

Five Leagues From the Borderlands Turn Tracker

Turn:

11

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	
Time on your own	Random hero (adara) gets 1 xp	
Step 2: Hard Times (p.81)		
Pay Upkeep: <u> 2 </u>	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Hunting Expedition	Safira (fail)	
Train	Thalion (level -> CS)	
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)	No result	
Optional: Adventure Milestone - Discover hidden location		
Step 6: Decide Adventure		
Travel to turn in quests		

Adventure Stage (p.91)

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

Travel Event (p.111)	Effect	
Lost but travel encounter	Traveler - special - generosity (add as friend, +1 ration)	

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	
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)	
camp	n/a	