



- Journeys -

There were many paths that led up into those mountains, and many passes over them. But most of the paths were cheats and deceptions and led nowhere or to bad ends...

A company will often roam across Wilderland and beyond during the course of their adventures. But travelling is not simply a means of getting to a destination, nor something to be undertaken lightly. A great part of the life of a hero is spent on the road. Often, what distinguishes an adventurer from a common villager is the skills they possess to help them survive while on a journey.

Travelling shows a hero the world outside the boundaries of their native lands, and lets them seek out and confront threats to their people. In short, a journey in *Adventures in Middle-earth* is synonymous with adventuring.

The Loremaster knows where an adventure starts and likely has an idea where it may go, but the companions have to reach that destination by crossing the Wild. Heroes make various ability checks along the way, to deal with the various perils that may occur, as well as to determine how the rigours of travel may have affected them when they face their next challenge.

Once a company decides to undertake a significant journey from one place to another, the journey rules outlined in this chapter should be used. A Loremaster may decide that a journey is either short enough, or familiar enough, that the journey rules need not be used, and they can happily be ignored to serve the pace of the game.

The journey rules break down a journey into three distinct stages, each one influencing the one that follows it in some way. The first stage represents the company embarking on the journey: plans are made, supplies gathered, maps studied and routes agreed upon. The company decides between them who will undertake which tasks on the road. But there is more to this stage than simply preparations. It also represents the company's ability to stay to the course, to keep their spirits high and may take into account the

fickle nature of weather. In broad strokes, it gives a feeling of the overall tone of the journey from its outset. It may be influenced to a greater or lesser degree by the attentions of the Enemy.

The second stage represents events arising, and the tasks carried out by members of the company during the course of the main part of the journey. Depending on the length of the journey, the company will make one or more rolls that represent the challenges or opportunities that they find placed in their way. These rolls will determine both the nature and the magnitude of the encounters they will face and may require several of the company to work together to overcome any challenges.

The third stage of the journey is representative of the company's arrival at its destination. The Guide makes a roll, often modified by the outcomes of the tasks undertaken by other members of the company during the main part of the journey.

The result of this final roll will determine whether the company arrive in high spirits, full of tales of bold deeds, beautiful sunsets and delicious meals cooked over open fires, or if they trudge the final miles, footsore and dispirited, backs bent under the weight of packs, silently brooding upon empty bellies, wrong turns and poor choices.

Journey Rules Summary

- **Players assign tasks and plan route.**
- **Loremaster determines Peril Rating of the journey.**
- **The Guide makes an Embarkation Roll:**
modified by the Guide's Survival proficiency bonus plus half their Wisdom bonus minus the Peril Rating.
- **The Loremaster either relays the result, or optionally hints at it**
- **Determine the number of Journey Events.**
- **Events are created by rolling a d12, potentially modified by the Embarkation result.**
- **Events are played through, noting down the result for reference.**
- **The Arrival roll (d8) is made, and results are applied.**



STEP ONE: EMBARKATION

When the players have decided on a destination, they need to choose the best route to get there. Using the Player's Map, they indicate the general route that they intend to follow, and the Loremaster consults the hexed Loremaster's Map to determine the Peril Rating of the journey.

The difficulty and danger of the journey is based on its length, on the area and terrain traversed, and on the season in which the journey is taking place (journeys in the cold months of the year are more strenuous than those in the warm ones). Middle-earth is a perilous place, so the shortest route may not always be the safest. The company must choose wisely what paths to follow.

While the Loremaster consults the Loremaster's Map, players assign their Player-heroes a task for the journey, roughly summarising what they will be doing for the length of the trip.

An experienced company differs from a novice group of adventurers in the capability of its members to collaborate effectively. When they are travelling, the companions usually divide up some of the duties according to ability.

The tasks divided between the company are as follows:

Guide - In charge of all decisions concerning route, rest, and supplies. Guides rely on Wisdom and Survival proficiency.

Scout - In charge of setting up camp, opening new trails. Scouts rely on Stealth and Investigation.

Hunter - In charge of finding food in the wild. Hunters rely on success with Survival checks.

Look-out - In charge of keeping watch. Look-outs rely on their abilities in Perception.

With the exception of the company's Guide, more than one Player-hero may be assigned the same task (in other words, there may be more than one character acting as Look-outs, or more heroes going hunting regularly), but normally no character may assume more than one role at

the same time (posing as the group's Hunter AND Scout, for example). If there's more than one person assigned to a task then nominate a lead Scout, Hunter or Look-out. That character is the one who makes the test and gains advantage from the assistance of the other Player-heroes performing the Help action on that task.

If a task goes unfilled, any relevant tests for that task which come up are taken at a disadvantage.



DETERMINING THE PERIL RATING OF A JOURNEY

The Loremaster should consult the Loremaster's Map to determine the difficulty of the terrain through which the journey passes. Whichever type of terrain forms the majority of hexes passed through by the proposed route determines the overall terrain type:

Easy Terrain: 1

Mild/familiar terrain, extensively mapped with well travelled roads and/or frequent settlements.

**Moderate Terrain: 2**

Areas that the company may have some knowledge of, that they may have travelled through once or twice. Broken terrain, scattered paths and trails.

Hard terrain: 3

Unfamiliar areas, deep forest, trackless wilderness.

Severe Terrain: 4

High Mountains and treacherous swamps.

Daunting Terrain: 5

Areas tainted by the Shadow. Angmar, Mordor, Southern Mirkwood.

Increase level of terrain by one when traveling in winter conditions, though Daunting Terrain...

Optionally, the Loremaster does not have to inform the players of the Peril Rating of their journey and thus keeps the final outcome of the Embarkation roll secret from them, instead paraphrasing to perhaps give some hints of what may lie ahead of them on their Journey.

Once the route is decided upon, and the Loremaster has determined the Peril rating of the journey, the Guide must make an Embarkation roll using a single d12. This roll is modified as follows: the Guide's Survival proficiency bonus plus half their Wisdom bonus, minus the Peril Rating of the journey, as determined by the Loremaster. The result of the roll is used on the Embarkation Table opposite. The Guide

should make a note of both the numbered result and its effects. The result may be referred to during the following parts of the journey.

Ponies and Boats

When travelling, companions may ease their toil by bringing ponies to carry their burdens, or may journey on boats when along a river, lake or sea. If the company travels aboard boats or is equipped with ponies for the greater part of their journey, ignore the first level of exhaustion incurred while on the Journey.

Companions looking for such assistance must start their journey in a settlement of the Free Peoples. Additionally, the adventurers must be able to afford the expense.

Note that there are many places in Wilderland where ponies (and horses) are unwilling to venture. This includes the Forest of Mirkwood, the Misty Mountains and the Grey Mountains. Reluctant animals can be coaxed over a mountain pass with a Wisdom (Animal Handling) test against a DC 15 in Summer and Autumn, DC 20 in Spring, and DC 25 in Winter. Nothing can get a horse or pony deep beneath the eaves of Mirkwood.





Embarkation Table

1. (or less) Dark Signs and Evil Portents

The company's path is likely to lead them through places both ancient and terrible. Modify all rolls on the Journey Event tables by +2 and the proficiency check to determine the initial outcomes of these encounters should be made with disadvantage. Additionally, each character receives 1 point of Shadow as they set out upon this journey.

2. A Fell and Foreboding Start

The company sets out under a pall of doom. A sense of foreboding and oppressive menace seems to loom at every turn and misfortune appears to dog their steps. Tasks seem harder, and will remain so until the feeling of doom can be shaken off. As a result, each character receives 1 point of Shadow and all rolls taken during Journey Events are made with disadvantage until a roll is successfully made, at which point the dark mood will lift.

3. The Keen Eyes of the Enemy

The company has the misfortune to have chosen a path upon which fell creatures and evil men are more likely to be encountered. Depending upon their stature among the Free Peoples of Middle-earth, it is possible that they have come to the attention of agents of the Enemy.

As a result, they will need to work hard to avoid encountering those who would wish to do them harm: a brooding feeling of danger seems to pervade their senses throughout the journey, as if unseen eyes watch them at every turn. Modify all results on the Journey Events tables by +1 and the first roll made during these encounters should be made with disadvantage.

4. The Wearisome Toil of Many Leagues

The company finds that the maps that they consulted were poor, inaccurate or out of date, or that the path they find themselves upon is beset with obstacles, dead ends and difficult terrain making the going harder than it should be. Throughout the journey, terrain types are classed as one grade harder to traverse.

5. Foul Weather

The rain falls constantly, the wind chills to the bone, the sun beats down unrelentingly, frost numbs toes and fingers. Rest is hard to find, sleep is elusive and every mile walked feels like three. As a result, each member of the company suffers one additional level of exhaustion.

6. Meagre Supplies and Poor Meals

Whether as a result of unfortunate mishaps during cooking, a scarcity of game, a blunder when picking mushrooms or a need for haste leading to the company simply eating what scraps they have while on the move, the meals eaten during this journey have a tendency to be, by turns, undercooked, infrequent, burned, tasteless or just foul. As a result, all members of the company receive a -1 on all skill checks made throughout the journey.

7. Feasts Fit for the Kings of Ancient Times

Perhaps game is plentiful, herbs, mushrooms and root vegetables seem to spring up out of nowhere along the company's path, or the cook brought exactly the correct amount of salt and pepper. For whatever reason, the company's meals during this journey are a thing to be anticipated with joy, and to be remembered for days after. Accordingly, all members of the company receive a +1 bonus to all skill checks made during this journey.

8. Fine Weather

Each morning brings a beautiful sunrise that raises spirits and fills all who see it with hope for the day ahead, when rain falls it is cooling and soothing to a weary traveller, the wind seems to be a no more than a light breeze and snow or frost sparkle beneath clear, bright skies, creating majestic and breath taking vistas. As a result, each member of the company may ignore the first exhaustion point that they accrue during this journey.

9. Paths Both Swift and True

Whether as a result of consulting good quality maps, referring to the knowledge of local travellers or simply due to an innate knack for finding the easiest path, the Guide has planned a route that will allow the company to travel swiftly and directly to it's destination. Throughout this journey, all terrain types are considered to be one grade easier to traverse.

10. Hidden from the Shadow

Though agents of the Shadow roam far and wide, and dangers may be found anywhere in Middle-earth, the Guide has wisely chosen a path that will conceal the company from the attentions of all but the most determined and alert of foes. In addition, the company seems more aware of their own surroundings and will likely spy out both trouble and opportunities upon their path. As a result, modify all results



on the Journey Event table by +1 and the first roll during each encounter may be made with advantage.

11. With Hopeful Hearts and Clear Purpose

The company embarks with light hearts and a sense of hope. They are resolute and determined to cleave to their path, regardless of hardship or setback. Accordingly, each member of the company counts as Inspired until the first time they fail a roll during this journey.

12. (or more) From Auspicious Beginnings

The company sets out upon a path that will likely show them wonders long since forgotten or into dangers that most would quail at the thought of. But the auspices are good, and should the company be true, they will surely prevail.

As a result, add 2 to the rolls on the Journey Events Table. Additionally rolls made to determine the initial outcome of these encounters should be made with Advantage.

STEP TWO: JOURNEY EVENTS AND TASK ROLLS

'What's the matter?' asked Merry. 'Are you lying on an ant-hill?' 'No,' said Pippin, 'but I'm not comfortable. I wonder how long it is since I slept in a bed?' Merry yawned.

During the journey, members of the company may be called upon to use their wit and talents to ensure that the journey does not fall to ruin.

There are times when a single member of the company may have to overcome a challenge alone whereas at other times several companions may need to work together to be successful.

On a short journey, the company will typically be faced with 1-2 events, on a medium journey, 2-3 and on a long journey 3-5. The number of events is influenced by the Peril Rating of the journey, with more dangerous journeys leading to a higher number of challenges.

The number of challenges to be faced is determined as follows:

- **Short Journey** (1-15 hexes on the Loremaster's Map): 1d2 for number of challenges.
- **Medium Journey** (16-40 hexes on the Loremaster's Map): 1d2+1 for number of challenges.
- **Long Journey** (41+ hexes on the Loremaster's Map): 1d3+2 for number of challenges.



Note that Long Journeys are extremely hazardous to low to mid level Player-heroes, and likely to put Player-heroes in extreme danger. A wiser company will break their journey into shorter, more manageable legs, with long rests at safe places in between.

Journeys through predominantly **Easy terrain** result in a -1 modifier to this roll, to a minimum of 1.



Journeys through predominantly **Hard** or **Severe terrain** result in a +1 modifier to this roll.

Journeys through predominantly **Daunting Terrain** result in a +2 modifier to this roll.

The Loremaster should make this roll in secret and should not disclose to the players the number of challenges they will face.

The following table gives a range of possible events. The lower numbers represent minor events whilst the higher numbers indicate some important or momentous occurrence.

In all cases, the DC of checks made during a journey is determined by adding the Peril Rating of the journey to a base of 12.

Therefore, on a journey with a Peril Rating of 3 (unfamiliar areas, deep forest and so on) the DC of all checks would be (12+3) 15, whilst on a journey through Angmar in the depths of winter, all DCs would be (12+5+1) for a total of 18.

To determine what happens in each event of the journey, the Loremaster rolls a single 12 sided dice. The result may be modified by the Embarkation roll, or previous events on this or prior journeys. The Loremaster consults the following chart, and narrates the event to the company.

Journey Events Table

1. (or less) A Chance Encounter

The company meet a fellow traveller or a group of travellers. Perhaps a band of dwarves, Mannish merchants out of Laketown or Dale or Woodmen hunting their supper. The Scout may either make a Dexterity (Stealth) ability test to lead the company past the travellers undetected if the company wish to avoid them or any member of the company may attempt a Charisma (Persuade) ability test if they choose to interact with them.

If the Persuade test is successful the company may choose to gain some snippets of information concerning the path ahead of them, in which case the first roll of their next travel event is made with advantage.

If the Persuade test is unsuccessful, the company has made a poor impression on the travellers and the information they receive is inaccurate or misleading, resulting in the first roll of the next event being made with disadvantage.

2. Of Herbs and Stewed Rabbit

The company finds signs of easily foraged food or useful herbs at a fortuitous moment, perhaps as their own supplies are running low. The Hunter must make a Wisdom (Survival) check in an attempt to take advantage of this.

If successful, they may choose to either gather food (in which case they may prepare a meal which will restore 1 exhaustion level or 1 Hit Die to each member of the company) or they may collect herbs (Selected by the LM). If they fail this roll, the Guide's Arrival roll will incur a -1 penalty.

The roll made during this task is subject to disadvantage/ advantage if the Guide's Embarkation roll was either 6 (Meagre Supplies and Poor Meals) or 7 (Feasts fit for the Kings of ancient times).

3. An Obstacle

Fallen trees, a fast flowing river, a rockslide, or a fallen bridge block the path ahead. The company must work together to clear their path. The Guide must make a Survival (Intelligence) ability check and each of the other company members must test against their choice of Survival or Athletics.

If the company has horses or pack ponies, one of the company must instead test against Animal Handling. All these tests are subject to disadvantage/advantage if the Guide's Embarkation roll was either 4 or 9.

If all of the tests are successful, the company has worked well together, clearing the route and feeling a sense of satisfaction from their unity. As a result, the Guide's Arrival roll will benefit from a +1 modifier.

If half or more of the tests are successful, the route is cleared with some difficulty and no bonus or penalty is incurred.

If less than half of the rolls are successful, but not all fail, the company has struggled to overcome the obstacle and each of them gains a point of exhaustion.



If all the rolls fail, the company is forced to backtrack to bypass the obstacle. Each of them suffers a level of exhaustion and the Guide's Arrival roll is subject to a -1 penalty.

4. In Need of Help

The company discover a band of travellers who have suffered some misfortune, or a small settlement beset by woes. The company may choose to help them, or not.

If they choose not to, they must make a Wisdom Save to avoid gaining a point of Shadow.

If, instead, they choose to help, the company must make three tests, chosen by the Loremaster, to reflect them aiding the innocent souls.

Each test must be made by a different character (unless there are fewer than 3 Player-heroes in the company) and will typically be selected from: Survival, Traditions, Insight, Persuade, Animal Handling, Medicine or Nature.

It is possible that the same skill may be called upon more than once, in which case it must be attempted by two different Player-heroes.

If all of the tests are successful, each member of the company gains Inspiration. Additionally, the company will receive a +1 bonus to the Guide's roll upon arrival at their destination.

If half or more of the rolls are successful, the company may select one of its number to become Inspired and the company receives a +1 bonus to the Guide's Arrival roll.

If 1 of the rolls is successful, the company receives a +1 bonus to the Guide's Arrival roll.

If all the rolls fail, the company is slightly despondent and receives a -1 modifier to the Guide's Arrival roll.

5. Agents of the Enemy

Hostile scouts or hunters cross the company's path, this may even be a sharp eyed Crebain, gathering news for the Enemy.

The Look-out must make a Wisdom (Perception) check to spot the enemy before they become aware of the company.

If successful, the company has seized the initiative and may decide how to proceed. They may either sneak past the hostile

force or ambush them, in which case they benefit from a round of surprise.

If the Look-out's Perception roll fails, the hostile scouts set an ambush and they benefit from a round of surprise.

If combat ensues, the Loremaster may resolve it as normal, setting out the combat abilities of the small enemy party to give a small to moderate challenge to the company.

All rolls made outside of combat during this task are subject to disadvantage/advantage if the Guide's Embarkation roll was either 3 or 10.

6. The Wonders of Middle-earth

The company finds itself presented with a spectacular vista. A sunset, a forest glade, a mountain range. Each member of the company must make a Wisdom check or Investigation (Intelligence) check (their choice).

If successful, they see the beauty of the scene and feel invigorated, recovering from 1 level of exhaustion.

If unsuccessful, they instead see brooding clouds, hard paths yet to be walked or steep and daunting hills to be climbed and suffer a level of exhaustion.

If all members of the company are successful, they receive a +1 bonus to the Guide's Arrival roll.

If all fail, the Guide's Arrival roll incurs a -1 penalty.

Rolls made for this task are subject to disadvantage/advantage if the Guide's Embarkation roll was either 5 or 8.

7. A Hunt

The Hunter sees signs or tracks left by some Game that would likely prove a far better meal than their travelling rations, perhaps at a point in the journey where the company's supplies are running low, or when their spirits seem to be flagging.

The Hunter must make a Wisdom (Survival) ability check to hunt down this game.

If the roll is successfully made by 5 or more, the prey is brought down and a great feast is had, restoring 1 level of exhaustion and giving a +1 bonus to the Guide's Arrival roll.



If the roll is successful, the company enjoy a hearty meal and each may remove 1 level of exhaustion.

If the roll fails, the hunt was unsuccessful and the company spend a hungry night, resulting in each gaining a level of exhaustion.

If the Hunter fails their roll by 5 or more, the hunt was a disaster, pulling the company off course and leaving them with nothing to show for their efforts but sore feet and growling bellies. As a result, each gains a point of exhaustion and the Guide's arrival roll becomes subject to a -1 penalty.

The roll made during this task is subject to disadvantage/ advantage if the Guide's Embarkation roll was either 6 or 7.

8. A Fine Spot for a Camp

The Scout has spotted a location that has the potential to be a safe and comfortable place to make camp. Perhaps it is a sheltered glade, close to a fresh water stream, or it may be an existing campsite, used by travellers, already stocked with firewood and canvas to fashion shelters from the elements. It may even be an ancient building, easily defensible, allowing the company to rest a little easier on their journey. The Scout must make an Investigation check as the company draw close to the site.

If the roll succeeds by 5 or more the camp site is all the company could have hoped for, and they may benefit from a long rest in addition to recovering a level of exhaustion. As an added bonus, the Guide will receive a +1 modifier to their Arrival roll.

If the roll is simply successful, the company has an undisturbed night, and if needed each may recover a level of exhaustion.

If the roll fails, the campsite proves to be less than it might have been. The company spend a restless night, beset by feelings that they are being watched perhaps, or discovering that the spot they have chosen is rocky and uncomfortable or prone to flooding. They awake weary and dispirited and suffering from a level of exhaustion.

If the roll failed by 5 or more, the camp is already occupied by something hostile and dangerous; a Troll, sheltering from the sun, an Orcish war party, a band of Evil Men, intent on dark

deeds, perhaps even a bear, seeking only to rest up for winter, becoming enraged upon being disturbed. Whatever the nature of the threat, the company have blundered into its midst and combat will surely ensue.

Regardless of the result of the combat, assuming the company survives, the night is a poor one at best and the only memories they carry with them of the camp are those of hard knocks and a final, unfulfilling rest. In addition to any damage sustained the Guide's Arrival roll is subject to a -1 modifier.

9. A Lingering Memory of Times Long Past

The company discovers a relic of past ages. A statue, a building, the remains of an ancient settlement, perhaps even some finely wrought trinket half-buried in the earth. It is even possible that they witness a travelling company of Elves, making their way towards the Grey Havens.

With good fortune and a light heart, the company will be uplifted by this sight, sensing something hopeful for the future in this glimpse into the past. With poor fortune, the company will be filled with a sense of doom, seeing the decay of lost glory and the end of hope.

Each member of the company should make a Wisdom test. If successful, they are filled with Hope regarding their journey and their struggles against the Shadow and become Inspired.

If they make the roll by 5 or more they are so positively affected by the sight that they may also remove a level of exhaustion. Additionally, if at least half of the company is successful, a +1 modifier may be applied to the Guide's arrival roll.

With a failed roll, they see only the fleeting nature of life and the fall of all that is good, and must make a Corruption test to avoid gaining 2 points of Shadow.

If they fail the roll by 5 or more, they feel morose and wearied by the scene and suffer a level of exhaustion in addition to the Shadow points. Additionally, if more than half of the company fail (since we're talking about individual rolls) their roll, a -1 modifier must be applied to the Guide's Arrival roll.

10. A Place Touched by the Shadow

The essence of something dark and terrible lingers here. It may be the site of some ancient battle, haunted still by the shades of the fallen, it may be a place where the Necromancer



worked foul magics, long ago, or a ruin that was once home to some great servant of the Enemy. In Middle-earth, places have memories, and not all the memories are pleasant. That said, even the darkest of Shadows may hide something bright and good.

The Scout must make an Intelligence (Investigation) check to become aware of the darkness surrounding this area before the company blunders too deeply into it.

If the roll is a success by 5 or more, the company witness some sign that reaffirms their hope in the struggle against the Enemy. Perhaps they see evidence of the downfall of whatever evil thing once lived here, perhaps bright sunlight bursts through brooding clouds to bathe the darkened place in bright light, lifting the spirits of all who witness it.

Whatever the reason, each member of the company may remove one point of Shadow and is considered inspired. Additionally, the Guide will receive a +1 bonus to their Arrival roll.

On a successful roll, they manage to avoid the pervasive sense of corruption that lingers here and may count themselves lucky. Accordingly, the Guide receives a +1 bonus to their Arrival roll.

If the Scout fails their roll, the company has wandered into the heart of the area and feels the dark nature of the place touch their hearts. Each hero must make a Corruption test to avoid gaining a point of Shadow.

If the Scout's roll fails by 5 or more, some dark thing still lurks here, ancient and evil, and the company have disturbed its slumber...

II. The Enemy is Abroad

Evil men, Orcs, Goblins or other servants of the Enemy are moving through the area. Avoiding them will be challenging. If the Guide's result on the Embarkation roll was a 3, a confrontation is unavoidable.

In spite of this, a successful Wisdom (Perception) ability check roll from the Look-out will allow the company time to prepare and will grant them a round of surprise in the combat.

A failed Perception roll in this instance will indicate that the company has little time to prepare and receives no such bonus.

If the Guide received a 10 on the Embarkation roll, the Look-out may make a Wisdom (Perception) or Dexterity (Stealth) ability check (player's choice) to allow the company to find a path that will bypass the enemy force unnoticed.





Should this roll fail, the company will still have time to establish an ambush, and as such will benefit from a round of surprise.

Should the Embarkation roll have been neither 3 or 10, the company may attempt to sneak past the hostile force. This will require a successful Dexterity (Stealth) check from each of them, with a single successful Animal Handling roll from one of the company should they have horses or pack ponies.

If any of these rolls fails, they have been spotted and battle will swiftly follow, with no advantage to either side. The Loremaster should make the combat reasonably challenging, without allowing it to dominate the entire session.

12. (or more) Many Meetings? Fly you Fools!

The company has encountered a traveller upon the road, but all may not be as it at first appears. This is no ordinary wanderer, but rather is one of the great and good (or fell) of Middle-earth. This will be a significant encounter not soon forgotten. Whether the meeting is for good or ill, for attaining this result the Loremaster may well choose to reward the company with Experience Points suited to the method they are using in their game.

The traveller may be Gandalf or Radagast, wandering the lands and appearing, at first glance, to be little more than a ragged wastrel. Or perhaps one of the sons of Elrond, Elladan or Elrohir, travelling to or from Imladris. It may be Beorn or Legolas, roaming the deep, wild forests or the rolling plains.

Alternatively it may be something more sinister. A powerful agent of the Enemy, or of other dark forces that are beginning stir once more in Middle-earth, casting a long, pervasive shadow, travelling the lands with foul and evil purpose. Player-heroes may well stumble upon a foe beyond any of them..

If the Embarkation roll was a 1, the encounter will automatically be with a servant of the Enemy. Conversely, if it was a 12 the company has encountered one of the great powers for Good. The outcome of such a meeting however, will depend on how the company approaches matters.

If neither a 1 or a 12 was rolled on the Embarkation table, the Look-out must make a Wisdom (Perception) check.

If the roll succeeds by 5 or more, the company has encountered a person of great standing, and sees them for what they are.

Each member of the company may immediately remove one point of Shadow. They may also seek an Audience (see page 192) with them and, if successful, they may gain great knowledge of their path ahead which will grant them advantage on the initial rolls on their next encounter, and will also bestow a +1 bonus to their Arrival roll. If the Audience goes particularly well, the Loremaster may decide that the company have gained a Patron.

If the Look-out's roll succeeds, they have spotted the traveller, but do not realise who they may truly be. The initial description of this encounter should then be played out as if it was a result of 1 on this table (A Chance Encounter).

Should the company choose to interact with the traveller, successful Wisdom (Insight) rolls or some demonstration that the company has true and good purpose should lead to the true identity of the person they have met. Should this happen, the encounter should then play out in much the same way as detailed above.

If the Look-out's roll fails, the company have encountered a dark and powerful foe way beyond any of them. For low-level companies this could be a superior force of Orcs, a pack of Wargs, or perhaps a particularly large and fierce Troll. At higher levels it could be something much darker and more powerful – a warband of Uruk-hai, or even a Nazgûl about his master's dark bidding.

Companies must immediately make a Corruption Save to avoid gaining 2 points of Shadow and they must seek to avoid further confrontation by each making a Dexterity (Stealth) check (with a single additional Animal Handling check if the company has horses or pack ponies) to slip away unnoticed. Should more than half fail, they will need to flee in haste for fear of their very lives. All gain an additional level of exhaustion, additionally the arrival roll will be subject to a -1 modifier.

If the Look-out's roll fails by 5 or more they are automatically spotted, with no chance to sneak away. They must flee in haste for fear of their very lives. They automatically gain 2 points of Shadow, and an additional level of exhaustion, additionally the arrival roll will be subject to a -1 modifier.

The Loremaster can optionally require additional checks to see if the company gain Shadow Points in areas of Middle-earth that are deemed "Blighted Places". See Sources of Corruption on page 180 for more details.

STEP THREE: THE ARRIVAL PHASE

As the company completes its journey they make a roll to determine their overall mood and demeanour. Dependent upon the exhortations of the Guide, the difficulty of the terrain they have travelled and the company's successes or failures upon the road, they may be in high spirits or

despondent; full of vigour or footsore and weary. They may have fine tales to tell, or they may be gritting their teeth and silently scowling at any folk with whom they must interact.

This roll is additionally modified depending on the difficulty of the majority of the terrain that the company crossed, as follows:

- **Easy Terrain:** +1 to the Arrival roll
- **Moderate Terrain:** No modifier to the Arrival roll
- **Hard or Severe Terrain:** -1 to the Arrival roll
- **Daunting Terrain:** -2 to the Arrival roll

The Guide rolls a d8, applies any modifiers from the Embarkation roll and the terrain of the journey, and then compares the result with the table on the opposite page:





Arrival Table

1. (or less) Weary to Their Bones

The journey has taken a heavy toll on the spirits of the company. The paths they have followed have shown them little that is good and have left them feeling tired and without hope. The memories of any good fortune they may have experienced along the way now seem distant and intangible.

Each member of the company must make a Wisdom saving throw, (DC: 12 + Peril Rating of the Journey) to avoid receiving 2 points of Shadow. If their path has led them through a place touched by the Shadow (10 on the Events table), the DC increases by an additional 2 points.

2. Empty Bellies

Regardless of whether the company has enjoyed fine food throughout the journey, or has subsisted on cold, hard trail rations, during the final leg of their journey their supplies dwindle rapidly and they arrive at their destination feeling the pangs of hunger gnawing relentlessly at them. This hunger will be a distraction to them and everyone in the company gains a level of exhaustion.

3. Arrival in Poor Spirits

They are beset by foul moods and short tempers that they must work hard to throw off. They are considered disadvantaged on all rolls pertaining to social interaction, until such time as they succeed in one of these rolls. This penalty will apply if they seek an Audience at the destination. If there is a single upside to this dark mood, it is that they are so spoiling for a fight that each member of the company receives advantage to their Initiative rolls should they find themselves in combat at the destination.

4. An Uncertain Arrival

The company's arrival is poorly timed or it may be that they are unsure if they have even arrived at the correct destination. They may arrive at a settlement late in the night, after the gates have been barred, and may need to work hard to convince a watchman to allow them to enter, or they may have been certain that the Orc encampment that they were planning to scout before attacking it was still several miles away, only to find themselves almost in its midst. The mechanics for this result will vary greatly, depending on the nature of the destination.

The Loremaster may require the company to play out an impromptu Audience to simply gain access. A short but desperate fight may be played out as the company struggles to overcome enemy guards before an alarm is raised. The Loremaster may ask for a Wisdom (Survival) check from the Guide to successfully navigate to the correct destination, with a failed roll resulting in all members of the company receiving a level of exhaustion, as they are faced with additional long miles to reach their true destination.

5. A Long But Worthy Journey

As the company nears the end of their journey they feel every mile they have walked in the aches and pains that beset their bodies. But the aches are good ones, the legacy of a path well walked to a worthy goal. As they arrive, their fatigue seems to slip away like mist on a summer morning, leaving them feeling refreshed and invigorated. As a result, each member of the company may immediately remove a level of exhaustion.

6. Grimly Determined

The many leagues that the company has travelled have filled them with a sense of clear purpose regarding their goals, dark though the path ahead may be. As a result, the Guide will receive a +1 bonus to their next Embarkation roll.

7. Tall Tales and Great Deeds

The company arrives with the tales of their journey on their lips, their spirits high and their thoughts filled with fine memories. This joyous mood is contagious to all but the most dour of folk they may encounter. Accordingly, the company receives advantage on all rolls pertaining to social interaction. This bonus will also apply if they should seek an Audience at their destination. The bonus will remain until they fail at one of these rolls.

8. (or more) Inspired and filled with Hope

The Journey has served to reaffirm the company's dedication to their struggles and to their bonds with each other. Together they have weathered hardships, faced dangers and persevered and their faith in themselves and each other seems unshakeable. As a result, each member of the company may remove 2 points of Shadow and is considered to be inspired.



Optional: Tracking Time

"Well, I can remember three nights there for certain, and I seem to remember several more, but I would take my oath that it was never a whole month. Anyone would think that time did not count in there!"

Usually, knowing the exact duration of a journey is not very important. The company travel for days or weeks, and pay little heed to the exact date or how many days precisely the journey took. However, there may come situations where knowing the exact count of days

is important – say, the company are trying to get to a particular dwarf-door before the last day of autumn, or need to reach a fortress before enemies besiege it in seven days' time. In such cases, the first step is to work out the effective length of the journey.

Each hex on the Adventurer's Map is 10 miles across, but a mile of thick forest takes longer to cross than a mile of open ground. The Terrain Difficulty table below gives multipliers for the various terrain types.

TERRAIN DIFFICULTY

MAP KEY	DIFFICULTY	THE TRAVERSED TERRAIN IS MOSTLY...	MODIFIER
-	very easy	good road*	x0.5
	easy	open terrain, well-trodden track or path, plains, meadows, on a boat along a navigable river	x1
	moderate	pathless wilderness, hills, sparse woods, bogs	x1,5
	hard	marshes, wastes, fells, woods with good tracks**	x2
	severe	dense woods, very rough ground, any road or path in Mirkwood**	x3
	daunting	densest wood, desert, blighted or ruined land, mountain passes	x5

*Travelling across a distance on a good road gives a modifier of x0.5, halving the time needed to cover the entire route, regardless of the terrain the road traverses.

**A company cannot advance through woods or dense woods riding horses. The travelling Player-heroes must dismount and proceed by leading their horses on foot.

Divide the distance covered by the travel speed of the company, rounding all fractions to the nearest whole number. The result is equal to the expected length of the journey in days. The table below shows the distance covered in miles by a company in an average day of travel.

TRAVEL SPEED

COMPANY TRAVELLING...

On foot

Riding horses

Using boats on a river

MILES PER DAY

20

40

20 downstream 5-10 against the current