

#1-10 Tarnbreaker's Trail

GM Cheat Sheet

By Zach Armstrong (Fed 09, 2020)

Treasure Bundles: The PCs earn 1 Treasure Bundles for every 2 Progress Point they have earned by the time they complete this adventure (for a maximum 10 Treasure Bundles if they earn at least 20 Progress Points).

Treasure table:

Level	Treasure Bundle Value
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Random Roll Choices:

Table 1 – Previous Winners:	Table 2 – Race Prep Encounter:	Table 3 – Weather:
		Day 1: ____ Day 2: ____ Day 3: ____ Day 4: ____

Team A: _____

Team B: *Without Trace or Fail*

Team C: _____

Team D: _____

Team E: _____

Sabotages

It is possible that the PCs can spot a sabotage before they encounter it. A PC who wants to check for signs of sabotage can attempt a DC 15 Perception check (DC 18 for Subtier 3–4). It should be noted that to expose Without Trace or Fail, the PCs must secure evidence of their misdeeds. The officials might show concern for the PCs, but don't report on word alone. After spotting sabotage, a PC can Investigate the area for evidence of who could have done it. A PC who succeeds at a DC 15 (18 for Subtier 3–4) Recall Knowledge check discovers something linking a member of Without Trace or Fail to the sabotage, such as flecks of food particular to their strict diet or a scrap of fabric from their gear. To expose Without Trace or Fail, the PCs must acquire evidence of at least two sabotages.

For each sabotage, circle one:

Overland travel sabotage: Bribed official / Disassembled equipment

Tree climb sabotage: Stuck egg / Weakened wood

Caribou herd sabotage: Fox on the field / Silenced Bells

River crossing sabotage: Loosened plates / Treacherous ice

Ice floe sabotage: Deceptive drifts / Polished surface

Overland Travel

Each PC should choose a skill appropriate to their method of travel for the day. Relevant skills might be Athletics, Nature, and Survival, but you should allow PCs using other methods of travel to roll other types of skill checks as appropriate. As the GM, use your judgement for cases when a PC may want to use another skill to assist the progress of the group. Each critical success counts as two successes toward the PCs' Progress Point total for that day of travel, while a critical failure reduces their total number of successes by 1.

DAY	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7
1	S / F	S / F	S / F	S / F	S / F	S / F	S / F
2	S / F	S / F	S / F	S / F	S / F	S / F	S / F
3	S / F	S / F	S / F	S / F	S / F	S / F	S / F
4	S / F	S / F	S / F	S / F	S / F	S / F	S / F

Standard DC for overland travel: 13 (15 in tier 3-4)

Rules Quick Reference:

Uneven Ground

Uneven ground is an area unsteady enough that you need to Balance (see Acrobatics on page 240) or risk falling prone and possibly injuring yourself, depending on the specifics of the uneven ground. You are flat-footed on uneven ground. Each time you are hit by an attack or fail a save on uneven ground, you must succeed at a Reflex save (with the same DC as the Acrobatics check to Balance) or fall prone.

Maps:

- Flip-Mat: Winter Forest
- Map Pack: Frozen Sites
- Flip-Mat: Bigger Forest
- Custom Map

Minis:

- Assorted humans for the various officials, groups, etc plus one halfling
- Large Bear