

Five Leagues From the Borderlands Turn Tracker

Turn:

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	Contract - Source: local noble (6 marks) - Type: Slay beast - Lair near the monastery - At end of turn 8 a knight will kill it if we don't
Something for the road	Individual gives us a pack of rations	
Step 2: Hard Times (p.81)		
Pay Upkeep: __1__	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Meet the locals	Someone offers us a contract	
Hard work	Adara (success!) +2	
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	
Sell pelts (4 marks)		
Step 5: Research (p.86) I		
Roll for connections (p.86) (Optional)		
Optional: Adventure Milestone - Discover hidden location		
Step 6: Decide Adventure		
Hunt the ogre		

Adventure Stage (p.91)

Adventure Notes	i.e. location, encounter, contact type, quest task, quest foes, quest find, etc
Lair fight - ogre	

Travel Event (p.111)	Effect	
n/a		

Battle Encounter (p.121)									
Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)								
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special	
Ogre	3 MP	5	-	2	+1 / +1	2	5	none	

Unsure on reading of contract companions. I deployed them, but not consuming a slot.
 Woods point: The beast, unaware
 Long house: monster tracks
 Brown house: nothing at all
 Aldric wounds on way in
 Garrik WIL's to cast confuse to disable its defenses
 Safira defensively fights, stopping charge
 Aldric second shot while closing
 Thallion hits but doesn't wound
 Adara is wounded, safira blocks the followup, aldric kills with last arrow

Resolution Stage (p.187)						
Step 1: Collect Adventure Points			1 + 1	Optional Adventure Milestone: Reduce Threats		Contract complete (+6 marks)
Step 2: Injuries and Flight (p.188)			Step 3: XP(p.193)			Loot from monster lair: - 1sp, 1ap - 3 marks - 3 bonus xp to share - 3 loot rolls Radiant Chest-plate (W) Armor 2. Ranged attacks against the wearer, or a figure within 2" of the wearer, will only Hit on an attack roll of a natural 6.
Name	Casualty?	Injury	Recovery/Item	XP	Advancement	
Garrik	n			3	Skill :(speech	
Safira	n			1		
Thallion	n			1		
Aldric	n			2	+CS!	
Waltom	n			-	nothing	
Adara	n			-	+skill ()	
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)			

Crossbow, furs (4 marks), radiant chest plate	n/a	
Step 6: Settle In	Step 7: News Travels (p.191)	
Back to rillwater	Unexplored location (there's one right nearby so ignore)	