

Five Leagues From the Borderlands Turn Tracker

Turn:

1

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	SKIP - TURN 1
Step 2: Hard Times (p.81)		
Pay Upkeep: _____	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Step 4: Trade (p.85) - Settlement Only		
- Buy Common Goods (p.88) - Roll for Rare Goods (p.89) - Sell items for 1 GM each	Optional: Attempt Adventure Milestone - Gather Money - Invest in the Community	
Step 5: Research (p.86) - Optional		
Roll for connections (p.8)	Optional: Adventure Milestone - Discover hidden location	
Step 6: Decide Adventure		

Adventure Stage (p.91)

Adventure Notes	I.e. location, encounter, contact type, quest task, quest foes, quest find, etc	Safira recommends campaign instead of traveling around the easily floodable area around the Rillwater.
SKIP - TURN 1		
Travel Event (p.111)	Effect	
Rillwater Monastery	Miserable weather. FAILURE	

Battle Encounter (p.121)

Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)								NONE
Enemy Type	Num	Speed	Range	CS	Damage	Tou	Arm	Traits/Special	

Resolution Stage (p.187)

Step 1: Collect Adventure Points				Optional Adventure Milestone: Reduce Threats		Not in town
Step 2: Injuries and Flight (p.188)				Step 3: XP(p.193)		
Name	Casualty?	Injury	Recovery/Item	XP	Advancement	
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)			
Step 6: Settle In		Step 7: News Travels (p.191)				
Camping						