

Five Leagues From the Borderlands Turn Tracker

Turn:

10

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect
Supportive locals	Take one extra campaign activity this turn
Step 2: Hard Times (p.81)	
Pay Upkeep: __1__	Healing: reduce healing time by 1
Step 3: Campaign Activities	Effect
Hard Work	(Adara) fail, +1 mark
Meet the locals	Talk a while then move on (nothing)
Forage for Herbs	(Safira) fail
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
none	
Step 5: Research (p.86)	
Roll for connections (p.86) (Optional)	A friend sends aid (Geva) - +2 marks
Optional: Adventure Milestone - Discover hidden location	
Step 6: Decide Adventure	
Explore unexplored location for Geva's quest	

Adventure Stage (p.91)

Adventure Notes	I.e. location, encounter, contact type, quest task, quest foes, quest find, etc	Unexplored location -> Treasure site
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		Flight site battle vs lurking foes. If hold the field, gain 3 additional loot rolls.
Travel Event (p.111)	Effect	
Uneventful travel		

Battle Encounter (p.121)								
Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)							
	3 + 5 = 8							
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special
Giant Rats	8	6 / 4	0	0	0 / 0	0	3	Slippery, Crawling
Grim Knight	1	5 / 0	0	2	1 / 0	3	4	Parry, opponents can't gain bonus for allies

- If a warband member casts a spell, roll d6 during tracking phase. On 6, place addl enemy ant random entry point
 - Slippery -ignore rough terrain
 - Crawling - can dash in site battles

First Move Site Reaction: Undiscovered depths (+3 markers)

- crap 6 agroed off the bat
- Safira swarmed. Self bow's 1 and swords 1 more rat, wounds a third before going down.
- Aldric and thalion cut 2 down. Other two flee
- Garik spell-explores farthest point. Footsteps
- Alric -lethal trap (stuneeed)
- Thallion -something hidden - loot - Old King's Dominion
- Thallion - obstacle
- Thallion - obstacle
- Adara - scout success - fine wine
- Adara - something hidden - bag of tools (2 marks)
- Adara - something hidden - scout's cloak
- Adara - something hidden - sacks of grain - 1 mark

Resolution Stage (p.187)					
Step 1: Collect Adventure Points			2	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			3	

Milestone: hero waltom

3 bonus rolling for loot from treasure site

Safira	y		KO (silveleaf)	1	
Thalion	n			2	
Aldric	n			2	
Waltom	n			-	Skill (scholar)
Adara	n			-	Moment of inspiration! (CS)
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)		
Fine crossbow, thief's tools, fine helmet, crossbow			Hand ful of coins - 1 mark		
Step 6: Settle In		Step 7: News Travels (p.191)			
camp		Rangers have been scouting the area +2 ap			