

# Intro 1: The Second Confirmation

## GM Tracking Sheet

By Zach Armstrong (Nov 27, 2021)

### Treasure Bundles:

Location	Swap - Quicksand	Swamp – Wild Predators		Swamp – Ruins Attack		C1 - Encounter		C2/C3 - Traps		C4 – Encounter		C4 - Rune	
X if Found													

### Treasure table:

Level	1	2
Treasure Bundle Value	1.4 gp	2.2 gp

### Days spent: (x per day)


### C2 Mold locations (Clockwise from top to bottom, pick 3):

1	2	3	4	5	6

### C3 Trap locations (Counter-clockwise from top to bottom, pick 3):

1	2	3	4	5	6

Boat Picked: \_\_\_\_\_

Accommodations picked: \_\_\_\_\_

PC Gold Spent (total = 6 x # of PCs): \_\_\_\_\_

### Maps:

- Flip-Mat Classics: Swamp
- Flip-Mat: Ancient Dungeon

### Minis:

- 1-4 Lizardfolk (1 should be red and one should be white, if possible)
- Option A-1: 2-4 ball pythons
- Option A-2: 2-4 festrogs
- Option A-3: 2-4 giant frogs
- Option A-4: 2-4 swamp oozes
- Option B-1: 2-4 ghouls
- Option B-2: 2-4 weak living boulders, 2 living boulders
- Option B-3: 2-4 sun scorched shadow drakes, 2 shadow drakes
- Option C1-1: 1-2 chokers
- Option C1-2: 1-2 draugrs
- Option C1-3: 1-2 dretch
- Option C1-4: 1-2 mudwretch
- Option C4-1: 1-2 grothlut
- Option C4-2: 1-2 necrophidius
- Option C4-3: 1-2 snapping flytrap