

THE LORD OF THE RINGS EXTENDED TRILOGY

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THE HOBBIT TRILOGY

The Tolkien Movie Mini-Jumpchain Compilation

V0.02 By DeverosSphere

Origins

Gain **+500 CP** and select an origin to describe your past and grant you discounts.

Mentor

It is not always teaching that helps others learn but also leading those in need to the lessons they need to learn for themselves.

Wanderer

Not all who wander are lost, but sometimes on a great journey and you may yet find things on the road that challenge what your heart holds deep.

Warrior

A battle is not always necessary but should others come to you seeking to wet their blade you will be ready.

Lord

Standing tall and raising others, to build a tomorrow you prefer over yesterday, that is your duty, for ill or for good that is your charge.

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Race

You may purchase a race at the beginning of each trilogy or at the start of a Scenario.

Once a race has been purchased it will be **Free** to use for all further race purchases.

Each time you take a race option you will gain a slightly customisable **Alt-Form** (age, gender, skin tone) of that race.

You gain a one time **+100 CP** bonus to spend in this section.

Hobbit -100 CP

Hobbits, also known as Halflings, are known for their innocent nature, quiet lives, and resilience to corruption, rather than possessing magical or extraordinary powers. They are skilled listeners, nimble, and adept at throwing stones.

Human -100 CP

Men, also known as the Atani or Humans, are not inherently magical but possess unique strengths like adaptability, resourcefulness, and the ability to learn and adapt.

Dwarf -200 CP

Dwarves are the oldest of the Free Peoples of the World known for their exceptional skill in craftsmanship, particularly metalworking and stonework, and their great physical strength and endurance, with a notable resistance to heat and cold.

Ainur -400 CP (Discounted with “Limited Scope”)

The Ainur, also known as Wizards or the Holy Ones, are beings encompassing both the Valar and the Maiar. They were the first and mightiest beings created by Eru Ilúvatar long before the beginning of the World.

If you have taken “**Limited Scope**” the Ainur are instead a native magical race but with the appearance of humans.

Elf -400 CP

The Elves are immune to illness and not subject to age after reaching their prime. They could be killed only in violence or by extreme despair. Elves possess enhanced senses and a connection to nature, along with abilities like telepathy and a limited capacity to see into the future, making them a powerful and graceful race.



Pre-Jump General Perks

The Perks in this section can be purchased before starting any Mini-Jump and at the start or end of any Scenario.

Westron - Free

Westron, also known as the Common Speech, is the most prominent language of Middle-earth, during the time of the War of the Ring.

Other Languages - Free/-50 CP/-300 CP

You may select a single language to have learned for **Free**, gaining the ability to read, write, understand and speak the language as well as all of its dialects.

You may purchase additional languages for **-50 CP** each or by paying **-300 CP** you may learn all the following languages and their dialects:

Adûnaic, the language spoken in Númenor.

Black Speech, the language of Dark Lord Sauron used by peoples under his control.

Common Eldarin, the primordial tongue of the Eldar.

Dwarvish, the language of the Dwarves.

Entish, the language of the Ents is long and sonorous.

Khuzdul, the secret language of the Dwarves.

Orkish Dialects, that Orcs use to communicate with each other.

Quenya, the ancient language of the High Elves.

Rohirric, the language of Rohan.

Sindarin, is the modern language of the Elves.

Taliska, the Mannish language spoken by the Edain.

Valarin, the Eldest Speech, the divine tongue of the Ainur, and the oldest of languages.

Wolf-language, a language used by certain dogs, wargs, and wolves in Arda.

Wizard of the Colours -50 CP (Requires “Subtle Magic”, 1st purchase Free with “Ainur”)

Through taking the title of a wizard of colour you may gain a strength of purpose and power within magic.

You may purchase this multiple times selecting a different colour each time to become a wizard of many separate colours but doing so will look foolish and susceptible to corruption.

You may also choose multiple colours in a single purchase to combine them in 1 of 26 equal part composite colours such as Brown, Green, Grey, Orange, Navy or Pink.

Each colour combined will be diluted giving only a proportional benefit of their colour components so that the composite colour does not exceed the original but will deepen the magic's connection towards the natural world.

- **White**

As a White Wizard you have a deeper connection to purity and authority. Your magic is strengthened when aid of the innocent, the vulnerable and for the continuation of order.

- **Black**

As a Black Wizard you have a deeper connection to ambition and freedom. Your magic is strengthened when focused on survival, growth and the advancement of progression.

- **Red**

As a Red Wizard you have a deeper connection to conflict and your instincts. Your magic is strengthened when in battle, when your courage is invigorated and when acting in haste.

- **Yellow**

As a Yellow Wizard you have a deeper connection to light and comfort. Your magic is strengthened when healing others, providing support and invigorating hope.

- **Blue**

As a Blue Wizard you have a deeper connection to defence and preservation. Your magic is strengthened when providing protection, aiding in concealment and when cleansing corruption.

From the Stars -50 CP (Free with “Ainur” if not taken with “Limited Scope”)

With this **Narrative Perk** you can enter a jump as though born into a world like all Ainur falling from the sky like a star and awakening within a crater of your own destruction. You can choose the general area you will land but not destroy anything as you land.

Adaptability and Resourcefulness -100 CP (Free with “Human”)

You have the ability to adapt to different environments allowing you to reduce the discomfort you feel from the area you are in. This also increases your resourcefulness making it easier for you to find solutions to your problems.

Durable Feet -100 CP (Free with “Hobbit”)

This Perk makes the base of your feet ten times as durable. For a regular human this would be enough to withstand thorns and hard surfaces bare foot as though they were boots.

You can also **Toggle** this Perk in order to have your feet covered with thick curly hair.

Enhanced Senses -100 CP (Free with “Elf”)

You have superior vision and hearing allowing you to see and hear things at four times the distances and with eight times the clarity.

Free Will -100 CP (Free with “Human”)

You are now protected from predetermined destiny, though fate can find you it can not force you to follow a predetermined path and can make choices to change destined outcomes.

Grace and Skill -100 CP (Free with “Elf”)

You now have an enhanced level of grace and beauty that surpasses the boundaries of nature, not just by physical attraction alone, but by other aspects and principles of beauty.

Light on their feet -100 CP (Free with “Elf”)

You are unusually light on your feet allowing you to walk over unstable structures including sink holes and snow without disturbing it and preventing you from leaving tracks.

Nimble and Quiet -100 CP (Free with “Hobbit”)

Your movements are now exceedingly quiet as you possess the ability to move quickly, stealthily and with great agility.

Resting the Mind -100 CP (Free with “Elf”)

You are now able to rest your mind even while awake and walking. This allows you to overcome mental fatigue while only using the parts of your mind needed for the task at hand. Time spent in this state of rest is almost as effective as sleeping.

Simple Crafts -100 CP (Free with “Elf”, “Hobbit” and “Dwarf”)

You understand the simple pleasures of crafting giving you the knowledge and skills required to perform the basics of most types of crafting including cooking, farming, faceting, smithing, woodworking, weaving, dyeing and leather working. This wide variety of knowledge helps you to craft objects with the barest minimum of materials to make what you're after.

Subtle Magic -100 CP (Free with “Ainur”)

While not the powerful magics used by the Ainur, these subtle magics can be learned by mortals with magical potential, allowing you to perform interesting cantrips such as lighting a pipe or creating minor flashes of lights and sounds.

Connection to Nature -100 CP (Discounted with “Elf”)

You have a strong connection to nature, allowing you to understand and interact with the wind, soil and trees which grants you information as clearly as if it had been a road sign.

Dwarven Might -100 CP (Discounted with “Dwarf”)

You are skilled with hammers, axes, picks and maces as you have been trained for five years for each weapon in how to swing with the greatest amount of might as well as how to use each weapon creatively in battle.

Elvish Crafts -100 CP (Discounted with “Elf”)

You are now a skilled craftsman, capable of creating objects of great beauty. This allows you to easily shape your crafting materials into intricate and beautiful patterns with exacting specifications for your intentions.

Hobbit Crafts -100 CP (Discounted with “Hobbit”)

You now excel in crafts common among rural peoples, producing high-quality products made from wood and leather.

Hobbit Stones -100 CP (Discounted with “Hobbit”)

You have learned the Hobbiting stone skills allowing you to throw stones with impressive precision, when throwing a simple stone you will hit with the level of accuracy and power as though the target was a tenth the distance it actually is.

Learning and Skill -100 CP (Discounted with “Human”)

This Perk boosts your capacity for learning and mastering various skills, having them grow at an accelerated rate. This learning booster applies to combat, craftsmanship, and leadership.

Mortal Blade -100 CP (Discounted with “Human”)

You are skilled with swords, daggers and spears as though you had spent five years of training and practice with each blade type as well as having learned how to use variations of these weapons.

Mortality -100 CP (Discounted with “Human”)

While Elves and Dwarves have long lifespans, humans are mortal, meaning they age and die, but this also grants them the gift of experiencing a full life allowing you to continue to grow and learn regardless of how powerful or intelligent you become.

Skilled Listeners -100 CP (Discounted with “Hobbit”)

You have a discerning ear for details that are important as you are able to listen carefully at a distance to what others are talking about and pick up on only the details that are important to you.

Stone Crafts -100 CP (Discounted with “Dwarf”)

You are an expert miner, smelter and architect. With this knowledge you are able to construct and dig a mine within a tenth of the time that you would otherwise require while sorting and processing the materials with ease. You are also capable of designing and building intricate, durable structures out of almost any materials you understand.

War Crafts -100 CP (Discounted with “Dwarf”)

You are highly skilled at crafting weapons, armor and siege equipment. From this you know how to sharpen blades to perfection regardless of the materials it's forged from, how to reinforce armour and pad it to soften most blows and you know how to create scaffolding or mobile structures quickly and sturdily.

Númenóreans -100 CP (Exclusive to “Human”)

You are born from the lineage of humans, the Númenóreans, are known for their long lifespans, beauty, and skills. With this Perk the natural lifespan of all of your **Alt-Forms** is doubled.

Durability and Resistance -200 CP (Free with “Dwarf”)

Your body is now physically stronger with a great endurance allowing you to carry heavy burdens longer distances without tiring. This also makes your skin and hair resistant to fire becoming incredibly difficult to burn.

Dwarven Crafts -200 CP (Free with “Dwarf”)

You are now a master of smithing, metalworking, and masonry. You always know how to apply the exact amount of force you need in order to get the result you want, allowing you to work metals that other smiths are incapable of working and perform precise carvings on metal and stone without damaging its internals.

Shield of the Mind -200 CP (Free with “Dwarf”)

You are now far more resilient against outside threats against your mind. With this you can block out attempts to read or control your mind as well as attempts to possess your body.

Corruption Resilience -200 CP (Discounted with “Hobbit”)

You are now far less susceptible to corrupting influences such as the One Ring compared to others. This allows you to block out any personality or emotion altering effects far better reducing active forms of corruption down to 20% of what they otherwise would be and passive effects down to 5% of what they should be.

Elvan Archer -200 CP (Discounted with “Elf”)

You have learned the Elven art of archery, as you gain the knowledge and experience that an elf would learn over 500 years of training and practice. This allows you to hit your targets with great accuracy and precision that would seem supernatural to most mortals.

Limited Foresight -200 CP (Discounted with “Elf”)

You have a limited ability to see into the future, though not with perfect accuracy you can see some of the events that will take place over the next few days but it may take some rumination to understand what you are looking at.

Magical Craft -200 CP (Discounted with “Dwarf”)

You now know a variety of ways in order to create magical objects. These methods include combining unique materials with your will and intentions, laying enchantments onto the object as it is being forged and engraving the object with oaths written in powerful tongues.

True Magic -200 CP (Discounted with “Ainur”, Requires “Subtle Magic”)

Your power is no longer limited to tricks and showmanship as you can now wield the magic of the "Magia" and "Goeteia". Through the magic of the **Magia** you can produce evocations of magic such as the creation of fire or the summoning of lightning. Through the magic of the **Goeteia** you are able to produce illusory effects, to alter the mind or fool the senses be it for art or deception. These powers are not ordinarily capable of being learned but are instead an inherent ability to those races that can be considered "magical".

Music of the Ainur -300 CP (Exclusive to “Ainur”, Requires “Subtle Magic”)

You are now able to sing the songs of creation allowing you to sing into existence various effects that bend the world to match your tune. With an exchange of words you can influence the growth of life, change the weather, invigorate hearts or raise mountains out of the earth.

Shapeshifting -300 CP (Discounted with “Ainur”, Requires “Subtle Magic”)

You are able to alter your physical form at will, taking on different appearances, changing how you want to be seen or mimicking the appearance of your enemies. Be warned these changes are skin deep.

Telepathy -300 CP (Discounted with “Ainur” or “Elf”)

You are able to communicate with others telepathically over short distances, holding conversations simply by looking into the eyes of another allowing you to speak mind to mind.

Immortality -400 CP (Free with “Elf”)

You are not subject to the decay of time, after you reach your pinnacle of life you will stop aging and your body will never degrade due to time making it so that old age can not take you and you will not die a natural death. This does not prevent you from being killed or dying from diseases.

Divine Might -600 CP (Free with “Ainur”, incompatible with “Limited Scope”)

You now have power beyond your mere shell as you can take on the form of your incorporeal spirit, derived directly from Eru Ilúvatar. This allows you to manipulate matter, create physical forms and possess immense spiritual strength. This also boosts all of your perks and powers.

Pre-Jump General Items

The Items in this section can be purchased before starting any Mini-Jump and at the start or end of any Scenario.

If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs. By default items don't gain or start out with any sentence.

Simple Cloathing - Free

With this you gain four sets of well fitting clothing appropriate to your race that cleans itself once per day. You will gain four new sets of clothing every time you purchase a new race.

Coin - Free/-50 CP

For **Free** you gain 1 copper coin once per day, once per week you gain 1 silver coin and once per month you gain 1 gold coin.

For each purchase of **-50 CP** this amount is increased tenfold with **-200 CP** spent on this increasing it to 10,000 coins per iteration.

Simple Weapons - Free/-50 CP

Through this you can gain a simple weapon of steel and wood, such as a Sword, Ax or Bow. You gain one weapon for **Free** but can purchase more for **-50 CP**.

Simple Armour - Free/-50 CP

Through this you can gain pieces of simple armour crafted from mundane materials such as chainmail, a chestplate or leather braces.

You gain one piece of simple armour for **Free** but can purchase more for **-50 CP**.

Mythril -50 CP

With this purchase you gain a gram of Mythril, a magical metal forged from silver bathed in magic for centuries. This can be purchased multiple times with each purchase increasing the amount of Mythril tenfold with six purchases giving you a tonne of Mythril.

Personal Staff -100 CP (Free with "Ainur")

You now possess a personalized magical staff that grows and shapes into a new form as you grow. When channeling magic into your staff it will draw magic from the world to empower the magic, strengthening the spell dramatically but tiring you the more you use it.

Ring of Khamûl The Easterling -100 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you will be able to feel the presence of life in those around you the closer they are and the more powerful the emotions they are feeling, the clearer their presence becomes.

Ring of The Dwimmerlaik -100 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you gain a dark presence that emits an aura of terror that makes anyone within range of you feel discomfort and fear which you can empower through your voice.

Ring of The Shadow Lord -100 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you are able to take the form of shadows hiding you in shaded areas and making you almost invisible to mundane eyes at night.

The Red Arrow -100 CP

Once per day you can fire this arrow into the sky and a force of setting appropriate allies will appear summoned by the arrow. These allies will believe that they had already been nearby.

Barrow-blades -100/200 CP

The Barrow-blades are long, leaf-shaped blades made from light and strong metal which are embedded with fiery stones in the hilt. Any undead struck with these blades will burn where they were cut or stabbed making it difficult to restore the wound.

For **-100 CP** you only gain one Barrow-blade but for **-200 CP** you gain all four.

Ring of The Dark Marshal -200 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring any weapons you wield will be engulfed with a black miasma making them function like a magical weapon with a corrupting effect.

Ring of The Betrayer -200 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you can tap into the mind of those you can see allowing you to whisper and pull at their mind allowing you to dominate the weak willed at a distance.

Ring of The Tainted -200 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you are able to coat yourself in a toxic aura that burns those who come near you.

Ring of The Knight of Umbar -200 CP

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While wearing this ring you no longer need food or water as the power of the rings sustains you keeping you in a state similar to as if you have eaten a good meal a few hours ago.

Trolls Purse -200 CP (Discounted with “Hobbit”)

This strange sack is the size of a fully grown hobbit and has a few magical abilities. The inside of the bag is ten times the size of its outside, even when full the bag can be folded as though empty and strangest of all the bag is able to speak and sing while open though it does not seem to have intelligence of its own.

Aeglos -300 CP (Discounted with “Elf”)

The spear that was used in the battle against Sauron was named Aeglos also known as snow-point. The weapon is embedded with magic that allows the tip of the blade to pierce any armour or protection however the edges of the blade though sharp do not benefit from this.

Durin's Axe -300 CP (Discounted with “Dwarf”)

This gilded golden Axe embeds its welder with the strength to keep fighting and ignore their wounds. So long as the user has not taken damage that would kill them they can ignore any damage or wound that they take.

The Golden Mallorn Sapling -300 CP

This small sapling is from the mallorn tree, the golden tree of Númenor. When planted and healthy the tree will produce a passive magic that flows from it which invigorates all plants and magic users within its range.

Ring of The Undying -400 CP (Discounted with "Human")

This Ring is a copy of the lesser ring of man and is disconnected from the one ring. While alive and wearing this ring if you die through any means you will be instantly resurrected as an undead. While you are undead through the ring's power, removing the ring will kill you and while undead you will suffer the weaknesses of the undead.

Iron Crown -2000 CP (Discounted with "Ainur")

The Iron Crown was forged by Morgoth in the First Age, to hold the Silmarils, the three Jewels of Fëanor and to emphasize his claim to the mantle of "King of the World".

While it may seem as though this crown has no power so long as it bears all three gems the crown will bestow its user a well of strength to the core of their essence in an almost indescribable way.

Jumpwide Companions

These Companions can be taken for every Scenario and Mini-Jump with the **CP** gained at the start of the Mini-Jump or at the end of each Scenario. Companions cannot purchase Companions.

Import or Create -50/200 CP

You can import or create companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP

For a payment of **-100 CP** per you can import all companions who were imported into or recruited from the previous Tolkien Movie Mini-Jump into the active Mini-Jump.

Each companion retains their origin or gains the equivalent origin then gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP

You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Jumpwide Drawbacks

These Drawbacks can be taken for most Scenarios and every Mini-Jump with the **CP** gained at the start of the Mini-Jump or Scenario.

These Drawbacks can only not be taken as part of **One does not simply walk into Mordor** or **The Lord of the Rings: Conquest** Scenarios.

Self Insert - Free

This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity. You can choose to replace any main character in the age that the films take place, taking their body as a new **Alt-Form**, their knowledge of their life so far and any skills they have so far. Followers and companions may take this drawback.

Early Start - Free

This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity. You may choose to start this Jump up to 3 years before the start of a **Trilogy** or **Scenario**.

The lord of the Dice +100 CP

This Drawback can only be purchased before starting any Mini-Jumps or Scenarios with it becoming **Mandatory** for every Mini-Jumps and Scenario afterwards. Once taken all Mini-Jumps and Scenarios will be forced to follow the mechanics of either DND, Pathfinder or another Table Top Roll Playing Game, with all characters having player levels and classes.

From Birth +100 CP

This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity. You will no longer be capable of being a true Drop-In and will now be born into the Tolkien universe. You will be required to live from birth up until the completion of the corresponding Scenario or Mini-Jump.

About all else desired power +100 CP

You now have a deep hunger for power and strength pushing you to take risky opportunities to gain power even if it would be something you would otherwise be unwilling to do.

It betrayed isildur... to his death +100 CP

You will not remember taking this drawback and one of the items you purchased will have a dark sentence of its own as it plots to betray you.

One ring to rule them all +200 CP

Anyone who wears the one ring will have the power of suggestion over you. Anything they tell you, you will be compelled to follow.

My Precious +200 CP

You are now drawn to an object of power and feel the deep and desperate desire to hold it and own it.

Our Precious +200 CP

You now have a split personality as your second personality is far more aggressive and selfish than you are desiring to get what it wants regardless of your opinions but can not take control over your body.

Tailwind +200 CP

This can only be taken for Mini-Jumps and prevents you from spending **CP** gained in that Mini-Jump until the end of that Mini-Jump.

The world is changed +300 CP

This can be taken once per Mini-Jump and Scenario at the end of that Mini-Jump or Scenario you must participate in an alternative fanfic setting of that Mini-Jump or Scenario. Sometimes these will be better and sometimes these will be worse regardless they will be different.

I feel it in the water +300 CP

All of your out of jump Perks, Power and Abilities are locked out of this Mini-Jump or Scenario.

I feel it in the earth +300 CP

Your warehouse and all of your out of jump items are locked out of this Mini-Jump or Scenario.

I smell it in the air +300 CP

All of your out of jump Companions, Pets and Followers are locked out of this Mini-Jump or Scenario.

Much that once was Is lost +300 CP

You may only use in jump perks and items gained from either the general section or gained in the selected Mini-Jump or Scenario.

For none now live who remember it +300 CP

You forget all of your out of Jump knowledge about lord of the rings for this Mini-Jump or Scenario.

Something happens that the ring did not intend +300 CP

This Drawback can only be purchased before starting any Mini-Jumps or Scenarios with it becoming **Mandatory** for every Mini-Jumps and Scenario afterwards. Canon has completely broken as you are now within a strange hybrid of the books, movies, comics, games and fanfictions.

History became legend, legend became myth +500 CP

This drawback can only be taken once.

The next jump you take after completing **The Lord of the Rings: The Return of the King: Mini-Jump** must be set on a variant of mundane earth. This variant may have magic but regardless of what jump it is, the events you take part in during this jump will be the Ancient history of the selected Jump's world.

Limited Scope +500 CP

This Drawback can only be purchased before starting any Mini-Jumps or Scenarios with it being active for the duration of every mini-jump and scenario in this document.

The power level of this setting is more "Grounded" limiting the power of all individuals and entities within the world to the scale of power shown in the Movies.

This makes the world itself more mundane by making it so that it was always round and did not become so during the second age, it retroactively erases powerful entries normally hidden, disinterested or absent from the war of the rings such as removing the nameless things normally consuming the pillars of the world from within the depths of Arda and vanishing Underhill along with Tom Bombadil and his wife Goldberry.

This also retroactively alters the divine cosmology so that those known as gods such as the Valar and Moregoth are merely powerful beings deified for their actions rather than being true Divinity and it makes it so that the Ainur are merely powerful magical beings rather than the Angel like creatures restricted in power and form.

While the strength and power they possess are still extraordinary the powers that good and evil can wield within this setting will be far less impressive than that shown within the Silmarillion.

Pre-Trilogy Scenario



In this Scenario you will be placed within an identical copy of Middle-Earth as it was the moment the fellowship of the rings started, but this world is empty of all creatures, undead and life other than non-sentient plants.

This Scenario functions like a **Gauntlet** disabling all out of jump Perks, Powers, Items and Companions other than Body Mods.

You will start this scenario in the Hobbit Hole of Bilbo Baggins with the One Ring in your hand, to complete this scenario you must travel to Mordor and drop the one ring into the lava of Mount Doom.

If you die or can not complete this Scenario within 10 Years it will count as a failure.

Rewards:

For completing this Scenario you gain **+500 CP** to save or spend anywhere in this document and the **Ring of The Stonefoots**.

Ring of The Stonefoots

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the one ring. While wearing this ring you can envelop your feet in cushions of air. While this makes it so that your body never tires from walking and each step is soft and comfortable, its main function is to let you walk through the air as though stepping on stones.

The Siege of Barad-dûr



When taking this Scenario you will awaken the night before the Siege of Barad-dûr starts at the end of the Second Age as a soldier of your selected race.

Unlike the canonical events in this Scenario, Isildur and his father have both died before the story began.

To complete this scenario you must remove the One Ring from the hand of Sauron severing his spirit in the process.

Though the canonical Siege lasted seven years you end the battle sooner or take longer however taking longer than 10 years will count as a Scenario Failure.

These events will not be canon to your Mini-Jump's.

Rewards:

For completing this Scenario and defeating Sauron, you gain **+500 CP** to save or spend anywhere in this document, the Perk **We are both, Elves and Men, in Arda and of Arda** and the **Ring of The Ironfists**.

We are both, Elves and Men, in Arda and of Arda

When you start a Jump you can use this **Narrative Perk** to enter as both a **Drop-In** and a **Character-Insert**. If a jump has multiple entrance points such as a Mini-Jump Compilation you may only use this Perk once and all other entry points will require you to pick one or the other.

Ring of The Ironfists

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the one ring. While wearing this ring you can envelop your flesh in the power of the ring. This makes it so that any

blow your body takes is reduced as though wearing armor and any unarmed strike you make is reinforced as though using a magical weapon.

The Sacking of Erebor



In this Scenario you will awaken within the depths of the Lonely Mountain within the public area furthest from all exits as Smaug descended upon the mountain.

This Scenario functions like a **Gauntlet** disabling all out of jump Perks, Powers, Items and Companions other than Body Mods.

To complete this Scenario within ten years you must escape the Lonely Mountain with your life and reach the Iron Hills.

While Smaug will not target you specifically he will slaughter any Dwarf he comes across.

Both Smaug and Thorin Oakenshield will possess a form of Plot Armor that will protect them from changes to canon but you can choose if the events you participate in will be canon to the events of the Mini-Jump's.

Rewards:

For completing this Scenario you gain **+500 CP** to save or spend anywhere in this document and the **Ring of The Firebeards**.

Ring of The Firebeards

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the one ring. While wearing this ring you can envelop your body in flames. These flames though not magical can not harm your body but can be used to harm your enemies, these flames are also as a type of armor protecting you from heat, cold and all manner of flames.