

#3-03: Echoes of Desperation

GM Tracking Sheet

By Zach Armstrong (Dec 23, 2021)

Treasure Bundles:

Location	Shipwreck: Notes	Shipwreck: Undamaged Notes	Secure Guide or Get Ellekkara's items	Riverside: defeat insects	Participate in all 5 social rounds	Earn enough Influence Points	Defeat the bilokos
X if Found							

Treasure table:

Level	3	4	5	6
Treasure Bundle Value	3.8 gp	6.4 gp	10 gp	15 gp

Exploration Points: (x if earned – DC 18 low/20 high)

Influence Points: (x if earned)

Efala										
Irena										
Mr Riverside										

Maps:

- Flip-Mat: Forest Multipack
- Flip-Mat: Shipwrecks

Minis:

- Low tier:
 - 2-3 x crocodiles (large)
 - 1-2 x giant dragonfly (medium)
 - 1-2 x giant dragonfly nymph (small)
 - 3 x biloko warriors (small)
 - 1-4 x biloko veterans (small)
- High:
 - 1-2 x elite hippopotamus (large)
 - 1-2 x hippopotamus (large)
 - 2-4 x giant dragonfly (medium)
 - 4 x biloko veterans (small)
 - 1 x eloko (small)

You will have opportunities to influence the Song'os. During these opportunities, there will be multiple rounds. Each PC may attempt to either *Discover* something about the individual or *Influence* them in some way.

DISCOVER

CONCENTRATION

SECRET

You watch or study an NPC to learn more about that NPC's preferences. Attempt a Perception check or an appropriate skill check determined by the GM. The DC is found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect.

INFLUENCE

CONCENTRATION

LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Attempt a skill check to impress that NPC. The DC and skills which can apply can be found in the NPC's stat block.

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

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