

Table 1. Common Undertakings:

UNDERTAKING	WHERE/WHO	EFFECT	REFERENCE
Drumming up Support	Anywhere	Raise Standing for sixth of normal Treasure cost, until end of following Year's End Fellowship phase.	DoM, pg. 40
Gain New Distinctive Feature/Speciality	Anywhere	Replace old Trait with a new one.	TOR, pg. 197
Go See a Lore-master	Anywhere*	Reveal a Wondrous Artefact's Blessings; or a Famous Weapon or Armour's Banes and the next hidden Quality.	Riv, pg. 21
Heal Corruption**	Anywhere	Craft or Song roll. On a success, reduce Shadow by 2, by 4 on a great success, by 6 on an extraordinary success. May make two rolls in a sanctuary.	TOR, pg. 198
Meet Patron	Anywhere	Gain counsel/aid from a patron (see pg. 125)	TOR, pg. 197
Name an Heir	Anywhere	Select an heir, gain 1 Hope. May only ever select this undertaking once.	pg. 138
Open New Sanctuary	Anywhere	All companions must select undertaking. Current location becomes a sanctuary.	TOR, pg. 199
Raise Standard of Living	Anywhere	Spend 1 Treasure per month to become Prosperous, 2 Treasure per month to become Rich.	TOR, pg. 198
Raise Standing	Home	Spend Treasure to increase Standing. See undertaking description for cost.	TOR, pg. 199
Receive Title	Anywhere	Standing now applies to another culture, and you are gifted with a house or land tract there. See undertaking for more information.	TOR, pg. 199
Search for Answers	Anywhere*	Lore roll to gain insight or information. See undertaking for more information.	DoM, pg. 33
Tend to Holding	Home	Roll Feat die twice and choose best result when resolving effects of a Holding. If you possess an appropriate speciality, gain an Advancement point.	DoM, pg. 9
There and Back Again	Home	Recover a third of starting Hope. Gain 1 permanent Shadow point.	Riv, pg. 22
Visit the Treasury of your Folk	Home	Trade an item in to raise Standing and activate Qualities on magical war gear. See undertaking for more information.	Riv, pg. 23
Write a Song	Anywhere	Song roll to add to company's list of songs. See undertaking for more information.	Riv, pg. 23

*See the description of the undertaking for restrictions.

**High Elves of Rivendell may not choose this undertaking.

Table 2. Individual Undertakings:

UNDERTAKING	WHERE/WHO	EFFECT	REFERENCE
Confer with Gandalf the Grey	Anywhere*	Gain next Lore or Travel level at half cost in Advancement points. Or, acquire <i>Smoking</i> trait.	RotN, pg. 126
Confer with Saruman the White	Anywhere*	Gain next Lore level at half cost in Advancement points. Or, acquire <i>Shadow-lore</i> trait at cost of one permanent Shadow point.	DoM, pg. 50
Confer with Radagast the Brown	Anywhere*	Gain next Lore or Explore level at half cost in Advancement points. Or gain <i>Beast-lore</i> or <i>Herb-lore</i> trait.	AC, pg. 120
Elven-smithing	Rivendell/ Artificer	Enhance a weapon.	Riv, pg. 132
Study with the Lampmaker	Elf of Mirkwood only; Thranduil's Halls	Spend an Experience point to learn <i>Blazing Elf-lights</i> .	HotW, pg. 79

*See the description of the undertaking for restrictions.

Table 3. Eriador Undertakings:

UNDERTAKING	WHERE/WHO	EFFECT	REFERENCE
Find Athelas	Rivendell or Rangers of the North	Explore roll (TN 18, TN 14 with <i>Herb-lore</i>). Success finds enough athelas to use once in next Adventuring phase, twice on great success, three times on extraordinary success. See undertaking for more information.	Riv, pg. 54
Honouring the Fallen	Rangers of the North	Gain 1 Hope, even if it takes you above maximum.	Riv, pg. 40
Open Rivendell as a Sanctuary	Rivendell	As <i>Open New Sanctuary</i> . Once open, only need make a Travel roll to find it again.	Riv, pg. 22
Researching Lore in the House of Elrond	Rivendell	Lore roll to gain insight or information. See undertaking for more information.	Riv, pg. 22
Return to Amon Dûn	Rangers of the North	<i>Heal Corruption</i> using Travel .	Riv, pg. 60
Watch upon Amon Sûl	Rangers of the North	During next Adventuring phase, if journeying through central Eriador reduce company's Fatigue test TN by -2.	Riv, pg. 57

Table 4. Wilderland Undertakings:

UNDERTAKING	WHERE/WHO	EFFECT	REFERENCE
Befriend the Beasts	Beorn's House	Befriend a pony; befriend a hound; learn speech of beasts. See undertaking for more information.	HotW, pg. 42
Collect Marsh Herbs	Lake-town	Roll on table to gather herbs. See undertaking for more information.	LT, pg. 12
Compete on the Field of Heroes	Woodman of Wilderland	Athletics, Hunting, Bows or Axe roll. Success reduces cost of increasing Standing by 3, great success by 6, extraordinary success by 12.	HotW, pg. 50
Enter Wuduseld	Woodland Hall	Gain benefits of <i>Old-lore</i> for next Adventuring phase. If you already have <i>Old-lore</i> , gain two benefits from invocation.	HotW, pg. 98
Feast in the Great Clearing	Thranduil's Halls	Gain benefits of <i>Merry</i> for next Adventuring phase. If you already have <i>Merry</i> , gain two benefits from invocation.	HotW, pg. 79
Gather Firewood in the Elfwood	Beorn's House	Gain benefits of <i>Firemaking</i> for next Adventuring phase. If you already have <i>Firemaking</i> , gain two benefits from invocation.	HotW, pg. 31
Go Hunting with the Woodmen	Woodland Hall, Woodmen Town, Rhosgobel	Hunting roll to roll on table. See undertaking for more information.	HotW, pg. 91
Go to the Market-pool	Lake-town	Spend Treasure to acquire an item. See undertaking for more information.	LT, pg. 12
Guard the Old Ford	The Old Ford	Roll on table to keep ford safe. See undertaking for more information.	HotW, pg. 40
Hunting Grim Hawks	Mountain Hall	Hunting roll. On a success you are recognised as an <i>Éafohc-friend</i> for a year, or until trait invoked more than twice in Adventuring phase.	HotW, pg. 44
Open the Eyrie as a Sanctuary	The Eyrie	Courtesy roll. If all companions succeed, Eyrie is now a sanctuary.	HotW, pg. 36
Open the Halls of the Elvenking as a Sanctuary	Thranduil's Halls	As <i>Open New Sanctuary</i> . Dwarves and heroes with 3+ Shadow must pass a Riddle test to enter.	HotW, pg. 78
Open the Old Ford as a Sanctuary	The Old Ford	As <i>Open New Sanctuary</i> .	HotW, pg. 40
Patrol the Wild	Woodland Hall, Woodmen-town or Rhosgobel	Gain benefits of <i>Mirkwood-lore</i> for next Adventuring phase. If you already have <i>Mirkwood-lore</i> , gain two benefits from invocation.	DoM, pg. 58
Return to the Carrock	Beorning	<i>Heal Corruption</i> using Travel .	HotW, pg. 40
Taming the Steed of the Moon	Vales of Anduin	Attempt each year to tame the Steed, needing a total of 12 skill ranks in Athletics, Awe, Inspire and Hunting . Make a Valour or Wisdom roll to add successes to the total needed.	HotW, pg. 16
Visit the Kingstone	Rhosgobel	First time, recover 3 points of Hope. Subsequent times gain 1 Hope.	HotW, pg. 60



Visit the Market at Trader's Isle	Mountain Hall	Spend 1 Treasure to visit market and roll on table. See undertaking for more information.	HotW, pg. 46
Visit the Sentinel Oak	Thranduil's Halls	For next Adventuring phase, all Travel rolls in Woodland Realm, Mountains of Mirkwood or Heart of Mirkwood are TN -2.	HotW, pg. 79

Table 5. Rohan, Isengard and Fangorn Undertakings:

UNDERTAKING	WHERE/WHO	EFFECT	REFERENCE
Climb the White Mountains	Aldburg, Edoras or Helm's Deep	Athletics roll to climb mountain and roll on table. See undertaking for more information.	Roh, pg. 44
Enter the Hornburg	Riders of Rohan	Fey Mood only causes Shadow gain on an  .	Roh, pg. 48
Gain Favour in the Golden Hall	Edoras	Song roll. Success earns favour of Loremaster character of Standing 3 or 4, great success Standing 5, extraordinary success Standing 6. See undertaking for more information.	Roh, pg. 22
Gaze Upon the Glittering Caves	Helm's Deep	First time, gain 1 Hope or reduce Shadow by 2.	Roh, pg. 49
Go Hunting in the Everholt	Aldburg or Edoras	Hunting roll (TN 18) to roll on table. See undertaking for more information.	Roh, pg. 39
Go Riding with the Horse-herds	Aldburg, Edoras or Helm's Deep	Athletics roll to roll on table. See undertaking for more information.	Roh, pg. 30
Guard the Crossings	Aldburg or Edoras	See undertaking for more information.	Roh, pg. 53
The Hills of Seeing and Hearing	Aldburg or Edoras	See undertaking for more information.	Roh, pg. 54
Honour the Kings of Old	Riders of Rohan	<i>Heal Corruption</i> using Song . On a success, reduce Shadow by 3, by 6 on a great success, by 9 on an extraordinary success.	Roh, pg. 20
Meet Patron (Saruman)	Isengard	Deliver information to Saruman, gain 1 Experience point.	Roh, pg. 116
Open Fangorn as a Sanctuary	Fangorn Forest	<i>As Open New Sanctuary.</i>	Roh, pg. 84
Open Isengard as a Sanctuary	Isengard	<i>As Open New Sanctuary.</i> See undertaking also.	Roh, pg. 116
Sparring with the King's Guard	Edoras	Athletics, Sword or Spear roll (TN 18). Success increases Tolerance with Rohirrim by +1, +2 on great success, +3 on extraordinary success. Failure loses point of Hope, but gains Experience point.	Roh, pg. 19
Study with the Ents	Fangorn Forest	Learn lore of Ents or listen to Song of the Forest. See undertaking for more information.	Roh, pg. 85
Weeding in Fangorn	Fangorn Forest	Add +3 to Endurance loss inflicted to Orcs in next Adventuring phase.	Roh, pg. 85