

Five Leagues From the Borderlands Turn Tracker

Turn:

9

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	<p>Contract</p> <ul style="list-style-type: none"> ● From: individual (1 mark + friend) ● Task: Escort Individual <ul style="list-style-type: none"> ○ From Rillwater ○ To Treehallow <p>Pass: dont' have time</p>
Just drunks and yokels	Can't recruit this turn	
Step 2: Hard Times (p.81)		
Pay Upkeep: <u> 2 </u>	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Help the guard	Offset upkeep	
Hard work	Adara (success - +2 marks)	
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	
n/a		
Step 5: Research (p.86)		
Roll for connections (p.86) (Optional)	Contract (see sidebar)	
Optional: Adventure Milestone - Discover hidden location		
Step 6: Decide Adventure		
Travel to Skyreach		

Adventure Stage (p.91)

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

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)								
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special	

Resolution Stage (p.187)						
Step 1: Collect Adventure Points				Optional Adventure Milestone: Reduce Threats	+1 ap for first arrival at Skyreach	
Step 2: Injuries and Flight (p.188)				Step 3: XP(p.193)		
Name	Casualty?	Injury	Recovery/Item	XP		Advancement
Garrik						
Safira						
Thalion						
Aldric						
Waltom				-		
Adara				-		
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)			

Step 6: Settle In	Step 7: News Travels (p.191)	
Skyreach	An old ruin has become home to strange creatures - delve near carenhold	