

Five Leagues From the Borderlands Turn Tracker

Turn:

2

Preparation Stage (p.75)

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| Step 1: Local Event (p.76) | Effect | Contract - Source: Individual (reward 1 marks + villager friend) - Escort Individual - From Rillwater - To: Carenhold - Limits: reach Rill by turn |
| The enemy is tracking you | No adventure milestones. +2AP if we fight a threat though. | |
| Step 2: Hard Times (p.81) | | |
| Pay Upkeep: ___1___ | Healing: reduce healing time by 1 | |
| Step 3: Campaign Activities | Effect | |
| Hunting Expedition | (Safira) - Success: pelt worth 4 marks | |
| Study | (Garrik) - failure | |
| 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.86) (Optional) | Offered a contract (see sidebar) | |
| Optional: Adventure Milestone - Discover hidden location | | |
| Step 6: Decide Adventure | | |
| Carry out a contract (head to rillwater) | | |

Adventure Stage (p.91)

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| Adventure Notes | i.e. location, encounter, contact type, quest task, quest foes, quest find, etc | Arrive in Rillwater - Gain 3 marks for delivering letter from chargen - Pick up individual |
| Just travel to town | | |
| Travel Event (p.111) | Effect | |

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| Uneventful travels | | |
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| Battle Encounter (p.121) | | | | | | | | | |
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| 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 | |
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| Resolution Stage (p.187) | | | | | |
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| Step 1: Collect Adventure Points | | | | 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 | | | | | |
| Safira | | | | | |
| Thallion | | | | | |
| Aldric | | | | | |
| Waltom | | | | | |
| Adara | | | | | |
| Step 4: Roll for Loot (p.196) | | | Step 5: Unusual Finds (p.190) | | |
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| Step 6: Settle In | | Step 7: News Travels (p.191) | | | |

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| settlement | Letter needs delivering -- not interested | |
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