

You are heading to the dark land of Mordor in the realm of Middle-earth.

The events that are set to transpire here are some time between the events of the Hobbit and those of the Lord of the Rings but as a whole do not really fit into Tolkien's canon. Until recently the rangers of Gondor held the Black Gate of Mordor and all was relatively quiet in the land of shadow. Orc activity seemed on the increase and now they have taken back the gate as the first step in consolidating a power that will threaten the whole of Middle-earth.

You arrive just as a Gondorian Ranger of the Black Gate called Talion is revived and inhabited by the wraith of the long dead Ñoldorin prince Celebrimbor. Together the two of them will cut a swathe through the ranks of the uruk in a quest to hinder Sauron and avenge Talion's butchered family.

Elsewhere the white wizard Saruman is already looking enviously towards Mordor and has many spies both amongst the people and some of the fauna.

Within Mordor the uruks dominate much of the landscape, building great forts and war machines to prepare for the wars to come. The Rangers of the Black Gate are all but destroyed but remnants within the Outcasts of Udûn hold desperately to their lives and freedom. The vast amount of the human population of Mordor has been enslaved but the Tribesmen of Núrn in the southeast continue to resist the orcs.

The shadow of Mount Doom falls upon you.

You have 1000 CP

Identities

Your race, background and history in this world.

Roll 20 + 2d8 to determine your age. Pay 50 CP to change your age or gender.

Ranger

You were a proud Ranger of the Black Gate and Man of Gondor. When the Black Gate fell to Sauron's forces you were on a ranging in Mordor and by the time you got back your fellow rangers were dead and your old life was gone. As a large Uruk warband approached and your avenue for escape was cut off you retreated back into Mordor which is where you find yourself now.

100 CP



Uruk

You are a powerful Uruk in Sauron's forces and you were instrumental in the taking of the Black Gate. After the battle you decided to start a crew of your own and now have several good Uruks under you. Currently you roam Mordor hunting escaped tarks, quarrelling and fighting with other groups of orcs and enjoying man-flesh (when you can get it).

Free



Tribesman

You are of the Tribesmen of Núrn, one of the descendants of the Corsair Raiders who settled the coast of the Sea of Núrnen in the southeast of Mordor. Your life has been a simple tribal one but in recent years the orc attacks have become increasingly frequent and your numbers are fewer than they once were as your people are killed or abducted. Now you are standing at the precipice and drastic action is needed if your people are to stay alive and free.

Free



In lieu of an established history you may choose to drop into this world with no memories of it.

Abilities

Your skills, proficiencies and powers. Discounted items cost 50% of their full price.

Counter

You are the master of the counter-attack with practically any melee weapon giving you the reflexes and technique of a true master.

100 CP

Map

If you focus for a moment you can see a mental map of a given area you are in with icons indicating nearby points of interest, artifacts and people who may give you jobs. Has much greater range if done at the top of a tower or vantage point.

100 CP

Lucky Ratbag

You find that circumstances align surprisingly often where the actions of powerful individuals will cause you to gain a (totally undeserved) boost in prestige, political power and status.

100 CP

Crowd Control

When it comes to fighting several combatants at once you find you can nearly always find a way to balance things. As long as your enemies are similarly equipped and not exceptionally competent it will nearly always be about as difficult and dangerous as fighting just one person would.

200 CP

Lord of the Hunt

You are an excellent tracker and hunter and specialize in the biggest and most dangerous creatures in Middle-earth. Through a combination of grit, talent and unusual luck you damn-near always have it in you to take down outlandishly large creatures. Just don't get cocky.

200 CP

Weapon of the Enemy

When you wish them to your enemies subconsciously attempt to emulate you and will often consider it a good idea to try to deal with you in the same way you typically go about things.

200 CP

Guerrilla

You are extremely proficient with both sword and bow and you have both the stealth and good sense needed to allow you to survive at length in hostile territory while harrying the ranks of the enemy.

100 CP, Free Ranger

Brutal

You are a great deal stronger than your average uruk and have a savagery to your combat style that it is impossible to teach. Because of this your enemies are far more likely to panic after seeing you on the battlefield.

100 CP, Free Uruk

Corsair

Although you may have never set foot on a ship the corsair life is in your veins. You have an uncanny natural ability with anything to do with sailing and navigating as well as boarding and looting.

100 CP, Free Tribesman

Strike From Above

As well as being extremely good at climbing unsafe looking structures quickly and safely you find that any attack you make when attacking from above strikes considerably harder than it otherwise would.

200 CP, Discount Ranger

Hatred

Uruks tend to fight harder against things they hate. You however have it in you to hate everything. This surge of hatred makes you significantly stronger, more resistant to damage and (somehow) heal faster than you should be able to.

200 CP, Discount Uruk

Adoption

You find it bizarrely easy to teach someone a new way of life as long as you yourself have an understanding of the culture. While this works better the younger your charge is you can still foster an appreciation of an alien culture in adults easily enough.

200 CP, Discount Tribesman

Hit Streak

For you momentum in combat is jarringly noticeable as the more successful hits you land on your enemies the faster your mind, body and reflexes seem to get. To you, it simply feels as though the more successful attacks you perform the slower everyone else seems to get.

400 CP, Discount Ranger

Warchief

You have a reputation that even amongst Sauron's forces is considered intensely scary. Through sheer menace you are capable of keeping thousands of members of a duplicitous and quarrelsome species in check and obedient.

400 CP, Discount Uruk

Prophet

You have prophetic abilities giving you an occasional, accurate glimpse of important future events. While these powers cannot be directed or focused your visions will always be pertinent. More commonly you have regular insight into the location of rare and unique relics and gear.

400 CP, Discount Tribesman

Wraith

You are inhabited by the spirit of someone or something old and powerful. You are granted ethereally augmented combat and movement, controlling or destroying the minds of the corrupt, bestial and weak-willed and the ability to summon a ghostly weapon of your choice.

800 CP, Discount Ranger

Climbing the Ranks

By killing your direct superiors in any organisation you are a legitimate member of you will be seen to have been legitimately promoted to their position (although this can set an unfortunate precedent).

600 CP, Discount Uruk

Hidden Town

When you want something to stay secret no bad luck, coincidence or catastrophe will cause it to come to light. Strangely, when setting up a base or settlement it seems that circumstances nearly always align to keep it secret and safe should you wish it to be.

600 CP, Discount Tribesman

Relics

Items, pets and companions.

Discounted items cost 50% of their full price.

Ranger's Cloak

A camouflaged brown cloak clasped with the symbol of the Rangers of the Black Gate. The cloak itself makes you significantly more difficult to notice when worn with the hood up.

100 CP, Free Ranger

Grog Kettle

A huge refilling kettle of orcish grog. Extremely strong alcohol, unsurprisingly doesn't taste great. Explosively flammable.

100 CP, Free Uruk

Horned Helmet

A leather helm made by the Outcasts of Udûn. Gives everyone who looks upon you the impression that you represent and defend the oppressed.

100 CP, Free Tribesman

Ranger's Reading Primer

An updating book with all information, tips and guides to survive in a given area. Any information from the book you try to teach to other people has an almost perfect chance of sinking in.

200 CP, Discount Ranger

Iron Shackles

Prisoner's leg irons with a brutal history. Have the strange quality of sapping the mental strength and will to resist of those forced into them.

200 CP, Discount Uruk

Ritual Cup

A relic of the free Men of Nurn. When water is poured onto items or people from the goblet their positive qualities receive a small but noticable boost for a few days. Swords become sharper, wizards become more magically powerful, warriors become stronger, etc.

200 CP, Discount Tribesman

Elven Rune

Your weapon is now reforged to have a sleeker, Elvish appearance as well as glowing Tengwar runes spelling out its name somewhere on it. These runes allow the weapon to swing faster, feel lighter in your hand and hit significantly harder on contact with a foe.

300 CP, Discount Ranger

Serpentine Blade

An asymmetrical, wavy dagger of orcish origin. Has mystical armour-piercing qualities when used to attack somebody from behind.

300 CP, Discount Uruk

Mortar and Pestle

A strange pestle of Numenorean origin. Considerably increases the potency of salves, unguents and potions when the reagents are prepared in it.

300 CP, Discount Tribesman

Pipeweed Pouch

A refilling pouch of dried, extremely high quality pipeweed. Chills out even the most megalomaniacal of wizards.

50 CP

Musty Tome

An old, updating leather-bound book that provides a succinct historical overview and the best and most influential poetry from the area you find yourself in.

50 CP

Lockbox and Key

A completely impregnable, large, dwarven-made lockbox and the only key able to open it.

100 CP

Old Scorchy

A branding iron that terrifies those threatened with it. Has sorcerous powers allowing it to burn hotter, longer and scorch with such intensity that the burn can be felt for weeks after branding.

100 CP

Strange Rock

An extremely hard and sharp piece of rock produced from Orodruin when Sauron initially made his bond with the volcano. It is peculiarly shaped like the melee weapon of your choice and can be sharpened into a cruelly powerful weapon.

200 CP

Messenger Crow

An unusually intelligent crow that follows your directions deftly and without concern for its own safety. Comes with the crow personality of your choice.

50 CP

Caragor

A particularly large and ferocious caragor (armoured, spiky, bulky, hairless sabre-toothed tigers) that loves you, is happy to let you ride it and will do as you instruct.

100 CP

Ungol Egg

An unhatched child of the great spider Shelob. When it hatches it will think whoever it sees first is it's mommy and will do whatever they say. Buy two and you can start a nest... but why would you want to?

100 CP

Companions

You may either create new friends and allies (choosing both their appearance and personality) or import a previous companion for a new history and form. Each companion gets a free **Identity,** the associated free **Perk** and **400 CP** to spend on **Abilities**. A single companion costs **50 CP**, you can get four for **100 CP** and eight for **200 CP.**

50, 100 or 200 CP

Drawbacks

You may take up to 600 CP worth of drawbacks for extra points.

Gravewalker

You are Talion (or close enough)! Dying is no longer a failure condition but your victory condition is now to kill the Black Hand of Sauron and avenge your murdered family within a month. You will also have to unlock your ***Wraith*** abilities over time and... errrr... stop Sauron from getting his body back.

+0 CP, Wraith Only

Infested

You are often swarmed by groups of Morgai Flies who seem capable of giving you nasty and painful stings regardless of how durable you are. They also get on all your stuff and they're pretty gross.

+100 CP

Fear

You are deathly afraid by something you will encounter reasonably frequently (at least once every couple of days). On top of the time now wasted running away shrieking, encountering them always puts you on edge for a few hours. You may take this twice for an extra feared thing and doubled frequency of encounters.

+100 CP

Black Gate Closed

You and anything you bring with you are now stuck in the realm of Mordor for the duration of your stay hitting invisible walls if you try to leave. Maybe you can do up the place or something.

+200 CP

Clumsy

You are extremely clumsy resulting in you falling over and fumbling/dropping whatever you're holding absurdly often. Stealth is not really an option for you and the simplest of tasks are quite a challenge.

+200 CP

Vulnerable to Ranged

You are particularly vulnerable to ranged attacks and this circumvents any precognition, unusual durability or armour you may have. Projectiles will harm you as much as they would a normal human so you're going to want to watch out for archers and spear throwers.

+200 CP

Nemesis

There is an orc out there who will just not stay dead. They always come for your head directly and they come back every time they are killed or imprisoned with a complete immunity to whatever you used to kill or imprison them previously.

+300 CP

Enslaved

You are chained to a series of other prisoners and forced to do backbreaking work by vicious Uruk overseers who could kill you at any moment. Unfortunately you have no special powers, items or companions until your shackles are removed. The orcs are not inclined to let you take them off.

+300 CP

The White Hand

You are being controlled by Saruman and your appearance is pale and withered. While this has no effect on your abilities you are compelled to do his bidding. You constantly hold a wooden staff that must be broken to shake off his influence. Failure to do so is a lose condition.

+300 CP

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 Abilities and Relics.

Go Home

You wake up in your own bed as if nothing had happened.

Stay

You choose to stay in an alternate version of Middle-Earth for some reason.

Move on

You move on to the next universe and adventure.

Notes

- ***Weapon of the Enemy*** will not automatically cause your enemies to all start copying you but will cause them to think the ways in which you fight and launch a campaign are worth serious consideration. The effect is more pronounced the longer they are at war with you.
- Your capabilities for ***Wraith*** are roughly the same as Talion's with the full ***Wraith*** abilities tree although should you take ***Gravewalker*** in which case you will have to unlock these powers over time as he did.
- Your ***Wraith*** can come with or without a personality. Should you choose to give them a personality it will be roughly of your choice. ***Wraiths*** do not count as companions and do not have to be Elves. Regardless of what the ***Wraith*** is you get the same basic powers.
- You can import an existing weapon for ***Elven Rune*** (either purchased in this jump or acquired elsewhere) or create a new weapon with those qualities.
- You may import an existing piece of headwear to gain the abilities of the ***Horned Helmet***, any melee weapon to gain the qualities of the ***Serpentine Blade*** or ***Strange Rock*** and any existing key you have to serve as part of the ***Lockbox and Key***. You may also import an existing pet into the ***Messenger Crow***, ***Caragor*** or ***Ungol Egg*** options. Importing anything in this way grants the object or pet a new form that you may choose to switch it to and from.
- ***Companions*** do not get a free ***Relic***.
- You are mentally compelled not to break the staff for the purposes of ***The White Hand*** obviously. You won't accidentally break the staff by taking ***Clumsy***.
- Cool cats don't trip.