



JOURNEYS

By

RICHARD HARRISON

Based upon rules

By

FRANCESCO NEPITELLO

and

the CUBICLE 7 team

for

the One Ring

Role-playing Game



Contents

JOURNEY RULES

PLANNING AND PREPARATION

1 - SET ROUTE	Page 3
2 - ASSIGN TRAVEL ROLES	Page 3
3 - DETERMINE PERIL RATING	Page 3
4 - PRELIMINARY PLANNING ROLLS	Page 3
5 - GATHER TRAVELLING GEAR	Page 3
6 - DETERMINE JOURNEY DISPOSITION	Page 4

JOURNEY TASKS

7 - USING JOURNEY TASKS	Page 4
-------------------------	--------

JOURNEY FATIGUE

8 - DETERMINE FATIGUE TEST DIFFICULTY	Page 5
9 - ESTABLISH TRAVEL FATIGUE RATING	Page 5
10 - RESOLVE THE JOURNEY FATIGUE TEST	Page 6

HAZARDS

11 - DETERMINE THE NUMBER OF HAZARDS	Page 6
12 - DETERMINE THE HAZARD DIFFICULTY	Page 7
13 - SELECT THE HAZARD TARGET	Page 7
14 - RESOLVE THE HAZARD	Page 7

JOURNEY'S END: RESOLUTION

Page 9

OPTIONAL: TRACKING TIME

Page 9

BOATS AND SHIPS

Page 10

APPENDICES: A LIST OF HAZARDS

Page 12

APPENDICES: INTERESTING EVENTS

Page 18

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.

- JOURNEYS -

This supplement provides an alternate set of rules for running journeys within The One Ring, replacing those found within the core rulebook(s).

JOURNEY RULES SUMMARY

The following list summarises the key elements of these journey rules:

- The players plan the route and assign their character's to their journey roles
- The Loremaster determines the Peril Rating of the journey
- The players each make preliminary rolls based upon the Peril Rating of the journey. The Loremaster either relays the result, or optionally hints at it
- The Loremaster determines the Journey Disposition and the number of Journey Hazards
- Hazards are determined using the accompanying tables; the Loremaster deciding at what point in the journey each hazard event occurs
- These Hazards are played through, noting down the result and any effects they have on the player-heroes
- Mid-way through the journey the players each make Journey Fatigue tests
- Throughout the journey the Loremaster keeps a note of the number of Ψ and results that the players roll when attempting any tasks or tests
- The Arrival roll is made, and results are applied

PLANNING AND PREPARATION

1 - SET ROUTE

Players set the route they wish to take.

For further information see the TOR revised rulebook.

2 - ASSIGN TRAVEL ROLES

Players assign travel roles to their characters.

For further information see the TOR revised rulebook.

3 - DETERMINE PERIL RATING

The Loremaster determines the difficulty of the terrain. If this varies then the terrain that forms the majority of the journey is chosen.

- Easy Terrain (TN 12)
- Moderate Terrain (TN 14)
- Hard terrain (TN 16)
- Severe Terrain (TN 18)
- Daunting Terrain (TN 20)

Loremaster's should increase level of terrain by one when travelling in winter conditions.

If a company is travelling across several and/or varied regions, the Loremaster could consider splitting the itinerary into a number of legs, making the calculations and rolls for each leg separately.

4 - PRELIMINARY PLANNING ROLLS

Each companion makes a roll of **Lore**; the TN is set by the Peril Rating above.

Each ordinary success grants the player one Success die on any roll made during their journey, a great success grants two dice, while an extraordinary success grants three dice

These bonus Success dice can be spent on any common skills tasks or tests associated with the journey that the Loremaster deems appropriate.

The Loremaster should make a note of the number of Ψ and Ψ results made by the players as they are applied to determine Journey Disposition.

5 - GATHER TRAVELLING GEAR

While it is not necessary to determine an exact list of each adventurer's equipment, player heroes have the choice of travelling lightly or to carry more extensive travelling gear.

Light Travelling Gear

Lightly equipped adventurers bring along the bare minimum for the current season and little food supplies. Such companies can be assumed to have blankets for everyone, a small lantern or a few torches, flint and tinder, and enough provisions to last a week, but not much more. In the colder months of the year, warmer clothes, lumps of fat and a bit of fuel-wood must also be carried. Many also bring along furs or a small, light tent.



Light travelling gear has a travel fatigue rating of 2 points for spring and summer journeys, and a rating of 3 points during autumn and winter. Travelling lightly has few advantages other than its low Encumbrance rating.

Heavy Travelling Gear

Adventurers carrying extensive travelling gear allow themselves more luxuries such as a small kettle, a small cooking pot, spare clothing, a tent, provisions allowing for better meals and a selection of tools that they might require on their journey (such as a backpack, small shovel, a spool of rope, empty skins for storing water, etc.).

Extensive travelling gear has a travel fatigue rating of 3 points for spring and summer journeys, and a rating of 4 points during autumn and winter; as winter draws closer, such equipment becomes more and more tiresome to carry. Because eating warm meals and sleeping in dry clothes make for more cheerful journeys, companions carrying extensive travelling gear reduce the difficulty of any test against being made Miserable or any Corruption test provoked by hazards and blighted lands by one level (ie, - 2 TN).



Treasure

In addition, each point of Treasure carried by an adventurer may increase the travel gear of a character by one point. Treasure is not always heavy, but it is a tiresome business to have to worry about gold on the edges of the wild. Loremaster's are advised to apply this rule at their discretion and to vary the fatigue rating increase of the treasure based on its physical characteristics.



Pack Animals

Companies travelling with a dedicated pack animal, such as a horse or a pony, can off-load some of their equipment on their beast of burden to lighten their own packs. Such companies reduce the fatigue rating of their travelling gear by one for up to four companions and the animal may also carry additional items up to a total encumbrance value of 50.

6 - DETERMINE JOURNEY DISPOSITION

The Loremaster makes the Disposition roll using a Feat Die. This roll is modified by the results of the players' preliminary rolls as follows: each  rolled subtracts one from the roll and each  rolled adds one to the roll.

The result of the roll is referenced on the following Journey Disposition Table:

RESULT	DESCRIPTION
 1 or less	Increase the number of Hazards encountered on the journey by 2. Additionally, each character must make a Corruption test as they set out upon this journey; failing gains one point of temporary Shadow.
2	Each character must make a Corruption test as they set out upon this journey; failing gains one point of temporary Shadow.
3	Increase the number of Hazards encountered on the journey by 1.
4	Throughout the journey, terrain types are classed as one grade harder to traverse for the purposes of Hazards and other tests.
5	The total calculated travel gear fatigue rating for each member of the company is increased by one when resolving the Journey Fatigue Test.
6	The difficulty of the Journey Fatigue tests for each member of the company is increased by two.
7	The difficulty of the Journey Fatigue tests for each member of the company is reduced by two.
8	The total calculated travel gear fatigue rating for each member of the company is reduced by one when resolving the Journey Fatigue Test.
9	Throughout the journey, terrain types are classed as one grade easier to traverse for the purposes of Hazards and other tests.
10	Reduce the number of Hazards encountered on the journey by 1, to a minimum of 1.
11	The Fellowship Pool is increased by one for the purposes of this journey.
 12 or more	Reduce the number of Hazards encountered on the journey by 1, to a minimum of 1. Additionally the Fellowship Pool is increased by one for the purposes of this journey.

JOURNEY TASKS

7 - USING JOURNEY TASKS

Journey tasks are role specific actions that a player-hero may perform in order to attempt to alleviate the detrimental elements of a journey such as fatigue and endurance loss.



- Each player-hero may attempt the task associated with their roll once for a short or medium length journey and twice for long journeys
- Players may make further attempts beyond those listed above by spending bonus Success dice gained on a Preliminary Planning roll on a one-for-one basis

These skill tests present the challenges faced by a company while travelling through inhospitable terrain – the Guide's challenge is to navigate and plan the best route, the Scout must ensure that good camp sites and new trails are exploited to best effect, the Huntsman must secure food to supplement a company's diminishing provisions, and the Look-out makes sure any dangers to the companions are minimised or avoided completely.

Task Descriptions

The following tasks relate to each character role within a journey. A player tests their role's common skill against the TN of the terrain being travelled, modified by the current season.

ROLE	SKILL USED
Guide	Travel
Scout	Explore
Huntsman	Hunting
Look-out	Awareness

A Good Road Taken (Guide)

A competent Guide aids the company by discovering and choosing better paths to travel.

- A successful Travel test reduces the number of fatigue points by 1 or 2 on an ordinary or a great / extraordinary success respectively for all companions

A Soft Bed and Warm Fire (Scout)

An able Scout fashions a good camp from the materials at hand.

- A successful Explore test removes the Worn status from 1 or 2 companions on an ordinary or a great / extraordinary success respectively

A Hearty Meal (Huntsman)

The capable Huntsman successfully forages for extra provisions to provide for a hearty meal.



- A successful Hunting test restores 2 or 4 endurance on an ordinary or a great / extraordinary success respectively for all companions

Sharp Wits Avail (Look-out)

A sharp witted Look-Out stays alert for signs of danger.

- A successful Awareness test reduces Eye Awareness by 1 or 2 on an ordinary or a great / extraordinary success respectively or modifies the next roll when selecting the target of a Hazard by +2.

and Results

All  and  results should be recorded by the Loremaster. These results are tallied later when resolving Journey's End.

JOURNEY FATIGUE

8 - DETERMINE FATIGUE TEST DIFFICULTY

Journeys can be arduous, and there is a chance that the adventurers become wearied before they get to their destination.

Toilsome complications like crossing a freezing stream in winter, cutting a new path across the undergrowth in the suffocating heat of summer, or avoiding getting lost in a thick autumn fog are represented in the game by a number of Fatigue tests imposed on the companions.

The difficulty of the Fatigue test faced by player-heroes is based on the **Peril Rating** of the journey.

9 - ESTABLISH TRAVEL FATIGUE RATING

Each companion must make a Fatigue test (roll Travel) in order to attempt to reduce the number of Travel Fatigue points they receive on the journey. The amount of travel fatigue is based on a number of factors:

- The type of travelling gear each player-hero is wearing
- Any treasure or other items they may be carrying



- The use of horses, ponies or other such methods of transportation

Each player calculates the travel gear fatigue rating their character.

For example, Grimbold is setting out on a journey in autumn and has selected Heavy Travelling Gear (rating 4) and is accompanied by his pony 'Daisy' who helps to reduce this amount to 3.

Journey Length

The length of the Journey modifies the above value based on the following:

- A Short Journey (1-12 hexes on the Loremaster's Map) modifies a character's travel fatigue rating by 0 points
- A Medium Journey (13-24 hexes on the Loremaster's Map) modifies a character's travel fatigue rating by +1 point
- A Long Journey (25+ hexes on the Loremaster's Map) modifies a character's travel fatigue rating by +2 points

For the purposes of calculating the length of a Journey roads and rivers, when sailing with the current, count as half the number of hexes (rounding down).

For example, Grimbold's journey is of medium length so his travel gear fatigue rating is modified to 4.

10 - RESOLVE THE JOURNEY FATIGUE TEST

With the TN set and the fatigue rating of each player-hero's travelling gear established, player's now make a Fatigue test rolling **Travel** in order to establish the fatigue gained on the journey.

- Each level of success on the Fatigue test reduces the Travel Fatigue points gained by 1 from the character's travelling gear fatigue rating.

All reductions are to a minimum of 0.

☞ and ♠ Results

All ☞ and ♠ results should be recorded by the Loremaster. These results are tallied later when resolving Journey's End.

Applying Fatigue

Loremaster's should test for the above Fatigue roughly mid-way through the journey in question and apply the results to the characters in question with immediate effect.

For example, Grimbold (travelling gear fatigue rating of 4) makes a Fatigue Test with his Travel skill of 3. The TN of the test is 14, which he passes with a Great success. The fatigue he receives for the journey in question is therefore two points (initially 4 reduced by 2 due to the successes obtained).

Managing Fatigue

In the above example, the lowest amount of travel fatigue Grimbold could have received would have been 1 point (if he had achieved an Extraordinary success).

If at all possible, it is therefore in the best interests of player-heroes to reduce the length of a journey to small or medium 'legs', finding safe places between each such leg to rest and recover and also to travel lightly.

HAZARDS

11 - DETERMINE THE NUMBER OF HAZARDS

The number of hazards is set by the length of the journey as follows:

- Short Journey: 1d2 for number of hazards
- Medium Journey: 1d2+1 for number of hazards
- Long Journey: 1d3+2 for number of hazards

The above modified further as follows:

- Journeys through predominantly Free Lands result in a -1 modifier to this roll, to a minimum of 1
- Journeys through predominantly Border Lands result in a +0 modifier to this roll
- Journeys through predominantly Wild Lands result in a +1 modifier to this roll
- Journeys through predominantly Shadow Lands result in a +2 modifier to this roll
- Journeys through predominantly Dark Lands result in a +3 modifier to this roll
- Companies numbering less than four individuals modify the above result by -1 to a minimum of 1



- Companies numbering greater than four individuals modify the above by +1 or +2 if their number is greater than six

Shadow Lands and Dark Lands

Shadow lands are treated in all respects as Wild lands until 2947. Dark lands are treated as Wild lands until 2947, and then Shadow lands until 2951.

12 - DETERMINE THE HAZARD DIFFICULTY

When a Hazard occurs the difficulty TN for any tests detailed in the Hazard is based on the terrain type the company are currently navigating as determined by the Loremaster and referring to the appropriate Loremaster map:

TERRAIN TYPE	TN
Very Easy	10
Easy	12
Moderate	14
Hard	16
Severe	18
Daunting	20

These TNs may also, if the Loremaster deems it appropriate and relevant to a specific hazard, be modified by the season of travel as per the following table:

SEASON OF TRAVEL	TN MODIFIER
Summer	+ 0
Spring / Autumn	+ 1
Winter	+ 2

13 - SELECT THE HAZARD TARGET

The Loremaster determines the role and challenge faced by rolling a Feat die and referring to the following table:

FEAT DIE	ROLE CHALLENGED	MUST PASS A TEST OF...
	Role not covered (if available) or All Companions with Hazard TN at +2	Varies; usually Travel
1 or 2	All Companions	Varies; usually Travel
3 or 4	Guide	Travel
5 or 6	Scout	Explore
7 or 8	Huntsman	Hunting
9 or 10	Look-out	Awareness
	All Companions but Hazard TN at -2	Varies; usually Travel

14 - RESOLVE THE HAZARD

Once the companion (or companions) who are the focus of the Hazard episode has been selected and the consequences of failure determined, the Loremaster may improvise or select an appropriate hazard for the characters in question.

Magical Path

When negotiating a magical path, heroes can travel an extra miles per day and never get lost. Ignore all Hazard episodes targeting the Guide.

Make the Roll










If no hero assumed the selected role, any companion may spend one point of Hope and be allowed to make the roll. If no one volunteers, the test fails automatically.

If more than one character has been assigned to the challenged role, then they may all attempt the test – but still only one successful outcome will be necessary to overcome it. If the rolling player passes the test, then the companion endures the difficulties encountered, and the journey may continue. If the roll fails, the hero faces the consequences of his shortcoming.

and Results

All and results should be recorded by the Loremaster. These results are tallied later when resolving Journey's End.



FEAT DIE	EFFECT	CONSEQUENCES OF FAILURE
	Dangerous Meetings	The Loremaster improvises some kind of dangerous encounter. Usually this will involve combat but it may relate to some other kind of confrontation
1 to 3	Fatigue	Add Fatigue, twice if a further  is rolled
4	Weariness	Temporarily Weary for the leg of the journey, or length of journey if a further  is rolled
5	Corruption	Gain 1 Shadow or 2 Shadow if a further  is rolled
6	Misery	Temporarily Miserable for the leg of the journey, or length of journey if a further  is rolled
7	Despair	Lose 1 point of Hope or 2 points of Hope if a further  is rolled
8	Wound	Lose Endurance equal to a Success Die result or suffer a Wound if a further  is rolled
9	Strain	Lose Endurance equal to a Success Die result or two Success Die results if a further  is rolled
10	Wrong Choices	Raise TN one level for further Hazard tests; if this is the final hazard of the journey then use 'Dangerous Meetings' instead
	Interesting Event	The Loremaster should select some type of event which may have positive implications for the company



- BOATS AND Ships -

The following section includes rules amendments for handling journeys using boats and ships. For further information, the supplement Journeys and Maps should be referred to.

SEA JOURNEYS

The Loremaster and his players may chart the company's progress using the rules found previously in this supplement and taking care to use the modifications considered in the following paragraphs.

STEP	ACTION	PROCEDURE
1	Set Route	No modifications.
2	Assign Travel Roles	No modification, although the Guide may be referred to as the Navigator.
3	Determine Peril Rating	Refer to the section below.
4	Preliminary Planning Rolls	Refer to the section below.
5	Gather Travelling Gear	No longer needed.
6	Determine Journey Disposition	No modifications. Although a Loremaster may need to change certain descriptive references, the resulting tests should remain the same as a land-based journey.
7	Using Journey Tasks	No modifications. Although a Loremaster may need to change certain descriptive references, the resulting tests should remain the same as a land-based journey.
8	Determine Number of Hazards	Refer to the section below. The number of Hazards is calculated using the Season of travel rather than the terrain.

9	Determine Hazard Difficulty	Refer to the section below. The number of Hazards is calculated using the Season of travel rather than the terrain.
10	Select Hazard Target	No modifications.
11	Journey's End: Resolution	No modifications. Although a Loremaster may need to change certain descriptive references, the resulting tests should remain the same as a land-based journey.
12	Optional: Tracking Time	Refer to the section below.

Peril Rating and Preliminary Planning Rolls

Considering the added complexity of charting the course of a sea voyage, the Peril Rating and difficulty of all Lore rolls made by companions to gain journey advantages should be set at least at TN 16

Determine Number of Hazards

The number of Hazards that take place during a sea voyage are calculated as follows:

- Short Journey (1-12 hexes on the Loremaster's Map): 1d2 for number of hazards
- Medium Journey (13-24 hexes on the Loremaster's Map): 1d2+1 for number of hazards
- Long Journey (25+ hexes on the Loremaster's Map): 1d3+2 for number of hazards

The above is modified further:

- Voyages made predominantly in Spring result in a +1 modifier to this roll
- Voyages made predominantly in Autumn result in a +2 modifier to this roll
- Voyages made predominantly in Winter result in a +3 modifier to this roll

Determine Hazard Difficulty

For sea voyages the difficulty of a hazard is determined by the season in which the journey is being predominantly taken:



SEASON OF TRAVEL	HAZARD TN
Summer or Spring	14
Autumn	16
Winter	18

Optional: Tracking Time

The distance of a sea journey is modified by the season in which the voyage is made.

SEASON	DIFFICULTY	MODIFIER
Summer or Autumn	Moderate	x 1.5
Spring	Hard	x 2
Winter	Severe	x 3

- Hazards -

These hazards add variety and volume to those presented within the core rulebook.

ALL COMPANIONS

FALSE FRIENDS

👁️ - Dangerous Meetings

The company meets a group of men who seem friendly. All companions must make an **Insight** test. If no one succeeds, they do not realise that these fellows have fallen to the Shadow and will seek to ambush and rob them at the first opportunity.

MONSTERS IN WAIT

👁️ - Dangerous Meetings

The company travels close to the lair of a perilous monster or a colony of wicked creatures. On a failure of **Awareness**, monsters are made aware of the company's presence before any companion realises that a threat is imminent, and attack.

THEY HAVE A TROLL

👁️ - Dangerous Meetings

The companions hear something huge moving nearby. A troll is wandering this way with a group of orcs. The company can fight the monsters, or they can attempt to hide using **Stealth**. If the company fails the test, then they are spotted.

BAD WEATHER

1, 2, or 3 - Fatigued

The company must all make another **Travel** test immediately in order to avoid further Fatigue as terrible weather assails them for a number of days.

TREACHEROUS PATH

1, 2, or 3 - Fatigued

The company must cross a difficult natural obstacle such as a fast flowing stream or steep cliff using **Travel** or **Athletics**.

A COLD, GREY FOG

1, 2, or 3 - Fatigued

A damp fog settles in around the company and the air becomes colder, a bone-deep ghostly chill. The fog stays with the company a number of days equal to the result of a Success Die. All companions must pass a **Travel** test.

LOST BAGGAGE

1, 2, or 3 - Fatigued

Companions failing **Travel** tests lose items as ponies topple into gorges, packs are dropped, and money pouches tear and spill their contents without the character knowing.

STRONG CURRENTS

1, 2, or 3 - Fatigued

The river is fast-flowing today; those failing an **Athletics** or **Travel** test as they negotiate the quick flowing river.

A NIGHT TIME CHORUS

4 - Weariness

Throughout this leg of the journey, the nights are plagued by the loud chorus of frogs, toads, insects and the like. All companions must pass a **Travel** test or be made Weary.

NIGHTMARES

4 - Weariness

During the night, the companions suffer terrible nightmares. All characters must pass a **Fear** test or become Wearied.

AN EVIL GLOOM

5 - Corruption

An oppressive darkness drains the company's spirits; everyone must make a **Corruption** test immediately to avoid gaining a point of Shadow.

UNQUIET DEAD

5 - Corruption

Unbeknownst to them, the company shelters on the site of an ancient massacre of Dwarves by Orcs. The company are plagued by the ghosts for several subsequent nights and every companion must make a **Corruption** test.

ENCHANTED OBSTACLE

6 - Misery

The company faces an enchantment not unlike the Black Stream in Mirkwood and to avoid it they must make a successful **Travel** roll. Failing the test, they will learn soon enough as one or several of the companions succumb to the dark enchantment.



SCANTY PROVISIONS

6 - Misery

The reserves of food have been spoilt, or prove to be too scarce. On failing a **Wisdom** test, the mood of the companion is ruined for the rest of the leg of the journey.

LOST IN DARK HILLS

7 - Despair

Traversing the winding mounds of Dark Hills, the companions seem unable to find a straight way through. All heroes must make a **Travel** test. Whoever fails the roll loses a point of Hope.

WORN WITH SORROW AND TOIL

7 - Despair

The company makes hard work of their travels. All companions make a **Travel** test to avoid losing Hope.

A GLOOMY PLACE

7 - Despair

All companions make a **Fear** test to maintain their resolve as they pass through a frightfully eerie place or risk losing Hope.

AVALANCHE

8 - Wounded

The companions hear a loud, inhuman wail echoing up from somewhere far ahead. In response, the mountainside cracks and crumbles, sending tons of snow and rock pouring down towards the companions. Each companion must make an **Athletics** test. Failing means the companion is hurt by the weight of the snow upon them and even Wounded.

DEADFALL

8 - Wounded

The Company may fail to spot a precarious dead tree, and it falls with a crash. Anyone failing the **Awareness** test suffers hurt from the crashing wood and branches.

GRASPING HANDS

9 - Strained

Grasping dead hands rise out of the earth, grasping and tearing at the companions. To escape, each character must pass an **Athletics** test or suffer Endurance damage.

SWARMS OF MIDGES

9 - Strained

Blood-sucking insects descend on the company. Everyone must make an immediate **Travel** test, representing the unpleasant conditions and the distraction of having hundreds of insects snacking on their blood.

HIGH ROADS

10 - Wrong Choices

The Company are forced to take a higher route than expected. The cold and the climb affect all as they traverse this high road and the companions must all make an **Athletics** or **Travel** test due to the arduous climb or face more difficult tests as they progress in their journey.

UNCOMFORTABLE LODGINGS

10 - Wrong Choices

The heroes have made poor choices regarding where to camp and find a shelter for the night. On a **Travel** test failure, the companions sleep terribly and will face more difficult tests throughout the rest of their journey.



GUIDE

SIGNS OF MONSTERS

- **Dangerous Meetings**

The Guide must make a **Travel** test to keep the company moving through the territory of a dangerous creature(s). For example, trees covered in spider webs indicate a spider nest nearby. On a failure, the company is unable to clear the territory before being attacked.

CREEPING COLD

1, 2, or 3 - Fatigued

If the Guide fails a **Fear** test, a combination of unusually cold, almost supernatural creeping chill, disturbs and weighs heavily upon him.

FALSE TRAIL

1, 2, or 3 - Fatigued

If failing a **Travel** test, the Guide finds an old trail that leads away from where the company wants to go, increasing his fatigue as he spends time correcting his course.

ILL EQUIPPED

1, 2, or 3 - Fatigued

The Guide has to make a **Travel** test. A failure means equipment breaks during the journey or items are lost.

A GRIM NIGHT

4 - Weariness

The company passes through a community of free-folk. A successful **Courtesy** roll from the Guide lets the company stay the night in a hay-loft; failing to express common courtesy means the company finds no welcome and must sleep in the open. The guide sleeps badly and is considered **Weary** for the journey ahead.

VERY NASTY DREAMS

5 - Corruption

The company unknowingly stops to rest on the doorstep of a dangerous enemy. The Guide must make a **Corruption** test as a fell and evil dread falls across him as he sleeps.

HOPELESSLY LOST

6 - Misery

The Guide must pass a **Travel** test in order to find a path through the landscape of gnarled trees, meandering hills, grim mountains, etc. Failure results in the guide being **Miserable** as he fails in his responsibilities to the company.

ABANDONED SETTLEMENT

7 - Despair

Failing a **Travel** test, the Guide brings the company to where he thought there was a friendly settlement, but it has been abandoned or destroyed.

HAZARDOUS TERRAIN

8 - Wounded

The path ahead is difficult and the unwary traveller might easily twist an ankle or break a foot. The Guide can navigate these hazardous patches with a **Travel** test; otherwise he injures a foot or ankle.

BITING INSECTS AND SUCKING LEECHES

9 - Strained

Failing a **Travel** test, the Guide leads the company through an area rife with blood-sucking animals.

SPLIT PATH

10 - Wrong Choices

The guide must make a **Travel** test to guess the correct path. If the test fails, the company goes down the wrong path.



SCOUT

OUT OF THE FRYING-PAN INTO THE FIRE

- **Dangerous Meetings**

The Scout makes an **Explore** test. On a failure, the company has been put in danger by the wrong choices of the scout; for example the group enters the hunting ground of a dangerous creature.

GOBLIN CAMP

1, 2, or 3 - Fatigued

The company is in an area with very few sheltered places to camp. Every scout makes an **Explore** test. Failure results in the scout expending more energy in order to avoid marauding orcs and goblins that patrol the area.

NO STARS TO LIGHT THE WAY

1, 2, or 3 - Fatigued

The way is dark and/or confusing. All Scouts must make a **Fear** test as the darkness closes in about them and eerie shadows play tricks on their mind.

SUCKING SINK-HOLES

1, 2, or 3 - Fatigued

The Scout makes an **Explore** test; if he fails, he blunders into a sucking sinkhole.

WASHED OUT CAMP

4 - Weariness

It rains heavily, making finding suitable shelter more difficult. All Scouts must make **Explore** Tests. If none succeed, the company's gear is soaked and they are considered Worn.

SPELLBOUND

5 - Corruption

The Scout is subjected to a terrible enchantment and must make a **Corruption** test. On a failure, the character gains a Shadow point and falls into a daze and starts walking towards the danger; perhaps into a swamp or cave.

DYING ELF

6 - Misery

The company moves past a place where Wargs and Elves have fought. The Scout makes an **Explore** test. If he succeeds, he encounters a dying Elf who has been attacked by Wargs. The Elf can warn the company so that they avoid the Wargs. A Failure and the Elf is dead and the companion is temporarily Miserable.

SEPARATED

7 - Despair

The Scout becomes separated from the company and must make an **Explore** Test. If he fails, then he loses Hope as he searches for his companions.

RUINS

8 - Wounded

The Scout must make an **Explore** test to avoid falling through the crumbling roof of long forgotten ruins. On a failure, he loses Endurance or is Wounded.

FALLING BRANCHES/ROCKS

9 - Strained

The Scout must make an **Explore** test to mark any dangerous branches or rocks that might break loose. Failure results in the respective Endurance loss.

BETWEEN HAMMER AND ANVIL

10 - Wrong Choices

The Scout makes an **Explore** test and discovers that the company is caught between two perils. Failing the test means that circumventing them causes delays and greater challenges than expected.



HUNTER

HAUNTED GROUNDS

- **Dangerous Meetings**

On a failure of the **Hunting** test, the Hunter continues to pursue an easy prey but as soon as the beast's blood hits the earth, the air grows dim as an evil mist descends and ghosts assail the company with dreadful spells.

A THIEF IS ABROAD

1, 2, or 3 - Fatigued

There is a strange, sad creature stealing valuables from passing travellers. The Hunter must make a **Hunting** or **Awareness** test. If he fails, one item of value is lost; unless one companion possesses a valuable ring, in which case the thief makes off with that and the trials leave the player-hero fatigued.

TRACKS OF THE WEREWOLF

1, 2, or 3 - Fatigued

The Hunter finds a gigantic paw-print in the mud and must make a **Fear** test. If successful, the character correctly observes that the print is old and that the beast is no longer nearby. If unsuccessful, he mistakenly determines that the print is fresh and that a gigantic wolf is lurking in the woods; the stress leaving the player-hero fatigued.

SCARCE GAME

1, 2, or 3 - Fatigued

The company moves through an area of scarce game and Hunters will be hard pressed to supply the necessary foraged food unless they succeed at a **Hunting** test.

FOUL FORAGING

4 - Weariness

The Hunter makes a **Hunting** test. On a failure, he mistakes a poisonous plant, berry, or mushroom for a common edible one. Eating it, he is sickened, plagued by nightmares, and considered Weary.

A NOBLE BEAST

5 - Corruption

Unbeknownst to the huntsman, the beast he is tracking is a noble and intelligent creature. He recognises this on a successful **Hunting** test, otherwise the creature is killed by the Hunter and he receives the Shadow point(s) for the Misdeed.

FAT PHEASANTS

6 - Misery

The Hunter spots a flock of juicy fat black pheasants (or other desirable fowl). He is permitted a single **Hunting** test to bring one down before the rest scatter. If the test fails, the birds vanish, and he is tormented by the thought of what they might have feasted on.

JUMPING AT SHADOWS

7 - Despair

In a dark and sinister part of the land, there are many noises and movements that look threatening but may not be. Hunters should make a **Hunting** test. If they fail they are overcome with despair and lose Hope.

FROM HUNTER TO PREY

9 - Strained

A dangerous predator has followed the tracks or the scent of a hunting companion. On a failure of the **Hunting** test, the Hunter is attacked by an unusually dangerous creature.

THINGS THAT BITE AND STING

8 - Wounded

Failing a **Hunting** test and the huntsman is attacked by a small creature that quickly disappears.

POACHED QUARRY

10 - Wrong Choices

The Hunter pursues the same quarry as a group of Elves or other free-folk. Failing the **Hunting** test results in the loss of food and the Hunter being led on a merry chase, making further tests more difficult.



LOOK-OUT

OUTLAWS

👁️ - Dangerous Meetings

On a successful **Awareness** test, while travelling away from the rest of the company, the Look-out spies a small patrol of outlaws approaching which allows the company to prepare for the encounter. Failing on the companions are ambushed.

HUNGRY WOLVES

1, 2, or 3 - Fatigued

A pack of wolves are hunting in the area. While they are unlikely to attack a bank of armed adventurers, they constantly harass any Look-out who, if failing an **Awareness** test, are fatigued by their predations.

SPIES AND THIEVES!

1, 2, or 3 - Fatigued

The Look-out makes an **Awareness** test. On a failure, one or more valuable items are taken from them and they gain fatigue from searching for their lost gear.

SPOOKED

1, 2, or 3 - Fatigued

The Look-out makes a **Fear** test to avoid becoming spooked by ominous and strange noises. On a failure he is filled with dread which weighs heavy on him.

BLANKET OF BUTTERFLIES

4 - Weariness

A flock of purple butterflies flutter down and nest on the sleeping company. They are like a velvet shroud; if left undisturbed, they smother their victims. The butterflies hum a lullaby as they land. The Look-out must make an **Awareness** roll to stay awake; if successful, he fends off the unnatural sleepiness and drives the butterflies away. On a failure, the humming of the butterflies puts him to sleep and he wakes later feeling drained.

DARK EMBASSIES

5 - Corruption

The Look-out is met by an ambassador of the Enemy (or of *their* principal enemy). He may simply offer dire warnings but may also wish to negotiate with them. Or even ask a favour of them and give them a rich reward for merely considering it. The characters should be tempted according to their respective Shadow-Weakness.

SCAVENGERS

6 - Miserable

The company has attracted the attention of scavenging animals who follow them on their journey. All Look-Outs must roll **Awareness**. If none succeed, the scavengers have looted the company's provisions and are Miserable.

NO WAY OUT

7 - Despair

The companions feel like they are going round in circles. All Look-outs must make **Awareness** tests. If no one succeeds, they lose Hope as they struggle to overcome the feeling that they are lost.

A FELL CREATURE

8 - Wounded

The Look-out spots a large bat swooping towards him and must then make a **Wisdom** test to resist the vampires dreadful spells.

A TASTE FOR BLOOD

9 - Strained

The Look-out makes an **Awareness** test otherwise he is left with a mysterious bite mark.

MIDGE INFESTATION

10 - Wrong Choices

The Look Out makes an **Awareness** test, on a Failure he encounters a large infestation of midges and the company struggles to circumvent the pests.



- INTERESTING EVENTS -

These Events add further plot hooks to the Hazard mechanic but are more positive in nature. To be used when a player rolls a ♡ on the Feat Die as part of their Fatigue Test.

The final three events (noted with the ♡ rune) are special encounters and should only be used by the Loremaster in extraordinary circumstances.

RUMOURS ON THE ROAD

The company meets a small band of travellers. A successful encounter against a tolerance of two allows them to exchange useful news.

SETTLEMENT

The companions arrive in an unexpected settlement where they may rest in order to recover fatigue.

SHARED PATH

A merchant or traveller falls in with the company for a part of the journey allowing for supplies of food and other goods to be replenished.

BUTTERFLIES!

The look-out spots a scene of unexpected and especial beauty. If the look-out is in good spirits (i.e. not Miserable) he may make a Wisdom test and gains a point of Hope on a success.

FORTUITOUS PATH

A successful Explore test reveals an old path that shortens this leg of the journey by one day.

A LOST TRAVELLER

One Look-Out makes an Awareness test. If he succeeds, he spots a small group of Hobbits who have come East in imitation of Bilbo but have gotten lost. The company must add an extra three days to their journey time (including possible extra Fatigue tests) as they help the Hobbits or acquire Shadow. If they do help them, all companions regain one point of Hope and replenish the Fellowship Pool to its full amount.

NATURAL BOUNTY

The company discovers easily obtainable and abundant food: a large patch of wild berries, a forgotten apple orchard, or a pond brimming with trout. By extending their journey by one day, the company may benefit from this bounty; each companion regains 4 Endurance points. In addition, the next Travel test is made at one difficulty lower.

SECURE LODGINGS

The company is being watched by friendly, though secretive, forces. The guide makes a Lore or Awareness test. On a failure he is uneasy as he remembers folk-tales of sprites in the area. On a success, he realises that the company is under the protection of some watchful spirit or people. The guide may now make an Inspire test. On a success everyone gains a point of Hope.

RELICS OF A BYGONE ERA

The guide leads the company past a timeworn statue that was carved long ago. It appears to be watching the companions as they pass. Everyone makes a Valour roll (TN 12). On a success, reduce the difficulty of any Corruption tests on the journey by two.

FARMSTEAD

The scout stumbles upon an isolated farmstead or residence. The owner(s) is inviting and courteous, offering the company useful news, information, and soft, warm beds to sleep in.

♡ - A WANDERING COMPANY

The look-out spots a wandering company of merry Elves. Do they offer a feast, or news, or does the mere sight of them raise the spirits of the company?

♡ - A WIZARD'S COMPANY

A wizard spends a short time travelling with the company and may help them as the need arises before mysteriously departing again.

♡ - A SANCTUARY IN THE WILD

The company discovers a heretofore unknown Sanctuary. Provided they don't exceed its owner's tolerance rating, they are welcomed and can rest in safety. All travel Fatigue is removed and, perhaps, a new ally is gained.

