

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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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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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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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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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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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

AVERAGE MONSTERS

HARD MONSTERS

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:			
<i>(Proceed with additional design elements, potentially using the CLASSIC DUNGEON DESIGN GUIDE series.)</i>			