

Journey Task - A Good Road Taken 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.



Journey Task - A Hearty Meal *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. Journey Task - A Soft Bed and Warm Fire An able Scout fashions a good camp from the materials at hand.

Scout

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

Lookout

Journey Task - Sharp Wits Avail 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 **or** roll the Feat Die twice (selecting the preferred result) when next selecting the target of a Hazard