

#3-08: Foundation's Price

GM Tracking Sheet

By Zach Armstrong (Feb 10, 2022)

Treasure Bundles:

Location	Feast: Fasiel's Goal		Feast: Safa's Goal		Overmarket: Fasiel's Goal		Overmarket: Safa's Goal		Iron Ring: Fasiel's Goal		Iron Ring: Safa's Goal		Safa's Elementals
X if Found													

Treasure table:

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

Goal Tracker

Event	Fasiel's Goal	Safa's Goal
Azam's Feast		
Overmarket Trading		
Breaking the Iron Ring		

Sabotaging the Feast (circle for points earned/lost)

+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
+1	+1	+1	+1	-1	-1	-1	-1	-1	-1

Maps:

- Flip-Mat: Bigger Pirate Ship
- Flip-Mat: Elemental Planes Multi-Pack

Minis:

- Both tiers:
 - 1 Djinni (Safa)
 - 2-4 Hobgoblin Pirates (Iron Ring Deckhands/Pirates)
 - 1 x unique Hobgoblin Pirate (Vaggas/Tadrun)
- Low tier:
 - 2-3 x Air Mephit
 - 1 x Zephyr Hawk
- High:
 - 2-3 Zephyr Hawk
 - 1 x Living Whirlwind



GUST OF WIND

SPELL 1

AIR EVOCATION

Saving Throw Fortitude;

A violent wind issues forth from your palm, blowing from the point where you are when you cast the spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying, it suffers the effects of critical failure instead.

Critical Failure The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.