

Five Leagues From the Borderlands Turn Tracker

Turn:

7

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	
Time on your own	Random hero (Safira) gains 1 xp	
Step 2: Hard Times (p.81)		
Pay Upkeep: __1__	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Hunting Expedition	Safira - pelt (2 marks)	
Live off the land	Offset upkeep	
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	
n/a		
Step 5: Research (p.86)		
Roll for connections (p.86) (Optional)	No result	
Optional: Adventure Milestone - Discover hidden location		
Step 6: Decide Adventure		
Travel to Carenhold		

Adventure Stage (p.91)

Adventure Notes	i.e. location, encounter, contact type, quest task, quest foes, quest find, etc	

Travel Event (p.111)	Effect	
Waylaid by foes		

Battle Encounter (p.121)

Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)								<ul style="list-style-type: none"> - Valuables worth 1 mark less - If get down to 2 enemies, they flee - D6 for each leader/unique. 5+, 1 mark bounty - - This time we spot them early - Shoot them as approach. Aldric pulls adara back to rock outcropping to hide from archer. Garrik gathers others around him so his armor makes them hard to it. - Group closes, garrik attempts bind. Success - Aldric and adara clear their flank. Adara stays in cover. Aldric rushes in. kills leader. Last two flee.
Rag Tag Brigands	6+4								
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special	
Brigand	9	5 / 2	0	0	0 / 0	1	3		
Brigand Bowman	1	5 / 2	24	0	0 / 0	1	3		
Brigand Lt.	1	5 / 2	0	1	0 / 0	1	4	Tough, parry	

Resolution Stage (p.187)

Step 1: Collect Adventure Points			1	Optional Adventure Milestone: Reduce Threats		
Step 2: Injuries and Flight (p.188)			Step 3: XP(p.193)			
Name	Casualty?	Injury	Recovery/Item	XP	Advancement	
Garrik	n			2!	Casting increase	
Safira	n			2		
Thalion	dnf			2		
Aldric	n			3!	Toughness	
Waltom	n			-	nothing	
Adara	n			-	nothing	
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)			

Bastard sword	Valuable goods:	
Step 6: Settle In	Step 7: News Travels (p.191)	
town	Rangers have been scouting the area (2 AP)	