



Encounters

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Based upon rules

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for

The One Ring

Role-playing Game



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Author's Note

This is a 'rules only' version of this document, you will not find the complete version online as it contains text from both the original TOR revised rules and the AiMe player's guide. To get full use of this document you will need access to those books.



- ENCOUNTERS -

1 - PLANNING ENCOUNTERS

The Loremaster must also be aware of what the Loremaster character in question wants, or is likely to want in a given situation. There are two things to decide for any Loremaster character involved in an Encounter: their Motivation and their Expectations.

Motivation

First the Loremaster decides on the main Motivation of the NPC at the heart of the Encounter.

A Loremaster character's favoured trait of Valour, Wisdom or Vigour is also considered and is likely linked to their Motivation(s) in some way.

Expectations

Next the Loremaster needs to consider the Expectations of the Loremaster character.

The Loremaster should write out a list of these Expectations in advance when planning an Encounter. These items provide narrative 'cues' as to how the Loremaster character behaves and responds during the interactions with the player-heroes.

Each of these Expectations is assigned a bonus, usually ranging from +2 to -2 along with at least one Common Skill for each element. These provide positive bonuses to the test and task TNs of the player-heroes when the relevant skill is used or for the negative element result in a loss of Tolerance based on the value of the element and also results in an automatic Encounter Hazard (see later section).

Loremaster's may assign broad catch-all Expectations to most individuals the player-heroes encounter; "Being disrespected" is a common negative Expectation, and "To be respected" is a common positive Expectation for instance.

2 - ESTABLISH ENCOUNTER GOAL

In the last part of the planning stage, the Loremaster should consider the available results of the Encounter. What are the best things that can happen for the Player-heroes and the NPC? What are the worst?

In the course of a typical encounter, the adventurers will be trying to demonstrate their good intentions to a wary audience. Sometimes they could be trying to attain a more complex objective: are they trying to intimidate the people they met? Do they want to get help from them? Are they trying to learn something?

The players taking part in an encounter should decide on their purpose in the meeting, and use the guidelines below to select suitable tasks.

Most encounters entail two stages, an introduction and an interaction, although this may be expanded for more complex interactions; the rules for debates and disputes also demonstrates how the basic idea of encounters can be adapted further.

3 - SET THE TOLERANCE

The Loremaster sets up a Tolerance rating for the encounter, indicating the maximum number of actions and/or rolls that the companions may collectively fail before their behaviour puts an end to their chances of getting further assistance or cooperation.

When the company fails a number of rolls in excess of the Tolerance rating set for the encounter, the meeting is essentially over: from that moment on, the players may not propose or attempt any further tasks.



Basic Rating

The basic Tolerance rating of an encounter is set at the highest applicable Renown of those player-heroes who are interacting within the encounter. In certain situations, when trading with merchants for example, the Standing of a character may be substituted instead. The Loremaster may then further tailor the Tolerance rating of the encounter around the current situation by taking into consideration one or more modifiers, selecting them from among the ones detailed below.

Should a modified Tolerance rating decrease to 0 or less, it is considered to be 1 instead.

Prejudice

The following charts represents the general way the cultures of the various Free Folk regard one another in the year 2946 of the Third Age.

The listed attitudes are the default starting points for any social interactions that heroes may engage in with Loremaster characters at the start of a campaign, but the actions of heroes can (and should) change these entries:

- **Favoured** – Members of this culture are viewed in the best possible light. Simple requests are readily granted, and even more complex appeals will be strongly considered.
Modify encounter Tolerance by +2
- **Friendly** – Members of this culture are openly welcomed and treated fairly. Simple requests are positively considered and more difficult favours are quite possible.
Modify encounter Tolerance by +1
- **Neutral** – Members of this culture are viewed impartially. Simple requests may be granted, difficult ones are, more often than not, dismissed.
Modify encounter Tolerance by 0
- **Askance** – Members of this culture are considered somewhat suspect. Simple requests may be, reluctantly, granted, but without exceedingly compelling reasons, anything else will be rejected out of hand.
Modify encounter Tolerance by -1

- **Mistrust** – Members of this culture are actively doubted or the cultures in question have a long or troubled history. All but the simplest or most desperate requests are seen as attempts to trick or insult, or the words of a beggar.
Modify encounter Tolerance by -2
- **Unknown** – Members of this culture are simply unknown or never heard of as strangers are often looked on with suspicion.
Modify encounter Tolerance by -1

If an encountered group or individual can be considered to harbour a prejudice against a Culture represented in the player-hero's Company, the Tolerance rating of the encounter suffers a negative modifier equal to the amount listed above. It should be noted that these amounts are cumulative and may cancel each other out.

Additional Modifiers

If the Loremaster deems it necessary to improvise additional modifiers based on the current circumstances, he should go ahead and choose a value between +1 to +3 or -1 to -3. Here follow some examples:

- The adventurers' arrival in a place recalls some local legend or song (+3)
- The company is carrying a message or is on an errand from someone respected by the people encountered (+1)
- The adventurers are coming from an area feared or shunned by the people they meet (-1)
- The company insists in carrying their weapons in a hallowed place (-2)
- The adventurers are asking for passage across forbidden territory (-3)

STARTING ATTITUDES OF ...

TOWARDS ...	BARDINGS	BEORNINGS	BREE-FOLK	DUNLENDING	DWARVES OF THE BLUE MOUNTAINS	DWARVES OF THE GREY MOUNTAINS	DWARVES OF THE IRON HILLS	DWARVES OF THE LONELY MOUNTAIN	ELVES OF LINDON	ELVES OF LORIEN	ELVES OF Mirkwood	HIGH ELVES OF RIVENDELL	HOBBITS OF THE SHIRE	MEN OF DORUMION	MEN OF MINAS TIRITH	MEN OF LAKE TOWN	RANGERS OF THE NORTH	RIDERS OF ROMAN	WOODMEN
BARDINGS	Fav	Frn	Unk	Unk	Unk	Neu	Frn	Frn	Unk	Unk	Neu	Unk	Unk	Frn	Unk	Frn	Unk	Unk	Neu
BEORNINGS	Frn	Fav	Unk	Unk	Unk	Ask	Ask	Ask	Unk	Unk	Neu	Frn	Unk	Unk	Unk	Neu	Unk	Unk	Frn
BREE-FOLK	Neu	Unk	Fav	Unk	Frn	Unk	Unk	Unk	Unk	Unk	Unk	Frn	Frn	Unk	Unk	Unk	Frn	Unk	Unk
DUNLENDING	Unk	Unk	Neu	Fav	Neu	Unk	Unk	Unk	Unk	Unk	Unk	Ask	Unk	Unk	Mis	Unk	Ask	Mis	Unk
DWARVES OF THE BLUE MOUNTAINS	Neu	Mis	Frn	Neu	Fav	Neu	Frn	Frn	Frn	Unk	Unk	Frn	Neu	Unk	Unk	Unk	Neu	Unk	Unk
DWARVES OF THE GREY MOUNTAINS	Neu	Ask	Unk	Unk	Frn	Fav	Neu	Neu	Unk	Unk	Unk	Unk	Unk	Neu	Unk	Neu	Unk	Unk	Unk
DWARVES OF THE IRON HILLS	Frn	Ask	Unk	Neu	Frn	Neu	Fav	Frn	Unk	Unk	Neu	Unk	Unk	Frn	Unk	Neu	Unk	Unk	Unk
DWARVES OF THE LONELY MOUNTAIN	Frn	Ask	Unk	Neu	Frn	Neu	Frn	Fav	Neu	Unk	Neu	Neu	Unk	Frn	Unk	Frn	Unk	Unk	Unk
ELVES OF LINDON	Unk	Unk	Unk	Mis	Neu	Ask	Ask	Ask	Fav	Frn	Frn	Frn	Neu	Unk	Unk	Unk	Neu	Unk	Unk
ELVES OF LORIEN	Unk	Unk	Unk	Mis	Unk	Ask	Ask	Ask	Frn	Fav	Frn	Frn	Unk	Unk	Neu	Unk	Frn	Ask	Ask

STARTING ATTITUDES OF ...																			
TOWARDS ...	BARDINGS	BEORINGS	BRE-FOLK	DONLENDING	DWARVES OF THE BLUE MOUNTAINS	DWARVES OF THE GREY MOUNTAINS	DWARVES OF THE IRON HILLS	DWARVES OF THE LONELY MOUNTAIN	ELVES OF LINDON	ELVES OF LORIEN	ELVES OF MIRKWOOD	HIGH ELVES OF RIVENDELL	HOBBITS OF THE SHIRE	MEN OF DORWINION	MEN OF MINAS TIRITH	MEN OF LAKETOWN	RANGERS OF THE NORTH	RIDERS OF ROMAN	WOODMEN
ELVES OF MIRKWOOD	Frn	Frn	Unk	Mis	Unk	Mis	Ask	Neu	Frn	Frn	Fav	Frn	Unk	Frn	Unk	Frn	Unk	Unk	Frn
HIGH ELVES OF RIVENDELL	Unk	Frn	Neu	Mis	Neu	Ask	Ask	Neu	Frn	Frn	Frn	Fav	Unk	Neu	Unk	Unk	Frn	Unk	Unk
HOBBITS OF THE SHIRE	Frn	Frn	Frn	Neu	Frn	Neu	Frn	Fav	Neu	Unk	Neu	Frn	Fav	Neu	Unk	Frn	Frn	Unk	Neu
MEN OF DORWINION	Frn	Unk	Unk	Unk	Unk	Unk	Neu	Neu	Unk	Unk	Frn	Unk	Unk	Fav	Neu	Frn	Unk	Unk	Unk
MEN OF MINAS TIRITH	Unk	Unk	Unk	Ask	Unk	Unk	Unk	Unk	Neu	Neu	Unk	Neu	Unk	Unk	Fav	Unk	Neu	Frn	Unk
MEN OF LAKETOWN	Frn	Neu	Unk	Unk	Unk	Neu	Frn	Frn	Unk	Unk	Frn	Unk	Unk	Frn	Unk	Fav	Unk	Unk	Neu
RANGERS OF THE NORTH	Unk	Neu	Ask	Unk	Neu	Unk	Unk	Neu	Neu	Frn	Unk	Frn	Unk	Unk	Unk	Unk	Fav	Unk	Unk
RIDERS OF ROMAN	Unk	Unk	Unk	Mis	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Frn	Unk	Unk	Fav	Unk
WOODMEN	Neu	Frn	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Frn	Unk	Unk	Unk	Unk	Unk	Unk	Unk	Fav

Favoured (Fav)
Askance (Ask)
Unknown (Unk)

Friendly (Frn)
Mistrust (Mis)

Neutral (Neu)
Hostile (Hos) *

*Attitude cannot use these Encounter rules except in the most exceptional of circumstances as determined by the Loremaster.

4 - ASSIGN ENCOUNTER ADVANTAGES

Before the Introduction is started, all players may make a roll of **Insight** or **Lore** to gain bonus Success dice (see Preliminary Rolls on page 151 of the main rulebook).

Encounter Length

"He can be appalling when he is angry, though he is kind enough if humoured. Still I warn you he gets angry easily."

Not every personage the heroes have a chance to speak with has an unlimited amount of patience or time. For situations where time is limited, the Tolerance of the Encounter may be reduced as the heroes overstay their welcome. At a set timeframe (no earlier than the second Interaction), each further Interaction will reduce the Tolerance by an additional one point. This is to represent the impatience of some for those who are long-winded, or otherwise waste the time or goodwill of important people.

5 - INTRODUCTION

At the beginning of most encounters, the companions must present themselves, generally attempting to establish their identity in a way that is appropriate to their goals.

Setting the Difficulty


As a rule of thumb, individuals who prize courage, renown or prowess will favour Valour or Vigour (like warriors, soldiers or captains) while peace-loving folks, or people not especially familiar with warfare or heroic deeds will favour Wisdom (common folks, merchants, Elves, Hobbits and Wizards).

Any player-hero who has the appropriate rating of rank 4+ may reduce the TN of their introduction test by one level of difficulty.

For example, Garfield the Hobbit has great Wisdom (rank 4) and would reduce the difficulty of his introductory test by one level when encountering Gandalf, who values Wisdom.

Later the adventurous Hobbit encounters the great skin-changer Beorn. Garfield's high Wisdom will be of no use in such an encounter as the grim strange man values Vigour above all other qualities; Garfield will need to rely on other qualities with only a Vigour of 2!

The results of the introduction provide the following modifiers to the initial Tolerance for the Encounter:

- If the Introduction produces an  result then Tolerance is reduced by 1 and the Loremaster should run an Encounter Hazard, resolving it immediately before commencing with the rest of the Encounter
- A failed Introduction test results in Tolerance being reduced by 1
- An ordinary success results in the Tolerance increasing by 1
- A great success results in the Tolerance increasing by 2
- An extraordinary success increases Tolerance by 2 and reduce the TN for the first test within the Interaction phase of the encounter by 2

For example, Garfield the Hobbit has a Courtesy skill rating of 3.


The initial Tolerance of an Encounter with Beorn is set at 2 due to the highest applicable Renown value of those character's present in the company. Tolerance is further modified by +1 for the Bride (a Woodman) and -1 for Throrgrund (a Dwarf); resulting in a modified initial Tolerance of 2.


Garfield speaks for the companions introducing himself and his friends (Courtesy) and succeeds with a great success, therefore modifying the Tolerance for the Interaction stage of the Encounter to 4 in total.

6 - INTERACTION

This is the main part of most social challenges, from a birthday party to a formal council. Usually, only characters who introduced themselves properly during the introduction may take an active role in the following interaction. Loremaster's may also allow a character to take part in the interaction by spending a point of Tolerance in order to allow them to become a more active participant. On the other hand, characters who didn't introduce themselves may take a more passive role, for example proposing actions using Insight or Riddle.

7 - ENCOUNTER HAZARDS

Encounter Hazards are triggered when a roll also produces an  result on the character Feat Die roll.

For example, the play-heroes Encounter Beorn in a gruff mood. If the heroes use Persuade and fail with a , they trigger an Encounter Hazard. The Hazard for the failed Persuade skill is called Beorn's Temper and requires a roll of Courtesy to remedy. In order to successfully navigate the hazard, the characters must apologise and calm Beorn down. If they fail this Courtesy roll, then Beorn's attitude would worsen even more adding further failures to the encounter in question.

The following section details the common skills used within an Encounter, their Hazards and the associated skills used to address them. A failed encounter Hazard results in the loss of a Tolerance.

Inspire Hazards

Inspire triggers an Encounter Hazard that **Persuade** can remedy. The hazard is triggered because the player-hero appears as insincere in his high-sounding speech. The only way to fix this properly is to make some reasonable points with his audience.

Persuade Hazards

Persuade triggers an Encounter Hazard that **Courtesy** can remedy. The hero gets his facts mixed up or mischaracterises the subject. Now, he must apologize and demonstrate humility to carry forward the conversation.

Courtesy Hazards

Courtesy triggers an Encounter Hazard that **Awe** can remedy. The hero unknowingly insults his subject with an inappropriate hand gesture or words and the only way to gain respect now is to demonstrate confidence and power.

Awe Hazards

Awe triggers an Encounter Hazard that **Insight** can remedy. The hero exudes arrogance and pride instead of importance. To regain the consideration of his subject, he will need to be quiet and listen well.

Insight Hazards

Insight triggers an Encounter Hazard that **Riddle** can remedy. The hero does not listen well and comes across as disinterested. To address this, he must ask good questions and prove his commitment to the discussions.

Riddle Hazards

Riddle triggers an Encounter Hazard that **Song** can remedy. The hero asks foolish, assuming, or drawn-out questions that the subject is bored with. Only a sweet melody or rousing recital can break the monotony and draw responses.

Song Hazards

Song triggers an Encounter Hazard that **Inspire** can remedy. The hero forgets his words and cannot find the right pitch, causing his subject to cringe and disapprove. He must now impress the subject of the encounter with a heartfelt speech to retain the subject's attention.



8 - EVALUATE THE OUTCOME

In addition to the rules for Tolerance, the Loremaster is advised to keep track of the number of successful rolls achieved by the player-heroes during an encounter's Introduction and Interaction stages. At the end of an encounter, the total number of successful rolls achieved by the company can be used to determine its consequences.

- Every successful roll counts for one, while a great success equates to two successful rolls and an extraordinary result to three successful rolls

Then compare the number of successful rolls the company on the following table:

NO. OF SUCCESSFUL ROLLS	DEGREE OF SUCCESS	DESCRIPTION
0	Failure	The player-heroes failed in their encounter and gain nothing; in fact the attitude of the Loremaster character may be damaged for future encounters.
1	Narrow Success	Something didn't go as well as hoped: the companions got what they were looking for but at the price of some unexpected complication.
2 or 3	Success	The companions achieved the goal they set for the encounter, but nothing else.
4 or 5	Great Success	The companions succeeded beyond their expectations, and some additional positive consequence is added to their reward.
6+	Extraordinary Success	The company succeeded admirably and the outcome of the encounter is surprisingly positive.



- DEBATES & DISPUTES -

This section provides some optional guidelines for the Loremaster to introduce the mediation of disputes and debates within The One Ring. The above encounter rules address situations where player-heroes meet with Loremaster characters and require favours from them, convincing of aid and support, or some other situation where the aid or support offered could vary depending on the success of the encounter.

Here, disputes and debates are where the player-heroes and other/numerous parties may be involved and where a variety of different outcomes/decisions could be made based upon the parties present and their goals and desires.

1 - ESTABLISH THE SCOPE OF THE DISCUSSION

The first step to using this subsystem is to establish the scope of the dispute/debate. Disputes involve at least two opposing parties and at least one person mediating the dispute and possibly more (in order to involve the player-heroes as well as other decision makers). Debates represent a number of parties that have opposing views or may require support and aid that means other request must be rejected (eg, two parties requesting soldiers to defend their lands).

Without the above groups the Loremaster could resolve such arguments simply as opposed actions between the two opposing parties. This set of rules should enhance and support the player-heroes to interact with others and create interesting opportunities for role-playing and developing the story, motivations of the parties involved, and outcomes in interesting ways.

2 - THE CHAIR, PETITIONERS AND SPEAKERS

Once the scope of the dispute/debate is identified and understood, the Loremaster then assigns each player-hero and Loremaster character a specific role within the dispute:

The Chair

Those responsible for mediating the dispute/debate and ultimately deciding upon any outcomes are referred to as the **Chair**. It is usual for such people or group of people to be hold recognised positions of authority over those groups involved within the discussion or at least be recognised as figures of authority. Usually, this means the Chair in a discussion is made up of Chieftains or rulers of the group's involved or at least are counted among the wise or valorous. In other words, their decision carries some weight; locally or possibly even further afield.

Most times, the Chair's decision in disputes will be abided by, albeit disappointed parties may reject the ruling of the chair should it not be in their favour.

Petitioners

Those requiring mediation, in other words the parties involved directly in the dispute or debate, are referred to as the **Petitioners**. Each Petitioner, whether a group of like-minded people or an individual, will be responsible for presenting their grievance or request to the wider audience. This is often referred to as the Petitioner's **Position**.

Where petitioners have grievances then their Positions will be opposed by other petitioner groups (or individual persons) but this set of rules also allows for Petitioners that are making requests of the Chair and the resources they have at their disposal. This may include requests for aid, armed support, permission to build on land, etc. What matters in such cases is that the petitioners involved are effectively competing for such resource or commitment and approval from the ruling body or, at the very least, they need to convince the Chair to support their request and that there may be dissenting voices to such a request.

Speakers

Except in the rarest of occasions, the Chair will always speak on the matters at hand during a dispute or discussion but there will often be opportunities for others to express their views as well. During a discussion, these **Speakers** may express their support of one or more the Petitioners present at the meeting and/or provide opinions rejecting the requests of one or more Petitioners.

Speakers will probably have agendas of their own and it may be the case that Petitioners have rallied, persuaded, bribed or used other means to garner support for their position or to speak in opposition to the Position of other Petitioners in order to strengthen their own standing by weakening another's.

It is likely that player-heroes will be Speakers within a dispute and being approached by Petitioners before a dispute, as well as speaking during one, can make for some interesting role-playing opportunities to develop relationships and allegiances in addition to potential enemies (should the player-heroes speak against a Petitioner). Loremaster's should also be open to developing the plot of their campaign based on such interactions, further personalising adventures and events that take place based off such interactions.

3 - SET TOLERANCE

Tolerance is used to provide the player-heroes with an opportunity to speak on behalf of, or against, a Petitioner during the dispute or debate. It is reduced by one each time a player-hero takes an action (ie, speaks) that results in a skill test of some kind (ie, affects the current

- The initial value of Tolerance is set at the number of player-heroes present (in order to allow each of them to speak at least once) and may be further increased based upon the Renown or Standing of the player-heroes. The player-hero with the greatest applicable value increases the Tolerance by one for every two points of Standing/Renown for the main or predominant Culture of those Chairing the dispute

It should be noted that, within the dispute and debate mechanics, Tolerance is an artificial way of focussing the discussion and allowing players to understand and manage their input to the discussions taking place.

4 - ESTABLISH THE RULES OF THE DISCUSSION

As with many formal interaction, social rules, exist to manage interactions and provide some order to the proceedings. The Loremaster should consider the nature of the discussion (eg, whether it is a debate or dispute) and build rules from that; this may include rules regarding who may speak as well as ways of representing the influence Speakers may have on the parties involved.

For example, the Folk Moot of the Woodmen is to take place and elements critical to the campaign are set to be discussed and disputed. Using these rules, the Loremaster decides to adopt the following rules:

Petitioners make their statements then Main Speakers take turns with player-heroes to discuss proposals. The individuals comprising the Chair will have scripted opinions for and against each proposal being made and will take actions (ie, skill tests) in the same way as the player-heroes.

*Player-heroes with a Renown (Woodmen) score of 2+ or Valour of 3+ may speak freely at the folk moot. Others must use Courtesy to introduce themselves before contributing to the debate in other ways. Such a Courtesy test does **not** use up Tolerance.*



The assembled woodmen speak, represented by 1 die roll per petitioner: 1-3 no change in position, 4-5 target moves 1 space in random direction, 6 target moves 2 spaces in random direction along the Petitioner's Disposition Track.

5 - SET THE INITIAL DISPOSITION TRACK

For each Petitioner, their Position is presented and the Loremaster establishes the opening disposition of those present to this Position. This is representing by setting a number for the Petitioner on the dispute or debate's Disposition Track

Disposition Track

The Disposition Track is a numerical representation of how the audience (ie, Chair and gathered Speakers) initially regard each Petitioner's Position. This initial value is set by the Loremaster as part of his preparation and adventure design but may be influenced by actions within the campaign that affect the Petitioners and their relationships with those present at the meeting.


The Disposition track is made up of two end points (usually named 'Accepted' and 'Rejected') and between them numbers ranging from +5 to -5 and a mid-point of 0. These numbers denote how far to the Accepted and Rejected points their Position is and the position moves along the Disposition Track based upon the influence of each Speaker by the successes they obtain when making skill tests in support or opposition of each Petitioner.

Once a Petitioner reaches either end-point then they can no longer be moved.

6 - CHAIR THE DEBATE / DISPUTE

The debate or dispute is then role-played. Usually this follows a format where Petitioners introduce themselves and present their Position (eg, request, demands, grievance etc) to the Chair and others present at the discussion. For a Petitioner, this is referred to as **Rallying Support**, whether that relates to a specific grievance within a dispute or simply a particular viewpoint, belief, or opinion within a debate.

Those present (Chair and Speakers) then in turn offer their views on such Positions interacting as required. Where required, social skills are tested and the results affect the Disposition Track of Petitioners as required.

- Player-heroes allowed to speak may use an applicable common skill to provide support or opposition to a Petitioner; using up a point of Tolerance each success achieved moves the Petitioner's Disposition Track one space towards either the Accepted or Rejected position
- A failure moves the Petitioner's position one space in the opposite direction of that intended
- An  results in an Encounter Hazard to be applied to the dispute or debate (see the Encounter rules within this guide for further information).

Loremaster characters may also speak and affect progress on the above tracker in the same way as player-heroes but do not reduce Tolerance.

7 - RESOLVE THE DEBATE / DISPUTE

The discussion is resolved once Tolerance has reached zero (ie, the player-heroes can no longer make contributions) **and** the Loremaster character scripted/planned interactions have been completed **or** each Petitioner's Position has reached the 'Accepted' or 'Rejected' end points on the Disposition Track.

Based on these final position the Loremaster can provide a narrative made by the Chair with reference to each Petitioner. This is a great opportunity for further role-playing and to foreshadow ongoing plots in reaction to decisions made during such discussions.

EXAMPLE: FOLK MOOT OF THE WOODMEN

The following represents the folk-moot of the Woodmen, detailing within the Darkening of Mirkwood campaign using these rules.

Petitioners

- Bofri (Dwarf Road)
- Amaleoda Shieldmaiden of the Woodmen (Black Tarn)
- Caewin the Generous (Sunstead / East Bight)
- Mogdred (Amon Bauglir / Tyrant's Hill)

Chair

- Ingomer Axebreaker (House of Woodland Hall) [AL: 6, Awe 4, Courtesy 3, Insight 2, Persuade 2]

Main Speakers

- Hartfast (House of Mountain Hall) [AL: 4, Awe 3, Courtesy 1, Insight 3, Persuade 1]
- Fridwald the Runner (House of Woodmen Town) [AL: 4, Awe 1, Courtesy 3, Insight 2, Persuade 3]
- Leod (House of Rhosgobel) [AL: 4, Awe: 2, Courtesy: 3, Insight 3, Persuade 2]

Starting Tolerance

Tolerance is initially set at 4 (one point for each player-hero), but is increased by 3 due to the high-regard they are held in by the Woodmen.

Petitioner Positions

- Bofri speaks, requesting aid to investigate the old road from the west. He acknowledges Thogrim (one of the player-heroes) and their attempt to approach it from the east but with woodmen settlements close by and the land less dangerous this should be achievable
- Amaleoda speaks - see Darkening of Mirkwood
- Caewin speaks - see Darkening of Mirkwood

Set the Initial Disposition Track

Place markers on tracker:

- Bofri at 0; the Woodmen are unsure as to how to aid the dwarf and whether they can support his request
- Amaleoda at +3; the Woodmen greet this prospect with great enthusiasm
- Caewin at +1; the Woodmen are suspicious of newcomers but recognise the distant kinship
- When Mogdred presents his demands; place his tracker at -2.

The debate (and later dispute when Mogdred arrives) is then resolved using the above rules.

Refer to the image below for a pictorial representation of the interaction and how it can be used in tracking the progress of such an encounter.

- Folk Moot of the Woodmen -

Woodmen or player-heroes with a Renown (Woodmen) score of 2+ or Valour of 3+ may speak freely at the folk moot. Others must use *Courtesy* to introduce themselves before contributing to the debate in other ways.



TOLERANCE

Tolerance is reduced each time a player-hero makes a significant point within the mediation.

RALLYING SUPPORT

Player-heroes allowed to speak may use an applicable common skill to rally opinion; using up a point of Tolerance, selecting a 'target', and either supporting or standing against the request they are making at the folk moot. Each success achieved moves the 'target' one space along the above tracker.

Loremaster characters may also speak and affect progress on the above tracker in the same way as player-heroes but do not reduce Tolerance.

Once a Petitioner reaches either end box then they can no longer be moved.

