



## IRON KINGDOMS GAME MASTER ENCOUNTER SHEET

CAMPAIGN NAME \_\_\_\_\_

ENCOUNTER \_\_\_\_\_

### CREATURES

#### INITIATIVE ORDER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

NAME: \_\_\_\_\_ NUMBER

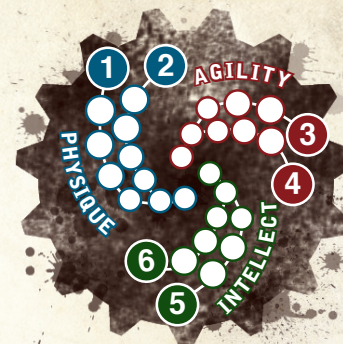
#### NOTES

1.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
2.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
3.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
4.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
5.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
6.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
7.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
8.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
9.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
10.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
11.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
12.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT

### LIFE SPIRALS

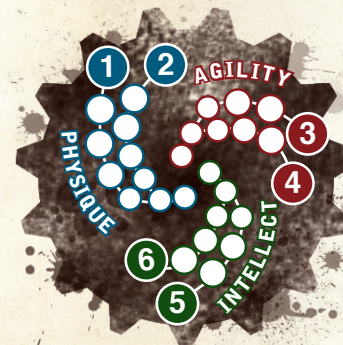
NAME: \_\_\_\_\_ NAME: \_\_\_\_\_

EFFECT: \_\_\_\_\_ EFFECT: \_\_\_\_\_



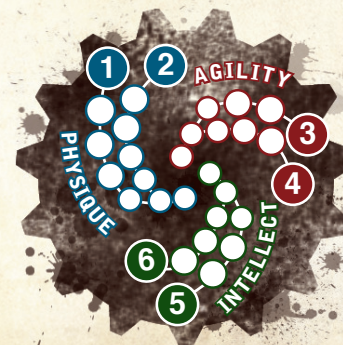
NAME: \_\_\_\_\_ NAME: \_\_\_\_\_

EFFECT: \_\_\_\_\_ EFFECT: \_\_\_\_\_



NAME: \_\_\_\_\_ NAME: \_\_\_\_\_

EFFECT: \_\_\_\_\_ EFFECT: \_\_\_\_\_



NAME: \_\_\_\_\_ NAME: \_\_\_\_\_

EFFECT: \_\_\_\_\_ EFFECT: \_\_\_\_\_