sage may be wise, but they must also look the part if they want the respect of others. At least, assuming they aren't intentionally pretending to be more humble than they are. So with this you obtain a robe and pointed hat of whichever colors you wish, clothing that clearly marks you as a mysterious traveler, if not a wizard outright. It provides some warmth in cold places, it stays clean by itself, and is seemingly repaired when you aren't looking, but in the end please remember that it's just clothing. Perhaps you'd like to hide some armor beneath it?

Mystic Staff -200cp

What's a wizard without a staff? Maybe something of relevance, but likely not in the eyes of most. But don't worry, as here you can obtain your very own (ambiguously magical) staff. By itself, you can command it to light up to illuminate your surroundings like a torch with no flame, either doing so softly or very quickly in order to disorient enemies. This light will also reveal the influence of evil or hidden magic, and partially imitates sunlight, weakening evil creatures (although it's not strong enough to turn trolls to stone or the like). It may help you with your magic, too, making it noticeably easier to perform, even if not any more powerful or quick.

Known Far And Wide -400cp

Being old and having a habit of wandering the world leads to many meetings with interesting people. Even if you don't actually wander around, you've somehow made many connections as if you have. You know a lot of important people, in other words, and are trusted among them, certainly useful for being able to have some influence over the course of history. Don't expect people in power to put themselves in danger for little reason, of course, but most who hold great sway among the peoples of this world are at least willing to lend an ear to your advice. In this world this means you know people like Elrond, king of the Last Homely House. In future worlds, you will have a foot in the door with other people and kings of similar status.

Homely House -600cp

Rivendell is one of the last bastions of the elven way of life in this world. Shielded by ancient magic, no evil enters it, and despite being in a large valley with great views of the surrounding region, it is very well hidden. The water is pure and the soil is fertile, and even the animals that wander into the valley pose no danger to good people. Now, somehow, you've come to rule your own Homely House, albeit of slightly lesser status to Rivendell itself. Something on the scale of the kingdom of wood-elves hiding in the northern mirkwood, or perhaps the home of the elves of Lothlórien. While gathering a following of elves under your rule is on you, the valley already comes with beautifully crafted buildings to live within.

Evil Thing Items

Loot -100cp

Evil deeds beget consequences, but if you manage to survive, they also beget great wealth for you to hoard. Bones, magic blades of unknown origin, pretty and possibly subtly magical trinkets, chests full of various coins, you can now call yourself a proud "owner" of a respectable amount of assorted loot that you probably plundered from innocent people. You can try to use it yourself, or just let it gather dust and cobwebs in a cave somewhere. Just be wary of adventurers who might seek to "recover" all your stolen belongings.

Prettiest Jewel -200cp

Greed can take root deep within the hearts of men. Objects of great shine and polish fans the flame of this greed, and can drive all but the wisest to foolish acts. And as an evil creature, why shouldn't you exploit this? What you have here is a special jewel, one of the prettiest jewels in this world some would say, comparable to the Arkenstone of Erebor. Almost translucent and shining with all the colors of the rainbow, this jewel even glows on its own like a torch. As the strange glow would indicate, this jewel is magical.

Its effect? It poisons the minds of those who see it, slowly pushing them towards becoming overwhelmed with greed. Strong will can stall this poison of the mind, and the wise can avoid and cure it, but by the time your victims realize the malicious influence of the stone, it'll likely be too late to stop much tragedy from happening. Perhaps you could even swoop in after all is done to reap the rewards. You're immune to it, of course. Perfect for hiding it somewhere to sow chaos among good people, no?

Winding Caverns -400cp

While crawling in the dark is all well and good, without a proper dark crevice to call home you're not going to have a good time. But why settle for some measly cave when you can own a vast underground network? Well you shan't be disappointed, as you have hold control over a massive network of caves deep underground in some part of the world, possessing a handful of concealed exits. You're very familiar with the layout of course, and so will any of the minions you have from Dread Legion, even if it seems labyrinthine to outsiders. However, if caves aren't your style, you can have a sprawling haunted forest to mark as your territory, or maybe dwarven ruins. Whatever style of evil lair you choose, it'll be permeated with an evil magic that gives good peoples feelings of dread and powerlessness, which can be very useful if you like to intimidate your prey before you kill and/or eat them. Perhaps you'll planet many traps in this place to lure in unsuspecting victims?

Dread Legion -600cp

Sure, evil can wield great power through ruthlessness, but if you are outnumbered by the forces of good, there's little you can do. So why face the light alone? You can definitely strong-arm many other evil things to work for you. And to save you the trouble, here you may already have a whole bunch of minions that follow your orders. They'll be of an evil race of your choosing; you may have several dozen goblins or wargs, a few dozen spiders, or a handful of trolls. If you choose a wyrm, however, you will only have one. But don't worry, one wyrm is already quite the force to be reckoned with among the races of good people, even if not quite to the extent you would see with Smaug. Still, if you allow your wyrm to grow strong and train their skill and intelligence, they'll grow into quite a legend themselves. And don't worry about all of them dying, they have their own horrid ways of multiplying, which they do surprisingly quickly, at least compared to the races of men. Well, if all of them die, you'll have to wait until the next jump to get the group back, so try to avoid fighting whole armies until you've built up an evil army of your own.

Companions

Home, abilities, equipment, what more could an adventurer need? Friends, of course. You aren't the lone wolf kind of person, are you? So here you can bring some friends with you, or even meet new ones if you wish!

Jumper And Company -100/200/400cp

If you wish to bring old friends with you on an adventure, this option is for you. For 100cp, you can import up to 2 Companions. For 200cp, you may import up to 4. And finally, for 400cp, you may import up to 8. You can alternatively use this option to create Companions instead of importing them, in case you wish to guarantee meeting someone that matches your specifications. Each Companion gets 800cp and can take drawbacks (except the 600cp one) for more cp. Company can make a long journey more bearable, can't it?

The Call To Adventure -0cp

But what if you make new friends? It wouldn't do for you to get separated at the end of your stay here. Thus, if you can convince someone to follow you beyond this world, they may become one of your Companions for free. While many are quite attached to this world and would rather see its future, likewise there are likely many who are curious about what lies beyond.

Drawbacks

Ah, one last thing. What do you think is the most fun on an adventure? Loot? Friends? Or perhaps braving great danger? If you think it is the latter, then congratulations, you'll have the opportunity to bring much risk to your own journey, in exchange for rewards, of course. You may choose as many of the drawbacks below as you wish.

The Farthest You've Ever Been +0cp

This world is old and has a very rich history, filled with great wonder and great wars. If you've been to this world before, then wouldn't it be nice to see the legacy of those you lived alongside? Maybe you even wish to see the fruits of your own labor, whatever those may be. So with this option, you will find yourself back in the same world you were in. The world may look very different indeed if your influence was great in the past. The only guarantees are that Smaug will take Erebor, and Gandalf will guide Thorin, Bilbo, and the other 12 dwarves on their adventure to reclaim the mountain.

15th Party Member +0cp

Ah, are you quite entertained by the journey Bilbo and Thorin went through? Maybe you'd like to help them, but aren't sure on how to join their quest? Well, don't worry, as with this option you will find yourself entangled in their journey somehow. Perhaps a great force is subtly guiding you to take part in it. Whatever you are, wherever you begin, you will eventually interact with the 13 dwarves and 1 hobbit in their quest. It may not be on good terms if you are an Evil Thing, or it may be depending on how you act. Whatever the case, you will be part of their story one way or another.

Cinematic Retellings +0cp

There are many stories in this world, told in many different ways. If you like, you can arrive at an alternate version of this world, one where things occur slightly differently. Or very differently. In other words, you can use this option to go to the continuity of the Hobbit movies, rather than the book. You can also go to any fanfiction of the Hobbit that you like. Try to keep your sanity, please.

A Wide And Wondrous World +100cp

There is much lore to know about this world, many languages to speak and many legends to learn from. Unfortunately, you've hit yourself in the head a bit too hard recently, and you've forgotten all of it. Any knowledge you might've had of the world crafted by Tolkien is gone from your mind for the duration of this jump. It's likely quite embarrassing as a Wise Man, but you will have to learn about this world all over again. Not to mention you won't be aware of threats in advance. Hopefully you have allies to guide you.

Wakened By Gold And Jewels +100cp

Ah, the wonderful glint of gold, the enchanting reflections of jewels. You've found within yourself a deep fascination with such things, and all forms of wealth besides. Your newfound greed also makes you quite stubborn when it comes to concerns of wealth, especially regarding wealth you consider yours or not (regardless of if it's actually yours). It's not impossible to break out of it if there are bigger problems to worry about, such as a murderous dragon, and you'll be generally functional if nobody's trying to take your wealth from you, but you might get in trouble once or twice from your greed even in the best case scenario.

Good And Evil +200cp

While moral concerns can be quite nuanced, this world is surprisingly simple when it comes to good and evil. Primarily from the perspective of a (largely reasonable) christian man. While normally you would have your own perspective of things thanks to originating from beyond this world, that is no longer the case. Now you work on the same rules of morality as other beings of this world. Be very wary of corruptive forces, and remember that humility is a virtue and pride is a great flaw.

Business Elsewhere +200cp

Sometimes you bite off more than you can chew, and you will need the help of more capable allies to get you out. Other times it would simply be nice to have their help since you'll be miserable afterwards. Unfortunately, you'll be very familiar with the latter situation. Important and powerful allies you have will usually be busy with unrelated matters whenever you need them, such as when having to trek through mirkwood for the first time, and you will very much feel their absence. It won't be enough to doom you if you're courageous and clever enough, but you will be in far more danger than would frankly be necessary. At least they'll still appear just in time to help you out of truly lethal situations?

Risky Adventure +400cp

There are many places you can journey to, many people to meet. Quite a bit of this world is peaceful and friendly, welcoming wanderers and strangers. There are also darker parts of this world, parts which are not as welcoming. Unfortunately, you have the tendency to come across dark and terrible things, which will usually want to kill and eat you. Certainly quite dangerous, but if you can vanquish such darkness you could accumulate great glory to your name. As an Evil Thing, you'll instead find that your name is widely known among good peoples, and many hunters and adventurers have the bright and possibly foolish idea that they can defeat you. While they might be useful to gather loot without you having to wander around yourself, the constant pestering might get rather annoying. And that's assuming you're strong enough to not worry.

Round Belly +400cp

Adventure requires you to be fit in body, for long treks require endurance, and facing danger requires strength. Not to mention how you need dexterity to apply your abilities properly. Unfortunately, You are somewhat lacking in these areas. You are quite rotund, resulting in not being nimble by any stretch of the imagination, and your endurance isn't the best even among those who simply stay in their homes all day. And while you may have some respectable amount of strength, it is unlikely to be particularly impressive. Perhaps you'll spend the first few years of your stay in this world getting in shape before embarking on an adventure?

A Tale For Children- Or Is It? +600cp

The story of The Hobbit is a somewhat lighthearted one. It is almost like a fairy tale, where everything works out in the end and, aside from those who die, everyone of import gets a happy ending. But what if it wasn't like that? What if evil had its fangs deep into the root of the world more than it should be? Well, in case you wish, with this option that change can happen. Now, rather than being like a fairy tale, this world is darker and more gruesome, and the general tone of the world will be more serious. While Thorin and Bilbo's journey was already perilous, now there is no guarantee at all that they will succeed, and indeed it's very likely that they will fail if you do not intervene yourself, leading to Smaug's survival into the future. Or perhaps it was your intention to let the world succumb to darkness?

Ending

So, you've lived in this world for a decade, and you've had your own adventures in it. Now it comes to the final choice in your stay.

Not All Who Wander Are Lost

You've grown attached to this world? You can't be blamed, many people are. With this choice you may stay in this world, ending your chain. Hopefully you've arranged a comfortable home for yourself. Or maybe you simply wish to keep wandering this world to see what it will become in the future.

Last Stage Of The Journey

When one's adventure is finished, the next step is to return home. For some, they return to a new home, perhaps even settling down wherever their adventure led them, but most return to where their adventure began. With this choice, you shall be among the latter, returning to the world you were born in before you began your chain. Safe travels.

The Road Goes Ever On

The end of one journey is the start of another, is it not? Well, who can tell you when your adventure should end at all? With this choice, you go on to the next jump of your chain, following the call of adventure to other worlds. Perhaps some will remember you in this world, or perhaps not. Whatever the case, you are surely bound to witness more wonderful sights.

Notes

>bruh the Strange Ring

Fanwank responsibly. Maybe it's actually the One Ring and you're fucking yourself over by getting it, maybe it's just an actual invisibility ring with nothing more to it. While the Hobbit is canon to Lord of the Rings the reverse is not necessarily true, so don't worry about dealing with Sauron in this jump if you don't want to.

v1.1

Changelog 1.1
>Wyrm Race now has dragon-spell by default
>Changed Dragon Spell perk slightly
>Dread Legion now has you choose the race you get rather than it being locked to the same race you are