The Hobbit

Welcome to Middle Earth, Jumper. The year is 2936 of the Third age, approximately 5 years before Bilbo goes off to have an adventure. The world goes on much as it always has, but there is a dark presence growing in the world and dark creatures stalk the wilds of this land. It's a dangerous place, so here's 1000cp to get you started.

Locations

Roll a 1d8 or pay 50 CP to determine your starting location and age.

1. **The Shire**: The Shire is the homeland of the Hobbits in Middle-earth. It's pastoral, rolling hillsides and friendly, laid back folk make this a perfect place for staying out of trouble…barring the interference of a certain wizard of course.

2. **Rivendell:** The Last Homely House East of the Sea. This home of Elrond is peaceful, sheltered, and well hidden in the moorlands and foothills of the Misty Mountains.

3. **Goblin-town**: Goblin-town is a goblin dwelling in the Misty Mountains with a network of branching caves and tunnels which stretches out from the High Pass. Most of the tunnels were carved by the Goblins, and the inhabitants aren't known to be particularly friendly.

4. **Beorn's Hall:** This is the home of the skin changer Beorn who can transform into a massive bear. He's not the friendliest of hosts, but his home is safer than the wilds beyond, especially after nightfall.

5. **Mirkwood:** This wood goes by many names: Greenwood the Great, Eryn Galen, Taur-e-Ndaedelos, and Eryn Lasgalen. It is home to the elves who are less wise and more vicious than those who dwell in Rivendell, and lately it has become infested with dark creatures.

6. **Laketown:** When Dale was destroyed by Smaug, Laketown soon emerged as a dwelling of men atop the waters of the Long Lake. The people are scraping by, but they still sing songs about gold once again flowing from the mountain.

7. **Erebor:** The once proud jewel of the Dwarves, Erebor was ransacked by Smaug and now the great and terrible monster dwells within it. Little has been seen of him for many years, but he still slumbers there…waiting.

8. **Free Choice:** Lucky you! You can select from any of the Locations listed above.

Origins

Drop In (Hobbit): You are one of the little folk from the Shire or Bree. You may take the Shire as a free starting location, and your age is 1D8+45.

Dwarf: You are a hearty dwarf, formerly of Erebor and now cast out like a beggar to make your way in the world. Your age is 2D8+180.

Elf: You are an immortal elf of Rivendell or the Woodland Realm. Your home is currently safe, but danger always lurks just beyond your borders. Your age is (2D8+20) x 10.

Goblin: You are a goblin born in darkness and fed with hatred. Sunlight burns your skin and eyes, and life is a constant battle for survival against your enemies and kin alike. You may take Goblin-town as a free starting location. Your age is 2D8+20.

Human: You are a human of Laketown or one of the human kingdoms such as Rohan or Gondor. You are accustomed to a hard life under constant threat. Your age is 2D8+20.

Perks

Discounts are 50% off for the listed Origin. Perks costing 100 CP are free for the listed Origin.

Drop In

100 Burglar: You're really sneaky. You can find good hiding spots anywhere, including plain sight, and most people will not be able to spot you until you purposefully reveal yourself. All of your allies and enemies could be in the middle of a brawl, and you could slip away unnoticed with only the barest effort.

200 Riddles in the Dark: You are naturally talented with games of intellect and puzzles. Whether it's playing riddles in the dark against a sinister creature or coming up with clever ways to avoid telling a dragon who you are, you can match their wits and come up with ingenious answers to even the trickiest games.

400 Incorruptible: Evil and corruption can find no hold on your soul. Even entities of great power and malice find you incredibly resistant to their influence. You could hold onto a ring of pure evil for 60 years and still be able to let it go in the end through simple willpower

600 Luck: You have an absurd amount of luck. You can be lost in a cave and manage to stumble across the most powerful object on the planet. Or maybe your escape just so happens to be planned on the one night when everyone is too drunk to care why the 'empty' barrels are so heavy. If you put in any effort, everything just seems to go your way.

Dwarf

100 Miner: As a child of the earth you are extremely strong and durable. You are able to lift far more than the average human or elf and can work long hours tirelessly. You gain special adeptness when it comes to mining, and you are exceptionally lucky when it comes to discovering valuable gems and minerals within the earth.

200 Warrior: You've lived a hard life on the edge having to fight for survival against hordes of goblins and other foul creatures, and that has turned you into a master of melee combat. You can wield axes, swords, and spears in close combat with ease.

400 Craftsman: Aule created the dwarves so that he could teach his crafts and lore. You are a particularly adept student, able to craft the finest dwarf items, everything from simple toys to great weapons of war that will easily last centuries of hard use without the slightest sign of wear

600 King Under the Mountain: It doesn't matter if you spent over a hundred and fifty years as little more than a beggar. You are the true King under the Mountain. When something has been wrongly taken from you, you gain unparalleled luck and insight for gaining it back. Fate will align so that if you seek to regain what has been stolen from you, you will always succeed. Be warned, though, as the price for getting it back may be steep.

Elf

100 Enhanced Senses: Your eyesight, hearing, and reflexes far surpass that of a normal human. If nothing obstructs your view, you can see things clearly at distances of twenty miles or more, you can hear breathing at 300 paces. Your reflexes and balance also make for some impressive displays of agility like climbing trees as fast as you can run and balancing on a pair of dwarves in two separate barrels floating down a river.

200 Beauty: Elves are well known for their natural beauty, and your looks could rival the legendary Luthien. Everything from your hair to your clothes seems to be perpetually flawless even if you just finished a grueling battle or spent a year out camping.

400 Enchanting: You are skilled with elven magic, and are especially adept at imbuing objects with power. They can be minor boons, such as crafting a blade that never dulls, or more complex spells that cause a sword to glow when enemies are near.

600 Preservation: You have the power of preservation. You cannot die from old age, nor will you become visibly older over time. All of the accumulated abilities and knowledge you've gained over the years will not degrade or be forgotten no matter how infrequently you use them. You also gain an eidetic memory with limitless storage. Finally, your powers of preservation seep into the lands you inhabit, protecting them from decay and corruption.

Goblin

100 Terrifying: You are terrifying. Just the sight of you is enough to make grown men turn and flee in fear. You can also easily gain a reputation as being a fearsome warrior, and even when you've done nothing threatening, everyone in the vicinity will feel a vague sense of dread. This can be toggled on and off.

200 Hunter: You are a natural tracker, able to pursue your enemies over varied terrain and deep into enemy territory. Through a combination of luck, talent, and determination, you are able to track just about anything that isn't using supernatural methods to conceal their whereabouts.

400 Beast Master: You are skilled at riding animals, including somewhat intelligent animals like wargs. You can stay on even under duress, guiding them by force and threat rather than kindness and trust.

600 Goblin King: Some kings rule through love, benevolence, and justice. You are not such a king. You inspire loyalty through fear, and because of that, it doesn't matter how badly you treat your people, they will always accept your brutality without question. Those under your command are unlikely to betray you, too frightened of the potential consequences to even consider it.

Human

100 Perfect Aim: You are proficient with a bow. You're not only a crack shot, but the damage you deal with all ranged weapons seems to be increased, and you gain additional focus when taking aim. You could hit a tiny exposed weak point on a dragon hurtling toward you with fire on his breath.

200 The Master: It doesn't matter how greedy, slimy, or self-serving you might be, you find it unusually easy to gain and keep political office. Along with a minor boost in charisma and political tact, you gain widespread public tolerance that can only be broken if someone truly compelling appears to challenge your position.

400 Skin Changer: Skin Changers are a rare, nearly extinct race. But now there is one more in Middle Earth. You now have the ability to transform into a great and powerful animal of your choice. This form has enhanced strength, durability, and speed relative to the animal that it is modeled after, and you can maintain your human mind while transformed.

600 Leader of Men: You have enough charisma to inspire those who have lost everything and to grant hope in a place that has been reduced to ashes. People will turn to you for guidance and follow you with cheers as they willingly surrender democracy for the chance to be ruled over by a King. This is not mind control, and if you abuse this power too badly, they may rebel, but if you even attempt to rule well, people will follow your commands willingly.

Items

Discounts are 50% off for the listed Origin. Items costing 50 CP are free for the listed Origin.

General (Undiscounted)

Free:Tolkien's Works: Middle Earth is a world of rich history, and now you have every single word Tolkien has ever written on the subject from the Silmarillion to the Unfinished Tales.

200 Wizard Staff: Somehow you came into possession of a wizard's staff. It acts as a focus for those with magical talent, providing a moderate boost in the potency of their spells. Comes with a free pointy hat!

400 The Lonely Mountain: Your gain a replica of the Lonely Mountain, including the vast underground city of Erebor and its untapped natural resources. It can be dropped into a jump or kept as a warehouse attachment. The Treasure Room is empty unless purchased below. Alternately, Erebor and its resources can be imported into any mountain you own.

600 The One Ring: This is the One Ring of Sauron. It has the ability to turn its wearer invisible and it acts like a magnifier, greatly boosting the powers of its master. So long as it exists, its master cannot be entirely killed and will instead become a wraith. For the duration of this jump, Sauron is still the master of the One Ring, but post jump, you will become its master. Purchasing this requires The One Ring of Sauron drawback to be taken for no points. If the Lord of the Rings drawback is taken and the ring is destroyed in the fires of Mt. Doom, it will respawn in your warehouse at the start of the next jump.

Drop In

50 Basic Camping Supplies: You step into the road, and if you don't keep your feet, there is no telling where you might be swept off to. Sometimes, those roads don't have modern conveniences like beds and roofs, but now you have a large backpack with high quality camping gear. It's oddly light and easy to pack up, and the gear never seems to wear out.

100 Sting: Sting is an ancient Elvish blade made by weapon-smiths in Gondolin. When Orcs or goblins are within 300 yards, the blade will glow blue, alerting you to their presence. Post jump, the blade will glow when anyone who wishes to hurt you enters the 300 yard radius.

200 Mithril armor: Here's a pretty thing...light as a feather, and hard as dragon's scales. Mithril is one of the finest and most sought after metals for crafting weapons and armor, and now you have a perfectly tailored mail coat that will defend against weapons and blows that would easily skewer a wild boar.

300 A Lesser Ring of Power This ring of power has several useful features, including turning the wearer invisible and acting as a minor magical focus. It's main ability is to help preserve the land, preventing corruption, decay, and change. It is not connected the to One Ring, and is free of any outside, corrupting influence.

Dwarf

50 Map: This map is not the most detailed guide in the world, but it does have some useful information. Whenever you set out on a quest, this map will update with your destination and mark any secret methods of entering it.

100 Legendary Weapon: A true warrior must be in possession of a weapon named for its great deeds. Now you have just such a legendary weapon: Glamdring, Orcrist, or another blade of similar renown.

200 Erebor Treasure Room: A replica of the great treasure room of Erebor is attached to your warehouse. It contains enough gold, silver, jewels, weapons, armor, and other assorted treasures to satisfy even the greediest dragon. The treasure room also replenishes every ten years and at the start of each new jump. Good luck spending it all.

300 The Arkenstone: The Arkenstone of Thrain, also known as the Heart of the Mountain and the King's Jewel, is a wondrous gem that glows with inner light. It grants the holder the power to unite people. Where once there was strife and the threat of war, now all will become more reasonable, joining together against common enemies, though not necessarily under your command.

Elf

50 Elven Glade: Elves are known to create some fantastic food, and now you can try some of it for yourself. Your warehouse gains an elven glade with a starry night sky, a bonfire, a long table, and enough chairs and replenishing food for you and eight companions. This can be purchased more than once, with each purchase adding a table, chairs, and food for another nine people.

100 Empty Barrels: Now here's a curious set of items. There are thirteen empty barrels, each one large enough for you to hide in. Anyone or anything that enters these barrels becomes impossible for anyone else to find. You could be deep in enemy territory, and if you hide in one of these, your enemies will shrug and throw it out like it was trash, never wondering why an 'empty' barrel was so heavy.

200 Throne Room: Some situations call for a place where you can be intimidating. You now possess a throne room fit for a King. Every item in this room displays your immense wealth and

power, and the throne is a massive chair that is also surprisingly comfortable. Whether you're interrogating dwarves or goblins, this room is perfect for showing off your power. It can be dropped into any property you own or it can be added as a warehouse attachment.

300 Dungeon: There are just some people you cannot get along with. You don't want to (or can't) kill them, but they still need to be dealt with. Your warehouse gains a dungeon attachment with thirteen cells, each one capable of holding any entity no matter their size or strength. You still have to defeat and capture your own enemies, though. It can also be dropped into any property that you own.

Goblin

50 Goblin Armor: Goblins are a warlike species and spend much of their lives in a constant battle for survival. Their weapons and armor might not be the best in Middle Earth, but it can take a savage beating and still keep its wearer relatively safe.

100 Warg Mount: A creature of war, you now possess a warg mount which is absolutely loyal to you even unto death. It is a lethal mount and will fearlessly bear you into battle against anyone or anything without hesitation. Counts as an item and does not take up a companion slot.

200 Cavern Lake: The sun can be a bitter foe for creatures of darkness, so for that, you have this place. It is a vast cavern lake filled with juicy fishes just waiting to be caught and eaten raw and wriggling. No sunlight can penetrate this domain, and all creatures of darkness find it strangely homey and comforting. Can be dropped into other jumps or added as a warehouse attachment.

300 Dol Guldur: Dol Guldur, also known as the Hill of Dark Sorcery, was Sauron's stronghold and base of operations when he worked his sorcery in the wood under the name of The Necromancer. You now have a copy of this dark fortress, filled with dark creatures ready to do your bidding. It can be dropped into a jump or added as a warehouse attachment.

Human

50 Barge: Not everything in this world is action, adventure, and sneakiness. Some people have actual jobs like sailing a barge. You are now the proud owner of a barge able to ferry several dozen people at a time. It can be used for fishing, transportation, or clandestine activities.

100 Black Arrows: Every dragon slayer needs a weapon to take down their terrible foe, and these black arrows are just what you need. Not only do they have an unusually good chance of hitting their target, they do a disproportionately large amount of damage compared to a normal arrow, and the arrows always find their way back to you shortly. These arrows come in bow and wind lance sized varieties.

200 Wind Lance: When a regular sized bow just doesn't cut it for defense, a Wind Lance might be better suited for the job. This is a dwarf-crafted weapon similar to a ballista or giant crossbow. Its arrows are large and strong enough to take down even incredibly large and tough foes.

300 Laketown: What is a King without a Kingdom? You gain a replica of Laketown and the Long Lake. You can drop it into a jump, it will quickly populate with appropriate locals who will be loyal to you or you can keep it as a warehouse attachment.

Companions

Import 50 for each or 200 for 8
With each purchase of this option, you may import one existing companion or create one new companion. They gain a free background and associated discounts and freebies. They also receive 600 CP to spend on perks and items.

Canon 100 each
For every purchase of this option, you will get the chance to convince one existing character in this world to come along with you as a companion to future worlds. You may pick anyone that is currently alive. Be aware that some characters will be a great deal harder to convince to come along with you. Bilbo might be up for another adventure with minimal prodding, but Gandalf is a Maia on a mission and will likely require a whole host of good reasons for leaving.

Drawbacks

You may take a maximum of 600 CP worth of drawbacks.

Start at the beginning (+0): Instead of arriving in the year 2936, you arrive in 2770 during the destruction of Erebor. Will you stop the destruction of this powerful dwarf kingdom? And how will this impact the fate of Middle Earth?

By Peter Jackson (+0): Journey to the land of Middle Earth as imagined by director Peter Jackson. The jump will follow the cinematic continuity rather than the books, including all additional characters and scenes not found in the original text.

Unwelcome (+100): Everywhere you go, you find yourself strangely unwelcome. Expect to get thrown into dungeons a lot and have to trick your way into being invited to dinner. While not necessarily dangerous on its own, this means that you'll get thrown out of any location you stay for more than three months.

Burgled (+100): It seems there's been something of a misunderstanding. A group of 13 dwarves think that you've stolen their ancestral treasures from them. They will try to break into

your warehouse to steal them back. They will stop at nothing to do this, and if they are permanently incapacitated, their relatives will take up the quest for them.

Terrible sense of direction (+100): No matter how carefully someone gives you directions, you always wander off of the path and wind up hopelessly lost. You could get lost on the way to the kitchen if you let your mind wander for just a moment. Getting absolutely anywhere will take at least twice as long, so hopefully you're not in any hurry.

Off to deal with The Necromancer (+200): Oops, your allies all have prior engagements and are prone to leaving you to your own devices, especially when it is least convenient for you. Better get used to solving all of your own problems, because whenever you find yourself in hot water, you will be alone.

Pursued (+200): Throughout your ten years, you will be relentlessly pursued by dark creatures including goblins, wargs, and spiders. They seem unusually gifted at tracking you, and no place is completely safe. Worse, if you take shelter in one area for too long, that location will come under siege by the creatures of darkness.

The Desolation of Smaug (+200): Oh no, it looks like something went wrong during your arrival into Middle Earth. The entire contents of your warehouse has been placed into Erebor right under Smaug's nose. Worse, he gains the knowledge (though not necessarily the ability) to use all of the items. Good luck getting them back!

The One Ring of Sauron (+200): You have the One Ring. It cannot be lost, stolen, or discarded. It is working all of its corrupting magic on you. It bypasses any defenses you may have against corruption and insanity in an effort to return to its master. Willpower perks may help, but it will be an uphill battle for the entire ten years. And keep in mind that the ring doesn't want to leave Middle Earth. If this drawback is taken with The Lord of the Rings drawback, the ring can be destroyed in the fires of Mt. Doom.

Dragon Sickness (+300): You love gold. You crave it. It calls to you constantly, and the only respite is when you're neck deep in a pile of treasure. It is yours, and you will suffer no one to take it. The idea of another coveting your gold fills you with a jealous rage. You will do anything to protect it. Even if your life depended on it, you could never part with a single coin.

The Lord of the Rings (+300): First off, all of your out of jump powers and your warehouse have been sealed for the duration of the jump. Not bad enough? Well, Sauron has regained his strength. He has amassed his armies within Mordor, swayed Saruman to his aid, and set the Nazgul loose upon the world. He is preparing to turn his entire might to searching for the One Ring, which is currently in Gollum's possession (or yours if you have taken The One Ring of Sauron drawback), and he cannot be allowed to have it. Someone needs to take the ring to Mordor and cast it into the fires of Mount Doom. Failure to do so by the end of the jump will result in the end of your chain. Any volunteers?

Future

After 10 years you will be given a choice. Regardless of your choice, you will lose all your drawbacks and keep all your acquired Perks, Items, and Companions.

Turn at last to home afar: You wake up in your own bed. Your adventure is done at last.

And trees and hills they long have known: You choose to stay in Middle Earth. There's still so much more to see.

Roads go ever ever on: You haven't reached the end of your road yet. It's time for another adventure.