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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ I** | | | |
| **Game Master:** |  | **Campaign:** |  |
| **ADVENTURE TITLE** | | | |
| **Title Part 1:** |  | **Title Part 2:** |  |
| **BASIC PRELIMINARIES** | | | |
| **Framing Event:** |  | | |
| **Benefactor Descriptor:** |  | **Benefactor Archetype:** |  |
| **Benefactor Class:** |  | **Benefactor Level:** |  |
| **Benefactor Race:** |  | **Benefactor Title:** |  |
| **Benefactor Design Notes:** |  | | |
| **PROMISED REWARD** | | | |
| **Reward Element 1:** |  | **Reward Element 2:** |  |
| **Reward Element 3:** |  | **Reward Element 4:** |  |
| **Reward Element 5:** |  | **GM’s GPV Limit:** |  |
| **Promised Reward Notes:** |  | | |
| **THE ADVENTURE JOURNEY REGION** | | | |
| **Journey Type:** |  | | |
| **Journey Terrain Type A:** | Type:  Dice: | **Journey Terrain Type B:** | Type:  Dice: |
| **Journey Locale Table 1:** | Type:  Dice: | **Journey Locale Table 2:** | Type:  Dice: |
| **Journey Locale Table 3:** | Type:  Dice: | **Journey Locale Table 4:** | Type:  Dice: |
| **Journey and Region Notes:** |  | | |

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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ II** | | | |
| **JOURNEY REGION LOCALES** | | | |
| **Locale Type 1:** |  | **Descriptor:** |  |
| **Locale Type 2:** |  | **Descriptor:** |  |
| **Locale Type 3:** |  | **Descriptor:** |  |
| **Locale Type 4:** |  | **Descriptor:** |  |
| **Locale Type 5:** |  | **Descriptor:** |  |
| **Locale Type 6:** |  | **Descriptor:** |  |
| **Locale Type 7:** |  | **Descriptor:** |  |
| **Locale Type 8:** |  | **Descriptor:** |  |
| **Locale Type 9:** |  | **Descriptor:** |  |
| **Locale Type 10:** |  | **Descriptor:** |  |
| **Locale Type 11:** |  | **Descriptor:** |  |
| **Locale Type 12:** |  | **Descriptor:** |  |
| **Locale Type 13:** |  | **Descriptor:** |  |
| **Locale Type 14:** |  | **Descriptor:** |  |
| **Locale Type 15:** |  | **Descriptor:** |  |
| **Locale Type 16:** |  | **Descriptor:** |  |
| **Locale Type 17:** |  | **Descriptor:** |  |
| **Locale Type 18:** |  | **Descriptor:** |  |
| **Locale Type 19:** |  | **Descriptor:** |  |
| **Locale Type 20:** |  | **Descriptor:** |  |
| **Locale Type 21:** |  | **Descriptor:** |  |
| **Locale Type 22:** |  | **Descriptor:** |  |
| **Regional Locale Notes:** |  | | |

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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ III** | | |
| **REGIONAL SECTOR PLANNING GRID** | | |
| **THE NORTHWEST** | **THE NORTH** | **THE NORTHEAST** |
| **THE WEST** | **CENTRAL** | **THE EAST** |
| **THE SOUTHWEST** | **THE SOUTH** | **THE SOUTHEAST** |

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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ IV** | | | |
| **THE QUEST** | | | |
| **Quest Action Code Template:** |  | | |
| **Quest Action Element A:** |  | **Quest Action Element B:** |  |
| **Refined Quest Action Text:** |  | | |
| **Quest Target Type:** |  | **Quest Target:** |  |
| **Quest Notes:** |  | | |
| **SECONDARY QUEST GOALS** | | | |
| **Secondary Goal 1:** |  | **Secondary Goal 2:** |  |
| **Secondary Goal 3:** |  | **Secondary Goal 4:** |  |
| **Secondary Goal 5:** |  | **Secondary Goal 6:** |  |
| **Secondary Goal 7:** |  | **Avg. XP Reward:** |  |
| **Secondary Quest Goal Notes:** |  | | |
| **POSSIBLE QUEST COMPLICATIONS** | | | |
| **Complication 1:** |  | **Complication 2:** |  |
| **Complication 3:** |  | **Likely Sequence:** |  |
| **Quest Complication Notes:** |  | | |

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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ V** | | | |
| **ALLIES AND GUIDES** | | | |
| **Ally Type:** |  | **No. Appearing:** |  |
| **Level(s):** |  | **Hit Dice:** |  |
| **Ally / Guide Notes:** |  | | |
| **TASKS BEFORE DEPARTURE** | | | |
| **Strategic Task 1:** |  | **Strategic Task 2:** |  |
| **Strategic Task 3:** |  | **Strategic Task 4:** |  |
| **Strategic Task 5:** |  | **Potential Delay:** |  |
| **Strategic Task Notes:** |  | | |
| **WEATHER ON THE DAY OF TRAVEL** | | | |
| **At Current Location:** |  | **At Destination Location:** |  |
| **Weather Notes:** |  | | |
| **THE ICONIC VILLAIN** | | | |
| **Villain Archetype:** |  | **Villain Subtype / Specialization:** |  |
| **Motivator / Goal 1:** |  | **Motivator / Goal 2:** |  |
| **Flaw / Weakness:** |  | **Actions / Methods:** |  |
| **Iconic Villain Notes:** |  | | |

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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ VI** | | | |
| **OTHER POTENTIAL ENEMIES** | | | |
| **Non-Monstrous Enemy:** |  | | |
| **Number of Player Characters:** |  | **Party’s Average PC Level:** |  |
| **Equivalent-to-PCs Lethality Level:** |  | **GM’s Considered Lethality Levels:** |  |
| **EASY MONSTERS** | | | |
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| **AVERAGE MONSTERS** | | | |
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| **HARD MONSTERS** | | | |
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| **CASTLE OLDSKULL: THE OLDSKULL ADVENTURE GENERATOR**  **GAME MASTER’S ADVENTURE SCENARIO PLANNING SHEET ~ VII** | | | |
| **PRELIMINARY DUNGEON / DESTINATION PLANNING NOTES** | | | |
| **Dungeon Type:** |  | **Dungeon Name:** |  |
| **INSPIRATIONAL ROOM IDEAS** | | | |
| **Inspirational Room Type 1:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 2:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 3:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 4:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 5:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 6:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 7:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 8:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 9:** |  | **Descriptor / Notes:** |  |
| **Inspirational Room Type 10:** |  | **Descriptor / Notes:** |  |
| **Inspirational Dungeon Room Notes:** |  | | |
| *(Proceed with additional design elements,*  *potentially using the CLASSIC DUNGEON DESIGN GUIDE series.)* | | | |