



# JOURNEY TRACKER

JOURNEY (or leg of journey)	DISTANCE (= no. of hexes x 10 x multiplier of terrain)	SEASON	JOURNEY LENGTH	PERIL RATING	JOURNEY DISPOSITION RESULT	NO. OF HAZARDS	NO. OF RESULTS 	NO. OF RESULTS 	JOURNEY'S END RESOLUTION RESULT

DISTANCE MULTIPLIER			
-	Very easy (TN 10)	Good road	x 0.5
	Easy (TN 12)	Open terrain, well-trodden track or path, plains, meadows, on a boat along a navigable river	x 1
	Moderate (TN 14)	Pathless wilderness, hills, sparse woods, bogs	x 1.5
	Hard (TN 16)	Marshes, wastes, fells, woods with good tracks	x 2
	Severe (TN 18)	Dense woods, very rough ground, any road or path in Mirkwood	x 3
	Daunting (TN 20)	Densest wood, desert, blighted or ruined land, mountain passes	x 5



MILES PER DAY	
On foot	20 miles
Riding horses	40 miles
Using boats on a river	20 miles downstream, 5 – 10 miles against the current

TOTAL NUMBER OF HAZARDS MODIFIER	
Free Lands	- 1
Border Lands	+ 0
Wild Lands	+ 1
Shadow Lands	+ 2
Dark Lands	+ 3
<ul style="list-style-type: none"> <li>Companies numbering less than four individuals modify the above result by -1 to a minimum of 1</li> <li>Companies numbering greater than four individuals modify the above by +1 or +2 if their number is greater than seven</li> </ul>	

# HAZARD WORKSHEET

HAZARD TYPE / DETAIL	JOURNEY LEG	HAZARD TN	ROLE CHALLENGED	MUST PASS A TEST OF...	NOTES

HAZARD TN (equal to terrain difficulty)	
Very Easy	10
Easy	12
Moderate	14
Hard	16
Severe	18
Daunting	20

FEAT DIE	ROLE CHALLENGED	MUST PASS A TEST OF...
	Role not covered (if available) or <b>All Companions</b> 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

SEASON TN MODIFIER	
Summer	+ 0
Spring	+ 1
Autumn	+ 1
Winter	+ 2