

Five Leagues From the Borderlands Turn Tracker

Turn:

4

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	<p>Contract</p> <ul style="list-style-type: none"> From Town Council (4 marks) Task: Chase off group <p>Pass on contract -- we're leaving the area</p> <p>----</p> <p>Connections Contract</p> <ul style="list-style-type: none"> From: Local clergy (+1 mark, +1 AP) Do: Locate Item <p>Location is Item found on</p> <p>Achieve your Objective at a Delve Depth 4+</p> <p>Raid a Camp or Hideout and complete your objective 5+</p> <p>Defeat a Unique Foe in melee combat 5+</p> <p>Arrive at an Unexplored Location 6+</p>
Something for the road	Gain 1 ration	
Step 2: Hard Times (p.81)		
Pay Upkeep: __1__	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Hard work	Adara (success: +2 marks)	
Meet the locals	Contract (see side bar)	
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 furs (+4). Buy Shield (4), Bandages (2), Helmet (3) (-9)		
Step 5: Research (p.86)		
Roll for connections (p.86) (Optional)	Contract offered -- sidebar	
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)							
Roving Fiends	2 + 4 + 1 = 6							
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special
Roving Fiends	6	4/2		0	0/0	2	3	regenerate
Infernal Spawn	1	6/3		+3	1/1	2	4	

Any valuables gathered via loot are with -1 mark (min 1)
Enemy will flee if reduced to 1 or 2 after morale checks

Each Tracking Phase, the Spawn rolls D6. If the roll is equal to or below the battle round just completed, it mutates. Heal any Wound, then add +1" / +0" to Speed, and +1 to Toughness. If Toughness exceeds 6, the Spawn will act twice in the next battle round (once when activated normally, and once at the end of the Enemy Actions Phase), and then die.

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Aldric fell to demon, safira to fiend. Thallion killed a fiend. STRONGLY considered star of the show to flee.

FINALLY got a bind off, locking 2 fiends and the spawn outside of combat.

Thalion gets one more, one flees. That's half... we retreat

Resolution Stage (p.187)					
Step 1: Collect Adventure Points			0	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	
Safira	y	moderate	3 turns	1	

News Travels Result:
Enemy patrols are roaming. Select a Threat type that isn't used in the campaign currently. Add a new location in the Wilderness where they are roaming. To defeat them, you must travel there, fight a Meeting Engagement, and Hold the Field. While they remain on the region map, all battles that would award Adventure Points will award 1 fewer

Thallion	n			2	speed	
Aldric	y	Knocked out	fine	1		
Waltom	dnf			-		
Adara	n			-	Skill (scouting)	
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)			
Strange map			Did not hold the field			
Step 6: Settle In		Step 7: News Travels (p.191)				
Town		Enemy patrols are roaming - The Curse of War				