

THE LORD OF THE RINGS

EXTENDED TRILOGY

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THE HOBBIT

TRILOGY

The Tolkien Movie Mini-Jumpchain Compilation

V1.00 By DeverosSphere

Origins

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

Mentor

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

Wanderer

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

Warrior

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

Lord

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

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Race

You may purchase one race before starting any Mini-Jump or Scenario, as well as purchasing one at the beginning of each trilogy or at the start of a Scenario.

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

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

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

Hobbit -100 CP

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

Human -100 CP

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

Dwarf -200 CP

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

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

The Ainur, also known as the ‘Holy Ones’, are beings encompassing both the Valar and the Maiar, with the former being by far the most powerful. They were the first and mightiest beings created by Eru Ilúvatar long before the beginning of the World, and joined him in the song that created Eä, the universe to which Arda (and Middle-earth) belongs. Their kind now primarily dwells within Valinor. In the Third Age, five Maiar were sent by the Valar to aid the peoples of Middle-earth through persuasion and encouragement, rather than force and dominion. Known as the ‘Wizards’ or ‘Istari’, they were ‘clothed’ in the bodies of men, and had the same emotions and frailties as men, save for the fact that they were unaging.

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

Elf -400 CP

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



Pre-Jump General Perks

The Perks in this section can be purchased before starting any Mini-Jump or during any Scenario. Discounted Items are **50%** of their initial price, with **100 CP** Perks being **Free**.

Westron - Free

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

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

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

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

Adûnaic, the language spoken in Númenor.

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

Common Eldarin, the primordial tongue of the Eldar.

Dwarvish, the language of the Dwarves.

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

Khuzdul, the secret language of the Dwarves.

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

Quenya, the ancient language of the High Elves.

Rohirric, the language of Rohan.

Sindarin, the modern language of the Elves.

Taliska, the Mannish language spoken by the Edain.

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

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

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

By taking the title of a wizard of colour, you may gain power, a strength of purpose within magic, and a role that you can take up to face your enemies.

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

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

Each colour combined will be diluted, giving only a proportional benefit of their colour components so that the composite colour does not exceed the original but will deepen the magic's connection towards the natural world, while your purpose shifts towards the protection of beasts, plants, and nature itself.

- **White**

As a White Wizard, you have a deeper connection to justice and authority. The way this role leads to problem-solving is by taking on the role of the leader, making the hard decisions with the belief that the world can be just and structured, should the right mind be in charge. Your purpose is deeply tied to aiding the vulnerable, creating structure, and to ensure the continuation of order.

- **Black**

As a Black Wizard, you have a deeper connection to ambition and freedom. The way this role leads to problem-solving is by taking on the role of the revolutionary, fostering new ideas to instigate change and progression, as long as the right ideals are used to guide them. Your purpose is focused on survival, growth, and the advancement of progression.

- **Red**

As a Red Wizard, you have a deeper connection to conflict and your instincts. The way this role leads to problem-solving is by taking on the role of the warrior, preferring a straightforward solution-oriented approach. Your purpose often relates to great battles, invigorating courage, and ensuring decisive actions.

- **Yellow**

As a Yellow Wizard, you have a deeper connection to light and comfort. The way this role leads to problem-solving is by taking on the role of the priest, encouraging a positive outlook, and reducing the difficulties that others must face. Your purpose is to provide support and healing as well as to invigorate hope when it is needed most.

- **Blue**

As a Blue Wizard, you have a deeper connection to defence and preservation. The way this role leads to problem-solving is by taking on the role of the spy, investigating problems, and dealing with them as quickly and quietly as possible without being caught in order to prevent damage. Your purpose is to provide protection and concealment for those in need, as well as cleanse corruption.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Human - Race Perks

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

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

Free Will -100 CP (Free with “Human”)

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

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

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

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

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

Mortality -100 CP (Discounted with “Human”)

While Elves and Dwarves have long lifespans, humans are mortal, meaning they age and die, but this also grants them the gift of experiencing a full life, allowing you to continue to grow and learn regardless of how powerful or intelligent you become. Known as the ‘Gift of Ilúvatar’, it was envied by many Elves and Ainur, as it meant that the existence of Men was not tied to that of Arda or Eä. Whereas Elves would eventually reincarnate, upon death, the souls of humans would be able to depart from the Halls of Mandos to a place unknown even to the Valar. Accordingly, you will also be able to untether your soul from any unwanted cycle of reincarnation, and your soul will be able to exist independently of any metaphysical plane.

Númenóreans -100 CP (Exclusive to “Human”)

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

Dwarf - Race Perks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ainur - Race Perks

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

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

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

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

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

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

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

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

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

You can alter your physical form at will, taking on different appearances, changing how you want to be seen, or mimicking the appearance of your enemies. Be warned, these changes are skin deep and easily dismissed by those who know how.

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

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

Elf - Race Perks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Immortality -400 CP (Free with “Elf”)

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

Pre-Jump General Items

The Items in this section can be purchased before starting any Mini-Jump and at the start or end of any Scenario. Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. Any out-of-Jump item can be imported for **Free** but will be disabled by the **Much that once was Is lost** drawback.

The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Simple Clothing - Free

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

Coin - Free/-50 CP

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

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

Simple Weapons - Free/-50 CP

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

Simple Armour - Free/-50 CP

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

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

The Blackscorp Monocle-50 CP

This Crystal and Mythril-framed lens is embedded with linguistic magic, allowing it to magically highlight any spelling and grammar mistakes and add suggested fixes in your vision.

Mithril -50 CP

With this purchase, you gain a gram of pure Mithril, a magical silver metal that is exceptionally light and strong. This can be purchased multiple times, with each purchase increasing the amount of Mithril tenfold, with six purchases giving you a ton of Mithril.

Elven Rope made of Hithlain -100 CP

This simple looking coil of elven-rope is light weight, grey, strong, and silky to touch. The magic within it allows it to glow in the dark and slightly burn anything evil that touches it.

Personal Staff -100 CP (Free with “Ainur”)

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

Ring of The Easterling -100 CP

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

Ring of The Dwimmerlaik -100 CP

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

Ring of The Shadow Lord -100 CP

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

Barrow-blades -100/200 CP

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

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

Mithril Coat -200 CP

This vest of mithril-mail will magically resize to fit you, it is incredibly durable being able to withstand any mundane weapon without being damaged in the slightest. Each individual link in the chain is able to block powerful strikes with bladed weapons making sure that the full vest is able to prevent what would otherwise be a lethal blow, leaving only bruises.

Elessar -200 CP

This green gem is also known as the Elfstone, which is set in a silver eagle-shaped brooch. When held, it can emit the light of the Sun, and when looked through as a lens, it shows everything that is aged or withered as it would be if it were young again.

Ring of The Dark Marshal -200 CP

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

Ring of The Betrayer -200 CP

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

Ring of The Tainted -200 CP

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

Ring of The Knight of Umbar -200 CP

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

The Red Arrow -200 CP

By touching this arrow, you can activate it, causing the arrow to disintegrate and a force of setting-appropriate allies to appear. These allies will believe that they had already been nearby and coincidentally came to your aid when, in reality, they had been summoned by the arrow.

Troll's Purse -200 CP (Discounted with "Hobbit")

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

Rivendell -300 CP

This Elven settlement was first a stronghold and refuge for Elves' during the first war with Sauron which became a renowned, peaceful haven for travelers. While on the grounds of this settlement no one can draw their weapons and all forms of conflict are prohibited.

Aeglos -300 CP (Discounted with "Elf")

The spear that wounded Sauron during The Siege of Barad-dûr was also known as "snow-point". The weapon is embedded with magic that allows the tip of the blade to pierce any armour or protection; however, the edges of the blade, though sharp, do not benefit from this.

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

This gilded golden axe imbues its wielder with the strength to keep fighting and ignore their wounds. So long as the user has not taken damage that would kill them, they can ignore any damage or wound that they take going beyond their body's limits.

The Golden Mallorn Sapling -300 CP

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

Bow of the Galadhrim -400 CP

This magical bow is longer and stouter than the bows of Mirkwood, and it was strung with a string of elf-hair. The magic within it enchants any arrows fired with magic of purification allowing it to disperse and burn through supernatural evil and darkness. Should the arrow strike an evil beast it will act like a potent poison that slowly kills the creature should they not be able to expel its magic.

Dagger of Noldorin -400 CP

This elegant, Elven-forged blade, has an intricate walnut handle, brass inlays, and a polished pewter blade. The blades are able to bypass protective magic allowing them to potentially wound creatures granted magical immortality however they won't necessarily kill them.

Túránn -400 CP

This Mithril forge hammer belonged to Celebrimbor, having been gifted to him by Sauron. It is a powerful artifact that will enhance the quality of your craftsmanship and allow you to make potent objects with greater ease.

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

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

A Morgul Blade -600 CP

This ethereal sword is coated in a dark miasma, which acts as a spectral poison that corrupts the living and can kill the dead. Any living being wounded by the blade, if not healed, will slowly die and be transformed into a violent wraith, whereas any undead wounded will suffer and grow weaker until they either remove the poison or cease to exist.

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

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

While it may seem as though this crown has no power, so long as it bears all three gems, the crown will make the wearer seem more regal and authoritative to others while bestowing them a well of strength to the core of their essence in an almost indescribable way.

Jumpwide Companions

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

Import or Create -50/200 CP

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

Returning Import -100 CP

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

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

Canon - Free/-100 CP

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

Jumpwide Drawbacks

These Drawbacks can be taken at the start of any Mini-Jump or Scenario, other than **One does not simply walk into Mordor** or **The Lord of the Rings: Conquest** Scenarios.

The **CP** can only be spent in the Current Mini-Jump, the Pre-Jump sections, or you can save them to spend in future Mini-Jumps.

Self Insert - Free

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

Early Start - Free

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

The lord of the Dice +100 CP

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

From Birth +100 CP

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

Above all else, desired power +100 CP

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

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

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

One Ring to rule them all +200 CP

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

My Precious +200 CP

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

Our Precious +200 CP

You now have a split personality, as your second personality is far more aggressive and selfish than you are, desiring to get what it wants regardless of your opinions, but unable to take control over your body.

Tailwind +200 CP

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

The world is changed +300 CP

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

I feel it in the water +300 CP

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

I feel it in the earth +300 CP

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

I smell it in the air +300 CP

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

Much that once was is lost +300 CP

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

For none now live who remember it +300 CP

You forget all of your Out-of-Jump knowledge about Lord of the Rings for this Mini-Jump or Scenario.

Something happened that the Ring did not intend +300 CP

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

Barnabas the Pink +400 CP

It seems there is another **Ainur** within Middle-earth, as a straightforward and earnest seeming fellow who seems to effortlessly slip into positions of authority. However, despite his jolly demeanor, Barnabas the Pink is a Dark Wizard determined to take over the world and kill anyone who gets in his way. His pleasant personality makes it incredibly difficult for others to imagine him ever performing evil, and when caught in the act, his silver tongue can often come up with beautiful explanations that seem to make his vile acts seem justified or even heroic. Should he deem anyone to be a threat to his plans, he will happily arrange their death and step in to take up any responsibilities they leave behind.

History became legend, legend became myth +500 CP

This drawback can only be taken once.

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

Limited Scope +500 CP

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

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

This makes the world itself more mundane by making it so that it was always round and did not become so during the Second Age; it retroactively erases powerful entities normally hidden, disinterested, or absent from the War of the Ring. For example, it will remove the nameless things normally consuming the pillars of the world from within the depths of Arda, along with Tom Bombadil, his home, and his wife Goldberry.

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

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

Pre-Trilogy Scenario



You can only take this optional Scenario before starting any Mini-Jumps or Scenarios in this Jump-Doc. In this Scenario, you will be placed within an identical copy of Middle-Earth as it was the moment the Fellowship of the Ring started, but this world is empty of all creatures, undead, and lifeforms, besides non-sentient plants. You gain **+500 CP** to purchase anything from any section of this Jump-Doc at its flat price, bypassing origin discounts in Mini-Jumps.

You must purchase a race to use for this **Scenario**, which functions as a **Gauntlet**, disabling all Out-of-Jump Perks, Powers, Items, and Companions other than Body Mods.

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

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

Rewards:

For completing **One does not simply walk into Mordor**, you gain **+500 CP** to save for future Mini-Jumps in this document or spend in the Pre-Jump and the **Ring of The Stonefoots**.

Ring of The Stonefoots

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

The Siege of Barad-dûr



When taking this optional Scenario, you will awaken the night before the Siege of Barad-dûr starts at the end of the Second Age. Unlike the canonical events in this Scenario, Isildur and his father have both died before the story began. You may purchase a race or select a previously purchased race, becoming a soldier of your selected race.

To complete this scenario, you must remove the One Ring from the hand of Sauron, severing his spirit in the process. Though the canonical Siege lasted seven years, you end the battle sooner or take longer; however, taking longer than 10 years will count as a Scenario Failure. These events will not be canon to your Mini-Jump's.

Rewards:

For completing **The Siege of Barad-dûr** and defeating Sauron, you gain **+500 CP** to save for future mini-jumps in this Jump-Doc or spend in the Pre-Jump section, the Perk **We are both, Elves and Men, in Arda and of Arda**, and the **Ring of The Ironfists**.

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

When you start a Jump, you can use this **Narrative Perk** to enter as both a **Drop-In** and a **Character-Insert** as two separate bodies who are mentally connected through a hive mind. If a jump has multiple entrance points, such as in a Mini-Jump Compilation, you may only use this Perk once per continuity.

Ring of The Ironfists

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can envelop your flesh in the power of the ring. This makes it so that any blows your body takes are reduced as though wearing steel armor, and any unarmed strike you make is reinforced as though using a magical weapon.

The Sacking of Erebor



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

This Scenario functions like a **Gauntlet**, disabling all Out-of-Jump Perks, Powers, Items, and Companions other than Body Mods, though you may purchase a race or select a previously purchased race to become for the duration of this Scenario.

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

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

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

Rewards:

For completing **The Sacking of Erebor**, you gain **+500 CP** to save for future Mini-Jumps in this Jump-Doc or spend in the Pre-Jump section and the **Ring of The Firebeards**.

Ring of The Firebeards

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



The Hobbit Trilogy

You gain **+500 CP**, which can only be spent in the Hobbit Trilogy section.

You may choose to start in the Shire, Bree, or Rivendell, unless your background drawback has you starting somewhere else, and you will stay in this setting for a minimum of 5 years up to when Bilbo Baggins returns Home.

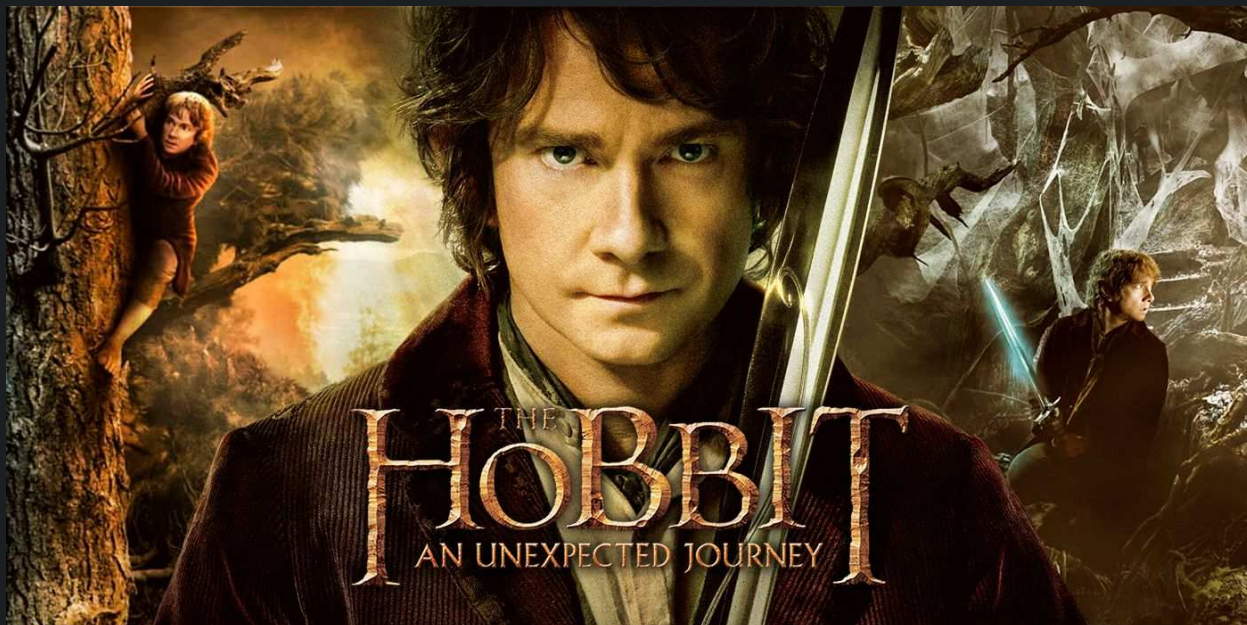
You may also purchase a race, select a previously purchased race, or create a new identity for this Trilogy. These Perks can only be purchased and used before starting **The Hobbit Trilogy**.

It began long ago -100 CP

When starting a Jump, you can use this **Narrative Perk** to start a Pre-Jump event within the Jump's History. When using this Perk, you can select a historic event or time period, such as The Rings of Power TV-Show and enter that time period as a Drop-In. You will exist within that time period for a minimum of ten years and can leave whenever you wish after those ten years. When starting the main Jump, you may choose if your historic events are canon to the story.

While I can honestly say I have told you the truth, I may not have told you all of it -100 CP

When starting a Jump, you can use this Perk to select a historic event or time period within that jump, such as the events of The Hobbit, the war of Grindelwald in Harry Potter, the creation of the Four Lord Souls in Dark Souls, or the events of the Franco-Prussian War. You will then gain a DVD box set of multiple movies that will show you the events and hidden details of those events, giving you historic details that occurred before they began the important events within that were never revealed to the public, as well as the secret manipulations and betrayals of those involved.



The Hobbit: An Unexpected Journey

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 2941 of the Third Age.

Perks

For each Origin, the **100 CP** Perk is **Free**, and the others cost **50%** of their initial price.

True courage is about knowing not when to take a life but when to spare one -100 CP

You have an unconscious awareness of the fated consequences of killing or sparing someone. This will unconsciously inform you of whether they will seek revenge, if they will kill someone innocent, or if they are going to save lives.

That is beautifully balanced -200 CP

Whenever you are combining ingredients, you always know the best ratio to get the best results, such as a superior flavour, optimal concoction, or alloy with the best properties for your needs.

To seek the company of the only one around here who's got any sense -400 CP

You can use magic to create a perfect illusion of yourself. This illusion will be able to speak to you and move about, but will only possess the knowledge that you do. When the illusion is dismissed, you will gain the memories of the illusion.

And if I win -600 CP

Whenever you make a bet with someone, they will not be able to accept the bet if they can't keep their side of the bet. Additionally, if they accept the bet, they will be forced to keep their side of the bet if you win, regardless of their intentions.

Mentor

Well, that's decided -100 CP (Free with "Mentor")

Whenever you think of an activity and a person, you will be able to tell if that activity will be good for their personal growth and if it will be entertaining for you.

It's undoubtedly a trap -200 CP (Discounted with "Mentor")

Whenever you enter a location or cross a corresponding boundary, you will become aware if you are walking into a trap. This won't tell you what the trap is or how it will be triggered, but you will become aware if you exit outside of the trap's range.

It was the beginning of an unlikely friendship -400 CP (Discounted with "Mentor")

At the start of each jump, you can select a specific character, and so long as it's possible for this Perk, you will gain a form of Friendship plot armour that alters events to increase the likelihood of you becoming friends with the selected character.

If I say Bilbo Baggins is a burglar, then a burglar he is -600 CP (Discounted with "Mentor")

Whenever you vouch for someone's capabilities, this perk will activate, giving them a type of plot armour that, so long as they work towards completing the objective, will protect them until they have done so and will slightly alter events in their favor towards completing the task.

Wanderer

Can I help you? -100 CP (Free with "Wanderer")

Whenever you come across someone, you will be able to tell how you would be able to help them. This won't give you any context on how your help benefits them, but it will make their life better.

I was always on time -200 CP (Discounted with “Wanderer”)

Whenever you mentally select a location and the limitations of travel you have available, you will gain the knowledge of exactly how long it will take you to get there if you left immediately. This will take into account anything “unexpected” that would occur to make you late, but would not let you know what those events are.

Ever, they delved deeper down into the dark -400 CP (Discounted with “Wanderer”)

Whenever you are exploring, this perk will act as a form of minor plot armour to protect you from various dangers. This would protect you in ways such as giving you a bad feeling when you are about to enter somewhere dangerous and reducing the odds of being noticed by something bad.

I don’t suppose you’ve seen a wizard -600 CP (Discounted with “Wanderer”)

Whenever you are searching for someone, you will be able to use this perk to gain their exact location relative to you. You can also use this to search for any type of sentient being, such as a woman, a goblin, or a demon, and learn the closest example of that type.

Warrior

He said there'd be food and lots of it -100 CP (Free with “Warrior”)

A hungry warrior is likely to make mistakes. With this active, you will have a type of Plot Armour that makes it so that whenever you are hungry, you will be able to find something edible. This can be set to filter what type of food you find, such as fruit and vegetables, but if there isn’t anything edible around, you won’t be likely to find a good meal.

Sharp enough for both of us -200 CP (Discounted with “Warrior”)

You can make any weapon you hold a decent blade, as you can alter any weapon you hold so that its edge gains a blade-like sharpness. If used on a stick or blunt weapon, you can add a temporary edge to make it function like a blade while you wield it; if used on any blade, its edge will be sharpened to a fine point regardless of the material it's made from.

Dead? No, only between his ears -400 CP (Discounted with “Warrior”)

This Perk functions as a **1-UP**, making it so that once per jump or once every ten years if you are killed, this Perk can be activated to return you to life; however, until you regain the 1-UP from this perk, you lose your hearing, making you deaf instead of dead.

He Stood Alone -600 CP (Discounted with “Warrior”)

Whenever you challenge one or more opponents to a battle of any type where you will fight alone, they will always accept your challenge, and anyone on your side of the battle will not intervene in the battle. Once you begin the battle from this challenge, your physical capabilities will be multiplied by the number of opponents you are facing, reducing accordingly when each opponent is removed from the battle.

Lord

Looks more like a grocer than a burglar -100 CP (Free with “Lord”)

You have an effective talent as a leader, as whenever you look at someone, you will be able to activate this perk to gain an instinctive understanding of whatever occupation they would currently best suit and what jobs they have the most potential for.

For his line lay secure -200 CP (Discounted with “Lord”)

This Perk will act to continue your line, as whenever you have a child or descendant, either through birth, creation, or willful adoption, this Perk will auto-activate to give them a form of Plot Armour which will protect them from random accidents and severe bad luck until they reach adulthood.

When I called upon them, they answered -400 CP (Discounted with “Lord”)

You can activate this perk to send out a call for aid that all of your allies will receive. Your allies will gain a subconscious awareness of where you are, that you need aid, and the severity of what you are facing. You can alter the signal sent out to exclude groups or individuals from this call or reduce the range of the signal.

Others will have read them too -600 CP (Discounted with “Lord”)

You now have an active awareness of knowledge, as whenever you learn something or deduce something for yourself, you will be able to activate this perk to find out who else possesses the same knowledge. The larger the number of people who possess this knowledge, the more structured the results of this perk become, with a smaller group knowing and giving you their names and when they found out, but larger groups giving you generalized information about them, which you can delve into to gain specific details of who in each group knows what.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Quill and ink - Free

This simple inkwell and quill will perpetually repair and refill themselves, making it so that you will always have writing materials available. Additionally, the inkwell will never leak ink should it be tipped over or turned upside down, and will only allow ink to be taken out on the tip of a Quill.

Tubers -50 CP

This seemingly empty bag contains an unlimited supply of root vegetables that you can remove from it one at a time by putting your hand in and thinking about a specific root vegetable, such as a potato, a yam, or a cassava, and you will pull it out of the bag all nice and firm.

Secret Apple -50 CP

Whenever you are looking after an animal, you will be able to summon a food perfect for them to eat as a treat; however, this food will be inedible for anything besides the creature you have acquired it for.

Ear Trumpet -200 CP

When this mental trumpet is pressed against someone's ear or head, they will hear the noise this trumpet picks up within their mind, allowing them to bypass any non-neurological deafness that they are restricted by.

Ring of The Broadbeams -300 CP

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you will be able to alter and shape wood as though it were clay, allowing you to craft tools and craft from wood with ease. By channeling magic into the ring, you will also be able to accelerate the growth of trees and most plants.

Mentor

Cup of Chamomile -100 CP (Free with "Mentor")

This simple china cup will fill with chamomile tea whenever you hold its handle and tap the inside of its rim.

Pinecones -200 CP (Discounted with “Mentor”)

These simple-looking pinecones hold the potential to become fairly powerful explosives. By setting the tip of these pinecones on fire, they will begin to burn. When the fire reaches the base of the pinecone, it will explode in all directions, sending burning fragments of the pinecone everywhere.

Binding Contract -400 CP (Discounted with “Mentor”)

By default, this piece of paper is blank; however, when you wish to set up a legally binding contract with someone, it will fill in the details of your agreement with them. When finished and signed, both parties will receive a copy of the contract. So long as one of the copies of the contract continues to exist, both sides will be magically bound by the contents of the contract.

Moon Runes table -600 CP (Discounted with “Mentor”)

This crystal table is able to alter documentation so that anything written on top of it will become invisible, making it so that the text is only readable when the moon is in the same lunar phase as when it was written.

Wanderer**Combat Buttons -100 CP (Free with “Wanderer”)**

This purchase makes it so that any clothing you wear can now contain additional buttons. Whenever you are in combat and are grabbed by an opponent, these buttons will fly off and hit whoever is grabbing you in the eye.

Portable Hobbit Hole -200 CP (Discounted with “Wanderer”)

This item gives you a simple half-meter square of wood with a handle attached. When the square is attached to any surface, the handle can be pulled open like a trapdoor. Within the trapdoor is a simple, comfortable, hobbit-sized house with all the comforts of home, including chairs, beds, and even a functional fireplace. Removing the square of wood will reset the location of everything inside and cause everything brought inside to fall out the back of the square. Whenever anything is taken out of the house, it dissipates and is returned to its original location.

Wooden Sword -400 CP (Discounted with “Wanderer”)

This simple wooden sword is both indestructible and unable to do any physical damage, making it almost completely harmless; however, it does not prevent the one hit from feeling pain. This makes it so that you can strike someone with all your might without worrying about damaging their body.

Keep out sign -600 CP (Discounted with “Wanderer”)

This functional sign can be added to any property you own, allowing you to add any variant of a keep out message, so long as it has a viable exception. This sign will prevent anyone who does not meet this exception from entering the property or causing any damage to it.

Warrior**Combat Ladder -100 CP (Free with “Warrior”)**

While standing on this ladder, you will have perfect control over its movements and be able to use it to strike others as though you were throwing a kick or punch, depending on how you wield it.

Bundle -200 CP (Discounted with “Warrior”)

A stick with an attached patch of cloth; when the cloth is unrolled, it is a square meter. When you roll up the bundle, all objects that the edges of the cloth can cover will seem to fold into it, appearing to shrink until the bundle becomes no larger than a loaf of bread and weighs about as much.

Oak Shield -400 CP (Discounted with “Warrior”)

This wooden shield has a special protection, making it so that whenever it blocks a blow, the force of the strike is perfectly distributed into the ground underneath its wielder. If the force of the strike is strong enough, this will disturb the wielder's footing and could cause them to fall.

Orcrist -600 CP (Discounted with “Warrior”)

This beautiful Elven-smithed blade has an incredible sharpness; whenever it is pulled out in the presence of Goblins, it will cause them to feel a deep and terrible fear. At the start of each jump, you may select one species native to that jump, and the fear effect of this blade will activate for that species.

Lord**Precious Gems hewn from rock -100 CP (Free with “Lord”)**

This small sack fills with Gemstones of various types once per week. The quality and variety of gemstones contained within will depend on the varieties available within the local setting.

Warning Horns -200 CP (Discounted with “Lord”)

This simple horn contains the ability to perfectly transmit messages through a simple monotone sound. Anyone who hears you blowing this horn will instantly understand why you are blowing it, but not any details.

Key Point -400 CP (Discounted with “Lord”)

At the start of each jump or once every ten years, depending on which is first, you will gain a setting-appropriate key. You won't necessarily know what the key is for, but it will be to a lock that will contain something you will want. You won't know any details initially, but every day you touch it, you will gain some information about how or where to use it.

Map of the mountain -600 CP (Discounted with “Lord”)

At the start of each jump or once every ten years, you will gain a map of an area with a prophecy attached to it. The contents of the map will be perfect for you to follow, and the prophecy will always work out to your benefit.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Pony - Free

This little pony is strong and tough, being able to go long distances without tiring.

Sebastian - 50 CP

This hedgehog can ward off hexes and curses in an area and refresh any nature magic. Strangely, should they ever gain the power of speech, they will gain a Jamaican accent and a powerful desire to sing.

Warg -100 CP

This muscular breed of wolfhound is able to act as a steed for hominoid races, as they can travel long distances at high speeds; however, they have short tempers.

Radagast the Brown -300 CP

This strange hedge wizard is highly in tune with nature but often considered to overindulge in mushrooms. Radagast is an **Ainur** and gains the **Mentor** Origin and **+300 CP** to be spent on this Mini-Jump, and each future Mini-Jump when you do them.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

A dragon could be used to terrible effect - Free

With this Drawback, you will have some control over the appearance of Smaug. While this won't allow you to alter their power, you could use it to choose if they have 2 legs or 4, what type of dragon they appear to be, and how clear the scarring of their scale is.

I wasn't expecting company +100 CP

People keep showing up when you least expect them and expect you to host them.

It still smells of troll +100 CP

Something you own keeps randomly giving off the wretched smell of troll.

I've quite forgotten their names +100 CP

You have a terrible memory for names and can not seem to recall anyone's name after you meet them.

Horse Hair +100 CP

You are allergic to horses; whenever you go near one, you will sneeze uncontrollably.

That's not an elf maid +100 CP

You are now gender blind, as you can't seem to tell a man apart from a woman without at least looking at their genitals.

We appear to be one dwarf short +100 CP

It seems that one of the thirteen members of the dwarven party never showed up at Bilbo's house. What happens to them and which dwarf has gone missing will be random; however, it will never be Thorin Oakenshield or Glóin.

We Loves Games +100 CP

A lot of your opponents will challenge you to mental games before they are willing to fight you; you can not refuse.

Bad things will follow +200 CP

It seems that you have been cursed, as every day at least one thing will randomly show up and attack you. This could be an Orc, a Troll, a Snake, or just an overly aggressive robin.

Dragons covet gold with a dark and fierce desire +200 CP

Tiny Dragons will randomly show up to take any gold you have; the more gold you gain, the bigger the dragon.

Is it lost +200 CP

You have a terrible sense of direction, as you keep getting lost and ending up in the wrong locations.

I am a Baggins of Bag-End +200 CP (Requires “Hobbit”)

To take this drawback, you must have selected the Hobbit race for this trilogy. You will be forced to take the place of Bilbo Baggins within the Hobbit Trilogy as a Baggins of the Shire.

I know you doubt me +200 CP

Everyone who is allied to you does not think you will be able to survive or continue the quest to take the Lonely Mountain.

Look what’s come out of me hooter +200 CP

You have very bad luck when it comes to snot, as most things you come across will seem to sneeze or blow their nose in your direction. The bigger they are, the larger the chances that they will cover you in snot.

They think you’re becoming odd +200 CP

You now have a lot of eccentricities that you unconsciously do; while they are harmless, they are very noticeable.

What do you mean? Do you wish me a good morning? +200 CP

There is a chance people will willfully take offense at almost anything you say.

How friendships between peoples can be lost +300 CP

You will forget you have taken this drawback, and during this Mini-Jump, you will grow to trust someone who will betray you.

Out of the frying pan +300 CP

You will forget that you have taken this drawback, and whenever you resolve a problem, another issue will occur as a result of your fix. This will not occur should you fix a problem caused by this drawback.

They've got parasites +300 CP

You actually do; for the most part, this will have little effect on you beyond making you feel hungrier and giving you very uncomfortable bowel movements.

Night raid by orcs +400 CP

The Orcs are after you; every night, they will gain an awareness of your location, and those nearby will seek you out in hopes of ending you themselves.

The likes of which you would not find in the world today +400 CP

The monsters of the ancient past are not quite as extinct as you would expect. This quadruples the odds of you coming across the ancient monsters on the level of the Balrog.

The only ill-will in this valley is that which you bring yourself +400 CP

You have a bad habit of attracting bad things and drawing them to you. Even in peaceful locations, it seems that the worst of things nearby will seek you out.

End of Mini-Jump

This Mini-Jump ends when you start the day, Gandalf and his group canonically rest at the home of Beorn, the skin-changer. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select “**Next:**” and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **The Hobbit: The Desolation of Smaug** Mini-Jump.



The Hobbit: The Desolation of Smaug

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 2941 of the Third Age on the day Gandalf and his group canonically rest at the home of Beorn, a skin-changer.

Perks

For each Origin, the **100 CP** Perk is **Free**, and the others cost **50%** of their initial price.

He's under no enchantment but his own -300 CP

With this perk, you can choose to disable and potentially remove any magic that alters you. This can include curses such as disabling the werewolf curse, removing any eldritch forced mutation, or disabling spells like haste without suffering the slowness that comes from deactivation.

The very air of the forest is heavy with illusion -300 CP

Whenever you are under the effects of an illusion or are faced with false images, you will gain a growing awareness of whether they are fake, the longer you look at them.

He's a skin changer -600 CP

With this Perk, you are able to choose a mundane animal, and you are able to magically transform into a magically enhanced version of that chosen creature.

Mentor

Which is why we're going to need a burglar -100 CP (Free with "Mentor")

Wherever you face a problem, you will know exactly who with you would be the best at resolving the issue.

This will require some delicate handling -200 CP (Discounted with "Mentor")

You know when an action you are about to take is going to need a delicate touch and how much pressure will be needed to cause negative effects.

You're not the same Hobbit who left the Shire -400 CP (Discounted with "Mentor")

If partway through a Jump, you wish to change your identity, such as altering your name or race, you can activate this **Narrative Perk** to change your identity. This will retroactively change everyone's memories of your previous actions and activities to make your new identity the one who has done them.

He is summoning his servants -600 CP (Discounted with "Mentor")

When your enemy has reinforcements on the way, you will gain awareness of how far away they are and how long it will take to reach you.

Wanderer

A good family and unimpeachable reputation -100 CP (Free with "Wanderer")

Whenever you meet someone for the first time, you will always succeed in putting your best foot forward, allowing you to have your best chance at having a good reputation with them.

Quiet as a mouse -200 CP (Discounted with “Wanderer”)

Your feet are now muffled, so they only produce 1% of the noise they otherwise would.

This forest feels sick -400 CP (Discounted with “Wanderer”)

You can feel nature and any unnatural corruption, allowing you to find the source of any corruption or pollution that is harming it, as well as anything that heals it.

We must stay on the path -600 CP (Discounted with “Wanderer”)

You now possess a form of GPS, as this allows you to see a glowing path in front of you that guides you towards your objective. If you have multiple objectives, you will see multiple glowing paths in different colours. The route plots balance the shortest distance, the safest obstacles, and the most stable paths, traveling through any terrain, building, or complex areas to reach your goal. This can sometimes lead to locked doors, unstable structures, or difficult-to-pass spaces, making it useful for navigation, but it can be difficult to travel the way it expects you to proceed.

Warrior

And do you call six a troop -100 CP (Free with “Warrior”)

Whenever working with a team, any discomfort or disorder that the team would normally have, either due to different styles or personal conflict, will be toned down, so you have improved teamwork.

But orcs I hate more -200 CP (Discounted with “Warrior”)

Whenever you share an enemy with someone that they hate more than they hate you, this will make it so that they will consider their hatred for that enemy a bigger priority than their dislike for you.

I have seen the world fall away -400 CP (Discounted with “Warrior”)

You are able to bestow anyone with a single **1-UP** that will last up to a maximum of ten years. When activated, this **1-UP** will revive the target one and give you back the bestowable **1-UP**. The same person can only be bestowed this **1-UP** once per jump or once every ten years.

I could have anything down my trousers -600 CP (Discounted with “Warrior”)

You now seem to have unlimited space just out of sight, as through this perk, you possess a Hammer-Space. You can use this to store anything that you could reasonably carry on you within this hammer space so long as when you store it no one has direct line of sight on where its being stored, you can then carry the contents of your hammer space without discomfort and pull it out whenever someone does not have direct line of sight on where you are pulling it from.

Lord

Not our only hope -100 CP (Free with “Lord”)

Whenever you are stuck or trapped within a dangerous situation, any allies you have nearby will gain a type of plot armor that protects them and increases the odds of them rescuing you.

This is no chance meeting -200 CP (Discounted with “Lord”)

You can see through the false coincidence that others put forward, allowing you to tell when someone has gone out of their way to meet you and by how much.

By my life, he shall not take my son -400 CP (Discounted with “Lord”)

You can use this Perk to stake your life on the well-being of your family, allowing you to use your life as a shield for others. Should a family member of yours be in a life-threatening situation, you can activate this perk to switch positions with them in order to move them to safety at the expense of your own.

We make our own Luck -600 CP (Discounted with “Lord”)

With this Perk, you are able to passively devour the Luck of your enemies, making it so that whenever they would normally benefit from good fortune, they will no longer gain that advantage, and instead, you will be able to stockpile their luck for yourself. When you wish to use the stolen luck, you can use this perk to activate it and use as much of it in one go as you wish.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Fish selection -50 CP

This barrel fills once per day with a wide selection of fresh water fish.

You call these weapons -100 CP

This bag contains a number of pathetic tools that barely count as weapons, including fishing spears, hammers, and hooks. This bag fills up at the start of each jump with setting appropriate weapons that even desperate people would consider sub-par.

Ring of Longbeards -200 CP

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, your body will actively soothe, allowing you to relax and gently repair muscles and some wounds. While it is passively beneficial to its wearer by channeling magic through it, the effects can benefit everyone in range.

Molten gold statue -400 CP

At the start of each jump, you can gain a cask that is molded into any customised statue. When opened, the inside of the statue will be superheated, making the pure gold statue melt and explode in scalding hot liquid gold.

Mentor

A Promise of Payment -100 CP (Free with “Mentor”)

This simple piece of paper will update every time a bounty is placed on you, showing what the bounty actually says, where, and how much is up for your capture, dead or alive.

Messenger Horn -200 CP (Discounted with “Mentor”)

When blowing this horn, you can send a message that will only be understood by those you want to understand it. This can be a secret status report, a message of greeting, or details of a complex plan, with anyone else only hearing the horn tone.

Beorninghús -400 CP (Discounted with “Mentor”)

This beautiful home is placed within your warehouse and can be placed in the jump setting once per jump. The house comes surrounded by oak trees and an inner thorny hedge connected to a high, broad wooden gate on the northern side. This combination of plants is marked with living glyphs that together act as a powerful shield. While within the property, anyone who means you harm or intends to break in will become confused and temporarily forget about you and the property, even if they are chasing you as you enter it.

The High Fells of Rhudaur -600 CP (Discounted with “Mentor”)

This dilapidated fortress acts as both a dungeon and a grave. Whenever you kill someone, you can choose to incarcerate their soul here, preventing them from moving on to the afterlife or becoming fully dead, even if they lack a soul. While the cells will let you choose to release the souls or move them into private cells, it lacks the implements of torture needed to harm the dead.

Wanderer**Keeper's Keys -100 CP (Free with “Wanderer”)**

At the start of the Jump, you will gain a set of 20 black keys attached to a singular large key ring. You can summon this set of keys to you at will, and when a blank key is inserted into a mundane lock of any variety, the key will alter its shape to fit the lock and function, allowing you to unlock it. After ten years or at the start of the next jump, whichever is first, the Keys will reset to their blank state, allowing you to use them on a new lock.

The Elven Gate -200 CP (Discounted with “Wanderer”)

This beautiful wooden entrance way can be put at the edge of any complicated landscape, including cities, forests, deserts, and mountain ranges. When you pass through it, the Gate will create a simple distinguishing pathway that will lead to the opposite side of the obstruction.

Bard's Barge -400 CP (Discounted with “Wanderer”)

This fairly large and bulky barge looks large enough to hold about twenty people comfortably. It also has a central storage area that can be used to hold far more cargo than would be expected. Whenever you pull a lever by the helm, anything stored within the marked central space will disappear as it is shifted into a pocket dimension. Anything within the pocket dimension will not experience time; the lever can only be used to toggle what is in the cargo area and what is in the pocket dimension.

Sting -600 CP (Discounted with “Wanderer”)

This Elven short-sword by the standard of the Elves would be little more than a dagger. This blade, if any Orcs or Goblins are near, will shine out with a cold light that allows the blade to become magically sharper. At the start of each jump, you may select two species native to that jump, and the magical effects of this blade will activate for that species.

Warrior**Milk Jug -100 CP (Free with “Warrior”)**

This large jug is able to fill with 1 liter of chilled milk once per minute if you want it to do so. This will allow you to access an unlimited supply of milk, though at a limited rate of access.

Barrel Boat -200 CP (Discounted with “Warrior”)

This fascinating water-tight barrel can act as a simple vehicle, allowing you to move it at the walking speed of an Elf, so long as someone is inside it. This movement is not limited to the land, as you can maneuver it while in the water.

Morgul Bow -400 CP (Discounted with “Warrior”)

This Bow is tainted by the Poison of the Morgul-blades of the Ringwraiths. The bow can taint any arrow it fires to inflict those wounded with an ever-growing pain that can eventually cause them to die from the agony, but will not cause them to turn into a wraith if not saved.

Lake-town -600 CP (Discounted with “Warrior”)

This vast and complex settlement of Men is constructed entirely of wood and stands upon wooden pillars. This town can be summoned once per jump onto the surface of any water source, giving not only housing and a trade hood but also an army of homunculus peasants who will fight for your cause. They may fight poorly, but they will fight for you.

Lord**Family Tapestry -100 CP (Free with “Lord”)**

Whenever you enter a Jump, you can set this tapestry to target any family that exists within the Jump. When selected, the tapestry will update to show a full genealogical record of that family, including all living descendants.

Wooden Crown -200 CP (Discounted with “Lord”)

This intricate wooden crown is crafted from the twigs of many magical trees. While wearing this crown, you will be able to alter your face with Illusions. By default, this will simply hide any blemishes or wounds, but you can use it to alter your appearance into anyone you can think of.

Dwarvish Windlance -400 CP (Discounted with “Lord”)

This Dwarvish weapon is a turret of Dwarvish make with the capabilities of firing spears-like Arrows. Whenever you place an aerodynamic throwing weapon or projectile within the ammunition zone of this weapon, it will fire it at high speed as though it were compatible ammunition.

Elven king's Halls -600 CP (Discounted with “Lord”)

This cave system is a shell of stone that contains a perfect copy of the decadent elven Halls in northern Mirkwood. Once per jump, you can insert this fortress into any mountain large enough to contain it. While you are within the throne room, you will be able to maneuver the halls through stone like a submarine through water. The halls can move at a maximum speed of 30 mph, but the only part of the halls that can surface from the stone are the canonical entrances to the halls.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

White Stag -100 CP

This majestic equine possesses potent magical properties, and its hair is as white and bright as freshly fallen snow. While being friendly with this creature, it will be able to lead anyone through dangerous and hazardous environments safely.

Tauriel -300 CP

Tauriel is a Wood-elf of Mirkwood and the captain of the Elven guard of Thranduil's Woodland Realm. Tauriel is an **Elf** and gains the **Warrior** Origin and **+300 CP** to be spent on this Mini-Jump, the previous Mini-Jump, and each future Mini-Jump when you do them.

Smaug -1000 CP

This powerful magical beast is considered the last "great" dragon of Middle-earth. He was drawn to the enormous wealth amassed by the Dwarves of the Erebor during King Thrór's reign. Smaug possesses the physical strength to crush stone with ease, is able to fly, and can breathe streams of searing hot flame and vapour from its mouth and nostrils.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

I hear your breath +100 CP

Something must be wrong with your lungs, as whenever you breathe, you will give off the sound of gasping and wheezing in an almost rhythmic, mechanical pattern. This won't cause you any discomfort, nor will you even be able to hear it, but everyone else will.

If he had a name, it has long since been lost +100 CP

You and everyone you have already met within this continuity have forgotten your name; you all know you had one, but can't remember what it was.

It looks completely abandoned +100 CP

You have some strange object blindness, as you can't seem to tell the difference between a derelict building and a well-kept manor. Everything looks old and worn out to you, almost as if you have impossible standards.

Not just a thief but a liar as well +100 CP

Well, it seems that you have a dishonest face, as whenever you try to say something honest to someone, they will believe that you are untrustworthy and take whatever you say with a lot of skepticism.

What signal would that be +100 CP

Any type of cue or signal you set up will be misconstrued or misunderstood, causing those who are supposed to take action to act too soon or too late.

Your hunters are not far behind +100 CP

A new group of Orcs is hunting you; what's more, they have a magic compass that leads directly to you. They will not stop hounding you until either they or you are dead.

Fell things creep beneath those trees +200 CP

There must be something in the soil, as most bugs and insects you come across will be more aggressive and vicious. While this won't make them more dangerous, expect to get a lot more bug bites.

He's very sick +200 CP

You have been poisoned. It's going to be painful and burn, requiring you to get medical attention, as while your perks can stop it from killing you, they won't be able to remove it.

On no account come after me +200 CP

Well, it seems someone has followed the ideology of falling behind, left behind, as now your allies will abandon you should they lose sight of you.

That's not the worst of it +200 CP

Whenever you are given bad news, there will always be something unpleasant that will be added to the end of the statement that makes it even worse.

We've lost the light +200 CP

It seems that darkness has come, or at least for you it has, as now you can not see the light that has come directly from the sun. You can still see moonlight and torchlight, but day might as well be night for you.

He will help us, or he will kill us +300 CP

Whenever you meet someone for the first time who would otherwise help you, a coin flip will occur. If it lands on heads, they will help you; should it land on tails, they will take actions to kill you. You will not know which side the coin lands on.

Fell things are drawn to his power +300 CP

It seems you have some unnatural attraction, as Monsters are now drawn to you and not in a good way.

I started this. I cannot forsake them +300 CP

Well, it turns out that he can. With this drawback, Gandalf has decided to abandon the events of The Hobbit after the battle of Dol Guldur, instead focusing on preventing Sauron's return.

My armour is iron +300 CP

All of your enemies' armour will be improved, making them all far more durable. This will even cause some enemies' skin to become as strong as treated leather.

End of Mini-Jump

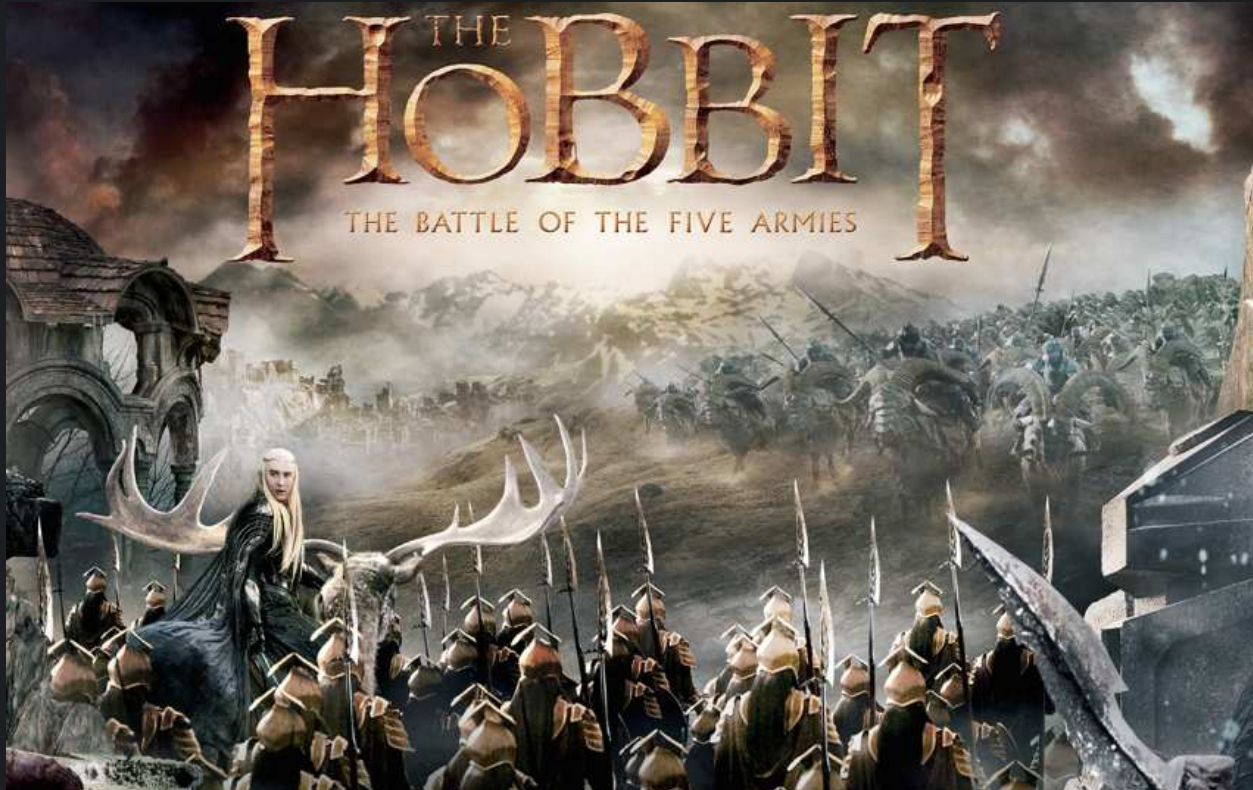
This Mini-Jump ends at the time the dragon Smaug canonically starts his attack on Laketown. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select “**Next:**” and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **The Hobbit: The Battle of the Five Armies** Mini-Jump.



The Hobbit: The Battle of the Five Armies

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 2941 of the Third Age on the day Smaug canonically sets Laketown ablaze.

Perks

For each Origin, the **100 CP** Perk is **Free**, and the others cost **50%** of their initial price.

Magic rings should not be used lightly -200 CP

With this Perk, you will always know the consequences of using an item within a situation. This could be knowing how the change will affect your social position, it could be knowing who else will be interested in using the item after seeing you use it, or it could be knowing what type of retribution will be taken against you for using the item.

I will put the next one between your eyes -300 CP

By selectively **Toggling** this perk, you will be able to let others know the validity of your threats. With this activity, you can make others know with certainty that you can make good on your threat and that you will make good on your threat. This won't tell them if this is not true unless you wish for them to be aware of it.

We'll live to fight another day -400 CP

When you are defeated in battle, and your odds of death are above 50%, you will be aware that you can activate this **Perk**. When the **Perk** is activated, you gain a large amount of Plot Armour that protects you while you are trying to escape. This Plot Armour will stay active until you reach safety.

If you don't like my burglar, then please, don't damage him! -500 CP

With this Perk, you can label someone as yours, thus making others aware of how powerful their backing is, even if they don't know of you. You can scale how powerful you will appear to be from this Perk, ranging from your maximum power with all perks, powers, and items to your minimum without any of them.

Mentor

This was their plan all along -100 CP (Free with "Mentor")

Whenever you experience events that negatively affect you, you will know if these events were planned out. This won't tell you who made these plans, but it will tell you if you were the target of these plans or if the events were expected or unexpected side effects of the plan.

You just have to twiddle with the top -200 CP (Discounted with "Mentor")

Whenever you interact with a broken, malfunctioning, or decrepit supernatural object, you will be able to use this perk in order to figure out how to jury-rig the object to get it working. This won't necessarily fix the object, though it may be able to; however, it will at least get the object functional for a short period of time.

You should have stayed dead -400 CP (Discounted with "Mentor")

With this Perk, the dead are no longer immune to pain should you be the one to dish it out. While this perk won't necessarily allow you to destroy the dead, anything you do to them will cause them as much pain as though they were a living being, with some undead being destroyed if they experience too much pain.

To cut the head off the snake -600 CP (Discounted with "Mentor")

By activating this Perk, you will gain a mental list of the leadership of any group you designate, as well as the leadership's current location. The list you gain will only include the current leadership of the group when you activate it, not showing you who the previous leadership was, and in order to gain knowledge about replacement leadership, you must reactivate the Perk.

Wanderer

I like to think I'm an honest one -100 CP (Free with "Wanderer")

When you make a statement you know to be true, you can activate this **Perk** to make it so that anyone who hears what you say will know that you are telling the truth. This perk will not activate if you are spreading misinformation, such as if your memories have been falsified or if you have been given false information that was intentionally false somewhere in the chain of distribution, unless you specified that it is to the best of your knowledge.

They're all up there -200 CP (Discounted with "Wanderer")

Whenever you are working with others in a team or as a group of allies, this perk will allow you to know where they all are. Within your mind, this will be both a vague understanding of their positions and a visual outline of them, within your mind, allowing you to see them through walls, so long as they are within distance of what you would be able to see if there were no obstacles between you.

I'm glad to have shared in your perils -400 CP (Discounted with "Wanderer")

You can selectively activate and or **Toggle** this Perk to guarantee that things outside your control line up for you to put you into that position where you can interact with events of interest. If you use this to select specific canon events before they happen, this Perk will tell you if they are still going to occur, and if so, lead you to those locations in time for the event to occur. If you **Toggle** this Perk on, you will find yourself frequently being pulled into interesting things, including non-canon events, and those that take place in another medium, such as a spin-off Book, Comic, or Video Game.

They won't see me -600 CP (Discounted with "Wanderer")

With this Perk, you will gain the academic and practical knowledge required to become a covert operative. Additionally this will give you a form of plot armor that makes you much harder to spot as events conspire to better hide you, such as objects seeming to perfectly hide you from whoever is looking for you, a crowd full of people who look similar to you arriving while walking in the street or a distraction occurring when someone is about to search where you hiding.

Warrior

I saw them at the market -100 CP (Free with "Warrior")

When you ask someone about something or someone else, they will always know who you are referring to. If they have seen what you are talking about, they will unconsciously express where and when they last saw them.

His arrows cannot pierce its hide -200 CP (Discounted with “Warrior”)

Whenever you know of or see a weapon and know of and see a target, you will always know if the weapon is able to harm them and, if so, how the weapon would need to be used in order to harm them.

I want this fortress made safe by sunup -400 CP (Discounted with “Warrior”)

Whenever you start working to reinforce a structure, you will gain a supernatural restorative capability, as any actions you take to repair or reinforce it will strengthen and repair any internal aspects of the structure. From this, you can repair fractured bricks within a building by stacking stone where a gap exists or by plastering the wall.

All hail to the Dragon-Slayer -600 CP (Discounted with “Warrior”)

Whenever you kill or defeat a beast, monster, or creature of any type, those who see you will gain a passive awareness of your accomplishment, and you will be better able to harm that type of entity. From this, should you kill or subdue a dragon, everyone who meets you will subconsciously know you as a dragon slayer, and you will do superior damage to dragons should you battle one again.

Lord

He does not command my heart -100 CP (Free with “Lord”)

While this Perk is active, you will know when your emotions are being altered or manipulated, as well as if the manipulation is intentional, and how they are being manipulated.

Have you not had your fill of death -200 CP (Discounted with “Lord”)

Whenever tensions are high, you will know the words most likely to de-escalate the situation in order to prevent bloodshed and further resentment.

Lord Under the mountain -400 CP (Discounted with “Lord”)

With this Perk, you gain the unconscious respect of everyone you meet. This will make it so that should you meet someone, they will never think of you as being of a lower social status than them. This will allow you to talk to them without impunity or creating a situation.

I am not my grandfather -600 CP (Discounted with “Lord”)

With this Perk, your mind will constantly try to heal itself from any corruption while building up a resistance. The more powerful the corruption, the longer your mind will need to heal, but the longer your mind spends healing itself, the better a resistance against that type of corruption your mind gains.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Combat Cart -100 CP

This simple wooden cart can be used either as a sitting area for a number of people while it is attached to a beast of burden; however, when not attached to an animal, it can be launched forward as a high-speed projectile, striking your target as a weapon.

Lucky Coin -100 CP

This simple gold coin has a small amount of control over luck, increasing your luck by 5%. Additionally, whenever you flip this coin, it will always land on the side you want it to land on.

Boomerang Ax -200 CP

This simple Dwarven Ax, when thrown at an enemy, will always seem to bounce back to you regardless of how far you throw it.

Twirley-whirlies -200 CP

This strange ballista seems to be the best anti-projectile weapon, as whenever the bolt is fired, a special cable threads out of it and spins. This cable automatically grabs any projectile fired in its area of control, preventing it from passing.

Talisman -400 CP

This simple stone rune is engraved with information about the people you love. This stone can function as a **1-UP**, resurrecting you and anyone holding it when they die. This item will return to your warehouse once per Jump or once every ten years, whichever is first.

Vilya The Ring of Air -500 CP

This Ring is a copy of Vilya, an Elven Ring of Power, with a Sapphire set in a golden band. This ring of power is disconnected from the One Ring, and while wearing this ring, your spirit will be invigorated, keeping your body and mind well rested. The ring will also boost your ability to wield wind-oriented magic, and by channeling your magic through the ring, you will be able to cleanse and restore the wounded and corrupted.

Mentor

Dextrus Chain -100 CP (Free with “Mentor”)

This tool looks like a simple spiked iron chain; however, while touching it, you will have full control over its movements, having it bend to your will as if it were an extension of your body.

Box of Troll Treasure -200 CP (Discounted with “Mentor”)

This Box restocks once per week, filled with a small hoard of goods, including brass buttons, pots, gold, jewels, food, and weapons. Unfortunately, everything inside the box will stink of trolls requiring some form of deodorisation to be of any use if you have a working nose.

A Borrowed Staff -400 CP (Discounted with “Mentor”)

This staff, by default, acts as a simple magical conduit but has another power beyond that. Whenever you lose a tool that is personal to you, be it a sword, a wrench, or even a vehicle, you will be able to activate this item, causing it to transform into another of that object. However, the replacement will often not be as good as the original.

Glamdring -600 CP (Discounted with “Mentor”)

Also known as the "Foe-hammer," this blade was once worn by the King of Gondolin. It has a beautiful scabbard and hilt engraved in runes of the Cirth script. This blade has an unnatural sharpness and durability. When the blade strikes Orcs, Goblins, or Trolls, its user will gain enhanced strength as the power behind each strike is tripled, causing those who survive the blade to be knocked back. At the start of each jump, you may select three species native to that jump, and the strength-enhancing effects of this blade will activate for those species.

Wanderer**Acorn -100 CP (Free with “Wanderer”)**

This Acorn holds many memories, and when planted and grown, the tree of these seeds will be able to hold your memories. By touching this ring, you can revisit and show others your memories as you saw them without deception.

Deadshot Rock -200 CP (Discounted with “Wanderer”)

This simple rock seems to have a supernatural accuracy, as whenever you throw it, this rock will always hit its mark, so long as it is possible.

My 1/14th of the treasure -400 CP (Discounted with “Wanderer”)

It seems you have fulfilled your contract and can now gain the spoils, as you now gain 1,189,018 metric tons of gold coins that are added directly to your warehouse.

The White Gems of Lasgalen -600 CP (Discounted with “Wanderer”)

This Mithril and Gemstone necklace will protect its wearer with a thin see-through bubble from a number of forms of harm. This bubble will bestow clean air for safe breathing even within poisonous gases and underwater. The bubble will also solidify to block attacks, but if it is struck too hard, it will pop, requiring some time for the necklace to recharge and the bubble to return.

Warrior

War horn -100 CP (Free with “Warrior”)

When wearing this wrap-around horn and blowing it, you will be able to transmit simple information to your allies and clearly designate a target of attack for any of your allies.

Warning Bell -200 CP (Discounted with “Warrior”)

When danger is happening, this bell will be heard from a thousand miles away, with everyone who hears it knowing the location that is under attack.

Hanging rope -400 CP (Discounted with “Warrior”)

This strange rope seems to act as though it were a snake. While it is friendly and perhaps even affectionate to you, when an enemy attacks, it will always target the enemy’s throat, wrap around the neck, and find a point of leverage in order to hang them should you wish it.

Black Arrow -600 CP (Discounted with “Warrior”)

This extremely sharp black arrow is enchanted so that it will always penetrate through any organic matter, including scales, leather, gelatinous ichor, and shells, regardless of how durable it is. While the arrow can break through armor and shields, if a durable enough form of inorganic protection lies between the Arrow and the target, it may protect them.

Lord

Horn of Confusion -100 CP (Free with “Lord”)

When blowing this large person-sized horn, you will be able to sow disorientation and confusion to any who hears it. Those with a stronger mind will be able to resist or completely ignore this mental attack, and you can selectively exclude groups or individuals, making it a normal sound to them.

A Cart of Aid -200 CP (Discounted with “Lord”)

This simple cart restocks once per month with enough Food, Water, and Medicine to satiate 20 people for a month. Each time it restocks, it will also stock whatever resource you need most, including blankets, craft pieces, stone, or specific types of plants and herbs.

The Kingdom of Erebor -400 CP (Discounted with “Lord”)

From this, you gain the Lonely Mountain itself and the Dwarven city contained within it. Once per future Jumps, you can import this mountain into any location, having it sprout from the ground as though a geological abnormality, with the ruins of Dale being attached to it. The Kingdom contains the deep mines of Erebor and the complex foundry within.

The Arkenstone -600 CP (Discounted with “Lord”)

The Arkenstone of Thráin, also known as the Heart of the Mountain, is a great and wondrous jewel that was the family heirloom of the Kings of Durin's Folk. When this gem is embedded within any type of stone, it will strengthen the land around it, making it more durable and regenerating any ores or minerals, allowing it to regenerate even pure mythrill should it be mined within the range of this gem.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section.

Companions cannot purchase Companions.

Gildare -100 CP

These Giant bats are large enough and strong enough for most mortal races to ride like steeds. While these large flying creatures prefer to travel at night and prefer to roost in caves or dark forests, they are capable of flying in daylight.

Thorin -300 CP

Thorin is the leader of the Company of Dwarves who aim to reclaim the Lonely Mountain from Smaug the dragon. He is the son of Thráin II, grandson of Thrór. Thorin is a **Dwarf** and gains the **Lord** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump, and each future Mini-Jump when you do them.

Bilbo -300 CP

Bilbo Baggins was a hobbit of the Shire in the Third Age. He was hired by Gandalf to aid Thorin and Company in the Quest of Erebor. Bilbo is a **Hobbit** and gains the **Wander** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump, and each future Mini-Jump when you do them.

Were-worms -400 CP

Also known as the great earth eater, this giant beast is known to inhabit the Last Desert, to the far east beyond Mordor. Tunnels dug by these creatures are large enough for an army to easily travel through. They look somewhat like colossal rainworms with rock-like skin and massive jaws. They are among the largest of creatures within Middle-earth, with Smaug being slightly longer in length.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

Gold beyond measure +100 CP

You have lost your power of estimation, as you can not guess how many of something there is if there is more than ten of it.

My goat riding days are over +100 CP

You can't ride any kind of animal; at most, you could be a passenger on a cart that someone else is driving, but you will feel motion sick.

Open this door +100 CP

Whenever you are in the middle of something, someone will always try to barge their way into the room you are in.

The gold in that mountain is cursed +100 CP

The gold of the lonely mountain now burns you. Touching even a single coin would be like grasping hot coals, as it would you.

Since when has my council counted for so little +100 CP

No matter what you say, everyone will seem to ignore your advice as though you had said nothing. Even if they decide to do what you suggest, it will have nothing to do with you.

He doesn't sleep, he barely eats +200 CP

You are now suffering from insomnia and a case of anorexia as the idea of eating or sleeping becomes unpalatable to you.

I will have war +200 CP

It seems you have woken up and chosen violence as you feel rage, and every time you make a decision, you seem to be pulled towards making the most confrontational option.

Not every man is brave enough to wear a corset +200 CP

You are stuck in an uncomfortable corset that makes it difficult for you to move comfortably and difficult to breathe deeply.

The town is lost, save the gold +200 CP

You have lost interest in the value of human lives, in comparison to the value of gold. So long as you can gain a gold coin, you will happily let dozens of people die.

If this is love, I do not want it +300 CP

You will fall in love with someone, and they will permanently die with no perk, item, or power of any type ever allowing you to revive them.

One of them is false +300 CP

There is an imposter in your group; they will be a shapeshifting creature working for Sauron with the intention of killing you and your allies.

You can not fight shadows +300 CP

For the duration of this Jump, 3 shadow beings will be sent out to kill you. They are ethereal to any non-magical weapons and will not die even when wounded. They will have great discomfort when in direct light, but will be stronger in darkness. They will not willingly stop trying to kill you.

Dragon sickness +400 CP

You have caught a bad case of dragon sickness, as you have a fierce and jealous love towards gold and treasure of all types, making you far more paranoid and prone to erratic behavior.

He will burn +400 CP

Before this Jump begins, you will be put into an empty space where you will be burned alive by Smaug's flames. It will be quick, but it will also be very painful. After you have died, you will be brought back to life and start this **Mini-Jump**.

End of Mini-Jump

This Mini-Jump ends at the end of the day that Bilbo canonically returns home. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select either "**Next:**" and continue onwards with the next section of this Jump-Doc.

Long Road:

If you select this option, you will stay in this jump setting for approximately 60 years until the start of **The Lord of the Rings Trilogy**. For taking this option, you gain **+1000 CP**.

Next:

You continue into **Mid-Trilogy Scenarios**.

Mid-Trilogy Scenario:

The Scenarios in this section are optional and can only be taken after completing the Hobbit Trilogy, and can not be taken after starting the Lord of the Rings Trilogy.

Middle-earth: Shadow of Mordor and War



After Talion, a ranger of Gondor responsible for guarding the Black Gate of Mordor, is killed by the armies of Sauron, however, unless you select to insert as Talion, you will be revived and possessed by Celebrimbor in Talion's place.

You may purchase a race or select a previously purchased race to become for the duration of this Scenario.

For the duration of this scenario, you will gain Talion's "wraith-like abilities" but will not keep them post-scenario.

To complete this Scenario, you must kill the Hammer of Sauron, the Tower of Sauron, the Black Hand of Sauron, the Witch-king of Angmar, and seize Minas Morgul.

You can choose if the events you participate in will be canon to the events of the later Mini-Jumps.

If you have taken **Long Road**, you may either have the body that you're living in during the 60-year gap take Talion's place or have an independent copy of yourself gain a new body with your Perks, Powers, and Items, then take on the Scenario and merge with you when this Scenario is completed.

Rewards:

For completing **Middle-earth: Shadow of Mordor and War**, you gain **+500 CP** to save for future Mini-Jumps in this Jump-Doc or spend in the Pre-Jump section and the **Ring of The Witch-king**.

- If you have purchased **Aeglos** and **Túrann**, you will also gain **The Ring of Celebrimbor**.
- If you have purchased **Simple Crafts**, **Hobbit Crafts**, **Elvish Crafts**, **Dwarven Crafts**, **War Crafts**, **Stone Crafts**, and **Magical Crafts**, you will also gain **Power Crafts**.

Ring of The Witch-king

This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you will become the bane of all weapons, as any time you are struck, the weapon that hits you will shatter, most likely wounding its wielder.

The Ring of Celebrimbor

This Ring is an intentional inverse of the One Ring, taking on a silver and cold blue in opposition to the One Ring's gold and fire red. This ring was crafted by Celebrimbor without Sauron's imbued power, thereby leaving it free of the Dark Lord's influence. While wearing this ring, you will be able to see and interact with the Wraith realm. This allows you to see souls through walls, teleport to nearby locations within sight, and even grasp souls from a distance to pull their bodies toward you.

Power Crafts

With this, you gain the crafting knowledge of Celebrimbor, Sauron, and even Fëanor as you can now craft objects that are imbued with power beyond mere magic. You can craft new rings of power, going so far as to imbue them with magical stones to create new masterpieces. Should you use **The Arkenstone** as a gem, you could use it to craft a ring of power that complements the three Elven rings, **Nór**, a ring that strengthens the land which supports you, and boosts your ability to wield earth-oriented magic. By channeling your magic through the ring, it can reinforce the wills and bodies of those you target.

Middle-earth: War in the North



You may also purchase a race or select a previously purchased race, or create a new identity for this Scenario. Due to the events overlapping with the story of The Lord of the Rings, you may choose for these events to be set in a separate canonical continuity from the Mini-Jumps or have it that the you in this scenario is an independent copy of you with your perks who will merge with you when this Scenario is completed and you both will it.

This Scenario will begin a few days before Frodo sets off on his quest, as you, alongside Eradan, a human, Andriel, an elf, and Farin, a Dwarf, arrive at the Prancing Pony in Bree, to meet with Aragorn.

To complete this scenario, you must complete the accomplishments of the Trio, such as distracting the orcs of Fornost, slaying Bargrisar the Stone-giant, decimating the Orc army at Mount Gundabad, and killing Agandaûr.

Rewards:

For completing **Middle-earth: War in the North**, you gain **+500 CP** to save for any future Mini-Jump or spend in the Pre-Jump section and the **Ring of The Stiffbeards**.

Ring of The Stiffbeards

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can shift your form into stone, allowing you to strike with more force, and when pressing against rock, allowing you to travel through the land at half your regular walking speed without unsettling the earth.



The Lord of the Rings Trilogy

You gain **+500 CP**, which can only be spent in the Lord of the Rings Trilogy section.

You may choose to start in the Shire, Bree, or Rivendell, unless your background drawback has you starting somewhere else. You may also purchase a new race, select a previously purchased race, or create a new identity for this Trilogy. If you have already destroyed the One Ring at this point, then you will be sent to a copy of the canon world of The Lord of the Rings. These Perks can only be purchased and used before starting **The Lord of the Rings Trilogy**.

My own adventure turned out quite different -100 CP

When continuing a Jump based on a Multi-Part story, you can use this **Narrative Perk** to start a side Jump, allowing you to re-enter the story's events as they occurred in canon. For example, should you destroy the One Ring within the events of the Hobbit Trilogy, you can use this Perk to pause that timeline and enter into a copy of the canon events of The Lord of the Rings with your **Narrative Perks** applied.

Full of strange creatures beyond count -100 CP

When starting a Jump, you will be able to use this **Narrative Perk** to import species from any previous jumps you have visited into continuity.

This import can be done in one of two ways:

1. First is to import setting-appropriate equivalents of the species without really altering the continuity. You will have some control over the implementation, such as making Tolkien Incursion's humanoid frogs similar to Tolkien Goblins or spirits like Tolkien Merpeople.
2. Second is to retroactively import the selected species as they are within the original story; this may alter the events of the canonical story, resulting in a drastically different setting.



The Lord of the Rings: The Fellowship of the Ring

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being the day of Bilbo's eleventy-first birthday party.

Perks

For each Origin, the **100 CP** Perk is **Free** and the others cost **50%** of their initial price.

I once knew every spell in all the tongues -100/600 CP

You now possess a grand store of magical knowledge fiat-backed into your mind, however it will be stored in such a way as though you have forgotten it, requiring you to either relearn or remember this knowledge. Any knowledge gained from this Perk, even mind warping eldritch knowledge can not harm you. Be warned this Perk wont protect you from being harmed from the practical use of this knowledge, such as casting a dangerous spell or performing a ritual. For **-100 CP**, you will gain the regressed knowledge of every spell within the continuity of The Lord of the Rings.

For **-600 CP**, this perk will activate at the start of each jump, updating your regressed knowledge with every formulaic and academic spell within that continuity that can be taught.

Only there can it be unmade -200 CP

Whenever you target an object or effect with this perk, you will gain the knowledge of how to undo it correctly. This can be gaining the knowledge of how to destroy a Ring of Power or how to break a curse that binds a soul. Regardless, this will in and of itself not end the effect, but you will at least learn if it is possible.

Don't tempt me, Frodo -300 CP

Whenever you are offered something dangerous to you, such as cursed objects, poison, or acid, you will gain a sickening feeling that will feel like a slap to the face, warning you not to take it. Most of the time, this will be enough to break you free of any compulsion.

Mentor

This foe is beyond any of you -100 CP (Free with "Mentor")

When with one or more allies, you will be able to target an enemy and will know how many times your allies would suffer defeat or death out of 100 accurate simulated battles.

A wizard is never late -200 CP (Discounted with "Mentor")

You will arrive precisely when you mean to! This Perk grants you a form of plot armor so that when your allies are losing a battle without you, so long as you are trying to reach them, you will always be able to arrive before the battle is lost or any of your personal friends die.

You shall not pass -400 CP (Discounted with "Mentor")

When fighting an enemy, you can activate this Perk to aggro them. While an enemy is aggro'ed, they will not be able to target others and will not be able to pass you. If you move more than 5 feet from the location you activated it, or if you die, this Perk will deactivate and can not be activated again on the same target for another 30 minutes.

Let us hope that our presence goes unnoticed -600 CP (Discounted with "Mentor")

Whenever travelling with others, you will be able to activate this Perk surrounding the group in a stealth field. This stealth field will reduce the noise and visibility of the group to match the stealthiest member of your group.

Wanderer

This will be a night to remember -100 CP (Free with "Wanderer")

You have a premonitory sense for whenever something interesting is going to happen. While this won't tell you if the thing is good or bad, you will gain a vague awareness of how long until it happens, the general direction it's going to happen, and vaguely how big an event it is going to be.

Mind who you're sweet taking -200 CP (Discounted with "Wanderer")

You can send a mental signal to others, causing them to get a feeling of disinterest and momentary bouts of absentmindedness. From this, you can cause others to lose track of what they are saying or to lose interest in the conversation altogether.

Hobbits must seem of little importance -400 CP (Discounted with "Wanderer")

You are able to **Toggle** this perk so that when it is active, your enemies will think of you as unimportant or unimpressive, disregarding your accomplishments as luck or the effort of others. If active while an enemy is searching for you, but does not know you specifically, they may disregard you completely, even when you perfectly match the description of who they are looking for.

Don't turn me into anything unnatural -600 CP (Discounted with "Wanderer")

You now have forceful control over the inside of your body. This makes it so that no form of esoteric transmutation, disintegration, or erasure will be able to affect you without your permission. This will not prevent your body from being altered due to harm caused by cuts, tears, burns, or blunt force.

Warrior

Get em -100 CP (Free with "Warrior")

When setting up a plan of action with others, you will be able to set up your awareness of time so that you will all be able to work together with effective timing, allowing you to perfectly synchronise your timing.

You have a stout heart -200 CP (Discounted with "Warrior")

Whenever you face a force that should instill emotions in you, such as natural fear from an overwhelming power or a charm effect, this perk will reduce its effects on you while making you aware of what emotions are being repressed.

And what would a Ranger know? -400 CP (Discounted with "Warrior")

You have been trained in all the arts of the Rangers, as this Perk grants you the collective skills and knowledge that every Ranger of the North has learned towards becoming one. This includes combat techniques, swordsmanship, archery, spearsmanship, dagger use, tactics, guerrilla warfare, freerunning, tracking, scouting, stealth, survival, wilderness lore, woodcrafting, and herbalism.

If by my life or death I can protect you, I will -600 CP (Discounted with “Warrior”)

Whenever you vow to protect someone, any time someone attempts to attack or harm them, they will be drawn to attack you instead. Once Per Jumper or once every 10 years, if you die, even if you are revived, everyone you have vowed to protect will gain a **1-UP**.

Lord

Disguised as riders in black -100 CP (Free with “Lord”)

You can **Toggle** this perk in order to hide or camouflage any unnatural attributes that you have. When this perk is active, you will not be able to be detected as any different from a mundane variant of your active **Alt-Form**, and any visible differences will become cloaked in shadow so that they are hidden.

Our business is our own -200 CP (Discounted with “Lord”)

Whenever someone becomes interested in you or your activity, you will be able to activate this Perk in order to make them remember something else while reducing their interest in you. When they have dealt with or lost interest in whatever you distracted them with, you will become aware if they have become interested in you again, and can reactivate this perk in order to distract them once again.

Cannot be destroyed by any craft we here possess -400 CP (Discounted with “Lord”)

You now have access to a power that Annatar, the "Lord of Gifts", would deeply desire. Whenever you craft an item using only your own capabilities, powers, perks, abilities, or any fiat-backed items you own, you will be able to reinforce them. This means that should you craft an item, it will automatically become fiat-backed, returning to you once every 24 hours if lost or stolen. By pouring your energy into your fiat-back-crafted item, it will increase the item's durability while making it an item of that energy type. The more energy you put into the item, the more durable it becomes.

Spies of Sauron -600 CP (Discounted with “Lord”)

Whenever you target a creature with this Perk, you will be able to slightly tire your mind in order to insert a seed of your will into them. Stronger-willed entities will be able to resist this and can choose to erase the seeds from their mind. When used on weaker-willed entities such as nonsentient animals, you will be able to take control of them. When in control of a creature this way, it will unwittingly follow your orders, and you will also be able to telepathically communicate with it at any distance, as well as see through its mind as though watching what it sees and hears through a camera in your mind.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item after the first are full price, with Items marked **Free** costing **-50 CP**.

There and back again, a hobbit's tale - Free

This book contains the full original retelling of The Hobbit by Bilbo Baggins.

Leaves of Lórien - Free

These Elven-brooches resemble leaves and can clasp together almost any cloth despite not containing a needle.

Map of Middle-Earth - Free/-200 CP

For **Free** this beautiful and complex map contains the totality of Middle-Earth showing every location and road it contains.

For **-200 CP** by pressing this map, it will show your current location and allow you to zoom in or out to see your location in greater detail.

A lock of golden hair -50 CP

This Phial contains 3 strands of Galadriel's hair. While not supremely powerful, they will act to discourage any evil beasts within an area from approaching.

The Tower of Amon Sûl -200 CP

This once great watch-tower was built upon the flattened hill-top of Weathertop Hill within the Weather Hills of Eriador. The watch-tower was burned to the ground by the Witch-king long ago, but the foundations still remain. Any tower or building constructed on the remains of the tower will now be magically reinforced and will be able to draw magical power from the foundation itself.

The Shards of Narsil -300 CP

The shattered fragments of the broken blade. While they may not seem impressive, the blade edge of each fragment is able to slice through evil, bypassing most magical protections in the process.

Nenya, The Ring of Adamant -500 CP

This Ring is a copy of Nenya, an Elven Ring of Power, with a white stone of adamant set in a Mithril band. This ring of power is disconnected from the One Ring. While wearing this ring, it will soothe and preserve your heart and mind, hindering any attempts to harm either, while boosting your ability to wield water-oriented magic. By channeling your magic through the ring, it will be able to conceal and shroud what you are targeting from the sight and scrutiny of others.

Mentor

Smoking Pipe -100 CP (Free with “Mentor”)

This simple, long wooden pipe will give you control of the smoke you breathe out, allowing you to perfectly shape it into any patterns or shapes you desire.

Dragon Firework -200 CP (Discounted with “Mentor”)

Whenever you launch this Fireworks, it will create a powerful illusion that is almost indistinguishable from a real dragon. You will be able to control the illusion for approximately a minute before it explodes.

The archives in the vaults of Minas Tirith -400 CP (Discounted with “Mentor”)

Once per Jump, you gain an archive of documents relating to things that you are likely to come across during the jump.

The Mirror of Lorien -600 CP (Discounted with “Mentor”)

This magical mirror is a powerful tool for divination, as it allows you to show others your memories and the memories of any other willing individual. When you attempt to perform divination with this mirror, it will make whatever visions your divination calls far clearer and easy to recall in the mirror itself.

Wanderer

Uncomfortable Stick -100 CP (Free with “Wanderer”)

While this may seem like an ordinary stick, you can target anyone with it, making it so that whenever they attempt to sleep, this stick will teleport underneath them, making it incredibly uncomfortable to sleep.

Bucklebury Ferry -200 CP (Discounted with “Wanderer”)

Whenever you come to a water source, you can summon this large flat ferry boat. While this boat seems unseaworthy, requiring the use of a paddle to move, it will never sink and will always remain horizontal even when against tall waves.

The Light of Eärendil -400 CP (Discounted with “Wanderer”)

This beautiful glass Phial contains a remnant of the light of the Two Trees of Valinor, a Magical liquid light that burns and purifies evil while guiding the wielder through any darkness.

Impenetrable Envelope -600 CP (Discounted with “Wanderer”)

Anything stored within this simple envelope is blocked off from the outside world and can not be found through any process other than opening or damaging the envelope.

Warrior**Lembas Bread -100 CP (Free with “Warrior”)**

Once per week, you can gain this elvish bread. It is very nutritious; one small bite of Elvish Lembas bread is enough to fill the stomach of a grown man for a full day. Though this purchase doesn't come with mallorn leaves, if you wrap this bread with them, it will stay fresh for months. You also gain the recipe on how to craft more, but be careful who finds out you know, as the recipe is a closely guarded secret.

Spare Blades -200 CP (Discounted with “Warrior”)

Whenever you are in need of a weapon, you can summon a selection of simple weapons that, while basic and well-worn, are fully functional. Though they are useful in battle, they are not very sharp or durable, being only stamped or drop-forged blades of poor quality.

Switching beds -400 CP (Discounted with “Warrior”)

You gain 2 sets of paired single beds that can have one of each set pushed together to have them fuse into a double bed or pulled back apart. Whenever you are on one of these beds, you can instantly teleport to the location of its paired bed. If you are attacked while in one of these beds, it will automatically switch you to its counterpoint.

Evenstar -600 CP (Discounted with “Warrior”)

This silver necklace features a delicate, intricate design with white gems, described as looking to be a four-pointed star or similar ethereal shape. While wearing this necklace, it will soothe the body and soul, as it heals any wounds in both over time, eventually even regrowing parts that were lost.

Lord

Shadowed seat -100 CP (Free with “Lord”)

You can summon this simple chair to you at any location, and when you are sitting in this seat, no one else will be able to quite make out your appearance as you almost seem wreathed in shadows.

Fire Whip -200 CP (Discounted with “Lord”)

This simple stone hilt is able to produce a powerful dark flame, which can be difficult to control. The flames often take on the form of a whip but can be shaped into that of a burning blade.

Palantir -400 CP (Discounted with “Lord”)

Also known as the lost seeing stones, this powerful object is virtually indestructible and allows the wielder to see and hear any location that they want to view, allowing them to see what is happening as though they were in the room.

The Mines of Moria -600 CP (Discounted with “Lord”)

These vast mithril mines have long since been lost to the dwarves. Within are vast stretches of mithril of the purest quality. Were there an army of dwarven miners to spend a hundred years mining, they would barely make a dent in the total mithril available. Although the equipment and tools remain for digging out and reforging mithril, they are long since derelict and would require restoration or replacement.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Uruk-hai -100 CP

This Uruk-hai is a breed of large orc that possesses the ability to withstand sunlight and vastly superior strength to their mundane counterpart. You can customise this Uruk-hai to have it look however you wish, but this customisation will not let it exceed the capabilities of the canon Uruk-hai.

This can be purchased multiple times, with each purchase after the first costing **-50 CP**.

Watcher in the Water -300 CP

Also known as the dweller in the water, this "water-monster" is known to lurk in a dark, stagnant pool or lake beneath the western Walls of Moria. The creature is a large, pale-green, squid-like beast, with many tentacles that are long, sinuous, and luminous, with fingered ends. While in water, the beast is able to move at great speeds and even boil water around itself.

Galadriel -300 CP

This woman of ethereal beauty is the Elven queen of Lothlórien. Known as the "Lady of Light," she is one of the oldest Elves in Middle-earth, having once been known as a great warrior. With time, mistakes, and an understanding of the costs that come with victory, she gained wisdom and took on a more sagely role in society. Galadriel is an **Elf** and gains the **Mentor** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump, and each future Mini-Jump when you do them.

Balrog -500 CP

This twenty-foot-tall beast appears to be a horned and winged demon carved from black stone and covered in flame. Its weapons, rather than physical in nature, are completely composed of flame, switching between the form of a sword and a whip.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

I feel thin, sort of stretched +100 CP

Your body is now withered by magic or time, as you feel exhausted and tired and far older than you should.

I've got to get away from these confounded relatives +100 CP

A number of supposed relatives of yours will randomly pop up out of nowhere and start asking you for things at least twice a week.

I've put this off far too long +100 CP

You keep procrastinating about every task you have been assigned.

You will tell him, won't you +100 CP

People are terrible at passing along messages, and any time you want someone to pass along information, they will forget it.

You're probably right as usual +200 CP

You now have a self-deprivation towards your own statements, as whenever your words conflict with someone else on a one-to-one basis, you will accept them being correct regardless of whether you believe it to be or not.

Bilbo's been a bit odd lately +200 CP

After his party, Bilbo will disappear with almost all of his possessions, never to be found again. This means that Frodo will not gain Sting or the Mithril shirt.

The enemy has many spies in his service birds, beasts +200 CP

You are now a magnet for all of Sauron's beasts, as any seemingly mundane bird, bat, wolf, or non-sentient animal that sees you has a 10% chance of becoming one of Sauron's spies.

I'd say we were taking the long way round +200 CP

And you truly are, as now you must travel south and through the Gap of Rohan.

Though I do not know the way +200 CP

You are directionally challenged, as you can not remember where any location is or how to get anywhere without someone else to show you the way.

That wound will never fully heal +300 CP

You now have a wound that has scarred and scabbed over; however, it will never heal beyond its state of being a scab.

You've officially been labelled a disturber of the peace +300 CP

Unfortunately, you seem to have angered the Shire, and now none of the hobbits will be willing to do anything to aid you or to destroy the ring.

Hobbits' only real passion is for food +300 CP

Marry, Samwise, Pippin, Frodo, and Bilbo will all be easily distracted by even the most disgusting of foods.

I don't know half of you as well as I should like +300 CP

You forget all meta-knowledge you possess about The Lord of the Rings, only retaining your in-jump knowledge.

Forsaking the immortal life of your people +300 CP

Any form of 1-UP or immortality will be disabled for the duration of this Mini-Jump.

Something grows near, I can feel it +400 CP

The day this jump begins, the Barrow Wraiths will awaken and march on Bree. These undead are difficult to keep down individually, but are now attacking in numbers under the command of the witch-king.

That black rider was looking for something or someone +400 CP

It seems the nine Nazgul have decided to track you down; what's more, to anyone who sees them, they are just normal riders. Should they catch up to you, they will attempt to kill you with their Morgul blades. Should you defeat them, you will not be able to kill them, and they will return to hunting you within 24 hours.

There is only one lord of the ring, and he does not share power +500 CP

Sorumon has managed to keep his betrayal secret as the memories and knowledge of his action have been removed from even your mind.

In place of a Dark Lord, you would have a Queen! +500 CP (Incompatible with Galadriel)

You will forget all knowledge of this perk, and Galadriel will be corrupted by Sauron without anyone knowing.

There hasn't been a dragon in these parts for a thousand years +1000 CP

Now you've done it, with this drawback, 100 dragons of a similar size and strength to Smaug shall awaken across Middle-earth. While they will be indifferent to the goings on of man, they will take whatever they desire.

End of Mini-Jump

This Mini-Jump ends at the start of the day the fellowship is canonically separated. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select “**Next:**” and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **The Lord of the Rings: The Two Towers** Mini-Jump.



The Lord of the Rings: The Two Towers

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 3019 of the Third Age on the day the Fellowship canonically separates.

Perks

For each Origin, the **100 CP** Perk is **Free** and the others cost **50%** of their initial price.

That was your name once -100 CP

Whenever you see a being, you can activate this perk to see their name. This will be not only the name they use but also their birth name and their true name.

Whatever luck you've got, let's hope it lasts the night -300 CP

Some say it is darkest before the dawn, and with this, it is also the most fortunate time. When the day ends, your luck increases. The longer you are in the night, the greater your luck rises until the sun breaks and your luck resets.

I felt life in me again -400 CP

Once per 72 hours, you can activate this perk in order for your body, mind, and spirit to be fully restored. This will function as a Second Wind that heals all your wounds and revitalises your physical and mental stamina.

When the sun shines, it will shine out the clearer -500 CP

The sun is now a blessing for you, as its light can no longer burn you and instead gently heals your physical wounds. While in sunlight, your body will be sustained without the need for food or drink, and any curses, poisons, or toxins will be burned out of your system. While you are in sunlight, your body will heal at a faster rate; the longer you are in direct sunlight, the faster your body will heal. While clouds may weaken these effects, so long as you are still in some form of sunlight, including moonlight and starlight, the effects will not be disabled, merely slowed down.

Mentor

They met someone they did not expect -100 CP (Free with “Mentor”)

With this perk, you can grant yourself and others a type of Plot Armor that alters events so that those affected will find people of interest. This can be used to select specific characters so that they will be found, or it can be applied generically so that they meet characters important to the plot.

Waking up the trees, teaching them to speak -200 CP (Discounted with “Mentor”)

With this perk, you will be able to bestow non-sentient plants with a mind and soul of their own. This will also allow you to speak with them telepathically, even if you lack any of the plant languages.

I release you from this spell -400 CP (Discounted with “Mentor”)

By striking someone, you can break any curse, enchantments, or mind control that affects them. How you strike them won't matter; however, it must be physical, and the force required must reach the power of the curse, enchantment, or mind control. If you strike someone without applying enough force, you can strike them again to weaken its hold, with repeated light strikes being as effective as a single heavy blow.

Rather, Saruman as he should have been -600 CP (Discounted with “Mentor”)

Once per Jump or once every ten years if you die, this 1-UP will activate, returning you to life. What's more, you will return more powerful than before, as when you return, you gain all the powers, skills, and abilities of your enemy, who is the most like you.

Wanderer

It's one of my knots won't come free in a hurry -100 CP (Free with “Wanderer”)

You are a Master of knot tying. Any rope you tie will stay knotted unless the rope snaps or you attempt to pull it loose.

I know it in my heart -200 CP (Discounted with “Wanderer”)

Whenever someone you know dies, you will gain a feeling in your heart. While you may not know who it is that has died immediately, by thinking about the people you know, you will be able to feel when you are thinking about the person who has died.

Don't think Gandalf meant for us to come this way -400 CP (Discounted with “Wanderer”)

You know when things are not going according to people's plans, and can then make suggestions as to what the plan might be, and will know when your suggestions are correct or incorrect.

A hit, a fine hit -600 CP (Discounted with “Wanderer”)

When in battle, you will be able to strengthen yourself should you manage to strike your foe at a distance. With this Perk, each time you hit someone with a ranged attack, you will gain a boost to your health, strength, and stamina equivalent to resting for two minutes.

Warrior

I'm wasted on cross-country -100 CP (Free with “Warrior”)

Sometimes you need to run fast for a short while, and sometimes that can make all the difference. Once every half hour, when you start running from a resting state, you will be able to move at twice your maximum speed for ten minutes, after which you will return to your normal running speed.

Toss me -200 CP (Discounted with “Warrior”)

It's easier to throw a bag of spuds than a bag of rocks, and with this drawback, you can be those spuds. By activating this perk, you can reduce your weight to a tenth of what it otherwise would be, allowing you to jump further and be less of a difficulty to anyone who bears your weight.

Keep breathing. That's the key, breath -400 CP (Discounted with “Warrior”)

You have learned to drain more energy from the breath you take in. This makes it so that you gain eight times the energy from each breath you take, improving your Stamina revitalisation, and how quickly your body heals.

A hobbit lay here -600 CP (Discounted with “Warrior”)

You have gained a special prophetic vision that allows you to focus on details that remain at a location in order to see the past exactly as it happened, simply by looking at the traces of those events.

Lord

Why do you lay these troubles on an already troubled mind? -100 CP (Free with “Lord”)

You are now an expert at politely telling people to F-Off, as with this perk, you know exactly what to say in each situation in order to get people to leave you alone.

The old world will burn in the fires of industry -200 CP (Discounted with “Lord”)

Progress is not always easy, but with this perk, you know how to advance a civilisation. When using this perk, you will have all the knowledge of the step-by-step process required to advance a Stone Age civilisation into a Victorian Era-esque civilisation circa 1840 through industrialisation and technological advancement. Post-Jump, at the start of every jump, you will gain another 10 years of advancement knowledge for each civilisation you have visited up to the date of the Jump you have visited set furthest into the future.

We have only to remove those who oppose us -400 CP (Discounted with “Lord”)

Being in charge is not always easy, but through this Perk, you can actively see who opposes you, determine those who are indifferent towards you, and find out who is truly loyal to you. From this, you can determine who among your subordinates is on your side and who is waiting to betray you. This can be used to see who is actively opposed to you and who can be swayed to your side, though not how they can be swayed.

Orcs bearing the white hand of Saruman -600 CP (Discounted with “Lord”)

Those who willingly bear your mark will gain strength so long as they continue to follow you. With this Perk active, you can select a logo that will be publicly seen as your mark. Anyone who wears this mark will have their loyalty towards you progressively increased. While they are loyal to you and bear your mark, their physical and magical power will double and progressively increase by a small amount.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item after the first are full price, with Items marked **Free** costing **-50 CP**.

Ring of The Blacklocks -300 CP

This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, your eyesight will be enhanced, allowing you to see in pitch-black night as though it were day. By channeling magic through this ring, you will be able to produce a large plume of black smoke that you can see through.

Orders from the king -600 CP

Once per jump or once every ten years, this magical parchment can be filled in with any order or promotion, and once completed will gain all official seals and signatures required for it to become an official document. Everyone involved will believe this to be an official document and follow it to the extent that they would follow the true document.

Mentor

Simbelmyne -100 CP (Free with “Mentor”)

You can summon this small, white, ever-blooming flower onto the grave of any individual. Anyone who touches the flower that has been summoned on a grave will gain some memories about the person within the grave. This will allow them to know who that person was and some of the important deeds in their life.

Walking Stick -200 CP (Discounted with “Mentor”)

This harmless-looking walking stick has an internal storage space that allows you to perfectly hide any handheld weapons within it. Anyone who looks at this walking stick will instinctively ignore it and believe that it is harmless.

Edoras -400 CP (Discounted with “Mentor”)

You now own the capital city of the Kingdom of Rohan. While sitting within the Golden Hall of Meduseld, you can view any of your soldiers or armies from a top-down view similar to real-time strategy. You can also use this to send orders to your subordinates in order to manage your resources and command your armies from a distance in fast-paced combat.

The Tower of Orthanc -600 CP (Discounted with “Mentor”)

The black, impenetrable tower of Isengard is contained within a great ring-wall of stone, as the roads are paved with stone flags. This tower is under the protection of divine imperviousness, making it so that the tower can not be harmed by any weapon or magic, as even the doors, once locked, cannot be forced open without a Key.

Wanderer

Box of seasoning -100 CP (Free with “Wanderer”)

This simple, small wooden box can once per day be filled with any seasoning you want, including pepper, chilli, cumin, or salt, as well as those native to any reality you have visited but do not exist within the current continuity.

Saruman's Storeroom -200 CP (Discounted with "Wanderer")

This simple stone structure is full of a wide selection of high-class foods, drinks, and other consumables. Whenever the storeroom is emptied and all external doors are shut, everything within the storeroom will be restocked.

Orc-Draught -400 CP (Discounted with "Wanderer")

You gain drinking pouches that constantly refill but never overflow without someone drinking them. The draught within this pouch is a strong, spicy, and disgusting-tasting alcoholic liquid that acts as a potent, albeit harsh, restorative. If someone drinks this liquid, it will invigorate their body, making them far more alert, removing their need for sleep for some time, while removing any feelings of pain and fatigue.

Ent-Draught -600 CP (Discounted with "Wanderer")

This stone cup fills with an oddly sweet-tasting water that acts to strengthen the body and spirit. Drinking this liquid will fix any issues the body contains, such as stunted growth from malnutrition, and improve the physical capabilities of the drinker. Even a Hobbit, should they drink from this cup, would eventually grow stronger and larger than even an adult troll.

Warrior**First Shot -100 CP (Free with "Warrior")**

This simple wooden arrow, when fired first during a battle, shall always hit its mark so long as the target is within at least a theoretical range. The arrow can bypass physical blockages, moving around them when needed, and slip through even the smallest of gaps in order to hit its target.

Ring of Barahir -200 CP (Discounted with "Warrior")

This ornate silver ring has two serpents intertwined with eyes made of green jewels that sometimes seem to burn with green fire. At the beginning of a jump, you can select a family line, and this ring will make it so that you are a member of that line. Whenever someone is wearing this ring and claims to be a member of a family, this ring will act as proof of identity, letting anyone who sees it know when it is true.

Herugrim -400 CP (Discounted with "Warrior")

The blade of Rohan is a long sword in a scabbard clasped with gold, adorned with two gleaming horses' heads touching noses above the grip, and set with green gems. While wielding this blade, you can command any horses, forcing them to follow your orders, and any skills or abilities you possess will be just as effective while you are on horseback as they would be unmounted, if not more so.

Helm's Deep -600 CP (Discounted with “Warrior”)

Helm's Deep is a massive, ancient stone fortress built into a narrow mountain gorge. The inward-curving Deeping Wall is protected by a strange magic that prevents enemies from bypassing it by might or magic, as they can not teleport through the walls, nor dig under them or climb over them; however, projectiles are not affected by this magic.

Lord**Sparkler Torch -100 CP (Free with “Lord”)**

This strange burning torch contains an erratic, sparkling light that never burns out and acts as an ignition point even while underwater or when completely void of air.

Fire of Orthanc -200 CP (Discounted with “Lord”)

Once per day, you gain one of these heavy metal balls, which are in truth merely cases that contain a mysterious, explosive substance. When the substance explodes, it functions as both a chemical explosive, allowing it to partially bypass barriers that don't block both. You can open these balls in order to use the substance for other weapons or light the tip of the ball to set it on a 30-second timer.

Orc Smithing Pit -400 CP (Discounted with “Lord”)

This deep, dark burning pit is a smithy capable of crafting any tools at a rapid rate, but not at the best quality. The smelting process relies on metal printing to work, which in turn requires a smelting mould to be crafted. Through this process, hundreds of moderate blades can be crafted in the time it would take a smith to forge a single blade.

Uruk Birthing Pit -600 CP (Discounted with “Lord”)

These magical pits of soil can be implanted with the blood of a species and, from that blood, over the course of a day, incubate and birth a fully grown member of that species covered in a membrane-like sack. The newborn will be a clone of the original sample, but will only know how to move their body and how to understand language; they will have no academic knowledge or personality beyond their genetics.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Tree-Host -200 CP

You gain an Ent companion, also known as an Onodrim, a very old race that acts as the "shepherds" of the trees, protecting forests from Orcs and other perils. Why you may choose a specific Tree-Host like Treebeard, you may also create a custom Ent, including an Ent-Wife, the female of the species.

Oliphant -300 CP

This giant, elephant-like war beast is used by the Haradrim. It has an immense size, tree-like legs, and serpentine snouts, serving as terrifying siege engines and rallying points in battles. They are essentially magical war elephants, strong enough to carry towers, but also prone to panic, with their main weakness being their eyes, which arrows could target.

Brego -300 CP

This Powerful brown horse was the steed of Théodred, son of Théoden. Should you be injured but left alive and unattended, this horse will find you and act as a Pseudo-1-UP. Even while unconscious and a breath away from death, you will be pulled onto the back of this horse and will not be able to die.

Éowyn -300 CP

Éowyn is a noblewoman of Rohan who describes herself as a shieldmaiden who would ride into battle should she be given a chance.

Éowyn is a **Human** and gains the **Warrior** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump, and each future Mini-Jump when you do them.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

He's not alone +100 CP

Whenever you face a single opponent, at least 3 more will be nearby and out of sight.

It is a gathering +100 CP

Before you can get anyone to enter a battle, you must sit through a long, boring meeting about the battle as well as the pros and cons of the conflict.

Give me your name, horse master, and I shall give you mine +100 CP

People keep demanding to know your name but refusing to give you theirs. These people will get progressively more aggressive if you do not tell them your name.

Aghhhh +100 CP

You forget that you took this drawback, and whenever you kick something, you will break a bone in your foot.

Looks like meat's back on the menu, boys +200 CP

You can no longer eat any plant-based foods, which prevents you from eating fruit, vegetables, or grains.

I know your face +200 CP

You will now suffer from faceblindness as you will find it incredibly difficult to recognise people from only their faces.

You don't see many dwarf women +200 CP

You are now gender blind, as you can not tell the difference between men and women.

There's another way, more secret. A dark way +200 CP

Whenever there are multiple paths to a location, events will transpire to make sure the more dangerous of the two is the one you are forced to take.

Worthy of remembrance +200 CP

Every battle you take part in will have all your allies convinced that this is the battle in which they should die in a blaze of glory.

Taking the hobbits to Isengard +200 CP

The 10-hour version of the song will be stuck playing in your head once per day.

https://youtu.be/DKP16d_WdZM?si=1D8zxcW82SRN3Hle

Boil em mash em stick 'em in a stew +200 CP

A 10-hour version of the song will be stuck playing in your head once per day.

https://youtu.be/Jr_01rYKQLg?si=XreDYc7vnBrnQe6v

The white wizard will know +300 CP

Whenever you meet new people, they will not know that Saruman has become an ally of Sauron and is still good.

It's such a burden, will you not help him +300 CP

Everything you carry will feel far heavier than it should, and each item will make you feel pain as though holding hot coal, though it will do your body no harm.

The trees have grown wild and dangerous +300 CP

Every tree you pass will attempt to attack you, reaching out with its branches and vines.

The air's so close in here +300 CP

You now suffer from claustrophobia, as any small or tight spaces make it difficult for you to breathe and increase the likelihood of you having a panic attack.

Has ever been out friend and ally +400 CP

Your enemies are now masters of gaslighting, as no matter what you say, anyone who follows your enemies will be able to twist the truth and lies in order to make anyone who disagrees or opposes them seem unreasonable.

End of Mini-Jump

This Mini-Jump ends at the start of the day Saruman canonically dies. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select “**Next:**” and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **The Lord of the Rings: The Return of the King** Mini-Jump.



The Lord of the Rings: The Return of the King

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being in the year 3019 of the Third Age on the day Saruman canonically falls.

Perks

For each Origin, the **100 CP** Perk is **Free** and the others cost **50%** of their initial price.

Do you not know death when you see it -200 CP

Whenever you look at someone you will be able to tell if they are potentially capable of killing you. This will take into account any perks or abilities as part of your base state. If it is possible for them to kill you it will tell you the minimum requirements they would need to succeed.

Renewed shall be blade that was broken -300 CP

Whenever you hold a weapon, be it a chipped blade or a broken hilt it will temporarily be restored to its initial completed state however once you are no longer holding it the weapon will return to its broken state. This can be used on ranged weapons however it will not create the required ammunition.

You have the gift of foresight -400 CP

You now possess a long standing form of divination that allows you to see into the distant future. This won't show you the guaranteed future but various possibilities of what could be.

I summon you to fulfil your oath -600 CP

Through this Perk you can bind someone to their word. Whenever someone makes you a promise you can activate this perk to force them to fulfil it. This will mean that regardless of if they ever intended to fulfil it they will be forced to try and fulfil the promise against their will, even if they die it will force them into a state of undeath until their promise is fulfilled.

Mentor

What did you see -100 CP (Free with “Mentor”)

When you ask someone to tell you something, they will gain mental improvements that allow them to express the information with improved accuracy and clarity regardless of any emotional distress they may be under.

There was no lie in Pippin’s eyes -200 CP (Discounted with “Mentor”)

You can now see truth through the windows of the soul. By looking at someone's eyes you can tell with 100% accuracy if they are lying either willfully or by omission no matter how good a liar they are. This Perk will also function if you are able to see their soul.

Courage is the best defensive you have now -400 CP (Discounted with “Mentor”)

Strength of will can be a power all its own and through this Perk you gain a form of Meta-Armour that acts to improve your defenses both magical and physical. The stronger your courage and strength of will the more powerful these defences become.

Orcs now stand between Frodo and Mount Doom -600 CP (Discounted with “Mentor”)

A plan only functions so long as someone follows it and with this Perk you will gain an active awareness of if others are following plans you have laid out. You gain details about what issues have occurred, who is or is not following it and what obstacles are currently preventing them from following the plan to completion.

Wanderer

There’s light and beauty up there that no shadow can touch -100 CP (Free with “Wanderer”)

You now have a connection to something personal to you, something simple that can't be taken away from you and you can experience multiple times. With this Perk you will never lose that hope and even in the depths of the darkest of times you will feel warmth and comfort from that small hope.

That's just morbid thinking -200 CP (Discounted with "Wanderer")

From this perk you are able to forcefully stabilise the emotions of those you target, allowing you to snap others out of negative feelings such as rage or depression, returning their emotions to a neutral state. This won't prevent them from spiraling again should what instigated their emotions occur again but you will be able to stabilise them again.

I can't carry it for you but I can carry you -400 CP (Discounted with "Wanderer")

Through this Perk, you gain a form of protection from magical and supernatural effects that are intended to affect a white area. This makes it so that you are ignored by any radiating effects that would also affect others, however this will not protect them from these effects.

I have to destroy it for both our sakes -600 CP (Discounted with "Wanderer")

Sometimes the strength you gain is intended to protect others. From this perk, while you are directly protecting others, you gain a passive boost to all of your physical capabilities. This boost grows the longer you are protecting them.

Warrior

I feel something a slight tingle in my fingers -100 CP (Free with "Warrior")

You now have a scalable immunity to the mind altering effects of alcohol and other drugs. This means that you will gain an instinctive awareness of the effects of chemicals that enter your systems and can choose to block them out.

They're not coming from the north -200 CP (Discounted with "Warrior")

Sometimes you will deceive yourself far more, then your enemies can. Thanks to this perk you will know when the assumption to make about an enemy is false, though not how.

That still only counts as one -400 CP (Discounted with "Warrior")

There's little as good for great damage as splash damage and you know how to cause a large. From this perk, you know how to effectively create wide areas of destruction, allowing you to take out as many enemies as possible within the least amount.
You know how to wide area kill

The stars are veiled something stirs in the east -600 CP (Discounted with "Warrior")

The silent movements of your enemies can be a deadly thing. With this perk, you will gain a passive awareness of the positions your enemies force, allowing you to know the position of every force that is actively intended to attack you or your general location.

Lord

This scum will be awake I'm a couple of hours -100 CP (Free with "Lord")

You now have a knack for knowing when people will regain consciousness. This will let you know both how long it would take for someone to naturally awaken and how much force would be required to awaken them.

I have a token I was bidden to show thee -200 CP (Discounted with "Lord")

You now have a special knack for linguistic cruelty allowing you to know both what and how to say things in order to cause the most pain and suffering. While using this on someone you may learn deeply personal information about them however you will not gain context beyond what is needed to cause them harm.

No man can slay me -400 CP (Discounted with "Lord")

At the start of each jump you will receive a prophecy stating a way in which you can't be killed for the duration of the jump. The wording of the prophecy is important as for example "can not be killed by a weapon forged by mortal hands" would not protect you from mass produced machine printed weapons. This prophetic protection could act like a double edged sword if misused, if you act arrogant or if you spread the information about how you can't be killed.

This is the device of of Sauron's making -600 CP (Discounted with "Lord")

You can now craft and sculpt not only materials but life itself. Through this perk you can edit the biology and soul of those you have dominated. From this you could reforge bats into giant monsters akin to inhuman vampires or force wolves into giant beasts of destructive might, you could use this to recreate or undo the cruelty of morgoth that reshaped elf prisoners into orcs, you could also use this to strip the Orcs and Goblins of their weakness to the sun. However using this Perk will take some time and practice in order to use it correctly.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item after the first are full price, with Items marked **Free** costing **-50 CP**.

Elven cloaks -200 CP

These fine Elven-cloaks perfectly resize to the wearer, they make the wearer feel more comfortable in most environments and can change colour in order to act as camouflage against unfriendly eyes.

Grond -300 CP

Grond is a huge battering ram with a hideous head resembling that of a ravaging wolf, forged "in the dark smithies of Mordor". The dark magic engraved within this war device allows it to retain 10% of the force of its last strike allowing its strikes to get progressively more powerful.

Fishing Pole of Destiny -400 CP

This ordinary fishing pole has a strange form of plot armour around it which makes it so that when you use it, you will always find something important. What the important item is could wildly vary including a simple key, a ring of power or just someone's lunch, regardless the items you find will have some powerful destiny.

Narya The Ring of Fire -500 CP

This Ring is a copy of Narya, an Elven Ring of Power, with a Ruby set in a golden band. This ring of power is disconnected from the One Ring, while wearing this ring, it will burn away unfounded doubts and fears that may plague you. The ring will boost your ability to wield fire oriented magic and by channeling your magic through it, the ring can light the fire of courage for those who you target.

Mentor

Silver Lorien Leave Brooch -100 CP (Free with "Mentor")

This beautiful silver brooch is inlaid with a protective charm. Once per day it will activate creating a mystical shield that will block a single strike which would otherwise cause you significant harm.

Volley of Arrows -200 CP (Discounted with "Mentor")

Once per week you can summon up to 120 arrows that rain down from the sky as a volley. You can choose for this to be up to 120 volleys of a single arrow or a single volley of all 120 arrows.

Boat of the Grey Heavens -400 CP (Discounted with “Mentor”)

This beautiful wooden boat is capable of safely passing through the veil between life and death. From this you can enter a water source and sail into any afterlife native to the local setting without dying.

Seed of the White Tree -600 CP (Discounted with “Mentor”)

This small seed is the same as the one planted to grow the White Tree of Gondor, also known as the silver tree of Númenor. When planted in soil saturated with magic the tree produces a passive healing field that invigorates all life within its range.

Wanderer

Athelas -100 CP (Free with “Wanderer”)

Also known as Kingsfoil, this white flower contains magically enhancing healing properties. When processed and applied to a wound it will allow it to heal far quicker. When mixed into any kind of healing concoction it will double its potency making it far effective.

Shelob Silk -200 CP (Discounted with “Wanderer”)

You have some control over this incredibly strong supernatural silk. While touching this silk you can control how adhesive any part of it is, allowing you to restrain others by draping it over them without tying them up.

Enemy Disguise -400 CP (Discounted with “Wanderer”)

This set of clothing changes its appearance and supernaturally tricks the senses of anyone you are trying to deceive. This makes it so that your enemy's believe you are one of them, however it will look silly to your allies

Mount Doom -600 CP (Discounted with “Wanderer”)

Normally located on the Plateau of Gorgoroth in northwestern Mordor, this volcano stands about 4,500 feet with its base about 3,000 feet tall. This volcano is where the One Ring was forged and contains a supernatural smithing facility. Any crafting done within this volcanic smithery will be supernaturally charged making any crafts smithed her far more durable and enhancing any enchantments performed within so that they are at least twice as powerful.

Warrior

The Beacons of Gondor -100 CP (Free with “Warrior”)

At the start of each jump you can choose one organisation for the Beacons and assign it a message. When you lite the first beacon the target will gain the intended message within 2 hours. Once per year you will be able to change what the message is and who it is for.

Rod of the Steward -200 CP (Discounted with “Warrior”)

This white and gold staff is crafted from the wood of the White Tree of Gondor and acts as a badge of office to be the Steward of Minas Tirith. In Jump you can present this to take rulership of Gondor, Post-Jump at the start of each jump you can assign this to any position not assigned by lineage or birth and use it to take that position of office.

Andúril, Flame of the West -400 CP (Discounted with “Warrior”)

This magically reforged blade emits a conceptual brightness as though the walking light of sun and the cool light of the moon were shining upon it. While wielding this blade it can harm even the spirit and soul allowing it to wound and kill both the living and the dead.

Minas Tirith -600 CP (Discounted with “Warrior”)

The capital city of Gondor, surrounded by a large ringwall encircling the city and the Pelennor Fields. This wall was built after Minas Ithil fell and was renamed Minas Morgul. Minas Tirith is built on seven levels, with each separated by a wall and gate leading upwards toward the citadel at the top of the hill, with its apex one thousand feet above the plain's bellow. While standing upon the Court of the Fountain you will be able to see the fortress or main base of operation for any enemies you have, regardless of how far away they are.

Lord**Spiked Water Wheel -100 CP (Free with “Lord”)**

This barbaric looking water wheel has a weak form of plot armour that allows it to show you things. By placing it down the wheel will roll, either on the spot or in a direction when it stops moving it will have revealed something of importance even if you don't know what they are.

A Wielding Storm -200 CP (Discounted with “Lord”)

You now have dominion over this dark and thick storm cloud By directing this cloud you can cover up to a mile across of land in shadow or force the cloud to produce rain and lightning. Be warned that although you can direct the lightning you can not control it.

Minas Morgul -400 CP (Discounted with “Lord”)

Minas Morgul, the Tower of Black Arts, once a fortress of Gondor but was taken by the forces of Mordor. It is now a shadow of its former self lit only by corpse-light that acts as a lure for the damned, drawing the spirits of the recently dead and those who served you in life into its halls.

Barad-dûr -600 CP (Discounted with “Lord”)

Sauron's central stronghold in Mordor, this tower serves as his seat of power in Middle-earth. Should you die or your soul be torn from your body the tower will draw you to it and any soul placed between the obsidian-like stone pillars which should hold the eye of Sauron will regrow its body at the rate it would take for the body to heal the same amount of flesh from wounds.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Fell Beast -200 CP

These huge winged creatures have an appearance similar to decayed dragons as they have reptilian maws and claws. Their bodies are plain and naked, lacking any scales but instead having eel like leathery skin that though smooth, is highly durable. They possess a long neck as well as vast pinions consisting of a web-like "hide between horned fingers" which allows them to fly at great speed.

Aragorn -300 CP

Also known as Strider and Elessar, Aragorn is the last Chieftain of the Dúnedain of the North, known to be a great ranger and warrior, as well as Isildur's heir.

Aragorn is a **Human** and gains the **Lord** Origin and **+300 CP** to be spent on this Mini-Jump, and each previous Mini-Jump.

Frodo -300 CP

Frodo's parents died in a boating accident when Frodo was 12. At age 21, Frodo was adopted by their cousin Bilbo Baggins' and became Bilbo's adoptive heir due to fortune or misfortune Frodo was destined to become the Ring-bearer.

Frodo is a **Hobbit** and gains the **Wanderer** Origin and **+300 CP** to be spent on this Mini-Jump, and each previous Mini-Jump.

Shelob -400 CP

Shelob is an offspring of Ungoliant, a part spider, part demon with spindly legs, multiple eyes, and venomous chelicerae. She usually immobilized her prey with her paralyzing sting that enabled her to feed on her victims at her leisure, but could also crush her prey to death by swiftly dropping on them.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

The very warmth of my blood seems stolen away +100 CP

For the duration of this Mini-Jump you will feel a bone chilling cold that although very unpleasant will not give your physical harm.

He's always followed me everywhere I went since before we were tweens +100 CP

A very annoying hobbit will now follow you around, frequently get in your way and constantly pester you.

The enemy thinks you have the ring +100 CP

Sauron and his ring wraiths now believe that you have the One Ring and will go out of their way to attack you and gain the One Ring.

Wake up +100 CP

Every time you go to sleep you will only be able to sleep a maximum of 6 hours as Sméagol will wake you up in an annoying way, even after his death.

Fool of a Took +100 CP

Everyone thinks you are an impulsive fool.

It is but a shadow and a thought that you love +100 CP

With this Drawback you will gain romantic feelings for another who in turn will completely disregard your feelings. Any attempt to broach the topic with them will be met with mockery.

They cursed us +100 CP

You now gain all the canonical memories, knowledge, emotions and sensations that Gollum and Sméagol ever canonically experienced from their day of birth to the day they die.

Feast on his flesh +200 CP

It seems your body has become a gourmet meal as every living creature that gets a whiff of you will gain the desire to eat you including your allies though they should be able to dismiss the feeling on the notion alone.

It's such a weight to carry +200 CP

Everything you hold including clothing, weapons and supplies will now weigh five times as much as it otherwise would.

And they doesn't taste very nice, does they precious? +200 CP

All food tastes horrible to you, not so much that it's inedible but you will never get used to the variety of unpleasant tastes.

The days are growing darker +200 CP

Over the course of the month the days will grow shorter until daylight is only an hour long.

He's poisoned you against me +300 CP

You will now blindly trust someone at the cost of disregarding anyone else who disagrees with them. Unfortunately this person is selfish and antagonistic towards others even though they are on your side.

I offer you my service, such as it is in payment of this debt +300 CP

You are now magically bound to follow the orders of a random individual who believes that you own them a dept. Who this person is will be random however they know that you owe them and will seek you out.

Sméagol hates nasty hobbits +300 CP

Gollum is now an independent entity separate from Sméagol, he will be immortal and determined to kill you no matter what.

You smoke too much +300 CP

It seems you are now suffering from smoking related illnesses as you will cough a lot if you breathe too heavily and your lungs will constantly hurt a small amount.

Certainly of death small chance of success +400 CP

Every action you take is now five times more likely to kill you as it otherwise would and your intentions now only have 80% the chance of success it otherwise would

The life of the eldar is leaving you +400 CP

Every form of immortality you possess is now disabled for the duration of this Mini-Jump

Do you think the eyes of the white tower are blind? +400 CP

All of your allies have become paranoid about you, believing that you are plotting against them and mean them harm.

End of Mini-Jump

This Mini-Jump ends at the end of the day that Samwise Gamgee canonically returns home after Frodo Baggins leaves for the Grey Havens. Any relevant Mini-Jump-only drawbacks end.

Take a Break:

You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select “**Next:**” and continue onwards to the **Final Scenario**.

New Home:

If you select this option, you will stay in this jump setting ending your Jumpchain adventure. For taking this option, you gain **+2000 CP** to spend anywhere in the document.

Next:

You continue into the **Final Scenario**.

Final Scenario

This Scenario can only be taken last once it has been completed no other Scenario or Mini-Jump Trilogy can be entered.



In this Scenario Frodo set off without Sam, Marry or Pippin but before reaching Bree was captured by the Ring Wrath's and taken to Mordor where the One Ring restored Sauron.

You will take the place of Sauron with your body being one created by purchasing one from the race section or a previously purchased race to become your body of Sauron.

During this time you will be restricted to your Bodymod's and what assets, allies and enemies Sauron had when you took his place. You retain any Perk, Items and Companions purchases or rewards gained in this Jumpdoc. Any specifically named companions purchased in this Jump doc will be alive and like any purchased locations will unwittingly submit to you upon meeting.

This Scenario will be a minimum of 10 Years but won't end until you conquer middle-earth from as far west as the Grey Havens to as far east as the Sea of Rhûn and everything in between.

Once completed you will regain everything that this Scenario restricted. At the end of your time in this Conquest Scenario world you may stay an additional 10 Years, gaining **+100 CP** for the first **20** times that can be saved or spent anywhere in this Jump-Doc.

Rewards:

For completing **The Lord of the Rings: Conquest** you gain **+1000 CP** to spend anywhere in this Jump-Doc and **The One Ring**.

The One Ring will gain additional abilities depending on what purchases you have.

The One Ring

This Ring is a perfect copy of The One Ring of Sauron but is separate and disconnected from the One Ring and Sauron himself. This ring will hold a non-sentient but continuous copy of your mind that will respond to situations in ways you would but will prioritise your orders over everything else. When wearing this ring, the consciousness within will update to match your current mindset and you can turn invisible at will.

- If you have purchased the three Elven Rings: **Vilya The Ring of Air**, **Nenya The Ring of Adamant**, and **Narya The Ring of Fire**, **The One Ring** will be able to synchronize with any magical, supernatural or sufficiently advanced technology. The ring will be able to act as a master control for anything synchronized to it allowing you to control and disable them at any distance.
- If you have purchased the seven Rings of the Dwarf Lords: **Ring of The Stonefoots**, **Ring of The Ironfists**, **Ring of The Firebeards**, **Ring of The Broadbeams**, **Ring of The Longbeards**, **Ring of The Stiffbeards**, and **Ring of The Blacklocks**, **The One Ring** will be able to act as a pseudo **1-UP** keeping you in a wrath like state when killed which prevents you from dying so long as the ring is not destroyed. Should anyone put on the ring while you are in a wrath-like state you will be able to gradually possess them.
- If you have purchased the Nine Lesser Rings given to the mortal kings of men: **Ring of The Easterling**, **Ring of The Dwimmerlaik**, **Ring of The Shadow Lord**, **Ring of The Dark Marshal**, **Ring of The Betrayer**, **Ring of The Tainted**, **Ring of The Knight of Umbar**, **Ring of The Undying**, and **Ring of The Witch-king** this ring will be able to merge with other rings, gaining any abilities they possess as well allowing the ring to gain their appearances as **Alt-Forms**.
- If you have **The Ring of Celebrimbor** and **Power Crafts** this ring will gain a deeper power of the One Ring allowing you to brand the heart, mind, body and soul of another. This power allows one to enslave others by grasping them while you wear the ring, this will forcefully override their desires and loyalties, so that their greatest desire is to submit to you and their greatest loyalty be to you. The effectiveness of this is not absolute as those with great Willpower are able to fight off the ring's Domination for a time however, repeated applications will eventually dominate them.
- If you have **Elessar** and **Iron Crown**, **The One Ring** will possess the power of preservation, preventing the decay of anything you designate and automatically halting cosmic entropy. Should magic, spirit or any other form of power be weakened this can be used to halt it or potentially reverse the effects that weakened it.

Development Note:

V0.01 - Alpha Build

This build is the content of all films and supplements. It technically took half a year but only two different slots of a week and a half from watching the movies. Each disk in the extended edition was 2-4 hours long, two disks per lord of the ring film but probably took twice as long due to note taking.

V0.02 - Beta Build

This is the generic section before any of the mini-jumps. This is a complex section due to it technically covering all movies.

V0.03 - An unexpected Journey

Added the first Mini-Jump, unfortunately this acts as a reminder that I need to take better notes as just coming up with an idea and adding the title doesn't help if I don't remember the context for the thought.

V0.04 - The Desolation of Smaug

Updated the text a bit in places, couldn't make up my mind on a few perks and items so shifted them around the various mini-jumps. Also I finalised the rings and origin companions for all mini-jumps. In the future just write a sentence for what I am thinking it will help, that makes the movie watching part take way longer but the other mini-jump compilations i have left to do are jojo and pokemon both of which will be easier to notate.

V0.05 - The Battle of the Five Armies

Added the new movie but ended up procrastinating by working on all the scenarios. I started to bother myself with Smaug as he has 2 legs in the movie but that's a wyvern not a dragon so I gave a narrative drawback specifically to allow the jumper to choose how many legs they have.

V0.06 - The Fellowship of the Rings

Added an i as a thank you for Blackscop the thought had been in my mind and it seemed funny to me. I got the suggestion to separate the race perks by race, I put up and voted which results overwhelmingly asked me to do so. I fiddled a bit with the various perks in the LOTR sections and had to remove a bunch.

V0.07 - The Two Towers

Just added the new content

V1.00 - Return of The King

Added a few items I somehow missed, the final movie components and the secret scenario.