

THE ONE RING™



STRIDER™ MODE

RULES FOR SOLO ROLEPLAYING

FACE THE WILDS ALONE

"He is one of the wandering folk — Rangers we call them. He seldom talks: not but what he can tell a rare tale when he has the mind. He disappears for a month, or a year, and then he pops up again. What his right name is, I've never heard: but he's known around here as Strider."

From the moment we meet Aragorn in *The Lord of the Rings*, we feel drawn to his hard-bitten stoicism and uncanny survivability. Who is this dark, hooded figure subsisting on the edges of civilization, living in harmony with the shadowed wilds — and on what sorts of adventures does he embark?

With Strider Mode for *The One Ring*, players can set out on solo journeys in the vein of Aragorn's missions across Middle-earth, facing danger and darkness with only steel, cunning, and hope as companions.

WHAT IS STRIDER MODE?

Strider Mode presents additional and modified rules to facilitate solo play in *The One Ring*, as well as guidelines and tips for solo players and a selection of random tables to help incite and inspire your lone wanderings across Middle-earth.

As with standard play in *The One Ring*, you play the game and interact with the world from the perspective of your character. You don't need to talk out loud (though you can!), nor are you writing the equivalent of a novel (though the occasional written note can help keep you on track).

Instead, you envision the world, the figures and foes you encounter, and your character's actions. The rules of *The One Ring* help resolve those actions. When you need additional guidance or inspiration for how the world responds to you, or what you encounter in your journeys across Middle-earth, Strider Mode steps in to lend a hand.

WHAT IS SOLO ROLEPLAYING?

Strider Mode does not require a Loremaster, allowing a single player to undertake journeys as a lone adventurer in the perilous world of Middle-earth.

The concept of solo pen-and-paper roleplaying originates with the "choose your own adventure" novels of the '70s and the random dungeon generation tables in early editions of popular roleplaying games.

Solo tools have since evolved beyond those experiences. Contemporary solo systems are designed to offer the same engaging narrative flexibility for a solo player as you experience in a game led by a Loremaster.

Since pen-and-paper roleplaying is typically a collaborative group activity, you might wonder what makes solo roleplaying worthwhile. While indeed a different experience, solo play can be just as fun and rewarding.

If you aren't sold on the idea, here are some things to consider.

- ◆ Explore Tolkien's world at your own pace, without needing to coordinate schedules with others.
- ◆ Enjoy sole control of the tone and focus of a campaign.
- ◆ More deeply explore themes and subjects intriguing to you.
- ◆ Put the spotlight on a specific character and focus on their goals, abilities, and challenges.
- ◆ If you tend to play as the Loremaster, this is your opportunity to be a Player-hero in the world of Middle-earth.

If you are already participating in a game led by a Loremaster, you can use Strider Mode to explore other aspects of Tolkien's world. Perhaps you undertake independent adventures with your Player-hero while the members of the Company are away from one another, much as Gandalf does in *The Hobbit*. Or you can experience the stories of a side-character in your main campaign.

HOW IT WORKS

Strider Mode is supplementary to *The One Ring* — the core rules are required for solo play, and familiarity with those rules is assumed.

Though in practice Strider Mode differs little from the core experience of *The One Ring*, there are some distinctions that facilitate the solo experience and help drive the narrative without a Loremaster at the helm. This supplement provides options and tools to help guide your solo adventures in the Third Age.

BASIC PHILOSOPHY

When you play *The One Ring* in Strider Mode, you guide your Player-hero as they undertake a quest. Your story can be focused on missions assigned by a Patron, or on personal goals or problems which compel your character to abandon the comfort of home and hearth.

As a solo player, you imagine those adventures and take action from the perspective of your Player-hero. But you also interpret the consequences of those actions, introduce encounters, and portray other aspects of the world. You essentially act as both the Player-hero and the Loremaster, using your intuition and the tools in this supplement to retain the surprises, challenges, and opportunities that make roleplaying as a character so rewarding.

CORE STRIDER MODE TABLES

Three new tables presented in this supplement are key to playing *The One Ring* in Strider Mode.

- ◆ *The Telling Table* (page 10) helps answer simple questions about locations, people, creatures, and events. Use this table when you would normally ask the Loremaster a yes/no/maybe question like “Is there light in this passage?” or “Is there an herb-master in this village?”
- ◆ *The Lore Table* (page 11) helps inspire answers to more complex, open-ended questions or reveal new events and situations. Use this table when you would normally ask the Loremaster for details about the world around you, such as “Who do I see coming up the road?” or “What do I find in the Troll’s lair?”
- ◆ *The Fortune and Ill-Fortune Tables* (page 8) offer prompts for narrative outcomes when a  rune or  icon is rolled on your Feat die.

This supplement also includes other tables to help resolve more specific situations and questions. See page 21 for the collected set of Strider Mode tables.

ADVENTURING PHASE

Much like the core experience of *The One Ring*, the flow of play is broken up into various phases, chief of which is the Adventuring Phase. This experience differs slightly in Strider Mode. You can find these expanded and modified rules on page 15, but the main differences are as follows:

- ◆ No roles are assigned during Journeys. Instead, the sole Player-hero reacts to situations as they arise, testing their skills against hazards and obstacles.
- ◆ An expanded *Journey Events Table* (page 17) provides a deeper and more varied experience for the solo player, offering just enough detail to help you envision the people, places, and foes in your path.
- ◆ A new combat stance — the *Skirmish Stance* (page 15) — provides the lone Player-hero an opportunity to keep foes at a distance, staying one step ahead of the Shadow.

FELLOWSHIP PHASE

Little differs from the core rules in Strider Mode’s Fellowship Phase, during which your lone Player-hero rests, recuperates, and undertakes downtime activities to heal, gather rumours, or commune with their Patron. Guidelines for the solo player are provided on page 20.

COOPERATIVE PLAY

This supplement is geared for solo play, but can also be used for play with two or more players in a small Company, without the aid of a Loremaster.

When you are playing in a group without a Loremaster, the normal conversation you would have with other players is expanded to include the details of the world you inhabit. When a question or situation arises which would normally be resolved or depicted by the Loremaster, the group can collaborate to decide what happens, or use tools such as the Telling Table (page 10) and Lore Table (page 11) to help come up with an answer.

With cooperative play, it’s imperative that players share the narrative spotlight, allowing each participant to “take the lead” at times in envisioning the world around the Player-heroes. Stray from allowing one player to become the de facto Loremaster, and take turns if necessary to foster a collaborative experience.



your adventurer

When you begin a Strider Mode campaign, create a single Player-hero, much like you would in a traditional campaign guided by a Loremaster. All Player-hero cultures and callings are available to you, and there are only slight considerations for Virtues as noted below.

When creating your solo character, consider the kinds of stories you want to tell, and the themes you want to explore. Messenger, Treasure Hunter, and Warden are callings well suited to the Strider Mode experience, but any calling works.

CRAFTING YOUR PLAYER-HERO

PREVIOUS EXPERIENCE

When allocating your previous experience (page 46 in *The One Ring* core rules), you have 15 points to spend, instead of 10. This represents your Player-hero's additional "grit"

and experience afforded by their lone wanderings across Middle-earth.

YOUR SAFE HAVEN

Without a Company at your side, the safe haven is a particularly important aspect of your Player-hero's story. It's there you find allies, friends, perhaps even family. Consider why your safe haven represents not only sanctuary for your Player-hero, but also home — a hearth always lit to guide you back from the wilds.

FELLOWSHIP SCORE

As a solo player, you have a Fellowship score equal to 3 plus any additional bonuses from Virtues, Cultural Blessings, and your Patron. Your Fellowship score, rather than representing the bonds between you and your Company, instead signifies your connection to the communities you serve and the wilds you roam — a hope that cannot be diminished by the Shadow.

FELLOWSHIP FOCUS

When playing as a solo Player-hero, you are not a member of a Company and do not have a Fellowship Focus. You can ignore this aspect of character creation.

VIRTUES

When selecting Virtues, read the description and look for any Company-specific benefits. Since you aren't travelling as part of a Fellowship, those abilities won't factor into your story.

Some Cultural Virtues provide benefits solely for a Company. For example, the Hobbit Virtue *Three is Company* offers an increased Fellowship score and additional Fellowship Focus. A solo player benefits from extra Fellowship points, but not necessarily an additional Fellowship Focus, so this virtue is not recommended in Strider Mode.

Other Virtues provide benefits for a Company, but are also worthwhile for a lone character. For example, the Barding Virtue *Dwarf-friend* provides a benefit for combat when your Fellowship focus is a Dwarf, which would not be useful in a Strider Mode campaign. But it also improves your interactions with Dwarves during a council. It's up to you to decide if the trade-off is worth it. Since you are a lone Player-hero, you don't need to worry about balancing your abilities against others in a Company. Choose what best fits the nature of your character.

NEW DISTINCTIVE FEATURE: STRIDER

Wandering the wilds of Middle-earth alone hardens the spirit and sharpens the senses as you are forced to remain ever-watchful for perils in the periphery. Solo Player-heroes receive an extra Distinctive Feature: Strider. While journeying, the Player-hero is considered Inspired on skill rolls.

YOUR PATRON

Perhaps the most important choice for a lone Player-hero is their Patron. A Patron can provide the motive for an errand or quest, and help tether your Player-hero to the larger world. Introducing a Patron can serve as a great way to kick off a campaign for a new character, and meeting with them during the Fellowship Phase offers an opportunity to report on your progress or accept a new task.

In choosing your Patron, pay close attention to their Favoured Callings, as well as their Agenda — ensure both support your intended goals with solo games. For Player-heroes interested in undertaking missions against the Shadow, Gandalf and Gilraen present enticing options. A Player-hero seeking fame and lost relics might find Bilbo or Balin more suitable.

PATRON QUESTS

In the following tables, each starting Patron is given a set of quests fitting their agendas. Use these to help inspire the nature of a Patron-given quest as a starting adventure for your character, or the next goal within a continuing campaign.

To select a quest from a Patron, pick one that interests you, roll one 6-sided Success die for a random result, or accept the missions in sequence starting with the first. Envision the details of the task as revealed by the Patron, and consider the open questions posed by each. If the quest involves travel, identify the destination. If the destination is unknown to you and the patron, consider what you must do to locate your objective.

If you ask the Patron questions about the mission, you can simply imagine their answer as appropriate to the nature of the task, or use the Telling Table and Lore Table to help inspire their response. Leave room for aspects of the quest which are unknown to both you and your Patron.



PATRON QUESTS: BALIN, SON OF FUNDIN

SUCCESS
DIE QUEST

- | | |
|---|---|
| 1 | Dark whispers plague a Dwarven territory. What nameless Shadow lurks in the wilds? |
| 2 | This broken artifact could be a potent weapon against the enemy. What is this item, and who wields the skill to reforge it? |
| 3 | The Dwarven ruins hold great secrets — and weapons against the Enemy. What is the nature of these ruins, and what treasures do they hold? |
| 4 | A powerful comrade has fallen in battle against the Enemy. Who are they, and what did they carry vital to our survival? |
| 5 | A Dwarven stronghold now lies with the Enemy. Who leads these foul creatures, and how have they defiled our sacred site? |
| 6 | A powerful lieutenant of the Enemy grows in power. Who is this shadowy figure, and how have they amassed followers? |



PATRON QUESTS: CIRDAN THE SHIPWRIGHT

SUCCESS
DIE QUEST

- | | |
|---|--|
| 1 | Supplies wane as the Enemy draws near. What vital resource for the building of ships must you deliver? |
| 2 | An ancient enemy of the Elves has resurfaced and made themselves known. Who are they, and what grudge do they bear? |
| 3 | Hope falters in these dark days, so travel to a remote beacon and rekindle its flame. What shadowy presence seeks to prevent this? |
| 4 | Our missives fall into the hands of the Enemy. What fate befalls our messengers? |
| 5 | An artifact of great importance to the Elves is carried by a servant of the Enemy. Who is this creature, and why do they covet the artifact? |
| 6 | The ships of the Grey Havens are fashioned from sacred wood. What malady taints these trees? |

PATRON QUESTS: BILBO BAGGINS

SUCCESS
DIE QUEST

- | | |
|---|--|
| 1 | This particular delicacy is a rare treat. What is this precious item, and where can it be found? |
| 2 | Scout the area and make a note of significant landmarks to aid cartography. How has the land changed? |
| 3 | The roads grow dark and perilous. What vital missive do you carry, and to whom must it be delivered? |
| 4 | An ancient text confounds attempts to decipher it. What is the nature of this text, and who possesses the knowledge to translate it? |
| 5 | The Enemy holds a map of special significance. What secrets does this map hold, and why is it vital? |
| 6 | An artifact of great importance has resurfaced. What is this item, and why must we find it before the enemy does? |

PATRON QUESTS: GANDALF THE GREY

SUCCESS
DIE QUEST

- | | |
|---|---|
| 1 | The people need hope in these dark times. Where is this remote settlement, and what good news do you bring? |
| 2 | Carry word of the Enemy's movements to our trusted ally. Who is this ally, and how can they aid us? |
| 3 | A possible ally has made themselves known to us. Who is this ally, and what must we do to earn their trust? |
| 4 | Our vision is clouded, our path uncertain. We must capture a servant of the Enemy. Who are they, and what do they know? |
| 5 | News has reached us of a terrible weapon the Enemy means to bear. What is this weapon, and who wields it? |
| 6 | The Shadow has captured an ally. Who is this ally, and where are they imprisoned? |

PATRON QUESTS: GILRAEN, DAUGHTER OF DIRHAEL

SUCCESS

DIE	QUEST
1	A Ranger has gone missing. What has become of them?
2	A powerful servant of the Enemy lurks nearby. Who are they, and why do they target our Rangers?
3	Enemy patrols prowl along the road, targeting merchants and supply wagons. Who leads these deadly patrols?
4	A settlement has come under the eye of the Shadow. Why is this place significant?
5	Monstrous servants of the Enemy encroach. What manner of weapon do they carry?
6	We've received no word from a remote Ranger refuge. What fate has befallen our allies?

PATRON QUESTS: TOM BOMBADIL AND LADY GOLDBERRY

SUCCESS

DIE	QUEST
1	Creatures of the wilds have come under a dark affliction. What is this sickness, and what rare ingredient holds the key to a cure?
2	A sacred spring runs black with some malady of the Shadow. What taints this source, and what manner of foul creature guards it?
3	A group of travellers seeks escort through the wilds. Who are they, and what is their vital mission?
4	The Shadow corrupts a sacred site. What is this place, and what foul presence now taints it?
5	A precious flower blooms for the first time in many years. What is this plant, and why is it so vital?
6	An ancient, sacred tree hosts a foul presence. What is this shadow, and can it be purged?

EXPERIENCE MILESTONES

In *The One Ring*, Experience Points are earned according to the passage of your gameplay sessions. By default, each player earns 3 Skill points and 3 Adventure points at the end of every gaming session (see page 56 of *The One Ring* core rules). If this works for the format of your Strider Mode sessions, there's no need to adjust these rewards. But one advantage of solo pen-and-paper roleplaying is flexibility — your sessions might last for a few minutes or a few hours, which can make session-based rewards disconnected from events and achievements in your story.

If you prefer to earn Skill points untethered from the structure of specific sessions, you can instead mark the growth of your character through *Milestones*.

Milestones are key events, experiences, and accomplishments for your hero. When you achieve a milestone shown in the table below, gain the listed amount of Skill points or Adventure points.

If more than one milestone applies to a scene or challenge, select only one. For example, if you defeat a band of Orcs as part of a Noteworthy Encounter, you could take the milestone as either a Noteworthy Encounter or a dangerous combat, but not both.

Experience Points are otherwise managed as per the standard *The One Ring* rules. Your Player-hero earns a number of additional Skill points equal to their WTS rating during each Yule Fellowship Phase (see page 120 of *The One Ring* core rules). Experience points are spent on training and growth during the Fellowship Phase (see page 119 of *The One Ring* core rules).

EXPERIENCE MILESTONES

MILESTONE	REWARD
Accept a mission from a patron	1 Adventure Point
Achieve a notable personal goal	1 Adventure Point and 1 Skill Point
Complete a patron's mission	1 Adventure Point and 1 Skill Point
Complete a meaningful journey	2 Skill Points
Face a Noteworthy Encounter during a journey	1 Skill Point
Reveal a significant location or discovery	1 Adventure Point
Overcome a tricky obstacle	1 Skill point
Participate in a Council	1 Skill Point
Survive a dangerous combat	1 Adventure Point
Face a Revelation Episode	1 Adventure Point

THE SYSTEM

ACTION RESOLUTION

As a solo player, you must decide when rolls are necessary, a task that usually falls to the Loremaster. It might seem counterintuitive to challenge your own Player-hero's success, but consider that each roll of the dice in *The One Ring* presents equal opportunity for triumph and despair.

Roll when risk is involved — when the possibility of failure affects the narrative. For further guidance, see "When to Roll" on page 16 of *The One Ring* core rules.

SETTING THE TARGET NUMBER

Using the alternative presented in *The One Ring* core rules (page 18), solo players should set the Target Number (TN) by subtracting their Attributes from 18 instead of 20. This will make your Player-hero more capable and self-reliant when they must face the challenges of Middle-earth alone.

READING THE FEAT DIE

When you are taking action, and want to give the challenge additional focus in a dramatic moment, use a result that

FORTUNE TABLE

FEAT DIE RESULT

	The Eye of the Enemy focuses elsewhere. Decrease Eye Awareness by 1.
1	You may bypass a threat without attracting notice
2	You gain the attention of a potential ally
3	An enemy inadvertently reveals their position
4	You gain favoured ground
5	Enemies run afoul of danger
6	You locate or learn of a useful item
7	Your success instils new hope or renewed resolve
8	You find a moment of comfort or safety
9	You learn or realize something which gives helpful insight into your mission
10	You encounter an opportunity suited to your nature or abilities
	An unexpected ally appears or sends aid

includes the Gandalf Rune  or Eye of Sauron icon  to represent circumstances and events beyond the control of your Player-hero.

- ◆ Rolling the  rune means a successful action was bolstered by *fortune*, such as unexpected aid, advantageous terrain, or a foe's folly. To help inspire a random result, roll on the Fortune Table.
- ◆ Rolling a failure with the  icon means a failure was complicated by *ill-fortune*, such as a broken weapon, difficult terrain, or enemy reinforcements. To help inspire a random result, roll on the Ill-Fortune Table.

Keep in mind that you're free to gloss over a  or  result. Just consider the nature of the success or failure in the context of the situation, and move on. For worthy challenges and key actions, the Fortune and Ill-Fortune tables can help reveal new complications, twists, and unexpected boons.

ILL-FORTUNE TABLE

FEAT DIE RESULT

	Your actions catch the Eye of the Enemy. Increase Eye Awareness by 2.
1	You draw unwanted attention
2	Your actions are observed by someone of ill-intent
3	Unexpected enemies emerge or are sighted
4	You are hindered by difficult terrain or an unfavourable environment
5	You find yourself ill-equipped for the circumstances
6	A favoured weapon or item is lost, broken, or sacrificed
7	You are plagued by troubling visions or thoughts
8	An old injury or stress resurfaces
9	You learn or realize something which adds a new complication to your mission
10	You face a test which is contrary to your nature or abilities
	An ally becomes a hindrance or liability

SKILL SPECIAL SUCCESS TABLE

SPEND 1 SUCCESS
ICON TO...

DESCRIPTION

Gain Insight	You gain additional information, not necessarily related to the task at hand. For example, while helping a sick individual with a HEALING roll you discover the trace of poison. Or you spot a sentry while sneaking into a ruin with a roll of STEALTH.
Go quietly	You achieve your goal noiselessly or without otherwise attracting attention.
Make haste	You complete the attempted task in a shorter time (about half the expected time).
Widen Influence	You can influence more than the specific number of subjects originally targeted by the action. As a general rule, each Success Icon spent corresponds to one additional subject or group of subjects. For example, following a roll of INSIGHT, you spot a second person acting suspiciously at an inn; a roll of ENHEARTEN aimed to affect half a dozen individuals allows you to influence a full dozen.
Build advantage	You carry forward your success to improve your position or confidence for a related task; gain (1d) on your next skill roll.
Cancel a Failure	If playing co-op with other players, you help another Player-hero who failed within the scope of the same skill roll; the failed roll is considered a success.

SPECIAL SUCCESS IN STRIDER MODE

When a successful action also produces one or more Elvish symbols  on your Success Dice, this is a *superior result* (see page 18 of *The One Ring* core rules). Unlike the whims of fortune and ill-fortune indicated by a  rune or  icon on the Feat Dice, this outcome can be interpreted as a direct result of your character's preparedness and skills.

If you want to detail the nature and benefits of a superior result for solo play, you can use the table above, which is an alternative to the Special Success table on page 19 of *The One Ring* core rules. As with that version of the table, you can specify what your superior result means by 'spending' your rolled icons to trigger a number of special results. Choose one of the options listed for each  rolled.

In combat,  icons are instead used to trigger special results based on the war gear of the attacker (see page 99 of *The One Ring* core rulebook). Also, some Cultural Virtues provide specific benefits for  icons. If a result for a  is already detailed by other rules or a character ability, use that instead of the Special Success table.

RISK LEVELS

RISK LEVEL THE FAILED ROLL RESULTS IN... EXAMPLES

Standard	Simple Failure, OR Success with Woe	Eluding the watch of a Bounder in the Shire, entertaining a crowd of inebriated patrons at an inn, climbing a tall tree.
Hazardous	Failure with Woe	Stealing mushrooms from a farm guarded by ferocious dogs, climbing atop a crumbling tower, or trying to swim the waters of a swift-running river.
Foolish	Disaster!	Picking the pockets of a hungry Troll, playing a riddle game with a Dragon, or bandying words with an angry Wizard.

USING RISK LEVELS

For Strider Mode, it is recommended to use Risk Levels (page 131 of *The One Ring* core rulebook) when visualizing and resolving a risky action. This will add more variety to the outcome of a failed action and aid you in resolving the consequences.

Most actions you take should be at a Standard Risk Level. This is the default unless you decide the situation warrants otherwise before making a roll. If appropriate to the circumstances, and if it aids in moving your story forward, you can choose to trade failure on a Standard action for success marred by a negative occurrence.

Risk Levels can help manage the intensity of your adventures. As dangers and failures mount up, increase the Risk Level to make the situation more perilous.

The three Risk Levels and the consequences of a failed outcome for each are summarized in the table below.

If you are ever unsure about the Risk Level of a challenge, use the Telling Table (see next page). Ask the Telling Table "is this a Standard Risk Level?", making the result "likely". If the answer is "no", make it Hazardous. If the answer is "no" with an  icon, make it Foolish.

THE TELLING TABLE

One of the most useful and versatile tools at a solo player's disposal is the Telling Table. Use the Telling Table when posing questions answerable by "yes" or "no." This table helps resolve questions normally answered by a Loremaster, revealing details of the world and the intent or actions of other characters. If you are asking a question with results favourable and unfavourable (from the perspective of your character), ask it in such a way that "yes" is the positive outcome.

After posing your question, set the chance of a "yes" using the range shown in the Telling Table: certain, likely, middling, doubtful, or unthinkable. If unsure, make it middling. Then, roll one 12-sided Feat die to learn the answer.

- ◆ Ask your question, with "yes" being the positive outcome.
- ◆ Set the chance (with "middling" as the default).
- ◆ Roll one Feat die and consult the Telling Table for your answer.

Note also that rolling either the $\mathbb{V}$ rune or $\odot$ icon results in an automatic yes or no, respectively, with an extreme result or twist.

TELLING TABLE

CHANCE	ROLL A FEAT DIE. THE ANSWER IS YES IF YOU ROLL...
Certain	1 or greater
Likely	4 or greater
Middling	6 or greater
Doubtful	8 or greater
Unthinkable	10
$\mathbb{V}$: Always yes, with an extreme result or twist	
$\odot$: Always no, with an extreme result or twist	

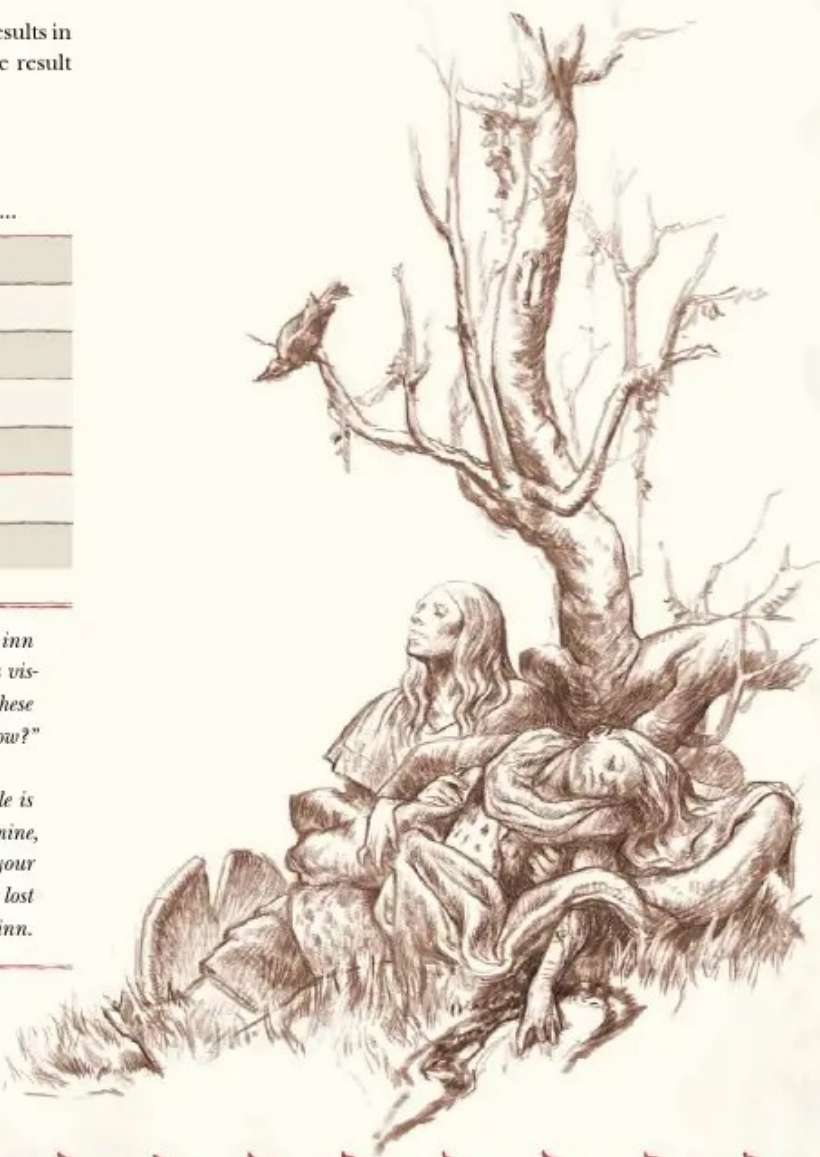
For example, your Player-hero wanders into a roadside inn and you wonder if they recognize anyone from previous visits — a friendly face would be a welcome sight after these long days in the wilds. You ask, "Do I see anyone I know?" You set the chance to doubtful and roll.

You roll a $\mathbb{V}$, which according to the Telling Table is "always yes, with an extreme result or twist." You determine, perhaps with help from the Lore Table (page 11), that your Player-hero does see a friendly face: a friend they thought lost to the Shadow, who yet now sits alive and well in this inn.

TRUST YOUR GUT

You needn't roll on the Telling Table and/or Lore Table each time you ask a question during your solo play. Oftentimes, the answer will be obvious to you, based on the narrative thus far, the context of the question, the nature of your Player-hero and the Middle-earth they inhabit. The Telling Table is a tool for when you earnestly don't know, when you can't decide, or when the possibilities of yes, no, or something in between each present equal opportunities for fun.

When in doubt, even with tools like the Telling Table and Lore Table at your disposal, trust your gut — oftentimes your first instinct is the right one.



THE LORE TABLE

Use the Lore Table to help reveal details when asking an open-ended question about a situation or event. The table includes three columns: *Action*, *Aspect*, and *Focus*. You can roll on one column for a single word prompt, or two or more to construct a prompt phrase. The Lore Table is particularly useful for generating patron quests, or determining Distinctive Features for characters encountered on your journeys.

To roll on the table, use one 12-sided Feat die to determine the section, and one six-sided Success die for the row.

The Lore Table can answer questions such as:

- ◆ "What is the nature of these woods?" (Aspect)
- ◆ "What mission does my patron have for me?" (Action, Aspect, Focus)
- ◆ "What do I find within the ruins?" (Aspect, Focus)

Depending on the situation, the result might be taken literally, or interpreted as an abstraction. Part of the fun of solo roleplaying is deciding how these enigmatic riddles relate to your current situation. If a result doesn't fit or is hard to interpret within the context of the current situation, roll again or check adjacent rows for your answer.

For example, your Player-hero enters a roadside inn and recognizes among the patronage a friend they thought dead. Rolling on the Lore Table to determine the Player-hero's connection to the person, you roll an Action of "Break" and a Focus of "Fellowship." You decide that the Player-hero once travelled with this person in a Company, and together fought many battles and journeyed many leagues — but also that this person's disappearance led to the fracturing of your Fellowship.



FEAT DIE:

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Abandon	Corrupted	Curse
2	Attack	Cruel	Despair
3	Betray	Deceptive	Enemy
4	Corrupt	Fell	Fear
5	Defeat	Ruined	Shadow
6	Weaken	Treacherous	War

FEAT DIE: 1

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Aid	Active	Battle
2	Arrive	Ancient	Border
3	Await	Bold	Burden
4	Breach	Bright	Council
5	Break	Broken	Court
6	Capture	Cheerless	Creature

FEAT DIE:

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Believe	Flourishing	Courage
2	Bolster	Beautiful	Duty
3	Defend	Good	Fellowship
4	Forgive	Kind	Hope
5	Resist	Gentle	Love
6	Strengthen	Wondrous	Peace

FEAT DIE: 2

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Change	Cold	Darkness
2	Chase	Concealed	Death
3	Command	Dangerous	Defence
4	Control	Dark	Depths
5	Create	Dead	Doubt
6	Defy	Defended	Dreams

FEAT DIE: 3

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Demand	Desolate	Fate
2	Discover	Destroyed	Fire
3	Disguise	Dreadful	Folk
4	Endure	Empty	Followers
5	Escape	Evil	Greed
6	Evade	Faded	Haven

FEAT DIE: 5

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Hide	Gloomy	Leader
2	Hinder	Growing	Legend
3	Hoard	Hidden	Life
4	Hold	Ill-fated	Light
5	Hunt	Impenetrable	Luck
6	Journey	inspiring	Memory

FEAT DIE: 7

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Persist	Noble	Peril
2	Preserve	Obstructed	Plan
3	Prevent	Old	Power
4	Refuse	Ominous	Prophecy
5	Reject	Open	Quest
6	Remove	Peaceful	Refuge

FEAT DIE: 9

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Slay	Stony	Story
2	Steal	Stout	Strength
3	Summon	Stricken	Time
4	Surrender	Stubborn	Tool
5	Surround	Twisted	Treasure
6	Threaten	Unnatural	Trust

FEAT DIE: 4

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Explore	Far-reaching	History
2	Find	Fierce	Honour
3	Focus	Foreboding	Journey
4	Gather	Forgotten	Kindred
5	Guard	Fragile	Knowledge
6	Guide	Ghastly	Land

FEAT DIE: 6

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Lead	Isolated	Message
2	Learn	Lofty	Might
3	Leave	Lost	Nature
4	Lose	Menacing	Pain
5	Mourn	Mighty	Path
6	Move	Mysterious	Patron

FEAT DIE: 8

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Replenish	Restored	Riddle
2	Restore	Sheltered	Ruins
3	Scheme	Silent	Rumour
4	Search	Simple	Secret
5	Seize	Small	Skill
6	Share	Sombre	Song

FEAT DIE: 10

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Transform	Veiled	Truth
2	Trap	Vigorous	Vengeance
3	Trick	Weary	Wealth
4	Uncover	Wild	Weapon
5	Uphold	Wretched	Wilds
6	Withstand	Young	Wish



THE EYE OF MORDOR

A lone Player-hero draws less attention than a full Company, but may still catch the Eye of the Enemy. Use the optional Eye Awareness score as described on pages 169–171 of *The One Ring* rulebook to track your visibility to the Enemy and the actions of dark forces in Middle-earth.

Although these rules are optional, they are recommended for use with Strider Mode as a means of making the campaign more dynamic and reinforcing the Enemy and the minions of Shadow as ever-present and cunning threats.

STARTING EYE AWARENESS

Calculate your starting Eye Awareness score as described on page 170 of *The One Ring* core rulebook. Start with an Eye Awareness of 0, and adjust as follows.

- ◆ Add 1 if you have a **VALOUR** rating of 4 or more
- ◆ Add 1 if you are a Dwarf
- ◆ Add 2 if you are an Elf or Dúnedain
- ◆ Add 3 if you are a High Elf
- ◆ Add 1 for each Famous Weapon and Armour you carry

INCREASING EYE AWARENESS

Use the guidelines detailed on pages 170–171 of *The One Ring* core rulebook, as described below.

- ◆ Whenever a die roll made outside of combat produces an  icon, regardless of whether the roll resulted in success or failure, raise Eye Awareness by 1 point
- ◆ Whenever the Player-hero gains 1 more shadow points outside of combat, increase the Eye Awareness level by that amount
- ◆ Magical successes using a marvellous artefact or wondrous item might increase Eye Awareness, as per the guidelines on page 171 of *The One Ring* core rulebook.

Also, an  result on the Ill-Fortune Table (page 8) will raise the Eye Awareness Score by 2. This is in addition to the increase from the initial  result which triggered a roll on that table. The Eye is fixed upon you!

RESETTING EYE AWARENESS

The Eye Awareness score does not increase during a Fellowship phase. At the beginning of the following Adventure phase, reset the score to its starting value.

HUNT THRESHOLD

The Hunt threshold for a lone Player-hero is the same as that for a Company, as described on page 172 of *The One Ring* core rulebook. Use the Region Table and Hunt Modifiers Table to set the threshold.

HUNT THRESHOLD REGION TABLE

THE REGION TRAVERSED IS A...	HUNT THRESHOLD
Border Land	18
Wild Land	16
Dark Land	14

HUNT MODIFIERS TABLE

HUNT MODIFIER	DESCRIPTION
+4	The Player-hero is protected by the blessing of a Wizard, or another powerful character
+2	The Player-hero is travelling under a false name, treading paths that are seldom trodden, or otherwise taking actions to be discreet and unobtrusive
–2	The Player-hero has gained great renown in the area thanks to some exceptional deed
–4	The Enemy is actively looking for the Player-hero, or their mission or goal is known to them

REVELATION EPISODES

When your Eye Awareness matches or exceeds the current Hunt threshold, you must face a Revelation Episode.

In Strider Mode, a Revelation Episode represents the influence and actions of the Enemy or other sinister or hateful powers.

To determine the nature of the episode, roll on the Revelation Episode Table, choose a result from the table, or imagine a threat which best represents the current situation. Some episodes might create an immediate danger or complication for your Player-hero. Others trigger dire events in the world which the Player-hero is (for now) unaware of, but which will cause future complications. If you set a Revelation Episode in motion outside the perception of your Player-hero, make note of it and consider how it may later reveal itself.

Once you have triggered a Revelation Episode, reset your Eye Awareness to its starting value.

REVELATION EPISODE TABLE

FEAT DIE EPISODE

	Internal strife or an external threat puts your Safe Haven in peril
1	Unexpected danger arises on the path ahead, forcing you to seek a new route
2	Nature is corrupted and turns against you
3	Spies of the Enemy carry word of your mission
4	Enemy minions launch an ambush or lay a trap
5	Enemy minions pick up your trail
6	An important location is overtaken by an enemy
7	An item you carry holds a curse, or is hunted by an enemy
8	You are tempted by something greatly desired, to the detriment of your mission
9	Malicious lies cause others to mistrust or fear you
10	Conflict brews between allies
	An Important ally is put in danger



ADVENTURING phase

COMBAT

In Strider Mode, rather than facing foes shoulder-to-shoulder with your Company, you must stand alone against the enemy. Strider Mode offers some tools for the solo Player-hero, including a new stance to give lone, bow-wielding Player-heroes a fighting chance.

OUTNUMBERED, OUTMATCHED

The solo experience in *The One Ring* is often fraught with peril, and never is this more apparent than during combat. Alone, an adventurer can easily become overwhelmed by foes. Utilize tools like the Skirmish stance, and its associated task, Gain Ground, to stay on the move. And when things look dire, don't hesitate to flee combat to live to fight another day.

SKIRMISH STANCE

Combat in Strider Mode operates much the same as in *The One Ring* core rules, with a number of opening volleys (depending on the distance between combatants) preceding close combat.

But for Player-heroes who prefer bows and thrown weapons, the Skirmish stance allows a solo Player-hero to fight "on the move," exchanging ranged attacks while seeking advantageous positions from which to strike.

SKIRMISH STANCE (RANGED COMBAT)

You fight on the move, navigating the terrain and exchanging volleys with pursuing or fleeing foes.

- ◆ You can only attack your adversaries using ranged weapons. Adversaries that attack you with melee weapons lose (1d), while those who attack you with ranged weapons suffer no penalty.
- ◆ For ranged attack rolls, you lose (1d).
- ◆ To escape from combat, roll for your ranged attack (without losing (1d) on the roll). If you succeed, you do not inflict any damage but instead leave the battlefield — otherwise you remain engaged.
- ◆ Combat Task: Gain Ground

GAIN GROUND — SKIRMISH STANCE

Combatants on the move can attempt to gain an advantageous position against their foes, ambushing enemies or firing from an overlook. To do so, the acting player makes an **ATHLETICS** or **SCAN** roll as the main action for the round.

On a successful roll, the attacker gains (1d) on their next ranged attack, plus another (1d) for each Success icon ☉ rolled. These bonus dice can be used on a ranged attack roll to escape from combat (see Skirmish Stance).

COMPLICATIONS AND ADVANTAGES

Without a Loremaster, the solo player must decide whether their Player-hero and any adversaries fight with complications or advantages.

Sometimes it's clear based on the environment and the circumstances of the battle — the Player-hero fights in knee-deep water or unleashes arrows over a great distance. Rolling a Ʒ rune or ☹ icon can also serve as a trigger for a complication or advantage to make a fight more complex and interesting.

ADVERSARY ACTIONS

In Strider Mode, the solo player finds themselves in the unique position of controlling both their Player-hero and the adversaries in their path.

In combat, an adversary uses the weapon best suited to the situation, depending on the stance of the Player-hero. If multiple weapons apply, the adversary uses the one which gives them the biggest advantage or greatest chance of dealing damage.

SPECIAL DAMAGE

When spending ☉ icons to trigger special damage from an adversary, use the Heavy Blow special damage result unless the adversary lists a special damage option in its stat block.

FELL ABILITIES

If using an adversary's Fell Ability would give them a clear advantage in combat, they use it, spending any Resolve/Hate required. If the ability would come at a cost or pose a risk to the adversary or their allies, you can ask the Telling Table (page 10) to determine the enemy's behaviour.

BATTLING YOURSELF

Running enemies as a Loremaster against your own Player-hero can sometimes feel forced, but consider that the point of a combat is not to "win," but rather to present an exciting, interesting, or important battle — something that adds to the narrative and challenges your Player-hero, regardless of the outcome.

When in doubt, follow the "rule of cool." Make interesting, dynamic things happen. Stage a battle that would be exciting to witness. Lean on your favourite epic battles and action set-pieces from film and literature. And the Telling Table and Lore Table are always tools at your disposal.

COUNCILS

Councils involve your Player-hero standing before important figures in a formal setting. They represent social events of considerable import, often involving discussion of vital events or tense negotiations.

Councils for a lone Player-hero are resolved as described in *The One Ring* core rulebook (page 104), with some further guidelines detailed below.

SETTING RESISTANCE

As with *The One Ring* core rules, you begin a council by setting the resistance, based on your Player-hero's intended goal in the interaction — 3 for a reasonable request, 6 for a bold request, or 9 for an outrageous request.

If you're not sure what resistance your goal entails, choose two of the options, make one of them likely, and roll on the Telling Table (page 10) to see if the answer is "yes" for the likely option. If not, it is the other.

ROLEPLAYING INTERACTIONS

As a solo player, it might feel strange or unintuitive to roleplay with yourself. But it's important that your councils do not devolve into a series of dice rolls. Think through the discussions happening — the different motivations at play, and the disagreements that might arise.

When you have a specific question about a character's response during a Council, you can ask the Telling Table (page 10) for a "yes" or "no" response. If you have a more general question about the nature of a topic or response, use the Lore Table (page 11) and envision what the answer means in the context of the characters and conversation.

JOURNEYS

In *The One Ring*, journeys are a key aspect of undertaking quests and errands. For a solo Player-hero, these journeys offer an opportunity to explore Tolkien's richly imagined world, face uncertainties and danger, and put your abilities to the test. The structure of journeys in *The One Ring* are perfect for Strider Mode adventures, because they tend to introduce encounters and obstacles organically, and offer a clear objective for your character.

Journeys for a lone Player-hero are resolved mostly as described in *The One Ring* core rulebook (page 108), with a few changes as detailed below. Player-heroes also have access to the Strider Distinctive Feature (page 5).

WHEN TO USE THE JOURNEY RULES

As described in *The One Ring* core rulebook (page 109), the rules for journey resolution should be used when travelling to a specific destination across dangerous lands. If there is enough uncertainty or danger to warrant a skill test, but the journey is not worthy of the full journey rules, you can see how you fare with a **TRAVEL** roll. For mundane travel within safe territory, or when returning home along the same path, the fate of your journey can be resolved without any rolls.

SETTING OFF INTO THE UNKNOWN

When playing *The One Ring* as part of a Company with a Loremaster, you would normally have limited knowledge of your destination and what lies along your path. As a solo player, you must balance the information needed to manage the journey with the viewpoint of your character.

To resolve a journey and imagine the places and people you encounter, use the tools *The One Ring* provides for Loremasters, including maps, random tables, and region information. In addition, you can rely on the Telling Table (page 10), Lore Table (page 11), and other tables provided in this supplement to help bridge the gap between your knowledge as a character and that which a Loremaster would normally provide.

If your Player-hero is particularly well travelled and experienced, there will be more overlap of the information needed to manage the journey with your character's knowledge. If your Player-hero is new to adventuring and unfamiliar with the world beyond their home, you will rely on Loremaster tools without letting that information impact decisions from the perspective of your character.

JOURNEY ROLES

Journey roles are not used in Strider Mode. Instead, your Player-hero must tend to all aspects of travel; you will still roll for journey events (see below), but those events are keyed directly to skills instead of roles.

SOLO JOURNEY EVENTS

FEAT DIE	EVENT	CONSEQUENCES OF THE SKILL ROLL	FATIGUE POINTS GAINED
	Terrible Misfortune	If the roll fails, you are Wounded.	3
1	Despair	If the roll fails, gain 2 Shadow points (Dread).	2
2-3	Ill Choices	If the roll fails, gain 1 Shadow point (Dread).	2
4-7	Mishap	If the roll fails, add 1 day to the length of the journey, and gain 1 additional Fatigue.	2
8-9	Short Cut	If the roll succeeds, reduce the length of the journey by 1 day.	1
10	Chance-meeting	If the roll succeeds, no Fatigue is gained, and you may improvise an encounter favouring your Player-hero.	1
	Joyful Sight	If the roll succeeds regain 1 Hope.	—

SOLO JOURNEY EVENTS

To resolve journey events for a lone Player-hero, skip the event's target step (page 112 of *The One Ring* core rulebook). Instead, you are always the target of the event, and the challenged ability is determined by the event's nature.

As described on page 113 of *The One Ring* core rulebook, roll on the Journey Events Table to determine the event type.

Your current location affects this roll as follows:

- ♦ If it is within a Border Land, make a *Favoured* Feat die roll.
- ♦ If it is within a Wild Land, roll one Feat die.
- ♦ If it is within a Dark Land, make an *Ill-favoured* Feat die roll.

The Journey Events table above is slightly modified from the version in the core rules to put the focus on a lone Player-hero.

Once the event type is determined, choose one of the following options to help envision the nature of the event and the challenge or opportunity your character faces.

- ♦ Based on the result from the Solo Journey Events Table, imagine an incident or opportunity in a way that fits the current situation and surroundings. Then, make a test using an appropriate skill: **EXPLORE**, **AWARENESS**, or **HUNTING**. Check the Solo Journey Events table for the consequences of this skill roll.
- ♦ Reveal the nature of the event using an Event Detail Table (see below).

EVENT DETAIL

To help envision the nature of an event, use an *Event Detail table* to expand on the information provided by the Solo Journey Events Table.

First, select the appropriate table for the type of event, and check your result by rolling one Success Die. To speed things along, you can roll this Success Die alongside your Feat Die when first rolling on the Solo Journey Events Table.

Take a moment to envision the nature of the incident or opportunity using the Event Detail prompt. If you need more information, you can use the Telling Table (page 10) or Lore Table (page 11) to answer questions about the event.

Once you have imagined the event and your character's response, make the indicated skill roll. As described in the standard journey rules, if the event takes place in a hex suggesting a hard terrain, *lose (1d)* on this roll. If the event happens along a road, *gain (1d)*.

Finally, resolve the scene using the consequence and Fatigue Points gained or lost as shown in each Event Detail table.

EVENT DETAIL: TERRIBLE MISFORTUNE

SUCCESS DIE	EVENT	OUTCOME
1	Dire confrontation	Noteworthy Encounter
2	Rival Predator	HUNTING to avoid becoming the hunted
3	Violent weather	EXPLORE to find shelter
4	Hidden hazard	AWARENESS to avoid stumbling into danger
5	Dangerous terrain	EXPLORE to find a safer route
6	Stalking enemy	AWARENESS to spot the foul presence

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, the target is Wounded.

FATIGUE POINTS GAINED: 3

EVENT DETAIL: DESPAIR

SUCCESS DIE	EVENT	OUTCOME
1	Servants of the Enemy	Noteworthy Encounter
2	Torrential weather	EXPLORE to find the least exposed path
3	Nightmarish presence	AWARENESS to sense the danger
4	Fading vigour	HUNTING to gain sustenance
5	Corrupted site	EXPLORE to find your way out
6	Grisly scene or foreboding portent	AWARENESS to be forewarned

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, gain 2 Shadow points (Dread).

FATIGUE POINTS GAINED: 2

EVENT DETAIL: ILL CHOICES

SUCCESS DIE	EVENT	OUTCOME
1	Mismanaged provisions	HUNTING to replenish stores
2	Wayward path	EXPLORE to retrace your steps
3	Overlooked hazard	AWARENESS to escape safely
4	Lost quarry	HUNTING to follow its tracks
5	Disorienting environs	EXPLORE to find your way
6	Haunting visions	AWARENESS to overcome darkness

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, gain 1 Shadow point (Dread).

FATIGUE POINTS GAINED: 2

EVENT DETAIL: MISHAP

SUCCESS DIE	EVENT	OUTCOME
1	Sparse wildlife	HUNTING to forage what you can
2	Lost direction	EXPLORE to find your way
3	Obstructed path	AWARENESS to spot a way around
4	Elusive quarry	HUNTING to track it down
5	Rough terrain	EXPLORE to safely traverse
6	Wandering enemies	AWARENESS to sense their coming

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, add 1 day to the length of the journey, and gain 1 additional Fatigue.

FATIGUE POINTS GAINED: 2

EVENT DETAIL: SHORT CUT

SUCCESS DIE	EVENT	OUTCOME
1	Game trail	HUNTING to traverse the path
2	Secluded path	EXPLORE to navigate the wilds
3	Helpful tracks	AWARENESS to follow the tracks
4	Animal guide	HUNTING to follow at a distance
5	Favourable weather	EXPLORE to make the most of it
6	Familiar waypoint	AWARENESS to recognize the landmark

CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, reduce the length of the journey by 1 day.

FATIGUE POINTS GAINED: 1

EVENT DETAIL: CHANCE MEETING

SUCCESS DIE	EVENT	OUTCOME
1	Lone hunter	HUNTING to trade stories
2	Fellow traveller	EXPLORE to learn about the path ahead
3	Discreet watcher	AWARENESS to spot them
4	Noble beast	HUNTING to commune
5	Secluded encampment	EXPLORE to find your way off the beaten path
6	Auspicious gathering	Noteworthy Encounter

CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, no Fatigue is gained, and you may envision a favourable encounter.

FATIGUE POINTS GAINED: 1

EVENT DETAIL: JOYFUL SIGHT

SUCCESS DIE	EVENT	OUTCOME
1	Majestic creatures	HUNTING to observe without startling them
2	Inspiring vista	EXPLORE to reach a vantage point
3	Benevolent being	AWARENESS to sense their presence
4	Abundant foraging	HUNTING to replenish your rations
5	Ancient monument	AWARENESS to recognize its significance
6	Peaceful sanctuary	Noteworthy Encounter

CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, regain 1 Hope.

FATIGUE POINTS GAINED: —

NOTEWORTHY ENCOUNTERS

A *Noteworthy Encounter* result on an Event Detail table indicates an event which should not be resolved with a single skill roll. Instead, give this event additional focus by treating it as an extended encounter or scene. This scene might incorporate skill rolls, combat, a council, or a Skill Endeavour as appropriate.

You can also choose to translate any of the detailed event results into a Noteworthy Encounter instead of using a single skill test. In this way, you give a specific challenge or opportunity more focus if it is interesting to you or especially relevant to your Player-hero or their quests. Overcoming a significant challenge as part of a Noteworthy Event can then provide experience as a Player-hero milestone (page 7).

RESOLVING EVENTS FOR A NOTEWORTHY ENCOUNTER

For a noteworthy encounter which is not decided using a single skill roll, you still need to determine the overall outcome when applying the consequences for your journey event. To do so, decide if the event was ultimately favourable for your character.

- ◆ If you managed to overcome a challenge or had an overall positive event, treat it as a successful skill roll.
- ◆ If you failed to overcome a challenge, or faced severe hardship or complications, use the failed result.

MAKING JOURNEYS COME ALIVE

For a solo Player-hero, there may be a tendency to move through the journey sequence without giving focus to the ongoing narrative. Avoid this by taking the time to plan your navigation as your character would, with the limited information available to them. Then, after each marching test or event, imagine the details of the adventure. What is the weather? What is the nature of the terrain and path? What do you see or encounter? Where do you make camp and how do those surroundings inspire you or put you on edge?

Use the maps, area descriptions, and tables provided in *The One Ring* core rulebook and supplements to help reveal the nature of your surroundings. If you have a specific question, use the Telling Table (page 10). If you want inspiration for the nature of an encounter or your surroundings, use the Lore Table (page 11).

JOURNEYS IN COOPERATIVE PLAY

When playing cooperatively without a Loremaster, a small Company of two Player-heroes can use the Strider Mode version of the journey rules described in this supplement. You will not select roles, but should each describe your focus

during the journey and resolve events accordingly. Take care to balance the focus of the events across both Player-heroes. If you are unsure which Player-hero is the target of an event, make a random roll to decide.

A larger Company of three or more Player-heroes should use the journey roles and sequence as detailed in *The One Ring* core rulebook. This includes assigning journey roles.

In either case, use the original version of the Journey Events Table when playing cooperatively (page 112 of *The One Ring* core rulebook) to properly include the Company in the consequences of an event. As with solo play, you can use the Event Detail tables for more insight into the nature of an event.

FELLOWSHIP phase

The Fellowship Phase is a player-driven segment of the game where a Player-hero visits a safe haven to reflect on their adventures, rest and recover, and undertake personal projects.

The structure of the Fellowship Phase, as described on pages 118–120 of *The One Ring* core rulebook, is unchanged for solo players. You can set the duration and location of the Fellowship Phase as appropriate to your current situation, with a longer break for Yule approximately once every three Fellowship Phases. You will perform updates to spend accumulated Experience Points gained through milestones, and select one or more Undertakings.

Take the time to imagine your Player-hero's interactions and activities during the Fellowship Phase. For the solo adventurer, this is a welcome opportunity to bask in the warm glow of community before setting off alone once again into the wilds. Much of what defines the story of your character is how they relate to others, and what personal goals they pursue with the comfort of safety and time.



SPIRITUAL RECOVERY FOR SOLO PLAYER-HEROES

As detailed on page 119 of *The One Ring* core rulebook, the Loremaster would normally determine the number of Shadow points to remove during the Fellowship Phase. As a solo player, you instead decide how many Shadow points to remove based on how your actions have impacted the fight against the encroaching Shadow.

- ◆ If your actions have at least marginally interfered with the return of the Shadow, recover 1 Shadow point;
- ◆ If your deeds have actively hindered or damaged the Enemy, remove 2 Shadow points;
- ◆ If you have committed feats that would gain the attention of the Dark Lord himself, or at least one of his major servants, remove 3 Shadow points



appendix: collected tables

EXPERIENCE MILESTONES

MILESTONE	REWARD
Accept a mission from a patron	1 Adventure Point
Achieve a notable personal goal	1 Adventure Point and 1 Skill Point
Complete a patron's mission	1 Adventure Point and 1 Skill Point
Complete a meaningful journey	2 Skill Points
Face a Noteworthy Encounter during a journey	1 Skill Point
Reveal a significant location or discovery	1 Adventure Point
Overcome a tricky obstacle	1 Skill point
Participate in a Council	1 Skill Point
Survive a dangerous combat	1 Adventure Point
Face a Revelation Episode	1 Adventure Point

FORTUNE TABLE

FEAT DIE RESULT

	The Eye of the Enemy focuses elsewhere. Decrease Eye Awareness by 1.
1	You may bypass a threat without attracting notice
2	You gain the attention of a potential ally
3	An enemy inadvertently reveals their position
4	You gain favoured ground
5	Enemies run afoul of danger
6	You locate or learn of a useful item
7	Your success instils new hope or renewed resolve
8	You find a moment of comfort or safety
9	You learn or realize something which gives helpful Insight into your mission
10	You encounter an opportunity suited to your nature or abilities
	An unexpected ally appears or sends aid

ILL-FORTUNE TABLE

FEAT DIE RESULT

	Your actions catch the Eye of the Enemy. Increase Eye Awareness by 2.
1	You draw unwanted attention
2	Your actions are observed by someone of ill-Intent
3	Unexpected enemies emerge or are sighted
4	You are hindered by difficult terrain or an unfavourable environment
5	You find yourself ill-equipped for the circumstances
6	A favoured weapon or item is lost, broken, or sacrificed
7	You are plagued by troubling visions or thoughts
8	An old injury or stress resurfaces
9	You learn or realize something which adds a new complication to your mission
10	You face a test which is contrary to your nature or abilities
	An ally becomes a hindrance or liability

TELLING TABLE

CHANCE ROLL A FEAT DIE. THE ANSWER IS YES IF YOU ROLL...

Certain	1 or greater
Likely	4 or greater
Middling	6 or greater
Doubtful	8 or greater
Unthinkable	10
	Always yes, with an extreme result or twist
	Always no, with an extreme result or twist

The LORE TABLE

FEAT DIE:

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Abandon	Corrupted	Curse
2	Attack	Cruel	Despair
3	Betray	Deceptive	Enemy
4	Corrupt	Fell	Fear
5	Defeat	Ruined	Shadow
6	Weaken	Treacherous	War

FEAT DIE: 1

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Aid	Active	Battle
2	Arrive	Ancient	Border
3	Await	Bold	Burden
4	Breach	Bright	Council
5	Break	Broken	Court
6	Capture	Cheerless	Creature

FEAT DIE: 3

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Demand	Desolate	Fate
2	Discover	Destroyed	Fire
3	Disguise	Dreadful	Folk
4	Endure	Empty	Followers
5	Escape	Evil	Greed
6	Evade	Faded	Haven

FEAT DIE: 5

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Hide	Gloomy	Leader
2	Hinder	Growing	Legend
3	Hoard	Hidden	Life
4	Hold	Ill-fated	Light
5	Hunt	Impenetrable	Luck
6	Journey	Inspiring	Memory

FEAT DIE:

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Believe	Flourishing	Courage
2	Bolster	Beautiful	Duty
3	Defend	Good	Fellowship
4	Forgive	Kind	Hope
5	Resist	Gentle	Love
6	Strengthen	Wondrous	Peace

FEAT DIE: 2

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Change	Cold	Darkness
2	Chase	Concealed	Death
3	Command	Dangerous	Defence
4	Control	Dark	Depths
5	Create	Dead	Doubt
6	Defy	Defended	Dreams

FEAT DIE: 4

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Explore	Far-reaching	History
2	Find	Fierce	Honour
3	Focus	Foreboding	Journey
4	Gather	Forgotten	Kindred
5	Guard	Fragile	Knowledge
6	Guide	Ghastly	Land

FEAT DIE: 6

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Lead	Isolated	Message
2	Learn	Lofty	Might
3	Leave	Lost	Nature
4	Lose	Menacing	Pain
5	Mourn	Mighty	Path
6	Move	Mysterious	Patron

FEAT DIE: 7

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Persist	Noble	Peril
2	Preserve	Obstructed	Plan
3	Prevent	Old	Power
4	Refuse	Ominous	Prophecy
5	Reject	Open	Quest
6	Remove	Peaceful	Refuge

FEAT DIE: 9

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Slay	Stony	Story
2	Steal	Stout	Strength
3	Summon	Stricken	Time
4	Surrender	Stubborn	Tool
5	Surround	Twisted	Treasure
6	Threaten	Unnatural	Trust

FEAT DIE: 8

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Replenish	Restored	Riddle
2	Restore	Sheltered	Ruins
3	Scheme	Silent	Rumour
4	Search	Simple	Secret
5	Seize	Small	Skill
6	Share	Sombre	Song

FEAT DIE: 10

SUCCESS DIE	ACTION	ASPECT	FOCUS
1	Transform	Veiled	Truth
2	Trap	Vigorous	Vengeance
3	Trick	Weary	Wealth
4	Uncover	Wild	Weapon
5	Uphold	Wretched	Wilds
6	Withstand	Young	Wish

SKILL SPECIAL SUCCESS TABLESPEND 1 SUCCESS
ICON TO...**DESCRIPTION**

Gain Insight	You gain additional information, not necessarily related to the task at hand. For example, while helping a sick individual with a HEALING roll you discover the trace of poison. Or you spot a sentry while sneaking into a ruin with a roll of STEALTH.
Go quietly	You achieve your goal noiselessly or without otherwise attracting attention.
Make haste	You complete the attempted task in a shorter time (about half the expected time).
Widen Influence	You can influence more than the specific number of subjects originally targeted by the action. As a general rule, each Success Icon spent corresponds to one additional subject or group of subjects. For example, following a roll of INSIGHT, you spot a second person acting suspiciously at an inn; a roll of ENHEARTEN aimed to affect half a dozen individuals allows you to influence a full dozen.
Build advantage	You carry forward your success to improve your position or confidence for a related task; gain (1d) on your next skill roll.
Cancel a Failure	If playing co-op with other players, you help another Player-hero who failed within the scope of the same skill roll; the failed roll is considered a success.

RISK LEVELS

RISK LEVEL THE FAILED ROLL RESULTS IN... EXAMPLES

Standard	Simple Failure, OR Success with Woe	Eluding the watch of a Bounder in the Shire, entertaining a crowd of inebriated patrons at an inn, climbing a tall tree.
Hazardous	Failure with Woe	Stealing mushrooms from a farm guarded by ferocious dogs, climbing atop a crumbling tower, or trying to swim the waters of a swift-running river.
Foolish	Disaster!	Picking the pockets of a hungry Troll, playing a riddle game with a Dragon, or bandying words with an angry Wizard.

SOLO JOURNEY EVENTS

FEAT DIE	EVENT	CONSEQUENCES OF THE SKILL ROLL	FATIGUE POINTS GAINED
	Terrible Misfortune	If the roll fails, you are Wounded.	3
1	Despair	If the roll fails, gain 2 Shadow points (Dread).	2
2-3	Ill Choices	If the roll fails, gain 1 Shadow point (Dread).	2
4-7	Mishap	If the roll fails, add 1 day to the length of the journey, and gain 1 additional Fatigue.	2
8-9	Short Cut	If the roll succeeds, reduce the length of the journey by 1 day.	1
10	Chance-meeting	If the roll succeeds, no Fatigue is gained, and you may improvise an encounter favouring your Player-hero.	1
	Joyful Sight	If the roll succeeds regain 1 Hope.	—

EVENT DETAIL: TERRIBLE MISFORTUNE

SUCCESS DIE	EVENT	OUTCOME
1	Dire confrontation	Noteworthy Encounter
2	Rival Predator	HUNTING to avoid becoming the hunted
3	Violent weather	EXPLORE to find shelter
4	Hidden hazard	AWARENESS to avoid stumbling into danger
5	Dangerous terrain	EXPLORE to find a safer route
6	Stalking enemy	AWARENESS to spot the foul presence

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, the target is Wounded.

FATIGUE POINTS GAINED: 3

EVENT DETAIL: DESPAIR

SUCCESS DIE	EVENT	OUTCOME
1	Servants of the Enemy	Noteworthy Encounter
2	Torrential weather	EXPLORE to find the least exposed path
3	Nightmarish presence	AWARENESS to sense the danger
4	Fading vigour	HUNTING to gain sustenance
5	Corrupted site	EXPLORE to find your way out
6	Grisly scene or foreboding portent	AWARENESS to be forewarned

CONSEQUENCES OF THE SKILL ROLL: If the roll fails, gain 2 Shadow points (Dread).

FATIGUE POINTS GAINED: 2

EVENT DETAIL: ILL CHOICES

SUCCESS DIE	EVENT	OUTCOME
1	Mismanaged provisions	HUNTING to replenish stores
2	Wayward path	EXPLORE to retrace your steps
3	Overlooked hazard	AWARENESS to escape safely
4	Lost quarry	HUNTING to follow its tracks
5	Disorienting environs	EXPLORE to find your way
6	Haunting visions	AWARENESS to overcome darkness
CONSEQUENCES OF THE SKILL ROLL: If the roll fails, gain 1 Shadow point (Dread).		
FATIGUE POINTS GAINED: 2		

EVENT DETAIL: MISHAP

SUCCESS DIE	EVENT	OUTCOME
1	Sparse wildlife	HUNTING to forage what you can
2	Lost direction	EXPLORE to find your way
3	Obstructed path	AWARENESS to spot a way around
4	Elusive quarry	HUNTING to track it down
5	Rough terrain	EXPLORE to safely traverse
6	Wandering enemies	AWARENESS to sense their coming
CONSEQUENCES OF THE SKILL ROLL: If the roll fails, add 1 day to the length of the journey, and gain 1 additional Fatigue.		
FATIGUE POINTS GAINED: 2		

EVENT DETAIL: SHORT CUT

SUCCESS DIE	EVENT	OUTCOME
1	Game trail	HUNTING to traverse the path
2	Secluded path	EXPLORE to navigate the wilds
3	Helpful tracks	AWARENESS to follow the tracks
4	Animal guide	HUNTING to follow at a distance
5	Favourable weather	EXPLORE to make the most of it
6	Familiar waypoint	AWARENESS to recognize the landmark
CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, reduce the length of the journey by 1 day.		
FATIGUE POINTS GAINED: 1		

EVENT DETAIL: CHANCE MEETING

SUCCESS DIE	EVENT	OUTCOME
1	Lone hunter	HUNTING to trade stories
2	Fellow traveller	EXPLORE to learn about the path ahead
3	Discreet watcher	AWARENESS to spot them
4	Noble beast	HUNTING to commune
5	Secluded encampment	EXPLORE to find your way off the beaten path
6	Auspicious gathering	Noteworthy Encounter
CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, no Fatigue is gained, and you may envision a favourable encounter.		
FATIGUE POINTS GAINED: 1		

EVENT DETAIL: JOYFUL SIGHT

SUCCESS DIE	EVENT	OUTCOME
1	Majestic creatures	HUNTING to observe without startling them
2	Inspiring vista	EXPLORE to reach a vantage point
3	Benevolent being	AWARENESS to sense their presence
4	Abundant foraging	HUNTING to replenish your rations
5	Ancient monument	AWARENESS to recognize its significance
6	Peaceful sanctuary	Noteworthy Encounter

CONSEQUENCES OF THE SKILL ROLL: If the roll succeeds, regain 1 Hope.

FATIGUE POINTS GAINED: —

HUNT THRESHOLD REGION TABLE

THE REGION TRAVERSED IS A...	HUNT THRESHOLD
Border Land	18
Wild Land	16
Dark Land	14

HUNT MODIFIERS TABLE

HUNT MODIFIER	DESCRIPTION
+4	The Player-hero is protected by the blessing of a Wizard, or another powerful character
+2	The Player-hero is travelling under a false name, treading paths that are seldom trodden, or otherwise taking actions to be discreet and unobtrusive
-2	The Player-hero has gained great renown in the area thanks to some exceptional deed
-4	The Enemy is actively looking for the Player-hero, or their mission or goal is known to them

REVELATION EPISODE TABLE

FEAT DIE EPISODE

	Internal strife or an external threat puts your Safe Haven in peril
1	Unexpected danger arises on the path ahead, forcing you to seek a new route
2	Nature is corrupted and turns against you
3	Spies of the Enemy carry word of your mission
4	Enemy minions launch an ambush or lay a trap
5	Enemy minions pick up your trail
6	An important location is overtaken by an enemy
7	An item you carry holds a curse, or is hunted by an enemy
8	You are tempted by something greatly desired, to the detriment of your mission
9	Malicious lies cause others to mistrust or fear you
10	Conflict brews between allies
	An important ally is put in danger

PATRON QUESTS: BALIN, SON OF FUNDIN

SUCCESS
DIE QUEST

1	Dark whispers plague a Dwarven territory. What nameless Shadow lurks in the wilds?
2	This broken artifact could be a potent weapon against the enemy. What is this item, and who wields the skill to reforge it?
3	The Dwarven ruins hold great secrets — and weapons against the Enemy. What is the nature of these ruins, and what treasures do they hold?
4	A powerful comrade has fallen in battle against the Enemy. Who are they, and what did they carry vital to our survival?
5	A Dwarven stronghold now lies with the Enemy. Who leads these foul creatures, and how have they defiled our sacred site?
6	A powerful lieutenant of the Enemy grows in power. Who is this shadowy figure, and how have they amassed followers?

PATRON QUESTS: BILBO BAGGINS

SUCCESS
DIE QUEST

1	This particular delicacy is a rare treat. What is this precious item, and where can it be found?
2	Scout the area and make a note of significant landmarks to aid cartography. How has the land changed?
3	The roads grow dark and perilous. What vital missive do you carry, and to whom must it be delivered?
4	An ancient text confounds attempts to decipher it. What is the nature of this text, and who possesses the knowledge to translate it?
5	The Enemy holds a map of special significance. What secrets does this map hold, and why is it vital?
6	An artifact of great importance has resurfaced. What is this item, and why must we find it before the enemy does?

PATRON QUESTS: CIRDAN THE SHIPWRIGHT

SUCCESS
DIE QUEST

1	Supplies wane as the Enemy draws near. What vital resource for the building of ships must you deliver?
2	An ancient enemy of the Elves has resurfaced and made themselves known. Who are they, and what grudge do they bear?
3	Hope falters in these dark days, so travel to a remote beacon and rekindle its flame. What shadowy presence seeks to prevent this?
4	Our missives fall into the hands of the Enemy. What fate befalls our messengers?
5	An artifact of great importance to the Elves is carried by a servant of the Enemy. Who is this creature, and why do they covet the artifact?
6	The ships of the Grey Havens are fashioned from sacred wood. What malady taints these trees?

PATRON QUESTS: GANDALF THE GREY

SUCCESS
DIE QUEST

1	The people need hope in these dark times. Where is this remote settlement, and what good news do you bring?
2	Carry word of the Enemy's movements to our trusted ally. Who is this ally, and how can they aid us?
3	A possible ally has made themselves known to us. Who is this ally, and what must we do to earn their trust?
4	Our vision is clouded, our path uncertain. We must capture a servant of the Enemy. Who are they, and what do they know?
5	News has reached us of a terrible weapon the Enemy means to bear. What is this weapon, and who wields it?
6	The Shadow has captured an ally. Who is this ally, and where are they imprisoned?

PATRON QUESTS: GILRAEN, DAUGHTER OF DIRHAEL

SUCCESS
DIE QUEST

1	A Ranger has gone missing. What has become of them?
2	A powerful servant of the Enemy lurks nearby. Who are they, and why do they target our Rangers?
3	Enemy patrols prowl along the road, targeting merchants and supply wagons. Who leads these deadly patrols?
4	A settlement has come under the eye of the Shadow. Why is this place significant?
5	Monstrous servants of the Enemy encroach. What manner of weapon do they carry?
6	We've received no word from a remote Ranger refuge. What fate has befallen our allies?

PATRON QUESTS: TOM BOMBADIL AND LADY GOLDBERRY

SUCCESS
DIE

QUEST

- | | |
|---|--|
| 1 | Creatures of the wilds have come under a dark affliction. What is this sickness, and what rare ingredient holds the key to a cure? |
| 2 | A sacred spring runs black with some malady of the Shadow. What taints this source, and what manner of foul creature guards it? |
| 3 | A group of travellers seeks escort through the wilds. Who are they, and what is their vital mission? |
| 4 | The Shadow corrupts a sacred site. What is this place, and what foul presence now taints it? |
| 5 | A precious flower blooms for the first time in many years. What is this plant, and why is it so vital? |
| 6 | An ancient, sacred tree hosts a foul presence. What is this shadow, and can it be purged? |

USING OTHER TABLES

The *One Ring* core rulebook and supplements provide a variety of region-specific tables useful for your Strider Mode campaigns. Use those tables to inspire locations, encounters, quests, and more.

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