

Five Leagues From the Borderlands Turn Tracker

Turn:

6

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect
Weapon shortage	Rare weapons are more expensive (in a town)
Step 2: Hard Times (p.81)	
Pay Upkeep: __3__	Healing: reduce healing time by 1
Step 3: Campaign Activities	Effect
Help town guard	Offset upkeep
Scout	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)	contract
Optional: Adventure Milestone - Discover hidden location	
Step 6: Decide Adventure	
Explore location - wandering camp that was just added	

Contract

- From: Town Council (2 marks)
- Task: Negotiate Deal
 - Not interested

Adventure Stage (p.91)

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

Meeting Engagement: Scout the Area

Travel Event (p.111)	Effect	
Uneventful travels		

Battle Encounter (p.121)								
Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)							
Cruel Deserters	[+3] = 5							
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special
Cruel Deserter	3	4 / 2	0	0	0/0	1	3	Gruesome
Cruel Deserter Archer	2	4 / 2	24	0	0/0	1	3	Skirmisher, Gruesome
Sergeant	1	4 / 2	0	0	0 / 0	1	4	Gruesome, Parry

Curse of war:
+1 round if there's a time limit
After 2nd enemy flees, enemies become fearless for the rest of the battle

- Successful seize initiative.
- Thallion and adara hold a flank
- Garrik shadows aldric through a the woods, somehow archer keeps parrying him. Eventually aldric gets hit with an arrow point blank and is downed.
- Garrik slings an archer. Otherone parries safira now!
- Safira finally downs
- Thallion falls to a deserter after killing sgt.
- Group finishes off remainder

Held field, rolled and no unexplored location here

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	n			2	speed
Thallion	y	Light	2 days	2	
Aldric	y	dead/KO'ed	Silvertree leaf	1	
Waltom	n			-	nothing

A letter needs delivering from Rillwater to Carehold. 1mark and 1ap if completed.

Adara	n		-	nothing	
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)		
Furs (3 marks)			Strange sack / misty water-flower (2)		
Step 6: Settle In		Step 7: News Travels (p.191)			
wilderness	letter?				