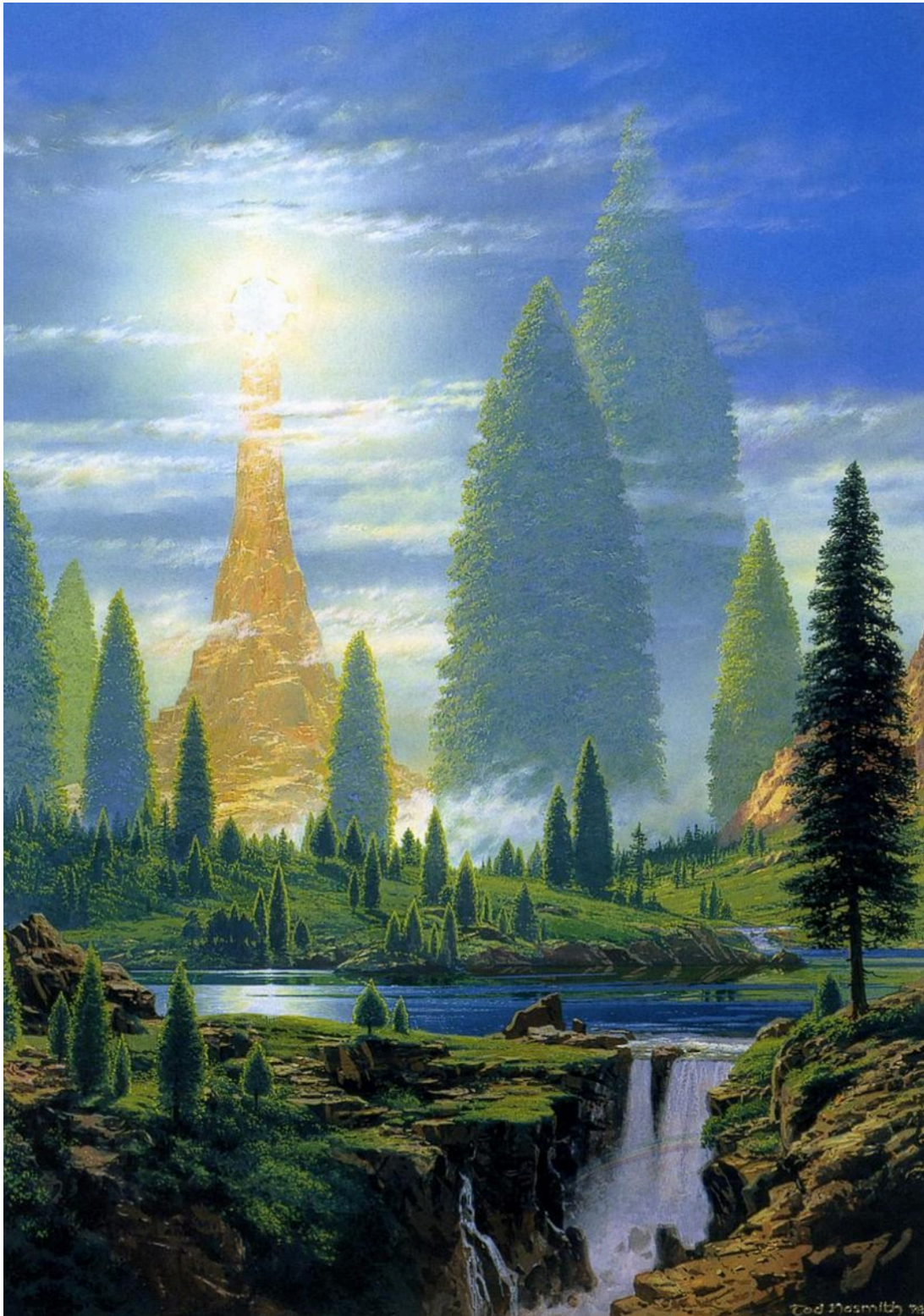


The Silmarillion



[intro here]

Origin

Race

Elf -0cp

Man +200cp

Dwarf +100cp

When they die they are gathered in a separate Hall of Mandos where they're fated and tasked with helping Aulë remake Arda after the Last Battle

Maiar -100cp

Valar -400cp

Timeline

As for location, anywhere in Arda is fine, but you can only start outside of Arda in the First Song timeline choice

The First Song (Exclusive to Valar and Maiar)

Before the world was made and when Eru was teaching the Valar (then Ainur) about music, and Melkor throws a tantrum and gets reprimanded, must be Valar to pick this

Eä, The World That Is (Exclusive to Valar and Maiar)

The world has just been made and the Valar will arrive shortly after, nothing really exists yet and everything is dark and empty, in some time the Valar will take physical form and so will Melkor who'll be a little petty bitch and throw a tantrum while doing his best to ruin or corrupt everything the Valar do

Awakening Of The Firstborn (Exclusive to Valar, Maiar, and Elf)

The elves start waking up, also the Valar get off their ass and completely reshape the face of Arda when they go war against Melkor to slap his shit in so the elves don't have to deal with his nonsense

Perks

A New Thing -100cp

You can't be predicted through fate or precog or whatever, flavor it as Eru not telling the Valar about you or something

Face Lit By Illúvatar -200cp

Beauty perk

Elf Perks

Man Perks

The Gift Of Freedom -600cp (Mandatory and Free to Man)

You're free from fate and other such forces, Man perk maybe, you have the virtue to shape your own life even beyond the Music of the Ainur and such

Dwarf Perks

Jumper The Deathless -600cp

Dwarf perk for reincarnating in your descendants

Maiar Perks

(maybe merge the Valar and Maiar perklines? Maybe even merge the Valar and Maiar origins into one origin with two tiers or something)

Valar Perks

Revelations Of Illúvatar -100cp

You know the general shape of the future, such as what kinds of major events will happen and roughly how they'll happen, but not any details such as when exactly they'll happen outside of the order in which things are gonna happen, for example you'd know the elves are gonna wake up eventually if you're before they do, but not exactly when they'll wake up

??? -200cp

Guiding Life -400cp

Like Melkor and Yavanna you have great control over living things, and can place them in a slumber if they don't resist or maybe breed twisted and powerful monsters to fill out your armies, with great effort you might even create a race of your own like Aule did the Dwarves

The Ten High Ones -600cp

You're comparable to Manwe, Melkor, and the rest of the gang, top of your kind basically

Items

Deep Fortress -200cp

Like Utumno that you control, super fucking deep and the entrance is either to the north or south

Silmarils -400cp

The three Silmarils, have fun with Feanor and his descendants

Companions

Drawbacks

Incomplete Consistency +0cp

Lore toggle

An Ominous And Sinister Word +400cp

“Power”, You’re very ambitious and even the best of intentions ends up driving you to evil

Evil Oath +600cp

You’ve made an oath comparable to the one Feanor made which will drive you to do horrible things

Disharmony +600cp

You’re as much of a petty evil bitch as Melkor, your malice will drive you to inflict suffering on others and will cause you great doubt and pain as well, you also can’t make life by yourself and can only corrupt

Ending

Notes

v0.1