

Middle-Earth: Shadow Of War – The Reddit Edition

By: Lots_Of_Mistakes_

The world of Men is ending. I have seen it. I have felt it. In the fires of Mount Doom, a Ranger and a Wraith bound together in death crafted the one thing that could challenge the Dark Lord.

A Ring of Power.

But power can blind those who seek it, and even the strongest bonds can be broken....

Shadow of War is a continuation from the game *Shadow of Mordor*, a narrative based on J.R.R. Tolkien's legendarium and set between the events of *The Hobbit* and *The Lord Of The Rings* film trilogies. While the broader events of the world are unchanged, liberties were taken with certain characters and new ones were introduced during *Shadow of Mordor* and *Shadow of War*. Orcs here seem to have a sense of humour alongside their brutality, and a certain spider is a bit... different... from its other depictions. An alternate timeline, perhaps?

Shadow of War primarily continues to follow the story of the ranger Talion, who is still infused with the spirit of the elf lord Celebrimbor, as they forge a new Ring of Power in Mount Doom to amass an army to fight against Sauron.

However, once the Ring is complete, Celebrimbor is abducted and held hostage by Shelob, forcing Talion to hand over the newly forged Ring in exchange for Celebrimbor. Talion reluctantly agrees, giving the Ring to Shelob, who claims they have a common enemy in Sauron. She uses the Ring to see into the future, directing Talion to the last Gondorian stronghold in Mordor, Minas Ithil, which is under siege by Sauron's forces due to the city's possession of a valuable Palantir. Talion eventually encounters an elven assassin by the name of Eltariel, tasked with hunting the Nazgul by Galadriel, who is the playable character of the DLC *Blade of Galadriel*. Another ally that is made here is Baranor, a lieutenant protecting Minas Ithil, who becomes the focus of his own DLC *Desolation of Mordor*. While both lack the gifts of a Ring of Power, they have their own talents and tools that allows them to combat the forces of Sauron. As the quest to defeat Sauron continues and Talion works to build up enough strength to assault Sauron's fortress directly, new alliances are formed, older alliances are strained by differing goals and betrayals, and faces old and new both aid and cause more problems.

The end of this tale, or at least that known at this point, comes decades later with the destruction of the One Ring and the final downfall of Sauron. Many sacrifices are made before this triumph, and while unknown to those outside Mordor, the actions of those in this story bought the time required for this final victory.

Perhaps you will let this play out as it would, perhaps you would give aid spare those that would otherwise suffer for this distant victory, or perhaps you will render all their efforts for naught.

Whether Middle-Earth is covered by Darkness or Light is up to you.

Take 1000CP to spend here to help you survive the next decade.

Starting Location:

This is when and where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Minas Ithil** –The last bastion of Men defending Gondor from the hordes of Orcs that mass in Mordor under Sauron's command, and although they have beaten back the tides before - all that changes with the arrival of the Nazgul. The region is comprised of a small forested road with an outpost leading to the large bridge where the city itself lies - divided into a lower and upper section, as well as the main citadel. Though it eventually becomes known as Minas Morgul, perhaps your actions will change things?
2. **Cirith Ungol** – Home to a large cavernous and rocky region with a fortress perched on the outer cliffs, flanked by several Outposts that lie in and out of the tunnels below - and where Shelob the Spider makes her home. The region is comprised of many short tunnels leading to broad open ruins where Orcs have formed Outposts, and the region is also plagued by Ghûls and Spiders who make their home in the nests all around these areas.
3. **Nurnen** – Much like Nurn from Shadow of Mordor, is a more lush and jungle-inspired island than the rest of Mordor, and is home to more varied wildlife, and dense forests that have grown to surround the various Outposts and the lone Fortress out by the coast. The region is comprised of several valleys and rocky cliff paths, as well as a dense forest full of Caragors and Graugs where the Spirit of Carnán dwells, and the remaining ruins have been converted to Outposts that the Orcs now use.
4. **Seregost** – A snowy region and much tougher than many of the other places in Mordor, owing to the more dangerous enemies, beasts, and bigger Outposts flanked by a large central fortress in the middle. The region is comprised of steep mountain passes, often with sheer drops or curving roads, and includes several icy passages and a large frozen lake, nearby where many Icy Graug can be found along with Caragors.
5. **Gorgoroth** – A volcanic region near the seat of Sauron's Power at Baradur. It is one of the toughest regions in Mordor, surrounded by Sauron's finest troops. The region is comprised of volcanic plains, rocky ruins, and the slopes of Mount Doom with cavernous passages connecting the realms. It is also home to some terrifying Drakes, Flame Graugs, and more. Be wary not to delve too deep here, as something powerful slumbers beneath the lakes of fire.
6. **Mount Doom** – It seems that you are beginning where a future quest would end. This volcano's chambers are where the One Ring was originally forged by Sauron, and where Celebrimbor forges his own. Perhaps you can make use of this place, or those that would visit it.

7. **Free Choice** – You may pick any of the above, or any other location in Middle-Earth. Maybe avoid picking Barad-dûr unless you are absolutely certain you can face the Dark Lord by yourself.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins:

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

1. ***The Gravewalker*** – You're not supposed to be among the living here, Jumper. You have been revived in some way, and unlike other mindless corpses you seem to be entirely living and possessing your own will. Talion would fit into this Origin, though you don't automatically get his ability to repeatedly return from death you will find that ability within this Origin.
2. ***The Assassin*** – You're on a mission, Jumper. Whether or not you choose to carry it out, you have a much greater focus on moving quickly and quietly, tracking down and eliminating a specific type of target. Eltariel would fit into this Origin.
3. ***The Guard*** – You are a protector, Jumper. Your focus isn't on combat or your personal survival, but instead running and safeguarding civilisation in and around wars. You guard what would otherwise be lost in the battles for this world. Baranor or Idril would fit into this Origin.
4. ***The Warchief*** – Fancy a proper brawl, Jumper? While others might rely on resurrection, magical trinkets and the might of a city at their back, you have a simpler but just as effective focus. Brute strength, adaptability, and some of your own tricks have let you survive and thrive in the harsh land of Mordor. Ratbag or Brûz would fit into this Origin.
5. ***The Ancient*** – You aren't a member of the races of Man, Elf or Orc. You are something else, something that could be far older. You have abilities none of the others possess and are far more suited to using the younger beings here as tools for your own aims. But you are by no means a weak being yourself. You could quite literally be a force of nature, or something scuttling in the dark. Shelob or Carnán would fit into this Origin.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin and background.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free – **Common Tongues** – It would be awkward to show up somewhere and have no idea what anybody is saying. This Perk avoids that problem, giving you perfect fluency in the most common languages of whatever world you end up in, written and spoken. In Middle-Earth, you can converse in whatever the language of Man is, Elvish, Dwarfish, and any languages you know due to this won't trip you up with unusual accents. You'll understand and even be able to use them as easily as a born native. This doesn't cover certain secret languages though, and if something is in a language you understand but seems to be gibberish it's possible that you've encountered something in code you'll need to figure out using some other method.

100 – **The Black Speech** – This Perk *does* cover certain secret languages you might encounter, in this case being the Black Speech of Mordor. Not all Orcs know it, with some thinking it's just gibberish. Speaking, reading, writing and understanding these sorts of languages is instinctual for you, and you won't suffer from any side effects or negative aspects of knowing or using various dark and eldritch languages, nor do those around you. You can toggle that safety feature off if you really want.

Free/100 – **Colourful Characters** – The Orcs you might encounter here have somewhat more depth than you might have encountered in other stories involving the *Lord Of The Rings*. While they will often still show how cruel and violent their society is, they clearly have their own personalities in this setting. With this Perk, similar beings that might be considered generic or could be more-or-less interchangeable with no real motivations of their own will now have their own unique motivations, interests and personalities, even a sense of humour. Bear in mind this will not make those affected by it any less more or effective, threatening or dangerous – just because an enemy Orc clearly cares about their pet Caragor doesn't mean they won't feed you to it if they can, or one with a sense of humour might laugh at a joke as well as ripping you in half. This might cause a lot more variety in terms of verbal threats as well. On the plus side, recruiting such colourful characters would make any usually generic forces you build up much more entertaining to interact with, and it might be a nice change to have some more variety in your enemies. This is free to have while you are here, and 100CP will let you encounter similar things in future Jumps.

Free/100 – **May I Introduce Myself?** – It may become notable that notable figures, such as Orc Captains, like to introduce themselves in a sufficiently attention grabbing and memorable manner. You'll find you can do the same thing, and so long as you aren't using the brief spotlight for an advantage other than style, you can call out the target's name to attract their attention, which focuses it entirely on you and might even zoom in on you if necessary. You can then give a short speech of some sort that gives some sort of insight into

your character, actions and intentions are in a suitably dramatic manner. It's as if everything is momentarily paused while you introduce yourself like this, so they can't just strike you down in the middle of your entrance. You can cause enemies to do this as well, just be aware they might get a sneak attack or trigger an ambush *before* introducing themselves properly. This is free while you are here, and 100CP to take with you to future Jumps. You could even find those benefitting from this Perk assigning their own hype-man to do the talking for them.

200 – **Mental Map** – Mordor is a big place, and accurate maps might be difficult to find. This is no longer a problem for you, as you get a surprisingly detailed mental map of any areas you are in, which update when you find important features and figures.

400 – **Necromancy** – Feel like raising an army using other means? There's no shortage of the dead in these conditions. This ability will grow over time, starting with animating one or two weak corpses using energy gleaned from killing enough. In time you could learn to summon up corporeal ghosts of the dead as an army, create totems that repeatedly revive nearby corpses under your control as long as the totem remains intact, or even perform rituals to bind wraiths into living or near-dead beings for a variety of purposes. Those killed by undead are far easier to call back, sentient or otherwise, than those killed by the living.

The Gravewalker

100 – One Wall, One Ranger – You have at least two decades of training and practical experience at being an expert Ranger, capable of navigating the harshest environments of the world to keep the more peaceful areas safe from the things lurking beyond the light of civilisation. You can easily climb up any surface with handholds, balance on ropes and have no fear of heights or dizziness from acrobatics. You're more than capable of defending yourself with blades, as well as a bow and arrow, and have impressive stamina and resilience. You have all sorts of knowledge pertaining to wildlife, natural hazards, herbology, and you know how to use all of it to your advantage. You don't seem to need to sleep very often, and in combat with more humanoid figures it isn't too difficult to evade clumsy strikes and even leap over them as long as they aren't towering over you – and if they are, you could likely slip between their legs to strike them from behind. You seem to avoid all the bumps, scrapes and scratches this sort of activity would cause. Must be all that fresh air.

100 – Adaptive – You may not quite possess a particular set of skills, you might not be built like a small building, and you might not have lived for centuries, but you are very quick to adapt. You have a knack for taking situations in stride after some initial confusion, even managing to work with a spirit inhabiting your near-dead body to survive in a hostile land, or figuring out how to mount and ride a variety of beasts. In the case of the latter, as long as they are not actively trying to throw you off, you can direct them easily enough you could still use a bow and arrow without falling from your mount. You'll even find a surprising amount of insect hives to disturb to panic your enemies, highly explosive grog barrels or the equivalent, and caged beasts eager to tear apart everything around them should somebody break their containment. In the midst of this sort of madness getting unleashed you actually have an advantage, less likely to be targeted by unaligned creatures and escaping the blast radii of what you set off with ease, able to still fight or escape in these conditions. For you, perhaps chaos really is a ladder?

200 – Last Gasp – As long as you are not killed *instantly* by something, you have a chance of escaping death for just a little longer. Should you be battered and beaten to the point you would and may actually fall to your knees, you have a short grace period. If nobody finishes you off, you will be able to get back up and fight once more. If somebody does try to finish you off, you will have a small but noticeable opportunity to counter the final blow and force yourself back into the fight. If you time it right you could even take out your attempted executioner with the same counter, but if you get it wrong...

200 – Friends From Strange Places – In a war like this, you're going to need allies. You might need direct aid, or you might need to compensate for the fact that even if you're the equivalent of an army by yourself, you simply cannot be everywhere at once. You might even find yourself in an inescapable situation where even death would be a better option. With this Perk, you have an uncanny knack for finding useful allies or being approached by those with whom you have a common goal. This doesn't create allies out of nowhere, but if they exist you are certain to find them or be found by them when you need it. As an example, if you were having a great deal of trouble with one creature, you could be saved by someone who has been hunting them for some time that would ally with you for the prospect of taking down their quarry. Some of the more tentative allies may be unwilling to

work with you at first, but you can probably find a way to persuade people that have useful skills and abilities to ally with you, one way or the other.

400 – Might – As you fight, you will get a feeling like a meter is building up, which will continue with combat so long as you are not hit, something which drains the meter if not full. If you prefer, you can have this be visible to you and nobody else. Once full, you can use the energy stored within it to perform a number of more potent attacks, such as a powerful execution move to finish off an opponent, to fire an arrow with explosive force, to cause the area to erupt with a blast of some other power you possess, to unleashing some extra power from any mount you happen to be riding. This does not have to be triggered as soon as the 'meter' is full, as you are able to store up and save this charge for later use. Given some effort, you may be able to create a second 'meter' to allow two of these powerful actions to be stored, or to empower a single action even more.

400 – Wraith – It seems you are more than mortal, possessing abilities that the living normally do not have in Middle-Earth. You can fall from great heights without harm, perform incredible leaps, run at great speed, even conjure up phantasmal weapons. Ranged equivalents may need you to locate some form of ammunition or give you time to recharge as unlike others this involves your ghostly energy permanently leaving your body as the projectiles. You can let yourself partially slip into a shadowy netherworld, remaining physically within the living world but able to perceive other beings within either even through solid surfaces. Given time and experimentation, you could develop other abilities such as a second leap off of thin air, unleashing blasts of ice or fire or poison, teleporting yourself or others to you by expending the same energy you would use for projectiles, or fight in multiple places simultaneously as your wraith acts under your mental command. With just this Perk, this power is entirely yours and unshared with any other being, though if you should want to talk to a wraith that gives you this power or provide guidance in using your own, you should check the Companion section.

600 – Unfinished Business – Some tasks may take a lifetime to accomplish, some may take many lives. Some may be capable of taking your own, possibly multiple times. Fortunately, as long as you haven't actually accomplished your task yet, this won't be a problem. Set yourself a goal, a difficult task that could potentially claim your life, one that you might willingly die to achieve. Now, so long as that task is not completed, should you die you will find yourself awakening elsewhere in a safe location with whatever you had on you when you died, banished from death. Time will have passed, more significant and damaging deaths causing more time to pass before you return, but you will be back on your feet and ready to try again. Until you have completed your unfinished business, like avenging your dead family, dethroning a dark lord or otherwise, you will keep coming back however long it takes. Bear in mind that you could still potentially be enthralled rather than killed, captured in some way and kept alive, and some powerful foes might have ways of dealing with a revenant such as yourself if they have sufficient knowledge of manipulating life and death. You also won't be around during the time after your death, so hopefully your allies will be able to handle themselves during your absence.

Capstone Boosted – To come so far. To fight so hard. To sacrifice so much. Yet to still fall short, due to means beyond your control? Did you ever really matter, in the grand scheme of things? Should your means of sustaining life before your mission is

complete taken from you, you will find other ways of remaining active in the world to finish things... though the alternative to death may be unpleasant. Your fate is your own, if you are willing to sacrifice enough to keep it that way. You can still earn the ending you fight for, though it may be bittersweet by the time you obtain it.

600 – The Power of Domination – You are capable of essentially enslaving the minds of others, bending them to your will. It is faster if you can physically contact their head, but can also be done from a short distance, though still only one at a time. This can be done to any living creature, and some undead, that possess something akin to a functional mind. Those with more power or stronger wills may need to be broken in first by seriously harming them, but average grunts will fall to you within a few uninterrupted seconds. With some practice, beasts can be rapidly dominated without needing to harm them. You can use this ability to look within the minds of others as well. Bear in mind, however, that some beings are protected against this sort of mental interference through some means. They might not serve you with just this power at your disposal, so you will have to find other means to remove them as an enemy, or perhaps find ways to weaken them to the point they are vulnerable. It won't work on mindless puppet corpses or the equivalent, but you have a chance of dominating anything that actually has some sort of mind. Perhaps even creatures like Ringwraiths, or stranger things, should they lack a way to stop you seizing control.

Capstone Boosted – There will be some beings that have wills of iron, or some manner of mental defence against the power to dominate their minds. If they cannot be bent, they will be *broken*. You can forcibly damage the mind of those that are otherwise resistant or even immune to your ability to control them, causing them to become deranged and likely mentally damaged. While some would see this as a fate worse than death, this also shatters the defences they had that once shielded them from being controlled before and can greatly weaken them if you desire that. Should you apply the power of domination to them again, or any other mind-altering techniques, you will find the shattered remains of their mind perfectly pliable and obedient. You may need to take other measures if you want to reconstruct them mentally after breaking them, however, as they are not exactly going to possess their former intelligence after you broke their brain. Still, there is a time and a place for brute forcing things when subtler methods are ineffective. Sometimes you might need to set an example.

The Assassin

100 – **Elvish Agility** – If you are outnumbered and your opponents are vastly stronger than you, being somewhat more agile than most might be the difference between life and death. With this Perk, you'd become as fleet footed as a particularly athletic elf. While someone empowered by unnatural forces might be able to run circles around you with their enhanced bursts of speed, you will leave Orcs, Men and Dwarves in the dust. Parkour is just as easy for you as an athletic and well-trained ranger. In extreme circumstances you could potentially get off a collapsing bridge before you fall to your doom, but it might be best not to push it that much for too long.

100 – **Self Sufficient** – You aren't intended to be a leader or have many allies in the field. Fortunately, you are perfectly capable of keeping yourself alive in inhospitable environments. You can take care of your equipment and yourself fairly well, and can do all the hunting, scavenging and field-based medical care you might need to do in order to stay alive on a dangerous solo mission.

200 – **Can You Keep Up?** – Some certainly can, if not outrun you entirely, but not everybody is as fleet as foot. Now, when you want allies to keep up with you, they can. As long as they have roughly the same method of transport as you, no matter how fast you are moving and over what terrain, you will never leave your allies in the dust. You *can* leave them behind if you want, but you might want to keep the backup, even as a distraction while you focus on other opponents.

200 – **Friendly Competition** – With a mission like yours, there is little time for revelry. So, it might be nice to take advantage of the few occasions where you can work with someone else to fulfil the same goal to actually entertain yourself a bit. By setting a challenge you are both capable in succeeding in that does not disrupt your overall goal, you can have a competition with any number of allies. The goal of your game could be to kill a certain number of enemies first, get a set number of headshots, remain hidden longer while infiltrating an enemy base, or reaching a location faster. The choice is yours, and all involved who agree to the competition will have a mental display of the score of every competitor. Once somebody wins, all involved will accept the result with no complaint, though they may offer subsequent challenges for a rematch. All involved may develop some greater sense of comradery through repeated friendly competitions. More difficult challenges will have the winners somehow awarded, such as finding a rare item of loot on the last target or locating something valuable in a hiding spot. Just bear in mind that once established the rules don't change until the competition ends, so unless you specify some form of bonus points for certain foes, even if you take down something very big it will still only count as one.

400 – **Last Thing They Never See** – You don't have the brawn of an Orc, the reinforcements of Gondorians, or handy self-resurrection. What you specialise in is stealth, remaining hidden and striking from the shadows. If you are already fast, now you know how to move almost silently. You can mask your scent, hide your trail, and have a knack for avoiding sentries and remaining hidden even in enemy territory. Even those with unnatural senses will find it more difficult to detect you. While they will notice your presence if they're still alive after you attack, something far more likely to occur with powerful opponents you

cannot fell with a single blow, you also have some skill in escaping angered opponents and hiding once more. You've also got rather good aim with a bow and arrow, should you have one, and even if your eyes are not elven you have keen eyesight that can identify the best places to shoot.

400 – Blessing? More of a Curse – You have a 'gift' that lets you sense the presence of a specific type of enemy. The more numerous the enemy is the harder it is to track them, but if it was limited to a group of nine figures you could unerringly track them anywhere in Middle-Earth. While you can toggle this on and off, it takes time to recalibrate to track a new type of enemy.

600 – Stalemate – In a war against darkness, sometimes a stalemate is a victory. This is the case now, as far as you're concerned. If you are able to continually harass an enemy of any kind, not necessarily defeating them but not being defeated yourself, they will find themselves forced to focus all of their effort on dealing with you before they can do anything else. You might not be able to beat them, but you can hold back the forces of darkness and let others continue to live peacefully in the light.

Capstone Boosted – A heroic sacrifice where you hold the line *forever* is all well and good, but battles of attrition are a thing. Now, that will apply far more heavily against your opponent. The longer a conflict goes on, the worse it will get for whoever is ranged against you. They will get frustrated with your stalling and make critical mistakes, their forces will become demoralised, they will bleed resources, and if you hold the line long enough you could even find your opponent's forces imploding in response to your unyielding resistance.

600 – Light of Jump-Chan – Usually just of Galadriel, and you can still have it as that if you prefer, but you have access to a form of energy gifted from a powerful and ancient being that is perfectly suited for facing your foe. You decide who or what that foe is at the start of each Jump, or perhaps leave the light 'dull' till you find a suitable target and lock it in, at which point the focus will not change till the end of the Jump. The more specific the foe, the more potent it is. Targeting an entire species will give you a mild deterrent and resistance to their natural abilities, targeting a small and specific group will make the Light powerful enough to resist their abilities and drive them off, and targeting a *single and specific being* might make you capable of facing something far more powerful than yourself in single combat. You might have significant problems against the *rest* of their forces, however.

Capstone Boosted – Oh, now *this* is something far more! The Light is *much* more potent now, as beautiful and terrible as the dawn. If you narrow it down to a specific group of opponents, to a maximum of nine, they will find this allows you to create defences against them stronger than the foundations of the earth. Your allies will love you for the strength you possess, and your enemies will despair at the blinding wrath you can bring down upon them. You can tear through the resistances of whoever the Light is targeted to, making their weaknesses far more potent. While before you might be able to fight a Dark Lord, now you could *win*. What you do once they're helpless is entirely up to you.

The Guard

100 – **Historian** – Protecting the present is all well and good, but perhaps we should try to protect the past as well? Those who fail to learn from it, and all that. You not only have a great deal of expertise and luck at preserving, locating and safeguarding historical artefacts, you also have a great deal of knowledge for any given culture within the world as long as they are known to have existed. You are good enough to identify important artefacts on sight, even if it looks like a chipped metal plate to someone else you could clearly make out its origin, use, and what it implies about the culture based on all available evidence. In a more peaceful time, you could quite easily become a very well-regarded archaeologist, as your explanations of such matters are accurate and interesting for practically any audience.

100 – **Swords and Soldiers** – Where you and your forces might be somewhat limited in sheer strength, speed and other unnatural abilities your foes possess, you are very good at getting the forces you do have to work together effectively. Where your enemies might charge madly on their own personal rampages, your forces can move as one single entity. Battlefield formations are easy to form and very effective. All that practice pays off, as warriors with less complex tactics find themselves far less potent against your organised armies of soldiers.

200 – **Shield Against The Dark** – There are a lot of dangers involved with living in cities on the edge of safer lands, such as bordering the territory of a dark lord. But there are also some benefits, namely that you stand between them and those who might be less able to defend themselves. As long as your forces are present at a border, any invading force cannot pass to affect other lands until they have destroyed your forces and taken over any defences you may have had.

200 – **Management** – You might not be the best at fighting battles yourself, but you are great at all the things *outside* of the battlefield. Finances, troop movements, training, logistics, even running the various processes involved in the function of entire cities. You can even sort out how to delegate things to the right people so you don't have to micromanage everything yourself. As long as you are around, you can keep civilisation running relatively smoothly as long as it survives, and in worse cases have a knack at restarting the process.

400 – **Builder** – Somehow, mortal men are able to build some rather impressive fortifications when pushed. It might not have the sheer magnificence of the Dwarves strongholds, or the elegance of the Elven cities, but it can hold up to the brutality of the other occupants of Mordor quite well. Unless they start cheating with flying creatures and treachery, but that's another problem. You are capable of designing very effective and setting appropriate buildings, from simple houses for farmers to grand fortresses capable of withstanding years of siege, which will be resistant to whatever you specifically design them for. Out of context issues, such as explosive powder in an otherwise somewhat primitive setting, will need your own ingenuity to anticipate and account for, but otherwise you can have a good idea of how something needs to be built in order to deal with commonly known problems. You're also rather good at organising repairs and improvements to existing fortifications in a fraction of the time, to the point that by the time the next army approaches your stronghold you've not only fixed the damage the *last* army did, you've

made some improvements to counter their tactics. This can all be quite resource intensive, so you'll need to be able to persuade whoever is funding your work that it will be worth it.

400 – Hold The Line – Those you seek to protect may be outgunned, outmanned, outnumbered and out planned. You might need to make an all-out stand. As such, it would be unfortunate if you and your fellow protectors were ignored or bypassed by enemy hoards. Now, so long as you and those under you maintain some line of defence, your enemies will be forced to directly confront this before going after whatever they are defending. As long as you and your forces hold the line, no enemy will be capable of getting past it at those you are defending. Bear in mind that your defences could still be subverted by betrayal on your side, and if your defences collapse so will this barrier against invasion.

600 – At Any Cost – Sometimes, a total victory just isn't an option. When there is absolutely no chance of winning, and you need to save what little you can. Unfortunately, you may need to make some sort of deal with your enemies in order to do so, and it will cost something significant. With this Perk, making some sort of deal with an enemy is always possible so long as they have some manner of intelligence to bargain with. If they lack intelligence, you will figure out how to sacrifice something to spare what it left, such as creating a distraction for others to exploit. The price may be high, even unacceptable to others, but there is now the opportunity for something you were protecting to survive. Bear in mind that while this holds those you deal with to their word; they could find loopholes in your agreement, alter the deal if others on your side try to interfere, and if you go against the spirit of the agreement you can consider any deals and protections null and void.

Capstone Boosted – Now you can enforce the deal in terms of the wording and the spirit behind it, even if the enemy agreed to the deal with the intention of exploiting imprecise wording or some manner of unfortunate accident. If you sacrifice a city for someone's freedom and offered up a treasure it once protected, the cruel beings you made a deal with will not decide they are 'free to die with their people' and immediately try to slaughter everyone involved. Instead, they will uphold their side of the agreement as you had hoped, even though they may justify it out of petty cruelty such as letting them live with your betrayal. Additionally, so long as they do not find out about it, you can go against the spirit of the agreement. If they do find out somehow, the deal is broken, and the protection is lost.

600 – Small Things – Without some form of immortality, fantastic power or incredible skill, it seems that mortal races are at a significant disadvantage against the dangers of Dark Lords, savage creatures and various other threats. But as events later on will prove, sometimes being small and unthreatening can be an advantage. Not only is it far easier for you and others with you to be overlooked by more powerful forces, you have an impressive amount of luck at succeeding whenever you take advantage of these distractions. Almost as if something was making a point about the potential of supposedly insignificant beings, or at the very least preferred that they make the winning move rather than those with more power.

Capstone Boosted – Some, when handed power, are tainted by it. Noble goals become tainted by greed, saviours become conquerors, good people become dark. When handed power, political or mystical, you are not affected. You are immune to corruption through such things, either personal or spiritual, yet you are still able to

use that acquired power to do exactly what you set out to do in the first place. You could wield a Ring of Power and not fall to temptations that might come with it, or have your mind and body twisted into something else.

The Warchief

100 – **Mordor, Born And Razed** – This may not be a misspelling, considering the Orcish culture. You have been born or created in a harsh environment and you can certainly survive in it. Raw meat, freezing blizzards, scorching volcanic environments, disease and hardship... well, it really isn't that hard for you to live in it. You might not be comfortable in it, but you'll survive the environment. Just need to keep an eye out for the inhabitants that are just as well adjusted as you are.

100 – **Grog Drinker** – Better for you than milk, if you're an Orc. Really, Orcs here seem to use Grog as an alcohol and a medicine, and since you bought this Perk you can benefit from the same thing. You can stomach any form of alcohol in any quantity, choose whether to appreciate or negate the taste regardless of its contents, and rapidly heal yourself of any maladies by drinking it. Just bear in mind that you might still be affected by poison slipped into it, or explosions caused by it.

200 – **Bright Lord, Dark Lord, Same Thing Really** – With various forces that can't really be killed by conventional head-popping zooming around Mordor these days, sometimes it's better to bend the knee. If you do, you'll find yourself accepted by whoever has defeated you regardless of who and what you are or your previous actions, and you'll be appropriately rewarded for whatever aid you are able to provide. You help your new boss conquer a fortress and throw your hat into the ring for position of owning it, they'll be far more likely to give you the position than any of their other allies.

200 – **Et Tu, Brûz?** – They never saw your betrayal coming. Even if it should have been somewhat obvious, but they should have just treated you better, really. You have the skills, timing and will be lucky with opportunities to betray those you serve under and take everything for yourself – or just leave defences open for your allies, whatever works for you. Even the most paranoid of employers or well-armoured of Warchiefs won't notice you sharpening the knife or be suspicious if you're approaching them as they're standing on a very high point. Just... make sure once you pull it off, they won't be able to come after you in revenge.

400 – **Brutal Cunning** – You wouldn't exactly be a Warchief for too long amongst the forces of Mordor if you weren't good at fighting. Those that rely too much on their bodyguards might end up being backstabbed by them. You have a combination of instinct, training, and the right body type for an approach to combat you prefer. Maybe you're a sneakier fellow using traps and bombs, so you'll have a more agile and dextrous frame. Stay at range, you'll develop much better eyesight and aim for your powerful crossbow. Maybe you go for the direct approach, and as a result you'll have a towering and muscle-bound body capable of lifting up a Caragor and breaking it in half. Uruk, Olog or Goblin, whatever species or sub-species you've become, you are amongst the best at your particular style of combat.

400 – **Cunningly Brutal** – Some might think you have two heads, on account of you being so smart. In this case probably smart for an Orc, but if you were some other species you'd be among what passes for the more intelligent amongst them. Perhaps you're not necessarily incredibly intelligent, you just know exactly how the rest of your kind thinks and how to

exploit it. You'd certainly be able to lead your own people into an ambush at least twice before they caught on, which might be enough if they didn't have some outside help. Either way, you're good at tactics, ambushes and fooling your own species.

600 – **Iron Will** – Being called stubborn is one thing, but anyone trying to modify your mind against your will might find it easier to get through your thick skull with metal rather than relying on a magical ring. You're essentially immune to mind control, mental alteration intended to make you more pliable, or other such puppetry. You will not be bent, and the best they might manage to do is be forced to break you entirely. Even then, you could bounce back given time.

Capstone Boosted – You might have heard someone saying about an open mind being an unbarred fortress, and since you might have at least one of those it would be a shame if all those open minds of your subordinates caused problems like that. With this power, such subversion of your forces is no longer an issue. They can be broken, but never bent against you. You yourself are now mentally unbreakable. Perhaps you have will of a metal forged under unusual circumstances rather than something as mundane as iron.

600 – **Adaptive Tactics** – It would be annoying if someone kept exploiting the same trick or tactic to great effect on you, spamming arrows at your face from a distance or repeatedly freezing you to get a few hits in. You'll be having the last laugh when after the second try their trick stops working, you grab the little blighter and pop their head off. Come to think of it you'll probably be having the only laugh, on account of a head being ripped off not exactly being ticklish, then their head being popped off, unless you've got a bunch of blokes around who have that sense of humour. Once gained, you'll keep the immunity to any particular trick or tactic used by an individual or the group with them during its use whenever they're present. If whoever triggered it are killed or not present for a time for whatever reason, your newfound immunity will fade into nothing unless triggered in the same way by new attackers or the originals return to try again. This is best used on those with limited skill sets and weapons, as those with a wider range of approaches might be able to adapt as fast as you can.

Capstone Boosted – They might have put you down, but you got back up again, and they're never going to keep you down.... with the same trick, at least. While the adaptive immunities used against you will wear off as usual, should you be killed then you will *permanently* adapt to whatever was used to put you down for the duration of that Jump. While this is obviously of limited use if you have no one-ups or equivalent, if you have some way to keep coming *back* after being put down, you could rack up a number of immunities and leave your enemies desperately scrambling for something new they haven't tried yet.

The Ancient

100 – **Steeped In Myth** – It would be peculiar if you were supposedly older than local civilisation and lived somewhere for millennia, yet nobody has ever found any indication you ever existed. Now you can plausibly be an ancient being without anyone finding irregularities in that story. With this Perk, you can now have a ‘backstory’ appropriate for your origin that will retroactively create records, sightings, stories and other proof of a long existence. You can even possess all the knowledge you would have of history from your perspective. This does not reveal any hidden secrets or change events by itself, as you have been a passive observer till your point of arrival in the setting.

100 – **I Deal Only In Truth** – When you’re telling the truth people know, you can also tell when people are lying to you. You might not necessarily be nice and certainly not setting a shining example to others with other things you might be up to, but at least you are notably honest.

200 – **Great And Terrible** – You are not of the race of Men, but you’re not an Orc, an Elf or a Wraith either. While you can certainly have a passably human form, you gain a ‘true’ form of some manner of immense creature and great affinity for others of its kind. While this defaults to a thing in a spider-like form that could very well be a descendent of Ungoliant like Shelob, you could instead choose to be a vast serpent, centipede, or raven. Or you could choose to be a towering tree-like being. Alternatively, you could be a looming monster of smoke and flame. Either way, you are very powerful physically, unnaturally durable, essentially ageless, and get more powerful as you grow older.

200 – **Elemental Manipulation** – Pick one non-manufactured feature of the world, such as ‘plants’, ‘shadows’, or ‘fire’. You are able to wield it as a weapon if you wished, such as creating a whip of fire, hide within it, or create and control facsimiles of another creature. The original must be weaker than you, and your duplicate will obviously be composed of whatever ‘element’ you chose, but it will have similar abilities to the original if it would not be antithetical to whatever the ‘element’ is. If this is the case, their abilities will change in form but not potency. As a drake made of plants would easily combust if it used fire, yours would instead breathe ice.

400 – **The Cycle Is Unbroken** – A being that exists for aeons may still need to rest and recuperate after battling with similarly powerful beings. You might even want to take a long nap and just sleep through the current problem if you have no interest in it. You can bind yourself to a location that embodies your chosen element, such as a forest for nature, a magma flow for fire, or a network of caverns for darkness, and not only gain awareness of what goes on within it but use it to recuperate. Even if you have been grievously wounded or exhausted in battle with a being that is your antithesis, you can come here to recuperate. Be warned, binding yourself to such a place can also bring about a vulnerability in your weakened state. If you were the embodiment of a forest and retreated to its heart, your enemies could potentially kill you should they find a way to burn down your resting place.

400 – **Spider’s Web** – You and what you can control are more than mere matter. You can capture and contain even insubstantial things such as bodiless wraiths, if they are

sufficiently weakened or distracted, either to finish them off, use them as a hostage, or keep them around for other purposes. The exact method will depend upon your other capabilities, such as ensnaring them in roots, trapping them within a cage of fire, or weaving a shadowy cloud around them.

600 – Sacrificial Sealing – Sometimes an enemy might be too mighty for you to stop entirely, unable to be killed entirely due to its very nature. Your foe might not be capable of dying due to its ability to regenerate or because it is barred from death in some way, perhaps even lacking such a concept. You are not one to let such limitations to your accomplishments hold you back, and you are willing to make a sacrifice to ensure the victory of yourself or others. Now you are capable of investing your own vital force into sealing it away, preventing your foe from reviving itself or regenerating, remaining imprisoned and unable to return to the living world or act within it further. You still need to be capable of defeating it, wearing it down to the point it is unable to resist this process. The power of your foe will also affect how much of yourself you need to sacrifice to seal it away, with something significantly lesser than yourself not costing you much, but something on equal footing as you or somehow antithetical to your nature could your own life or at least render you vulnerable and inactive for a long period of time. If you are weaker than your foe you might need to drive your foe into a location where it is weaker, such as a fiery being into a frozen environment, allowing you to seal away even something antithetical to your own nature.

Capstone Boosted – Going to all the effort and pain of sacrificing yourself or a great deal of your power to seal something terrible away, only to have someone else try and potentially succeed in freeing your foe once more would be immensely frustrating. Now this isn't a problem, as so long as you can defeat it in a battle or at least get a significant upper hand in the fight, you can seal it away with far less power and cost to yourself. As long as it isn't more powerful than you are, you can seal it away in this manner without costing your own life. Whatever you lock away, it cannot be released or revived while you still exist, your presence acting as a seal upon their imprisonment.

600 – Sight Beyond Mortal Eyes – You wield the gift of prophesy, capable of experiencing visions, flashes of the future you can use to identify events and determine what to do in order to bring them about or avert them. Bear in mind that self-fulfilling prophecies are possible, and you could be deceived if features of your foresight are vague or misleading. Still, this could be a potent tool for yourself and any allies you may have.

Capstone Boosted – Well now, it seems something has bolstered your sight substantially. Your own visions are far clearer and come easier, and now you can lend your visions to others... or at least as much of it as you want, in order to create the future that *you* choose. While you cannot outright show falsehoods, you can make important details less clear and present things in a way to let those you share your gift with see things the way you *want* them to. As your visions can be shared, others will now trust your foresight where they might have been sceptical when it was confined only to you.

Items

Undiscounted

Free – **The Mithril Edition** – You now have copies of the game *Middle Earth: Shadow Of War* for all consoles and computers you might have now and in the future, complete with all expansions, a collectible steelcase, 12-inch statues of major characters including yourself, a cloth map of Mordor, a collection of lithographs with concept art, stickers with the symbols of every Orc Tribe, and a realistic looking Ring Of Power... which is a mundane magnetic prop, but looks just like the real thing. You could use it as a fridge magnet if you wanted.

100 – **Soundtrack** – You have the complete soundtrack for the game. You can have it play at any time, audible to whoever you want it to be. It does not cause confusion or distractions.

200 – **Fortress** – You have your own fortress. It comes with a small territory you own in Mordor and can be placed into territory you own in future Jumps or merged with any other properties you own. See the **Fortress Customisation** section for details.

400 – **Palantir** – A magical artefact also known as a Seeing Stone. This one is separate from the others here and enemy forces cannot use it to see or affect you. This Item allows whoever possesses it to see any item, person or location they wish in real time, though it is possible for powerful forces akin to Sauron to conceal what you are trying to view in shadow if they are trying to specifically hide it. This comes with a stand, should you not wish to carry this treasure around with you.

600 – **The New Ring** – It is up to you if this is the most recent ring crafted by Celebrimbor, or you have your own independent one, depending on whether you have taken another's place in this story in the Bright Lord Scenario. Either way, this one is loyal to you. Your own strength has been used in its creation, rendering it free of others influence, yet you are not diminished or limited for it. Should you allow it to be taken from you, something that is not possible against your will, you can cause its influence to wear away at the minds and souls of those who foolishly dared to lay claim to your treasure. Or you could lend it as a gift, knowing its wielders cannot use the might it grants them against you.

Made with the intent of rivalling Sauron's own One Ring, it bestows upon its wearers the power of Domination, allowing users to force their will upon other life forms susceptible to its immense magical power. This effect is not absolute, as sufficiently powerful beings can potentially resist its power and break free of it. The mentally weak and broken are more prone to its influence, whilst those with a will of iron have a chance of denying it altogether. If you already have this ability through purchasing **The Power Of Domination** Perk, you will find it easier and more intuitive to use, able to seize control of even the most powerful beasts such as Graugs and Drakes if you can weaken their resolve or somehow make them more vulnerable. You can also sacrifice your own followers, causing their heads to explode in an attempt to intimidate your enemies, or provide aid by healing those within close range at the expense of your own health. Additionally, you can restore your own wellbeing by draining others of theirs.

As it was made to combat Sauron's own One Ring and the other Rings Of Power, you will find it is capable of breaking Sauron's hold over his Ringwraiths, either dominating them or releasing them from undeath. In future Jumps, you will find this power can be used to free others from mental control and contamination, as well as releasing those bound to undeath and letting those forced to remain lingering amongst the living to pass on.

Like other Rings of Power, it grants augmentative effects to those who wear it, enhancing their existing abilities to new heights. This applies to any weapons or artifacts they use, and acts as a Capstone Booster to the 600CP Perks here.

The Gravewalker

100 – **Ranger's Armour** – The same outfit that the Rangers of The Black Gate wear. While the protection it gives you against harm is limited, it does protect you from the weather remarkably well, and the cloak can greatly aid any attempts to camouflage yourself and remain hidden. There are a variety of pockets and straps for any equipment, allowing you to store and retrieve things easily.

100 – **Ranger's Blade** – This might be *Urafel* if you have replaced Talion, or a sword of another name if not. Either way, you will find this weapon is receptive to any upgrades or alterations you make to it. It will also change to match your personality and actions, taking on a glorious silver shine if you are a champion of the downtrodden, or perhaps becoming a more malevolent looking and ornate bronze blade should you be a merciless tyrant. By default, it bears this inscription: *A beacon of light to the unled. Blazing like fire with justice in lands stained with foulness. One stands alone in the light.*

200 – **Ranger's Dagger** – This may be Acharn, forged from the shattered sword of Talion's son, or another blade if you have not taken their place. Either way, this dagger is a silent implement intended to enact vengeance upon Sauron's armies, and if an opponent is unaware of your presence and you are capable of killing them, this can be used to do so silently. You can channel your own powers through it, such as being capable of turning those felled by it into revenants if you have the power of necromancy. It will change to match your personality and actions, such as becoming more sinister looking with a barbed edge if you are a tyrant.

By default, it bears this inscription: *A dagger secret in the night. Terrifying evildoers who must give back with blood. Swallows pain and red becomes black.*

200 – **Wraith Bow** – Whether this is Azkar or another bow depends on whether or not the Wraith inhabiting you is Celebrimbor or not. Rather than using arrows of conventional physical materials, this instead conjures insubstantial glowing blue arrows of Wraith-magic. While you may be able to find more of these Wraith-magic arrows throughout the battlefields of Mordor, purchasing this will ensure your supply steadily regenerates by itself. Inscription: *Narvi had me made for the ring-smith and for his loyal service. His arrows truly may they hit their mark.*

400 – **Mithril Hammer** – Perhaps this is Turánn, the smithing hammer Celebrimbor used to forge the Rings of Power, or it is another with the same capabilities. As well as being used in the creation and enhancement of weapons and armour, you will find that it also acts as a reusable throwing weapon. You can channel power through it to increase the impact of the weapon, making it capable of destroying less durable structures such as monuments with a single blow or unleashing a blast of energy around the impact point. While you might be able to find such a weapon here normally, buying this Item will grant you smithing skill equal to Celebrimbor themselves while you use it, and it will automatically return to you once thrown.

400 – **Runes** – While you might be able to acquire these in your time in Mordor normally, by purchasing this Item it ensures you will always be able to obtain something useful while you

are here and can continue to do so in future Jumps. Whenever you slay a particularly powerful opponent, such as a Nemesis, they will drop a rune. You can use these to provide additional effects or enhancements to your weapons. Combining different runes on a single weapon will increase its power in different ways, such as combining one that has a chance to set an enemy on fire with one that causes more damage to unaware opponents to create an effect that causes unaware opponents you kill to explode after a short time. Killing an opponent in a specific manner will allow you to attain a specific type of rune. For example, if you managed to kill them using a stealthy approach such as sneaking up behind them and slitting their throat, you will receive a rune related to stealth. The more powerful the opponent, the more powerful the effect of the rune will be. You can apply these runes to any ranged weapon, melee weapon or stealth weapon, and you can swap them around at will should you change weapons or acquire a better rune.

600 – **Haedir Towers** – These might be called dark imitations of the Palantir by some, but they can grant sight once they have been claimed. Interacting with the fiery stone in the chamber atop them allows you to perceive through an eye-like blue flame above the tower. They allow you to locate lost secrets and memories of their environment's past, with points of interest found through the eye being automatically marked on any map you are using if desired. While you will find these towers in the various regions of Mordor even without this purchase that you can purify and claim for yourself, paying for it here allows similar towers to be established within any territory you claim within the future. For one final advantage you can utilise to guard territory you have managed to claim, they allow you to instantly transport yourself between them so long as you are not in danger.

600– **Forge** – Do you intend to create a Ring of Power for yourself? That is certainly possible here, should you have enough time, skill and potency of your own. This Item takes the form of an appropriately equipped forge with an appearance of your choice and a source of materials for whatever it is you intend to make. If you intend to forge something like a Ring of Power, you will find yourself with something akin to Mount Doom. If you only need to fix a normal suit of armour or create something mundane like new horseshoes you will be presented with a more modest and discrete workshop. You can decide what you will be working on when you come to place this Item in the Jump, which can be in any territory you own. It can also be imported into any building you have, or into the Warehouse.

The Assassin

100 – **Elven Outfit** – This consist of a moderately plated full body armour with eagle motif and a cloak that both functions as a cowl and a cape that reaches to your legs. This loadout does not inhibit your movement in any way.

100 – **Twin Blades** – Fancy a go at duel-wielding? Even if you would usually lack the talent, you will find that you can use both of these blades simultaneously just as effectively as you can a single blade. They come with twin sheathes, which you can place at your sides or on your back, and you can remove or store your blades in them easily.

200 – **Lembas Bread** – You have a replenishing supply of the nutritious food created by Elves for sustenance on long journeys. It is wrapped in mallorn leaves and will usually stay fresh for months, but your batch seems to retain this indefinitely. Light brown on the outside, and the colour of cream on the inside. It is made of meal that was baked thin and crisp. Eating this will help you retain your strength on your difficult mission and help those who eat it recall fond memories of home without feeling homesick. You have the recipe to make more using common ingredients wherever you are.

200 – **Elven Bow** – A bow of elven origin, designed to work with their impressive eyesight. Even if you are not an elf, you will find yourself able to see as well as they do while using this, and your arrows travel further and more accurately if fired from this elegant weapon. Your supply of arrows steadily replenishes itself over time.

400 – **Guide** – Travelling on your own, you might want some friendly advice from time to time. This voice is happy to give it, though you are free to ignore what it says if you have better ideas. They have an uncanny amount of insight into what you need to say, do, or avoid when attempting to make alliances. It might point you towards those who you share a common goal with. It might recommend avoid mentioning a certain name if the one you are attempting a diplomatic approach with particularly hates that figure, or to save the workers of someone in order to gain the targets favour. The advice won't guarantee you can ally with anyone you like or that the relationship will not deteriorate at some point unless you actively work to maintain it, but it will certainly be helpful if you want to take an approach other than dominating others. The properties of this Item can be included into any other Item or equipment you own, and you can silence it at will should you not appreciate its aid. Unlike a certain other voice in someone's ear, this one isn't judgemental about any allies you happen to make. You can ask them for advice on subjects other than forming alliances, but don't expect them to have the same uncanny insight.

400 – **Fixer's Solution** – One word: Barrels. They're all over the place here. Normally, you poison a barrel, it's good for a couple of dead Orcs, but if you use this poison you could render an entire fortress uninhabitable. Lousy globs don't even need to drink it. Word of advice: you might want to back away from the poisonous green fog. Once you get enough barrels poisoned, all the Orcs in the area will have to flee. Or die. You could use this to take a fortress without an army at your back. Just bear in mind this will also render the area uninhabitable for some time to anything that can be affected by poison. You have a single vial, but it seems to refill itself after a few moments. You can use it on the Grog Barrels here,

and other vital supplies of your enemies in the future, contaminating them and the area for some time.

600 – Light Of Galadriel – An artefact formed of Elven craftsmanship, taking the form of a bracer that wraps around the four fingers of the left hand as well as on a ring placed upon the middle finger, with a rune centred upon the palm. You can use this to enchant your attacks with light magic, something capable of temporarily blinding enemies with enough exposure, or heal yourself. You will find any runes you apply to it will enhance and alter any inherent light-based abilities you have, such as adding effects like fire, poison, frost, or enhancing this Item's inherent connection to light. You can potentially disintegrate weaker enemies with this the light from this artefact, particularly those which are vulnerable to light in some way.

600 – Boat To The West – When you have grown weary of Middle-Earth, and there is nothing left to hold you there, you could set out on one last voyage. This boat will take those upon it to the Undying Lands, the place that Elves may go to once they are done with Middle-Earth. As this boat is yours, there isn't an issue with bringing others like Men or Dwarves, or even Orcs if they genuinely wanted to go there for a more peaceful existence. In future Jumps where Valinor doesn't exist, this vessel will act as a particularly effective normal boat which storms seem to avoid but can also transport those using it to an afterlife of their choice or similarly difficult to reach realm. Just bear in mind the trip might be one-way in some cases.

The Guard

100 – **Guard Post** – You have the position of a Lieutenant, perhaps of the Gondorian Guard at Minas Ithril. You have a place in the barracks, and you'll be paid a fair wage so long as you do your job well. This will provide you with a similar position in future Jumps. You get the uniform to go with this as well.

100 – **Guard's Sword** – A sharp and sturdy blade. There is not a lot special about the weapon itself, but it does symbolise your position as one who protects others. Your allies and those under your protection will feel safer and reassured should they see you with it.

200 – **Numenorian Climbing Device** – This is essentially an ancient and still fully functional wrist-based grappling hook, looking rather like a bracer, which can also extend into a durable shield for defence or a bashing weapon. It has a rather powerful built in crossbow, which automatically reloads itself with any ammunition for it you have. You might be able to load it with something more exotic than steel bolts if you have the right sort of technical skill or know someone who could tinker with it.

200 – **Glider** – A primitive but effective parachute that can deploy should you find yourself falling a great distance and lets you cover a considerable amount of ground. You seem to have a lot of luck finding updrafts to keep you airborne when you need them, though some skill will be required to make the best use of them.

400 – **Gate** – You might be good at protecting yourself, but you might not be able to be everywhere at once and protecting an entire city is not usually an easy task. This makes this particular duty significantly easier. If you have a settlement without a fortified gate you can put this in place, taking the form of a gate capable of resisting a large-scale siege. Alternatively, you can import its properties into the main gate of anywhere you are trying to defend. Anything trying to get into the settlement it defends will need to overwhelm the defenders at this point, rather than moving their assault to less well protected areas. They might be able to fly over the walls or bombard your city from a distance, but they cannot get any of their forces onto the ground or capture the city till they have taken this point. Be aware this specific defence can also be subverted by betrayal, as traitors or agents within the city could still prevent reinforcements to this choke point or re-route forces away from it. The city will not fall till this point does.

400 – **Numenorian Schematics** – This fallen empire possessed wisdom far superior to most of Middle-Earth today. The soldiers of this ancient empire wielded the mightiest blades, the most powerful bows... but, as with most things, they weren't satisfied there. They devised clever tools to deal with their enemies. You now have some of their work, designs for mechanical additions to your equipment that could grant properties not dependent on magic or superhuman capabilities. This record includes a variety of schematics, ranging from an addition to a shield that sets it on fire during a charge, to a spiked chain weapon, to a system that stores energy from blows against a shield and can violently release it against opponents. In future Jumps, this collection will update with other useful designs of technology from ancient or lost cultures.

600 – **Mercenaries** – These might be the Vanishing Sons, or a rival group. They certainly consider themselves to be amongst the finest warriors of Middle-Earth. That's questionable, but you can't fault their enthusiasm. They aren't heroes, being a collection of killers and thieves, and rather good at it. You can hire them out for a cut of the profit. Ordinarily, these are not soldiers, their loyalty is bought and when they stop getting paid their blades are no longer under their employers control, but you paid the CP for them so they will be loyal to you over all others. They see a bright future ahead of them. They see coin. Fortune. And enough danger to make it fun. You can establish this group in future Jumps, and they'll have adapted with the local resources.

As mercenaries generally get hired by whoever is willing to pay, you will find this group are capable of extending their services to anyone who would plausibly hire them in any location. This could ensure you and your mercenaries have a steady supply of money or used to place your own people within factions that you intend to sabotage or subvert. You can conceal your ownership of this group from these employers, who will believe that 'their' mercenaries are loyal to them, while in truth at any time *your* mercenaries are willing to turn on their true targets when you give the order.

600 – **Were-Wyrm** – Usually found in desert areas, you have somehow acquired one of these enormous subterranean and very carnivorous creatures that can travel beneath the ground and emerge to devour unfortunate figures. You also managed to accomplish something considered impossible and tamed this normally aggressive predator. They tend to respond to sound, and you know a signal to make them start and stop hunting within the local area. Bear in mind they go for *anything* walking around on the ground and cannot go through solid rock, though they have learnt how to recognise and avoid attacking yourself and your allies. Given enough time, this pet of yours can grow to be larger than most buildings, though this might limit where they can go if there isn't enough room. Still, they would be very potent siege weapons at that point. You might not need to bother assembling an army to take a fortress if your pet can just devour or sink the whole thing.

The Warchief

100 – **Chief's Armour** – A set of armour suitable for you. Even if it doesn't cover your entire body or looks crude, it is incredibly durable and protective. Particularly the back of it, something that might come in handy considering the propensity for backstabbing around here. Even uncovered areas of your body seem to share the durability this armour provides.

100 – **Brutal Weapon** – This might take on the form of an enormous stone club, or a jagged sword, or perhaps a serrated dagger. It will be an effective weapon, if not particularly elegant, and noticeably intimidate your enemies.

200 – **Cruel Crossbow** – Rather than a fancy bow, you have decided to arm yourself with a cruder looking but perfectly functional crossbow. This is designed for more rapid fire than a normal bow and causing the maximum amount of damage to opponents they hit at the expense of extreme accuracy or range. The barbed bolts fired from this weapon tend to stick into opponents and wound them beyond the initial impact does. You have a rapidly regenerating supply of this ammunition. It even has spikes on it, and is durable enough to act as a more direct weapon in a pinch.

200 – **Grog Supply** – You have a very large and regenerating supply of Grog Barrels. The popular and favoured drink of the Uruks, used to keep morale high and used in celebrations. To others it normally has a foul, pungent smell that would make non-Uruks wonder how it could be stomached, but with your batch you can decide to keep or remove that particular aroma with no change to its other qualities. You can decide whether it still attracts Were-Wyrms when spilt in areas they are present in the same way. It is a highly combustible substance, so be wary of using attacks and abilities that involve fire around it unless you don't mind the explosions that could be caused.

400 – **The Challenge** – If you don't want to deal with every defence an enemy fortress or settlement has at their disposal, you might want to deal with those before you begin your main assault. You could use infiltrators to sabotage such defences, or you could use this. It allows you to challenge figures in charge of specific defences and functions of an enemy fortress or settlement, goading and provoking them, who will then come to face the challenge within a relatively neutral area such as outside their fortress or territory neither of you have forces in. If you kill them, you can render their particular areas of defence or function inactive, and it will take a considerable amount of time for the enemy to find a replacement to get things running again. Bear in mind that those coming to meet your challenge will do so with forces they would reasonably have at their disposal, compensating with stronger ones if they themselves are not suited for combat. A powerful warrior might only come with a few bodyguards as they will be confident they can take you on themselves, but an administrator more suited to paperwork will bring a large number of enforcers to protect them as they would be more sceptical of their chances of defeating you in combat. They may even come with vehicles, beasts or heavy weaponry if it is appropriate for the setting. You cannot use this to challenge the person in charge of the entire stronghold or settlement, but you can challenge their subordinates who are responsible for important functions. You could also use this opportunity to subvert them rather than slay them, if you

have the means to do so, and instruct them to sabotage what they are responsible for in the event you assault the fortress or settlement.

400 – Beasts Of Mordor – You have bonded with examples of various dangerous creatures that live in these lands. When you call upon them, they shall come, skuttling, fluttering, leaping and lumbering forth to aid you. They are trained and consider you an ally, and the weaker they are the greater in number they can be, while the stronger or more specialised creatures may only come in a pair. You could summon a swarm of hungry Ungol Spiders or Mordor Rats, unleash a nest of stinging Morgai Flies, call forth a flock of Hell-Hawks, or muster up a group of vicious Ghûls to feast on your enemies or a pack of Caragors to ride upon. If you are in need of something more powerful but less numerous, you could instead bring forth a pair of towering Graugs to smash your opponents into greasy smears, or fiery Drakes to take flight and burn your foes to ashes. Once you use this Perk there is a waiting period before you can use it again in the same area. While you can keep this limited to the creatures from Mordor, you can also update it to equivalent beasts you encounter in future Jumps. When pack animals that can be ridden are called upon, they will include a strong pack-leader for your personal use, such as a Dire Caragor. If there is a variety of a specific type of creature, such as the Flame, Frost or Poison Graugs, you can decide which ones you want to come to your aid.

600 – Flag Of Victory – You could go with the more time consuming and riskier approach of carefully eliminating every enemy within a fort as you capture it, hold each part of it against counter-attacks, manage to eventually take the fort after an arduous battle that tests the endurance of your resources and forces against your enemy, then go to a lot of effort to get rid of any surprises they left for you... or you could use this to speed things up a bit. All you need to do is to get this flag to three key places within an enemy fortress or settlement and ensure there are enough of your forces within these designated areas for long enough compared to the enemy forces, and you will automatically capture all of the fortress except for its leader and their quarters. This could be a throne room here, or perhaps their personal tower or control room in future Jumps. Should you defeat them, or they flee the area, you will then automatically assume control over the entire fortress, settlement or facility. Any enemy forces remaining within it will flee, automatically be captured, or convert to your forces. Any traps left behind will either vanish or register you and your forces as the proper owners of the territory, and any sort of security or local population will treat you as the proper owner. Any damage you caused during the capturing process will be fixed, resources spent by the territory to try to defend against you will be restored, any symbology or designs that symbolised its previous ownership will change to your own, and it will be ready to hold off a subsequent attack if needed.

600 – Arena – Want to watch a pit fight? Face someone's champion with your own or step in yourself? Practice against opponents without the risk of death? Train up your own forces? This has got you covered for all of that. This arena, which can be set up in territory you own or attached to a property you own, has enough space in the stands for a large audience to witness a fight and a good vantage point for yourself. It can host fights you decide to arrange between specific fighters or produce generic fighters that vanish once the fight is finished. For these purely entertainment fights, to avoid matches drawing out unnecessarily long, you can assume control over one of the combatants. This mentally places you into

their body, allowing you to use their skills and physical abilities but as you want rather than what they might normally do.

If you can issue a challenge or otherwise contact an enemy and they agree to it, you can arrange for a champion of their own to fight in this arena against your own champion, or perhaps face the champion yourself. Either way, this fight could be used to settle a disagreement if both forces involved honestly agrees to it and you do not attempt to cheat.

You could also use it for safe practice, allowing it to be used to fight opponents to the death without consequences. Any death is undone as those felled awaken in the entry area to the arena, and injuries fade away upon leaving the arena. This consequence-free deathmatch can be used against generic opponents the arena provides, or between yourself and those who are aware of the nature of this competition and agree to it.

Finally, you can use this to train your own forces. While they could use the consequence-free battle option described above to get some basic practice in, if those involved are willing to accept additional risk to themselves there is an alternative that provides greater benefits. This use of the arena causes the survivors to grow noticeably stronger with their victory, and can potentially even develop new capabilities or resistances. This empowering effect needs the opponents to be somewhat evenly matched, so trying to strengthen a powerful warrior further by throwing fodder against them will not work, as they need something posing real risk to them for the victory to grant them anything.

The Ancient

100 – **Mythology** – A collection of historical records about the world you are in, as well as your own personal legend. This would allow you to keep track of what the world knows or believes about you, and to learn about other beings that you might end up interacting with. It covers Middle-Earth's history while you are here, and in each Jump you can get another collection representing the world's history and any additions to it your presence has.

100 – **Your Mark** – You might want to make it clear you are active within a given area, either to give others somewhere to find to interact with you or to try to ward off intruders. This could be a symbol that you can place within a location, or even something like a strong feeling of your presence to those who enter the area.

200 – **Treasure** – You might not have much need for worldly possessions, but you might have accumulated things over time. This is a hidden stash of wealth that you have acquired over the years, or perhaps found in some forgotten place. It will mostly be simple material goods like gold, jewels and perhaps some artefacts of minor historical interest, but in each Jump you will be able to find one particularly notable artefact in your collection. Not necessarily powerful, but perhaps famous in some way.

200 – **Brood** – Creatures that serve you, perhaps ones you gave birth to, or created or altered using your abilities. Whatever it is, they will match your particular type of being. If you are a spider the size of a cart, perhaps these will be spiders up to the size of a large dog. If you are a creature of wood and leaf, perhaps some manner of woodland animal. If you are a creature of fire and shadow, perhaps they will be smaller beings of a similar nature. Whatever they are, they are significantly smaller and weaker than you, though potentially great in number. You may direct them as you will.

400 – **Secret Ways** – You may have walked this world for a long time, and in your wandering you have discovered or created paths that others do not dare to venture on, or perhaps know nothing about. This is a wide network of old and unknown ways that you and your allies could use to get around unnoticed, like underground tunnels and overlooked paths that others do not use. These ways are hidden from others, allowing you to travel across the breadth of Mordor without being spotted by even the most watchful and piercing of eyes. In future Jumps, you can give a territory this collection of hidden pathways, and even link it to any properties you own to allow unseen travel between them. It isn't any faster than other routes but being subtle can have advantages over speed.

400 – **Hunting Ground** – Powerful you might be, but you didn't last this long by not taking every advantage you could. You might not survive much longer if you don't continue to do so. That might be why you decided to purchase this. It seems to be an environment that was almost designed to give you advantages in combat based on your abilities and weaknesses, which your enemies find difficult to navigate. If you could walk on any surface, it could be a series of caverns and tunnels that allow you to exploit this ability to attack at unexpected angles. If you were made of plants, it could be a forested area you can easily blend into and damp enough to make starting fires difficult. If you were of a fiery nature, it might be a chamber filled with lava and scorching air that you can comfortably inhabit while your

enemies must endure the terrible heat. It can either be a location by itself, or you can assign its properties to a building or territory you already own.

600 – Cult – Sometimes it's nice to be appreciated, and this group certainly likes you. They're rather fanatical about it really, outright worshipping you if that's what you want. Or they could just quietly guard a location with their lives and do their best to prevent anyone from disturbing you if you would prefer an existence of solitude. While they are not an army and would not fare well against the more powerful figures of Middle-Earth or other worlds, should you somehow be imprisoned or killed they have an uncanny capability to succeed in releasing or reviving you. The latter only works once a Jump or every decade, as it requires quite a lot of effort and sacrifice on their part. They will most likely decorate themselves or where they are staying with affectations to your own appearance and nature, unless you tell them otherwise.

600 – Ancient Place Of Power – This place is as old as powerful as you. Perhaps you created it? It will take a form that is appropriate to your nature and goals, such as an enormous cavern if you are the type to hide in shadows, a dense forest if you have close ties to nature, a volcano if you are a creature of smoke and flame, or perhaps even a colossal tower if you are the type to lord over all you survey. Whatever your location is, it will be difficult and dangerous for others to access, and you are aware of every part of it. You can sense every stone, leaf or spark within this place even while you are not present. When you are here, you can project your senses far further and more accurately than you would otherwise be capable of doing, allowing you to keep an eye on the world around you even if you are trapped here. If you were deep underground, you could sense every footstep for miles around and immediately notice any attempts to dig down to you. If you were in the heart of a forest, the birds and beasts would warn you the moment someone sets foot within its boundaries. If you had a tower, you could see much of the surrounding world regardless of the weather. It would take something quite significant to distract you enough to hide from your senses in this place, something important that you would devote your full attention to it, and even then whatever is trying to conceal itself would have to be very small and very lucky to avoid your gaze for long.

You will also find that your power is noticeably enhanced when within or near this place, as is what you create with your power. For example, if you had a power of prophecy, then you would find such visions are easier to use while you are here. If you created a mind-altering artefact, it would be significantly more potent when close to this location than it normally is a great distance away.

Finally, if you are somehow harmed or exhausted, you can use this place to heal and regain your strength much faster than you would otherwise. You could recuperate in days instead of weeks.

You can have this set as a specific location or give another territory or property you own the advantages this Item brings.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

Free – **Forthog Orc-Slayer** – This unusual figure will occasionally show up out of nowhere to help you out, give you some advice and perhaps a motivational word or two, before disappearing again just as mysteriously. Armed with a weapon that seems to be a cross between a guitar, a spiked club and an axe, they are a very skilled fighter. They'll occasionally provide you some support and encouragement on your long journey.

400 – **Spirit** – (Free with Wraith) – You are not alone anymore. A long-dead being has been bound to you, and though they will not have any power except that which you allow them to have, they can guide you in the use of the abilities of a Wraith if you have the Perk. They can separate themselves from your body as a ghostly apparition that cannot be seen by others unless they are perceptive to such things or overlay your own to give yourself a ghostly visage. This can be partial, projecting their spirit over your flesh such as having half of your body take on their appearance, or you can choose to visually replace yourself with their ghostly form.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **The Survivor** (Free for The Gravewalker) – You might be quite capable of taking on a large number of enemies by yourself, but if you are within their territory without the sort of knowledge of the area and activities they possess you might still lose the war even if you win every battle. That's where this figure comes in rather handy. They might not be able to win a fight by themselves against a strong opponent, but they can certainly escape to scrap another day. Either one of Mordor's greatest survivors or luckiest inhabitants, they have managed to survive and thrive despite mediocre combat skills and a general demeanour

that makes most Orcs want to kill them. At one point they were bound and left for dead by other Uruks, but you found them and freed them in exchange for useful information. Over time, this has developed into an unusual but effective partnership. As well as an uncanny knack for survival and escape, they have a great deal of knowledge of the Orc hierarchy and are very familiar with the area.

200 – **The Fixer** (Free for The Assassin) – This masked figure approached you, pointing out they were worth more to you alive. See, they provide solutions. Most problems in Mordor can be solved with the swing of a blade. But when the situation at hand is more complex, for example when you need to not only kill one enemy but also make it appear that a second was responsible, this figure is the one to call. They can make difficult problems go away and can draw on a vast network of manipulations and owed favours to make it happen. They are valued as much for their results as for their discretion, a quality virtually unknown in Mordor. Should they need to accompany you in person, you will find they are just as fleet as foot and subtle as you are.

200 – **The Lookout** (Free for The Guard) – While you're keeping watch, it might be helpful to have someone to watch your back. You get along well with this figure. You might be long-lost siblings, or perhaps they are someone related to an important official. You can leave them to look after things in your absence, as they're quite a good leader and administrator in their own right, but they are equally capable of accompanying you into the field of battle.

200 – **The Bodyguard** (Free for The Warchief) – As brutal as life in Mordor might seem to outsiders, it is entirely possible for strong bonds to form between some of its inhabitants. You've forged one with this figure, a fine addition to your army. From here on out, they will be your shadow. No one gets to you without their say so. They will do what they can to protect you and your territory, and have the unusual ability fill in roles in combat opposite to your own. For example, if you are a huge and durable figure using a giant but slow weapon, they will be a smaller but much more agile figure. If you specialise in ranged attacks, they will focus on close combat. Your bond is so great that should any harm befall one of you, the other will immediately be aware of the danger and the cause.

200 – **The Thrall** (Free for The Ancient, Perks from any other Origin) – It seems you have earned yourself a loyal servant of some sort. They have decorated themselves to match your theme, work well with any sort of creatures you might control, and are curiously immune to your main area-of-effect attacks. That should help so you don't accidentally kill them.

200 – **The Guardian** (Perks from The Ancient) – It seems you have earned the favour of something old and powerful. Rather than forcing you to carry out their orders, they seem to be more inclined to guide and aid you, as your unusual nature has caught their interest. To see something new after so long intrigues them, and to ensure their mere presence does not harm you, they have granted you significant resistance to their nature.

Fortress Customisation

Taking a Fortress is just a single step in your conquests. Holding a Fortress against attackers is equally important and may be considerably harder. To aid in protecting where you have managed to capture without having to spend time and resources in the Jump, you can use this to establish defences. You have an extra 600CP to spend in this section. You do not need to buy lower tiers for the Wall or Gates defences to buy the higher tier upgrades. Should your defences be destroyed or expended, they will be restored one hour after combat involving the fort has ceased.

Walls

Your outer defences. Attacking forces will need to get past these to assault the rest of your fortress.

Free – **Wood** – Sturdy wooden walls, not good at holding off sieges or particularly fireproof but better than nothing.

100 – **Stone** – Solid stone walls to repel attackers, stronger than the wooden option and fireproof.

150 – **Reinforced** – Stone walls that have been strengthened to increase resistance to attack.

200 – **Metal** – Walls that have been strengthened and reinforced with thick iron plating; these can withstand a tremendous amount of damage.

200 – **Poison Sprouts** – You have a defensive system that causes clouds of toxic gas to boil from cunningly placed mouths on the walls, blistering and choking attackers as they try to climb up or assault them.

200 – **Fire Sprouts** – You have a defensive system that emits gouts of flame from mouths placed on the walls, incinerating and terrifying attackers as they try to climb up or assault them.

Gates

The entry and exit points in your defences, which may become a focus of assaults if they seem to be easier to deal with than the walls of your fortress.

Free – **Wooden** – Sturdy wooden gates, not good at holding off sieges or particularly fireproof but better than nothing.

100 – **Iron** – The gates for your fortress are made of highly durable iron, which is fireproof and can withstand a lot of damage.

Troops

In addition to whatever garrison you have established for your fortress, you may want specialized forces to deal with assaults.

100 – **Savage Host** – The defending army is bolstered with Savages, axe-wielding shock troops. While they are not well armoured, their frenzied attacks can cause a lot of disruption to enemy forces.

100 – **Defender Host** – The defending army is bolstered with Defenders wielding large and durable shields that makes direct attacks more difficult. While might not be able to cause a lot of damage, they are good at holding defensive lines.

100 – **Hunter Host** – The defending army is bolstered by Hunters, who hurl jagged spears that are especially deadly against beasts.

Siege Beasts

These Graugs have been trained to carry a powerful ballista on their backs, operated by a single Uruk. They are intended to fire at long range into attacking forces.

100 – **Fiery Siege Beasts** – The defending army fields Siege Beasts whose projectiles release fire on impact to incinerate and terrify attackers.

100 – **Poisonous Siege Beasts** – The defending army fields Siege Beasts whose projectiles create toxic clouds that choke attackers.

100 – **Cursed Siege Beasts** – The defending army fields Siege Beasts whose projectiles pummel their targets with dark, crippling artillery fire.

Beasts

A more mobile and limited in range option than Siege Beasts, these are used to defend your fortress at a closer range.

100 – **War Caragors** – A pack of Caragors without riders that will fight for you. While they are not particularly powerful individually, their numbers and agility can make them highly effective at countering assaults.

200 – **Hellfire** – The gates of your fortress are guarded by caged drakes whose breath incinerates attackers. An unconventional choice if your fortress has wooden walls.

200 – **War Graug** – A towering War Graug defends the fortress, eager to crush and devour all attackers.

Battlements

These are additional defences placed upon the walls and towers of your fortress, intended to make it harder to get over the walls or closer to them.

100 – **Spiked Walls** – The walls of your fortress are augmented with spikes that prevent attackers from climbing them.

100 – **Fire Archers** – Archers that utilise incendiary arrows that to incinerate and terrify attackers.

200 – **Farsight Archers** – Specialised archers that can shoot faster and at greater ranges, eliminating more enemies before they reach the fortress.

Mines

These defences will only trigger once when they are first encountered by your enemies but are quite potent.

50 – **Poison Mines** – Attempts to reach strategic points within your fortress are hampered by toxic mines that blister and choke attackers.

50 – **Fire Mines** – The approach to the fortress is littered with volatile mines to incinerate, terrify and enrage attackers.

Drawbacks:

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

+0 – **The Story Continues** – While the events covered by this Jump Document continue from *Shadow of Mordor*, you can choose whether to do the same if you have already been there. Bear in mind that your actions in that earlier Jump may affect what happens here. This is a Continuity Toggle involving the *Shadow of Mordor* Jump.

+0 – **Expanded Universe** – Do you want the events in other Jumps involving Middle-Earth to have consequence? Now you can have the events of this Jump continue from those or have the events of a Jump set in a later period of Middle-Earth follow this one. This is a Continuity Toggle involving any other *Lord Of The Rings* Jumps that you have been in or intend to go to afterwards.

100 – **Why Is The Grog Always Gone?** – It certainly seems to be whenever you are around. Every time you need it, either to drink it, blow it up, or to poison it, you'll find the barrels empty and cups run dry. It might be best not to tell any Orcs you're the reason it keeps disappearing, it won't make you a lot of friends if they find out.

100 – **Keep The Coin Flowing** – Warriors you might recruit here aren't quite as reliable as they once were. Their loyalty is bought and when they stop getting paid, their blades are no longer under your control. Hopefully you have enough to pay your people for whatever comes, as other ways of ensuring their loyalty no matter what are no longer as effective.

100 – **Jumper The Insufferable** – You really are, as you have a habit of thinking up new titles on a regular basis and demanding others address you by it. Others will likely find this annoying, and you will be equally annoyed if they don't use the proper title.

100 – **Jumper Needs An Introduction** – You certainly seem to think so, as now not only are you compelled to introduce yourself and display some aspect of your personality and approach when you do so, everybody else who is notable will be doing it as well. This will happen upon first meeting, or if someone shows up unexpectedly and it's been a while since you last met.

100 – **Jumper's Not Quite Invincible Army** – It seems every significant ally you gain or notable servant you recruit now has some manner of weakness that can be exploited by your enemies. One might be weak to poison, another terrified of fire, another vulnerable to being shot in the head. Even if you have some way you can usually use to remove weaknesses or render others invulnerable this won't work anymore. They're not necessarily weaker, and these flaws in their defences are not obvious to your enemies, but if they could not be beaten before, now there is a way to do so.

100 – **Whatever You Do, Don't...** – Oh, you'll figure it out. You'll have to now. You don't instinctively know how to use your new weapons or abilities anymore and will have to learn as you go. Probably best to figure out how your parachute works before you leap off a cliff,

or test out a mind-controlling power on some expendable heads to avoid popping the ones you want to recruit.

100 – Jumper The Inscrutable – Sorry, what was that? You have a peculiar accent or way of talking that is still a real way of communicating, except others find it almost impossible to understand.

100 – Jumper The Singer – Your fate just went from bad to worse, as you are forced to speak in verse. They may have heard of one like you, who prances and dances and sings till blue. Wherever you travel, you'll sing and babble. Here your tongue shall spend its time speaking nought unless in rhyme. The Jumper's songs will never end, which might drive others round the bend.

100 – Jumper The Amputator – You might have been planning to run around slicing the limbs off Orcs. Not bad, as amputations go, but your technique could use a bit of work. Here, I'll show you some of the finer points. You are now missing one of your limbs, which is now replaced by a crude claw or peg-leg depending on which limb was picked. You can choose to take this drawback up to four times.

100 – Jumper The Blight – While you might have once been pristine, unspoiled, untouched by blight or foulness... you have been transformed. You are not a pretty picture. Perhaps you were exposed to poison, or some sort of acid? Now a good portion of your body looks twisted and molten, to the point where some of your teeth might be visible even when your mouth is closed.

100 – Jumper The Bore – Your enemies are clearly dimwits compared to you, something you are compelled to make clear. As you meet upon the field of battle, you will be compelled to show off your superior knowledge, going into a lecture about how now, like so many champions before, you will test your mettle in the service of your lords and nations, that your masters might redraw the map and scrawl their names across the blood-spattered parchment of history, and how your battles will steer the fate of the world. At least you might give out a few interesting historical references in your long-winded explanations and comparisons. Might be best not to rely on you to give short, concise orders.

100 – It Won't Make A Difference – Regardless of your efforts, you will not be able to change what happens here in the grander scheme of things. You might be able to alter small details, but the major events and outcomes will still happen in some way no matter what you do here.

100 – Jumper The Puppet Master – You see those two decorative skulls on your shoulders, to your left and your right? They have plans for you and would prefer than you do what they say. They can't actually force you to do things, but they can keep pestering you, and though they can't be heard by anyone else expect them to regularly interrupt when you are talking. Arguing with them on a frequent basis is a very real possibility if you aren't keen on obeying them to keep them quiet. At least they have a sense of humour, even if their timing isn't always going to be great. It might be awkward if one of them makes a joke when you're trying to sort out a serious negotiation and you desperately need to keep a straight face.

100 – This Isn't Canon! – Some creative liberties were taken with this setting, which could be explained away as being an alternate timeline. You will now notice any deviation or change this setting has compared to the original works of Tolkien, and it will always bother you no matter how minor it is. It doesn't matter if it's somehow interesting, creates a new side to things, or benefits you in some way. It will always irritate you, and you will likely have to fight down the urge to complain about it.

100 – All Will Fear Me And Rejoice – The Dark Lord's army is without number, the other kingdoms are ill-equipped to face them, and yet... you might have the ability to reforge the fate of this world and illuminate a path through this darkness. Let all see your power grow! You shall purge this darkness, and cleansed by your light, a new army shall take hold. Your army. The light will always prevail, and all who resist will be burnt by it. Your power and grace will wash over this land. You will know glory, and your enemies will know subjugation by your hand. Mordor will be yours, and threats will turn to dust as you take everything from them. Their rings, their armies, their power, all yours. There will be no limit to your power, and all will tremble before the Jumper. All will serve you in your quest to restore order to Mordor. To all of Middle-Earth, perhaps? Would it not be right for one such as you to rule this world, improve it after such mismanagement has led it to its current state? You might become what you seek to destroy with this Drawback, which will make you much more likely to justify measures to yourself and others that you would usually object to, and your solutions noticeably more extreme than you would usually use. Hopefully you have close allies who can convince you not to justify actions you would usually be hesitant to carry out, or at least the power to back up your ambition and not fall in your conquest like the previous Lords.

200 – Dead Man Walking – You have received a mortal wound that cannot be healed. Fortunately, you are either bonded to a spirit or an artefact you possess, which keeps this wound closed. Unfortunately, if the spirit or artefact is removed from your person, the fatal wound will reopen, and you will bleed to death within a minute if it is not returned.

200 – I Wouldn't Give It Up Either – You might normally not be willing to give up some of your valuable possessions, perhaps due to how powerful it is or how useful the abilities it grants you are. Now it seems that one of your allies has claimed one of your most valuable possessions for themselves and refuse to give it back to you during your time here. Even if it would be useful, even if it would make things easier, even if they supposedly care for you and there's a situation where it would save your life, they will not relinquish their prize and you cannot forcefully take it from them.

200 – I Have Fought This War Alone – Don't expect to get any long-term allies while you're here. Any friends or allies you make will shortly abandon you or find themselves busy elsewhere and unable to aid you, and don't expect your Companions to accompany you into this Jump.

200 – Blood Brother Revenge – Do you know how hard it is to get a blood brother? You'd think it's quite easy, as you keep running into Orcs that blame you for killing theirs. Whenever you kill an Orc Captain, there is a much higher chance of another showing up to

take revenge upon you for killing their blood brother. They might even be actual brothers, coming to avenge the ones you've slain or done something nasty to.

200 – When You Put It That Way, It Does Sound Insane – Travelling between entirely different worlds, picking up fantastic new powers just for showing up, collecting all sorts of incredible things... well, it doesn't really fit in here very well. You no longer have any Perks or abilities from outside this Jump. *Alternatively*, you no longer have access to any Items or other resources from other Jumps. You can take both aspects of this Drawbacks for a combined value of 400CP.

200 – Jumper The Obvious – You are not suited to stealth. In fact, you are so bad at it you might have been given a title suggesting why. Maybe you have a habit of screaming when you should be staying quiet, stomping when you should be treading lightly, or yelling at the top of your lungs whenever you make a sneak attack. You can still fight just as well as usual, just don't expect it to be quietly or rely on the element of surprise.

200 – Jumper The Machine – You might wield steel, but it is not usually part of you. This Drawback changes that. It seems you were damaged and repaired... in a fashion. You were renewed by steel. You were put back together using artificial components, but while they function despite their crude nature, unlike someone similar you might encounter here you are not any stronger for it. In fact, these sections of yourself are noticeably less durable than the rest of you might be, and don't benefit from any regeneration your more organic portions might have. You might end up replacing and repairing them yourself should you be damaged.

200 – Jumper The Obsessed – You had heard of them, but nobody had ever mentioned their beauty. No they did not. You are deeply in love with someone, determined to make them yours. For ever, and ever, and ever. But sometimes it's as though they look right through you. That they don't understand your love. But you will not be ignored. If you can't have them, no one can. You feel like fate wants you to be together, and do not care what others say.

200 – Another Abomination Cleansed From Mordor – Some would think this threat impossible to survive, as your foe almost never misses. Don't think you can just rush them either. Ogg, the Bow of Morgoth, has unmatched skills with a crossbow and has been without a worthy hunt for far too long. They watched as you made your way across Mordor and decided that you would be a suitable challenge, and one they will enjoy very much. A remnant from the First Age who sees his previous master, Morgoth, as the only true ruler of Mordor, Ogg sees himself as a pure-blood unlike the modern Orcs who serve the Flaming Eye. Run, hide, and keep moving, for as long as the Bow of Morgoth hunts you, their arrows will be a constant threat, as will the archers they train.

200 – The Under Folk With Punish You For Your Transgressions! – They shall rise against you. Literally, as they burrow up to the surface. Golm the Digger, an Orc with an uncanny ability to burrow into and out of the ground with ease, does not appreciate the horrible racket you've been creating. They will do whatever they can to bring any glorious future you plan crashing down around you. You will be facing an enemy who brings forth packs of

Ghûls and can vanish beneath the surface should they be overwhelmed, and don't expect to successfully hide in any underground passageways or caves while the Digger is still around and working against you.

200 – The New Orc Kingdom Will Be Built On The Ruins Of The Old – And you'll be buried beneath both if its builder has their way. Ar-Kaius the Architect is responsible for the design and construction of Mordor's many tribal fortresses, and they feel their grand visions of a future Orc civilisation are threatened by your actions. Thinking you stand in the way of their masterwork, they will do whatever they can to arm the fortresses of Mordor against you, creating new defences and weaponry. Their iconic hammer, the Boneshaker, is even better at breaking down the walls of your fortresses than they are at strengthening the walls of others. Expect to find fortress assaults significantly more difficult to carry out while the Architect is still around and sharing their work with your enemies.

200 – Got One Word For You, Maggot – BOOM! Any captives or hostages you try to take seem to be armed with explosives that will kill them and might at least harm you if you cannot escape the blast or prevent it. At least they will always reveal they have the explosive to you and everyone around you a second or two before it goes off, most likely by holding it aloft, so you have time to do something about it.

200 – Weakness – You now have one. You can pick between a variety of flaws in your defences, things that will hurt you far more than other things do. Options include poison, fire, ice, curse, light, beasts, stealth attacks, and ranged. For +200CP, your weakness will always cause some degree of damage to you when you are exposed to it, bypassing your defences. For +400CP, you can make this a critical weakness that will cause significant damage to you should you it be used against you. For +600CP, your weakness is crippling, and if used against you it will be almost immediately fatal. You can take any degree of this Drawback for multiple weaknesses, if you really want to take that much of a risk.

200 – Jumper Is Enraged – Pick a type of attack that can be used against you or a source of harm you could encounter here, such as poison, fire, ice, curse, light, beasts, stealth attacks, ranged and general injury. When you are exposed to it, you will be driven into a violent rage and lash out at whatever enemy caused it in a berserk fury. In this state you will not care about any collateral damage you may cause, so you may damage your own forces or others you would normally intend to protect. You can take this Drawback for multiple triggers stated here, if you don't mind the chance of slipping into a berserker state on a more regular basis.

200 – Twin Troubles – It seems you have become a target of two unusual Ringwraiths. These rogue Nazgul have assembled an army to dominate all of Mordor, and you will have the honour of being its first trial. They seek to hack any Rings you have from your fingers to aid in their own conquest of Middle-Earth. One must admit they are ambitious. Even if you have defeated the Witch King, these two will still be a thorn in your side and achieving victory over them will be likely be painful. They are formidable opponents, fighting as a single entity and skilled enough to fight Nazgul while they were still mortal. You will need something powerful to break free from the enchanted chains they will use to try and bind you and to penetrate their armour of shadows that will block any mundane harm.

400 – **Banished From Death** – But you're not fully in the world of the living either. You are stuck as a wraith with little of your original power, limited memories, and bound to a living host. You need to guide them to find artefacts that held some importance to you in order to regain your full memories and power. To aid your quest, you can share your power with your host, and while it will become progressively more difficult to acquire what you need, they will benefit from the increase in power over time. If your mortal host dies, you will be dragged into death with them.

400 – **Such A Little Thing** – What's that on your hand? Did you get some new jewellery or... oh no. You accepted a gift you shouldn't have or claimed a spoil of war that should have been abandoned. Now it seems you now wear one of the Rings usually limited to the Ringwraiths. It will steadily wear away at your will and soul, trying to turn you into another of Sauron's servants. You could take it off, but... Why would you give it up? It is yours. And if your resistance isn't enough to maintain control of yourself, Jumper will be no more, and the Great Eye will feed on you.

400 – **IT'S ALL SAND!** – Were-Wyrms certainly seem to think so. Everywhere that isn't solid rock, you'll have a chance of encountering these dangerous creatures. You won't encounter the Rumbler, fortunately, but the smaller ones can still swallow a man whole. They tend to be drawn to Grog, so try not to spill any in places where they might show up. At least they avoid heights and won't be attacking you when you are inside buildings.

400 – **Worked Out All The Hitches** – Sadly, this isn't quite the case. Your equipment and any Items you have now seem to have some manner of flaw that cause them to malfunction. It won't be lethal or damage you, but you might find a sword gets stuck in its sheathe, or a magical artefact doesn't work every time you try to use it. More simple and primitive things will be somewhat less reliable than before, while you can expect more complicated and advanced tools and weapons are much more prone to failure or misfire.

400 – **Always Said You Were An Optimist** – Know what that is, mate? It's about sizing up a situation that's bloody impossible and saying "yeah, all right – I'll have a go!" You have a tendency to overreach and overestimate your chances. You might think it's a good idea to backstab someone who is effectively immortal without a way of ensuring they'll come back to return the favour.

400 – **Shamed** – Your mind has been ravaged, weakening your power and resolve. You are still yourself, but less than you were before. You have a mark on your face like a handprint that cannot be removed or covered up.

600 – **Maniac** – Your mind has been broken. You are stuck in a deranged, furious state. You can still fight and defend yourself, but it will be more of a bestial, berserker fury than any sort of tact or finesse you once possessed. You can still follow the instructions of your trusted allies, vaguely recognising them, but don't expect to be the one coming up with plans or others to rely on your mental faculties anymore.

400 – **I Will Not Dominate These Orcs!** – Really? Even if you were perfectly happy to dominate someone else and backstab your own allies beforehand? You are either going to be reliant on diplomacy or doing things yourself, as methods of forcibly recruiting do not work or you are unwilling to use them.

400 – **Tricky Escape** – Somewhat implausible at times, really. On occasion, which will be notably more often than you might otherwise encounter this, you will find that your enemies manage to escape when it really shouldn't be possible. They might deploy a smoke bomb and somehow vanish, run just out of sight and disappear, or climb onto a ladder and end up vanishing beneath the ground when the ladder stops at the surface. It's certainly going to get frustrating, and quite likely confusing how they keep managing to do this.

400 – **Enchanted** – You seem to have an admirer. Unfortunately, while they genuinely like you and see a great deal of appeal in you and your actions, they are not someone you would want to associate with closely. They might be a particularly odd Orc who writes bad poetry about you if you happen to be of the races of Men or Elf, or if you are an Orc they might be an Elf who keeps spying on you when you think you're alone. Whatever it is, it's something others will consider strange and you will be uncomfortable about it.

400 – **Maggot-Nest** – A squirming, wriggling warmth has taken over you. A thousand-thousand pulsing maggots crawled over and into you, scouring the dead flesh from your ragged wounds. Now they are with you always. A churning, writhing horde of torment. It won't kill you, but never expect to be comfortable.

400 – **As One Power Falls Another One Rises** – That is the way of Mordor, and unfortunately of your time here. Every time you get rid of one threat, another will show up in its place. This does not replace threats brought by Drawbacks with ones equal in danger to the ones you vanquish or neutralise, but there will always be a problem of some sort you will have to deal with on the level of at least an ambitious Captain.

400 – **This Is Not The End You Have Fought For** – But it seems someone disagrees. While you might normally be able to ensure loyalty through supernatural enforcement or genuine friendship, with this Drawback one of your allies will eventually betray you. It will come at a crucial point, perhaps just before you have accomplished a major objective, at which point they will decide that sacrificing you is the only way they can accomplish their goals. They may not literally stab you in the back, they may instead not provide aid when needed and leave you to deal with a threat while you lack crucial support, or try to take something that is vital to your efforts. This does not guarantee they will succeed in their efforts or you will be unable to stop them, but it will take you by surprise and likely leave a bitter taste in your mouth at their betrayal, as you will forget you took this Drawback.

400 – **No Sense Of Humour** – Usually, you would find that the Orc occupants of Mordor, while still undeniably brutal and bloodthirsty, have a sense of humour. If you prefer to have a more serious take on the locals, or just need the points, you can take this Drawback. This is going to make the actions of the Orcs a lot darker and more brutal, more fitting in with their depictions in the rest of the *Lord Of The Rings* series. They'll also be a lot more one-dimensional and lack distinctive personalities, so they'll be much less fun to associate with.

400 – **The Stitch** – It seems that someone should be thanking you. Whatever way you were given life in this world has somehow prevented one of your enemies from being able to die after you slew them the first time. Getting killed by you might have been the best thing that ever happened to them, as now it seems they cannot die so easily, pieced back together and revived each time. You might need a way to ensure their death sticks. Fortunately, even if you have no way of ensuring they stay dead, you might manage to blunder into a victory, though killing the same enemy over and over and over might become exhausting. So here you are. Undying Jumper faces undying warrior. Time to see which one will stay dead.

400 – **White Hand** – Eyes are upon you. Wizen eyes that have seen much and would see much more. A mighty tower rises over Mordor. But at the foot of the Mountains of Mist, on the edges of an ancient forest, another tower looms. Through their agents, who now stalks you through Mordor, they will learn of the Dark Lord, and the traveller who presumes to challenge them. They will observe you for a long time if given the opportunity, learning everything about you for their master. With each fight they shall know more of you, and this knowledge will return to their master in the Stone Tower. Their master will likely be fascinated by you and your secrets and will learn of them even if their agent should die before they can report in person. They are but one window through which the wizard in the Stone Tower sees. It would be best to eliminate these agents or conceal yourself from them, lest their master can come up with a way to entrap, ensnare or eliminate you.

600 – **Risen From Your Past** – You are going to be seeing some familiar faces, and most likely not ones you want to see. Something is reviving notable enemies you have previously faced as undead thralls and sending them against you. Fortunately, they will send them either one at a time or in small groups rather than amassing an army and sending them all at once, and the thralls are unintelligent and incapable of communicating other than in bestial grunts and wails. Unfortunately, they are just as powerful as they once were, and may be more durable if being turned into a shambling undead creature would be an improvement for them. So long as you ensure their head is cut off, they will not be revived again once you have defeated them. Otherwise expect to encounter the same faces, albeit with extra stitches and perhaps metal replacements, over and over again.

600 – **Jumper's Bane** – You might normally have some form of resistance or immunity to all but a specific source of harm, or an ability that works on anyone, or a way of harming others that cannot be blocked. With this Drawback, there now exists a way to counter your attacks or abilities even if one did not exist before, or a weakness restored to an ability you had gained an immunity to. While not common, it is now something that is available to your more powerful enemies and significant figures in this world, allowing them a countermeasure to your might, or a way to shatter things you have created with your powers. You might be able to magically produce otherwise-indestructible chains to bind your enemies, or a barrier that can keep out all forms of harm. Now you would find that some of your enemies are equipped with artefacts that can shatter these chains or break through this barrier. It won't kill you instantly, but it is certainly potent enough to make any fight against you a more even match.

600 – **We Will Return** – As a certain Assassin found, fighting a group of enemies that keep returning no matter how many times they were slain or driven away can be somewhat demoralising. You are probably going to feel the same after a while, as this Drawback ensures that a particular group of enemies will keep returning to attack you no matter how many times you drive them away or wipe out their members. They won't get any more powerful or resistant to you, but they will learn from each encounter with you and adjust their tactics accordingly.

600 – **They Also Saw The Need For A Counterbalance** – And when one new being with incredible abilities entered the world, someone rose to face them. There is now an enemy who directly opposes you and your goals and has similar abilities and approaches to the ones you use. While they are not more powerful than you, you will find yourself stuck in a stalemate should you face them on your own. To break this, and turn the tide against your counterpart, you will need assistance.

600 – **What's Yours Has Always Been Mine** – Did you think you could take the Dark Lords' servants as your own for long? Sauron is capable of overriding any sort of supernatural influence you might have over his forces, should they encounter him in person, and capable of swaying through speech those who would otherwise have unbreakable loyalty towards you. Should they get hold of your tools, weapons or Items, they will be able to override any restrictions they would otherwise possess to wield them himself. It would be in your own best interest to avoid letting the Lord Of Gifts get his hands on your people or possessions, lest they be turned against you.

600 – **Terrible As The Dawn** – Your presence here has been noticed by the Lady Galadriel, and she regards your continued existence in this world poorly. She has sent a skilled Assassin after you, gifting them with an artefact that allows them to harm you by overwriting any absolute defences you might have, and they can defend themselves from your abilities with equal effectiveness. You may still be very durable and incredibly strong, but if exposed to this Assassin's tool you are no longer indestructible or unstoppable.

600 – **What Tangled Webs We Weave** – Shelob, a powerful being with precognitive abilities, sees your presence as a threat to her plans and will leverage all she can to remove you from the board. While she can be defeated in battle, she will use her foresight to the best of her ability to avoid being cornered by you and attempt to set up situations where you cannot win.

600 – **Unblinking Gaze** – Atop the Black Tower, a fiery eye turns its baleful sight upon you. It may not be the only one. While you might have hidden from the Dark Lord and other powerful threats before, now you will find you cannot hide from magical detection and in fact stand out to those capable of it more than you did before. Your future can now be predicted by those with the gift of foresight, albeit imperfectly, and methods to conceal yourself from the sight of others or cause yourself to be overlooked are no longer effective against the greater powers in this world. You can still run, but don't expect to be able to hide from everyone.

600 – **Shadow Of War** – Like a fog of war, but worse. Your sight, and that of your allies, has been limited. While your mundane vision is unaffected, something seems to be interfering with any sort of supernatural sight you may have had access to normally. This includes forms of precognition or the ability to sense things without your own natural senses. This shadow has also spread to any means of revealing things at a great distance that cannot be directly viewed, so while you can still use a telescope from a high point, something akin to a Palantir or way of viewing something indirectly will only be dark to you and your allies. It is certainly going to be a lot harder to figure out what's going on in territory you and your allies are not observing, which could allow enemies to sneak past your notice if you do not remain vigil. You'll find it much more difficult to accurately determine what your enemy's operations or intent are with this affecting you, while your enemy's means of sensing things are unaffected.

600 – **Your Spirit Is Cursed, Jumper** – Banished from progressing on the Chain and bound within Mordor until the One Ring is un-made. As the One Ring is far from Mordor at this point, you will need to send others in your stead to track it down and bring it to Mount Doom. Bear in mind the closer it gets to its point of origin, the more powerful its influence will be on even your most loyal servants, let alone yourself. If it is able to successfully corrupt you into a servant of Sauron, you will be retrieved and restored, but Chain Fail as a result.

600 – **Ancient Grudge** – You are not of this world, an aberration to its nature, and a powerful entity has turned wrathful with your presence. Carnán, a forest spirit and physical embodiment of nature who resides in the forest bearing her own name in Nurnen, now considers you a threat to the balance of life and will do whatever they can to render you dead or sealed away from the living world. If they succeed, and you are not revived or released by the time the Jump ends, you will Chain Fail. They are able to control any creature in her forest, take on the form of an elemental creature made of vines and leaves, and is a match in power for a Balrog.

600 – **Webs Unwoven** – It seems that a future that Shelob sought to avert has still come to pass. The Bright Lord has dominated Sauron, and now seeks to conquer the rest of Middle-Earth. With the Dark Lord's power added to their own, the Bright Lord has noticed you, and your potential as an adversary or tool. They will dominate you if they can and seek to slay you if they cannot. If either happens, Jump-Chan will rescue you from eternal enslavement or the grasp of the void, but you will still experience Chain Failure as a consequence. Bear in mind that the longer you leave them to grow in power, the more subjects they will dominate to bolster their armies. Some of those they may claim given enough time are quite powerful, so if you intend to run and hide rather than fight be aware of the new allies they may dominate during their conquest of this world.

600 – **Visitor From The Void** – You were not part of this world, and had to enter it somehow. Normally this would be unnoticed and cause no problems, but with this Drawback you happened to enter via the Door Of Night. Unfortunately, this brief entry point has allowed another to enter this world, one who has been banished to the Timeless Void and was supposed to stay there for quite a lot longer. Morgoth, the primordial source of evil in Ea and first Dark Lord, has now returned thanks to your unexpected arrival. As this has

occurred much earlier than anyone anticipated, the rest of the Valar and Ainur are completely unprepared for this, and the creator of the world isn't going to be doing anything about this personally either. Don't expect to just fight and kill the most powerful of the Ainur easily. Remember how Sauron made the One Ring and can't be destroyed while it still exists? Morgoth did something similar, but with the entire world acting as his anchor to existence. You are going to need to deal with an enormously powerful threat that cannot be killed by conventional means, at least without a lot of collateral damage.

600 – **Always A Bigger Spider** – That nascent Spark of yours, so much potential, so bright... and now its presence has awakened a being long thought to have devoured itself. The primordial being known as Ungoliant has been drawn to Middle-Earth and is hunting you relentlessly, seeking to devour you and your nascent Spark. This monster, its true origin unknown even to the Valar, might lack the cunning of Sauron or the anchor to life Morgoth possesses with Middle-Earth, but bear in mind it is so vast and hideous that even the latter grew afraid of it and needed aid to escape it. As Ungoliant successfully devouring you and your Spark risks unleashing it into worlds beyond this one, should you be eaten by this ravenous being the Spark will be extinguished as a precaution. You will Chain Fail as a result.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

The Bright Lord

It seems you have provided someone freedom and safety, at the expense of your own. In this Scenario, you will take the place of Talion the Ranger, walking through the darkness in their stead. Either they have been freed to join their family in death, or circumstances allowed them to all avoid their fate at the Black Gate. Bound to Celebrimbor as Talion would have been, you must hold the majority of the forces of darkness within Mordor. The exact means are up to you, but you must prevent Sauron's servants from turning their attention towards Middle-Earth for at least as long as Talion accomplished. You can still rely on a new fellowship and an unlikely hero to finally finish off Sauron and his dominion, but you must stall the Dark Lord's forces till at least the point he would normally send the Ringwraiths to the Shire in pursuit of the new ringbearer. Until then, you can expect to encounter the same foes, dangers and allies that Talion would have done, though you may treat them in a different manner than the Ranger did. You will get the Ring of Power forged by Celebrimbor at the same time as Talion would should you follow the same series of events, but bear in mind this Ring ultimately belongs to its creator and is loyal to them rather than you, unlike the version you can purchase in the Items section of this Document. Additionally, you should bear in mind you do not automatically get the rest of Talion's equipment, skills and capabilities in this Scenario, so you would be advised to have some way of being capable of matching what he was capable of doing even without the New Ring. Note that it took Talion decades of war before he would qualify for winning this Scenario, so unless you have significant advantages over him you could be here for a long time.

Reward – You have walked out of darkness and found freedom. Even if you have somehow lost it during your time here, you can claim the New Ring Item for free. If you already bought it, you can have 600CP to spend on whatever you like here.

You can also choose to separate from Celebrimbor and leave them here, should you still be allies, or take them with you for free in a manner akin to the Spirit Companion option. If you and Celebrimbor are no longer allies but still bound together, you can of course separate from them and leave them here rather than remain being haunted by a spirit against your will. If something happened to Celebrimbor that makes them unavailable to talk to by the time the Jump ends but you are still genuine allies and want your friend back, they can be restored to you for a brief period in wraith form so you can make the offer of becoming a Companion, at which point it's up to them whether they come with you or go on to the Undying Lands.

Blade Of Galadriel

Eltariel failed to defeat the Dark Lord. In this Scenario, she will also fail to perform her intended task of stalemating his forces, perhaps busy elsewhere or faring worse in her ill-fated confrontation of Sauron. You will finish what she started, and work to prevent those who would take advantage of the other Nazgul's temporary defeat and the absence of the Bright Lord to conquer Mordor and turn their armies against the rest of Middle-Earth. To do so, you will likely need to gain the aid of a number of Orcs with unique specialities. As one final complication, you cannot use any abilities to dominate or supernaturally influence the Orcs or any others to aid you in this particular endeavour. You will need to find a way to gain willing allies by other means and succeed at least to the extent that the Blade of Galadriel would have done.

Reward – You have succeeded in keeping the forces of Mordor from extending their reach into the rest of Middle-Earth, and along with your other accomplishments have proven you are highly skilled at bringing ruin to others efforts. Now, once you take someone's assets and destroy their accomplishments, you can ensure they do not get back up again. Any territory or resources that you destroy with the intention of nobody being able to use will be rendered permanently uninhabitable and unable to be restored for use. If you unleash clouds of poison within a fortress, no amount of effort will ever cleanse the stronghold of the toxic atmosphere. If you collapse a mine, they will never be able to reopen it and every attempt to remove the debris will cause further cave-ins. If you burn down a building, subsequent attempts to construct something in the same space will quickly combust. What you take from others in such a way, intending to deny its use, they will never be able to take it back or use it again. You do have to successfully take such things from your enemies, or at least drive their forces out of it temporarily, then proceed to render the territory at least temporarily unusable for this scorched earth effect to work.

You can also take Eltariel along as a free Companion if she agrees to it, as you have done quite a lot of work for her.

Desolation of Mordor

This doesn't seem like the place you'd find good men. Fortunately, you will be able to find mercenaries, should you have the coin. This Scenario takes you on a journey to the Eastern desert of Lithlad, with the goal of conquering the imposing fortress of Shindrâm. Here, you will find deadly Were-Wyrms prowling beneath the sands, while lost Númenórean artifacts wait to be found and wielded in battle once again. For this Scenario, you are limited to the abilities of a mortal with no supernatural talents, no Rings of Power, and nothing that a determined Captain of Minas Ithil could not reasonably possess or acquire here. If you require aid, you may be able to find it in the form of the ruthless human mercenaries that ply their trade here. You need to take the fortress in this parched land and find a way to prevent the forces of Mordor from retaking it once you have. You will need to rely on your own cunning, skill, and perhaps wield a few interesting tools to give you the advantages you will need. Baranor would have managed this, and if you can at least match their accomplishments here you can win at this Scenario.

Reward – As well as being able to call yourself Jumper the Conqueror, your achievements without the aid of supernatural powers has rewarded you with a key advantage in future conflicts. You'll find wherever you are attacking in the future, forces loyal to you have taken measures to sabotage them in such a way you can take advantage of it. This might take the form of something explosive being placed at a wall or door you can find a way to detonate and destroy the obstruction, an easy way to set fire to a supply store, a way to jam shut a door enemy reinforcements could enter through, or a key put somewhere near a lock you need to bypass. You'll still need to find these opportunities, but now they will somehow be there to take advantage of. It will certainly make future conquests a lot easier.

You can also take Baranor and his brother along as free Companions if he agrees to it, as you have done quite a lot to aid their efforts.

Jumping Lord

This world's seen Dark Lords and Bright Lords... how about a Jumping Lord? For this Scenario, all you need to do is conquer Mordor and hold it for your time here. You don't have to call yourself the Jumping Lord if you'd prefer another title, but nobody's going to make fun of it if that's the one you pick. So long as you are Mordor's undisputed ruler, or at least in the position to destroy any within your borders who openly disputes it, you can win at this Scenario. Conquering any other part of Middle-Earth is optional.

Reward – You keep what you conquered. You can take your newfound territory with you to future worlds. You will find that should you conquer and hold more territory in the future, you will be able to take that new territory with you as well when you move on to the next Jump. You can have your territory slot somewhere into the worlds you travel to in future Jumps or separated from it in a pocket dimension you can access if you would prefer it does not directly interact with the locals. The inhabitants of the territory you take with you between worlds will act in a manner you find suitable even in your absence, so you don't need to worry about accidentally unleashing war-hungry Orcs to ruthlessly conquer more peaceful worlds if you're distracted from overseeing them directly.

Ring Breaker

As terrible and threatening as the Ringwraith are as Sauron's servants, they are not in their position of their own free will. In truth, it could be considered a pitiful existence. While another might attempt to slay them, a somewhat fruitless endeavour on their part, perhaps you have a way to free them from the Dark Lord's grasp? For this scenario, you must track down and free the Nazgul from Sauron's influence, and prevent the same Rings of Power from being able to create more and continue the cycle. If they still want to die after you've broken their leash you can provide this with no issue, but they have to be able to choose it of their own free will.

Reward – For your efforts here, you will now be able to break the chains of others in the future, both literal and metaphorical. You know how to free others who are held in bondage, either physically or spiritually. You can weaken restraints in your presence, shatter any sort of grip on the souls of others, and remove any sort of leverage someone has over others that compels their obedience. Shackles break, enchantments are unwoven, blackmail vanishes, and hostages escape unharmed.

Jumper Conquest Mode

If what this world could face you with is not enough of a challenge, perhaps something that could counter you on a more equal level would be appropriate? In this Scenario, you will find yourself in charge of three separate fortresses and opposed by three others that are similarly defended. You might notice that the commander in front of the other three looks quite similar to you. That's because they are equal to you, with your Perks, abilities, Items and other resources. They might choose to use them in a different way to you, however. They are accompanied by similar copies of your own Companions and followers, should you have them. The goal for this Scenario is to defend your fortresses as well as capture those of your opponent, something your counterpart will also be attempting to do. The winner is the side that holds all six fortresses simultaneously.

Reward – Should you lose this battle, there will be no penalty, and you shall receive a small consolation prize in the form of a mug with '*Second Best Conqueror*' written on it. Should you win, you can set up similar challenges for yourself in future settings, competing to win against a counterpart to yourself at a specific activity. You can also arrange this for others, should you explain this process and they agree to it. This could be a battle to the death, some sort of more constructive activity, or a competition to conquer and hold territory. This takes place in a suitable pocket dimension, similar to the conditions of the original scenario, with those involved being restored if damaged or depleted in some manner once the match is over.

Rewoven

If you are familiar with the journey of the Fellowship Of The Ring, the tale of the Two Towers, and the eventual Return Of The King, you might be aware that the alliance between the Gravewalker, the Wraith and the Assassin do not manage to destroy the Dark Lord. Their end is set to come at a later time, and there are dark days ahead before then. But perhaps you can bring that new dawn a little earlier and spare some the suffering they would otherwise be forced to endure. You are an element in this story that does not have its uttermost source within this world, and unlike any other you might alter the outcome beyond what anyone else might have anticipated. To win at this Scenario, you have to change the future that would otherwise come. You must prevent Celebrimbor from becoming a tyrant who is as much of a threat to Middle-Earth as Sauron, spare Talion from being corrupted into a Nazgul and let him join his family in peace, and ensure the Dark Lord cannot threaten the rest of Middle-Earth.

Reward – You introduced a new tune to this song when it was thought impossible and changed fates that would otherwise have been set in stone. You will be able to avert similar fates in the future. You gain the ability to avert fixed destinies with your efforts, ignore prophecies, and evade attempts by others to predict your future against your will.

Balrog Boogie

It seems that Tar Goroth is not the only Balrog to have been awoken by the forging of the New Ring, and unfortunately while Carnán might be capable of taking on one by herself, taking on all seven of these is too much for even her. To put this in perspective, a single Balrog was sufficient to drive the Dwarves of Moria from their fortified nation-state, and capable of shattering the side of a mountain. Hopefully this threat will not be sufficient to overcome you, as to win at this Scenario you must ensure none of these Balrogs can threaten the rest of Middle-Earth, one way or another.

Reward – This depends on exactly how you managed to deal with these former Maiar.

If you managed to slay them or lock them away from the world so none can use them again, Carnán will show her gratitude for your actions by presenting you with a special seed. Representing your position as a champion of nature, whilst carrying this you will not be attacked by wild creatures unless you provoke them first. Should you plant it and care for it, you will find it will steadily grow into a nature spirit befitting wherever you happened to plant it. If it was deep underground in some sort of cave network, you might create a being composed of phosphorescent mushrooms and moss, connected on some level to the creatures that scurry and dig beneath the surface. If it is within an arctic tundra, you would find it produces something with similarities to fur trees and with a connection to beasts such as wolves and others who thrive in the cold. If it was underwater, perhaps a being made of seaweed and coral that is connected to the fish and other aquatic life. So long as there is some form of nature, the seed will take root and adapt appropriately. The newborn spirit will regard you fondly, and though not as powerful as their progenitor they have the capacity to grow with time and are affected by the overall wellbeing of their natural environment. You get a new seed at the start of each Jump.

If instead you defeat the Balrogs, but prefer to shackle them to your own will rather than banish them away from the living world, Carnán will be somewhat less grateful but will not oppose you unless you turn your new pets upon the natural world. You gain the service of the Balrogs you have defeated and are now in a position once held by only Morgoth himself. Appropriately enough, should you find yourself in danger you can let out a great cry and summon your fiery guardians to aid you. In a tempest of fire, they will do whatever they can to drive away the threat and pursue your foe to the ends of the world unless you order them to halt their assault. Whether or not they would usually have wings, these ones can once you have claimed them, as they are now able to modify their burning body structure to create molten weapons and alter their body if needed. As it would be rather inconvenient to be burned or choked by the mere presence of your new guards, you are immune to this sort of environmental effect in their presence, allowing them to lay waste to all around you without harming their master.

Nemesis

Do you want a better opponent, or more powerful follower if you can turn them to your side? This Scenario will allow you to forge a worthy opponent regardless of your ultimate intention for them. All you need to do is pick someone that you are opposing, anyone from an Orc to a Nazgul to another foe from a Drawback and mark them as your Nemesis. Doing so will grant them an ability akin to the **Adaptive Tactics** Perk with the Capstone Boosted effect. So long as you do not kill them off permanently, they will steadily adapt to any capabilities you have that can harm them, forcing you to come up with new ways of defeating them. This is something you will likely have to accomplish on a regular basis, as they will now single-mindedly focus on bringing you down. To make this somewhat more difficult, you will find that they can figure out ways to harm you far more than they otherwise would, so even if you are normally invincible they will find some way to at least be capable of harming you. When you feel they have sufficiently grown, all you need to do is defeat them once and for all, lethally or otherwise, to complete this Scenario. This might be easier said than done, depending on how many tricks you have left that work against them. You have to fight this final battle in person as well, as you can hardly have a worthy final battle with your nemesis by delegating it to your subordinates. It can't be an easy battle either, as there has to genuinely be some risk to yourself. It's supposed to be an epic fight, not a one-sided thrashing. Fortunately, you will automatically know when you reach that point with your Nemesis, so you know when to challenge them for the final time. Just be careful not to bite off more than you can chew.

Reward – How many times have you faced them? Perhaps more times than they can count. It's a terrible thing, unfinished business, so it's time to put this rivalry to rest. Your method of doing so and how they respond will alter what you get as a reward.

If you choose to eliminate your Nemesis once and for all, growing tired of this game and frequent battles with the same foe, your reward reflects your choice to avoid such contests in the future. You defeated something capable of adapting to your tactics but are most likely sick of dealing with such an ability. As a result, similar hyper-adaptive abilities will no longer work against you, with foes that are usually capable of evolving to counter what you can do to them failing to change. Enemies and attacks that automatically alter themselves in a way to bypass your defences will find themselves incapable of doing so as they usually would to any other opponent. Anything that has some way of automatically coming up with countermeasures for you will now find they must do so in a more tiresome and time-consuming way rather than the simple and immediate solutions they can develop for anyone else. You've had enough of all that automatic adaptation. If they're going to beat you, they'll have to do it the hard way.

If instead you have enjoyed this competition, you can offer the hand of friendship to your defeated Nemesis. Glowing or otherwise. If they accept, they can accompany you as a Companion for free. They will retain the **Adaptive Tactics** Perk with the Capstone Boosted effect if you want them to, as well as the resistances and immunities they have developed. Perhaps you can use them as a friendly sparring partner in the future who can keep challenging you or unleash them upon your enemies who will find them just as much of a daunting opponent as you did.

If you enjoyed the challenge, but your Nemesis has no interest in working with the enemy they fought for so long and you cannot convince them otherwise, perhaps another would be more suitable? They lose the **Adaptive Tactics** Perk and all the benefits it gave them, at which point you can do with them as you will. Perhaps in a future Jump, or with a future enemy, you will be able to come to a more beneficial arrangement? Now you can repeat this self-imposed challenge with others you think would be a more suitable Nemesis, ensuring that at the very least you can forge yourself a worthy opponent if not a new and powerful potential ally. Just bear in mind that you can only have a single nemesis at any one time.

Finally, if the thought of finishing off your Nemesis once and for all is too much to bear, yet they won't join you... you can force the matter and have them keep playing your game. They will retain the **Adaptive Tactics** Perk and all the benefits it gives them if you want them to and end up dragged into any future Jump along with you. So long as they remain your Nemesis, you can kill them within a Jump and they will be revived somewhere at the start of the next. They will, naturally, dedicate themselves to opposing you and ultimately defeating you once and for all no matter where they end up. They'll adapt to understand wherever they end up, and keep coming up with ways to at least challenge you no matter how powerful you become... but that's clearly what you wanted out of this Scenario if you picked this reward option. You can take a break from this if you need to, deciding not to face your Nemesis within a Jump by deciding against it before the Jump starts, which will ensure they do not show up within it.

Lord Of The Rings

Despite having the title of 'The Lord Of The Rings', having used a number of them in an attempt to influence the rulers of Middle-Earth, Sauron does not actually possess all of the Rings of Power at this point. The greatest Three were hidden from him by the Elves, who realised what he was up to when he first used the Ruling Ring, while the others were given to the Dwarves and Men. This was also less successful than intended in the case of the Dwarves, as while it kindled an overwhelming greed for treasure within them that brought them ruin, it did not cause them to fall under Sauron's power. Your goal for this Scenario is to usurp this particular title of Sauron and claim all of the Rings of Power for yourself. You don't have to wear any of them if you don't want to, but they must be in your possession and not claimed by any other by the time the Jump is over. This will not be an easy task, both due to the difficulty in locating the Rings in the first place, and the likelihood that any who currently possess one of them will be unwilling to give up their precious treasure. This might require some considerable convincing, or perhaps you can force the matter or take the Rings through subterfuge? You do not need any of the unnamed lesser rings that were essentially practice for the smiths, just the twenty important ones. In case you need a reminder:

*Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne...*

Reward – One Jumper has sought them all, One Jumper has found them, One Jumper has claimed them all... I suppose you want a prize, then? For going to the trouble of claiming the Rings, after what was likely the most epic treasure hunt Middle-Earth has seen since the search for the Silmarils, you will find similar attempts to locate and acquire lost artefacts and other sets of treasures in the future much easier. When you are searching for such a thing, you will instinctively be aware of its location, and if it is part of a set or specific collection. As an example, if you were searching for the Rings of Power with this ability, you would be aware of precisely where they are within the world with this ability, to the point you could tell which pocket someone kept one in at any particular moment. No matter how far, and no matter what measures are used to hide them from you and the rest of the world, you will always know precisely where the treasures you seek are. Additionally, as knowing where something is but being unable to claim it is inconvenient for a treasure hunter, you will find that troublesome features such as curses placed upon what you seek that would cause you problems when locating or obtaining them, or conditions that prevent all but the specific owner from being able to acquire or use them no longer work against you. Instead, once you get your hands on your new treasure, it will seemingly reward you for your efforts by considering you the true owner. Even if the original owner tried to reclaim what you have won, they would find themselves facing the same problems that any who once tried to claim 'their' possession did. It doesn't belong to them anymore... you are the lord of these things.

Ending

The Jump is finished. Your journey here is over, and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in Middle-Earth?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, Lord Of The Rings, Shadow of War, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding property you buy or gain through rewards, you can import specific stuff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-This was made largely because this author could not find a specific Jump Document for *Middle-Earth: Shadow Of War*, despite the existence of one specifically for *Shadow Of Mordor*. This author has no complaints if anyone wants to make their own version.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-In Middle-Earth, the term Man and Men denote humans, whether male or female, in contrast to Elves, Dwarves, Orcs and other humanoid races. Female Orcs apparently exist, they're just not seen – a letter written by Tolkien to one Mrs Munby stated *"There must have been orc-women. But in stories that seldom if ever see the Orcs except as soldiers of armies in the service of the evil lords we naturally would not learn much about their lives"*, so for purposes of Origin here you can choose to be a female Orc if you want, without any issues unless there's a specific Drawback that causes them.

-Regarding Fortress Customisation, while you could just take along a Fortress you upgraded by means outside of this Document, you will find that paying for the Fortress and its features with CP will cause it to alter and update itself to the equivalent level of defences in other settings. What is iron here might be titanium somewhere else, while purchasing the poisonous defence option could allow it to take the form of a suitably toxic bioweapon in a future Jump. Archers could be replaced by setting-equivalent snipers, as another example. Whatever the case will be, it will fit into the setting and be at least a reasonable level of effective defence based on what is available to the locals, so you don't need to worry about spending CP on a relatively primitive Fortress here to find it is effectively wasted on defences that are utterly useless in a more powerful setting. It will never become less advanced or protective than you make it here. Up to you if the forces manning it also fit in as generic forms of the local population, or are just Orcs dressed up in local armour and equipment.

-If you're not sure exactly what's going on in this setting, here's one of Mordor's locals to explain a little more about what you might encounter:

G'day. Brûz the Chopper here. Shadow of War is an epic story following on from the tale of the Shadow of Mordor. But if you don't know that story, you silly goose, here's the bits you need to know.

There's a fella called The Dark Lord, Sauron to his mates, the most powerful bloke around. He meant to conquer all Middle-Earth with his army of Orcs. Some folk tried to stop him and he didn't much like that, so he killed one, name of Talion. That bloke might be you now if you snatched up their bit.

Tricky bit is, Talion didn't stay killed. See, there's this elf lord who died ages ago, and he's got history with Sauron, something about some rings. The elf keeps Talion from karkin it, Talion gives the elf a body to live in, and together... they become... The Bright Lord! That's bright as in glowy, not smart.

So the Bright Lord is going up against the Dark Lord, and what better way to take the Lord Of The Rings... than with a Ring of their own? What could possibly go wrong, heh.

Forge yourself that Ring of power, and you're gonna embark on a quest that'll take you all over Mordor. Defend the city of Minas Ithil, doing battle with Sauron's mob the Nazgul, get an earbashing from Shelob the Spider... even team up with a nice bloke like me to pop a few heads!

But the point is, Shadow of War is epic. This story. The characters are epic. The world is epic. And if you think I'm saying epic too much, you're dead wrong mate! It's not enough! Mordor is shraking massive, full of fortresses, puzzles, treasures, overlords, and a ton of stuff to do on top of all the glorious bloody violence! If that's your thing, ya soft sod.

Did I mention the Orcs? The world's full of Orc tribes, each with their own rituals and flash gear, and preferred methods of getting into a scrap. And every one could end up a loyal follower, or a nemesis! Some will be nice and chummy, others real shrak heads. How you choose to deal with them makes all the difference, 'cause they remember it all don't they? Cut a fool up, they might survive, then boom, got yourself a nemesis. Or maybe you extend a warm, glowy hand of friendship and gain a follower? Maybe like yours truly?

If you're building an army to take on Sauron, who becomes your enemy and who becomes your follower matters. And it's not just Orcs you can put in your army. You've got Graugs, Caragors, Drakes... even those Vanishing blokes in the Lithlad if you got the coin.

Now you've got your army, but you're getting a little antsy. Time to make a hot red mist! Fortress time, lads! Ride that Drake and really get cooking. And when those Orcs hit those walls, they're not going over 'em, they're going through 'em! You take a fortress, you conquer a region, and you can just smell the... ah, smoke and hatred I think, but you might deal with them later.

There's heaps more I wish I could tell ya, but all this has got me itching to go rip out a few spines! While I'm doing that, you recruit your followers, forge an army, slay your nemeses, and conquer all of Middle-Earth! Nothing sweeter than victory, is there? See ya soon!

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.