



LPJ9849

NEOEXODUS: A HOUSE DIVIDED

ADVENTURE PLANNER



WRITTEN BY LOUIS PORTER JR. DESIGN

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

d20
system

CAMPAIGN OVERVIEW

CAMPAIGN TITLE: _____

GAMEMASTER: _____

PUBLISHED SETTING? ☐ YES ☐ NO PUBLISHER: _____

CAMPAIGN SYNOPSIS: _____

CAMPAIGN START DATE: _____ CURRENT DATE: _____

CAMPAIGN CITY: _____

HEROES HAVE OPERATED PUBLICLY SINCE? _____

BASIC STYLE OF PLAY? ☐ Hack-And-Slash ☐ Role-Playing ☐ Somewhere in the middle

PUBLISHED PDFS OR SOURCEBOOKS USED

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

CHANGES TO PUBLISHED SETTING

MEMBERS OF THE PARTY

HERO

PC/NPC

PLAYER

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ PC □ NPC

☐ PC ☐ NPC

HOUSE RULES FOR ARCANE OR DIVINE MAGIC

HOUSE RULES FOR COMBAT

HOUSE RULES FOR MISCELLANEOUS

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? ☐ YES ☐ NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? ☐ YES ☐ NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? ☐ YES ☐ NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

PUBLISHED ADVENTURES USED

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER RACE DWARVES

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE ELVES

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE GNOMES

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE HALF ELVES

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER RACE HALF ORC

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE HALFLING

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE HUMAN

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER RACE OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER CLASS BARBARIAN

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS BARD

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS CLERIC

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS DRUID

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER CLASS FIGHTER

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS MONK

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS PALADIN

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS RANGER

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER CLASS ROGUE

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS SORCERER

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS WIZARD

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CHARACTER CLASS OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

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SPELLS NOT AVAILABLE IN THE CAMPAIGN

FEATS NOT AVAILABLE IN THE CAMPAIGN

SETTING SPECIFIC EQUIPMENT INFORMATION

NEW FEAT

FEAT NAME: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW FEAT

FEAT NAME: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW FEAT

FEAT NAME: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW SPELL

SPELL NAME: _____
SCHOOL (SUBSCHOOL) [DESCRIPTOR]: _____
LEVEL: _____ COMPONENTS: _____
CASTING TIME: _____ RANGE: _____
EFFECT: _____ DURATION: _____
SAVING THROW: _____ SPELL RESISTANCE: _____
DESCRIPTION: _____

NEW SPELL

SPELL NAME: _____
SCHOOL (SUBSCHOOL) [DESCRIPTOR]: _____
LEVEL: _____ COMPONENTS: _____
CASTING TIME: _____ RANGE: _____
EFFECT: _____ DURATION: _____
SAVING THROW: _____ SPELL RESISTANCE: _____
DESCRIPTION: _____

NEW SPELL

SPELL NAME: _____
SCHOOL (SUBSCHOOL) [DESCRIPTOR]: _____
LEVEL: _____ COMPONENTS: _____
CASTING TIME: _____ RANGE: _____
EFFECT: _____ DURATION: _____
SAVING THROW: _____ SPELL RESISTANCE: _____
DESCRIPTION: _____

COMBAT ROUND CHECK

NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____

COMBAT ROUND CHECK

NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____

COMBAT ROUND CHECK

NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____
NAME: _____	RESULT: _____	CONDITION: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

PLAYER CONDITION: _____

BLINDED:	<input type="checkbox"/>	Rounds: _____	FATIGUED:	<input type="checkbox"/>	Rounds: _____	PARALYZED:	<input type="checkbox"/>	Rounds: _____
DISABLED:	<input type="checkbox"/>	Rounds: _____	HELPLESS:	<input type="checkbox"/>	Rounds: _____	SICKENED:	<input type="checkbox"/>	Rounds: _____
DYING:	<input type="checkbox"/>	Rounds: _____	NAUSEATED:	<input type="checkbox"/>	Rounds: _____	STUNNED:	<input type="checkbox"/>	Rounds: _____
EXHAUSTED:	<input type="checkbox"/>	Rounds: _____	PANICKED:	<input type="checkbox"/>	Rounds: _____	UNCONSC.:	<input type="checkbox"/>	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	<input type="checkbox"/>	Rounds: _____	FATIGUED:	<input type="checkbox"/>	Rounds: _____	PARALYZED:	<input type="checkbox"/>	Rounds: _____
DISABLED:	<input type="checkbox"/>	Rounds: _____	HELPLESS:	<input type="checkbox"/>	Rounds: _____	SICKENED:	<input type="checkbox"/>	Rounds: _____
DYING:	<input type="checkbox"/>	Rounds: _____	NAUSEATED:	<input type="checkbox"/>	Rounds: _____	STUNNED:	<input type="checkbox"/>	Rounds: _____
EXHAUSTED:	<input type="checkbox"/>	Rounds: _____	PANICKED:	<input type="checkbox"/>	Rounds: _____	UNCONSC.:	<input type="checkbox"/>	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	<input type="checkbox"/>	Rounds: _____	FATIGUED:	<input type="checkbox"/>	Rounds: _____	PARALYZED:	<input type="checkbox"/>	Rounds: _____
DISABLED:	<input type="checkbox"/>	Rounds: _____	HELPLESS:	<input type="checkbox"/>	Rounds: _____	SICKENED:	<input type="checkbox"/>	Rounds: _____
DYING:	<input type="checkbox"/>	Rounds: _____	NAUSEATED:	<input type="checkbox"/>	Rounds: _____	STUNNED:	<input type="checkbox"/>	Rounds: _____
EXHAUSTED:	<input type="checkbox"/>	Rounds: _____	PANICKED:	<input type="checkbox"/>	Rounds: _____	UNCONSC.:	<input type="checkbox"/>	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	<input type="checkbox"/>	Rounds: _____	FATIGUED:	<input type="checkbox"/>	Rounds: _____	PARALYZED:	<input type="checkbox"/>	Rounds: _____
DISABLED:	<input type="checkbox"/>	Rounds: _____	HELPLESS:	<input type="checkbox"/>	Rounds: _____	SICKENED:	<input type="checkbox"/>	Rounds: _____
DYING:	<input type="checkbox"/>	Rounds: _____	NAUSEATED:	<input type="checkbox"/>	Rounds: _____	STUNNED:	<input type="checkbox"/>	Rounds: _____
EXHAUSTED:	<input type="checkbox"/>	Rounds: _____	PANICKED:	<input type="checkbox"/>	Rounds: _____	UNCONSC.:	<input type="checkbox"/>	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	<input type="checkbox"/>	Rounds: _____	FATIGUED:	<input type="checkbox"/>	Rounds: _____	PARALYZED:	<input type="checkbox"/>	Rounds: _____
DISABLED:	<input type="checkbox"/>	Rounds: _____	HELPLESS:	<input type="checkbox"/>	Rounds: _____	SICKENED:	<input type="checkbox"/>	Rounds: _____
DYING:	<input type="checkbox"/>	Rounds: _____	NAUSEATED:	<input type="checkbox"/>	Rounds: _____	STUNNED:	<input type="checkbox"/>	Rounds: _____
EXHAUSTED:	<input type="checkbox"/>	Rounds: _____	PANICKED:	<input type="checkbox"/>	Rounds: _____	UNCONSC.:	<input type="checkbox"/>	Rounds: _____

PLOT DEVICE

DEVICE NAME: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

PLOT DEVICE

DEVICE NAME: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

PLOT DEVICE

DEVICE NAME: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

NEOXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CAMPAIN TIME

CURRENT YEAR: _____

CAMPAIGN STARTED: _____

CURRENT MONTH: _____

CURRENT DAY: _____

OF MONTHS IN YEAR: _____

NUMBER OF DAYS IN WEEK: _____

MONTH NAMES

DAY NAMES

TIMELINE OF IMPORTANT HISTORIC EVENTS

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

RECENT CAMPAIGN EVENTS

EVENT	LOCATION	IMPORTANT NOTES	EFFECT

CAMPAIGN HOLIDAYS

NAME	DATE	REASON

CAMPAIGN ECONOMICS

COPPER PIECE KNOWN AS: _____

SILVER PIECE KNOWN AS: _____

GOLD PIECE KNOWN AS: _____

PLATINUM PIECE KNOWN AS: _____

STOCKS ISSUED: ☐ YES ☐ NO

LETTERS OF CREDIT: ☐ YES ☐ NO

BANKS AVAILABLE: ☐ YES ☐ NO

MONEYLENDING LEGAL: ☐ YES ☐ NO

OTHER NOTES: _____

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

GOD DEITY

NAME: _____

ALIGNMENT: _____

SYMBOL: _____

DOMAINS: _____

CLERIC'S WEAPON OF CHOICE:

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES: _____

GOD DEITY

NAME: _____

ALIGNMENT: _____

SYMBOL: _____

DOMAINS: _____

CLERIC'S WEAPON OF CHOICE:

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES: _____

GOD DEITY

NAME: _____

ALIGNMENT: _____

SYMBOL: _____

DOMAINS: _____

CLERIC'S WEAPON OF CHOICE:

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES: _____

GOD DEITY

NAME: _____

ALIGNMENT: _____

SYMBOL: _____

DOMAINS: _____

CLERIC'S WEAPON OF CHOICE:

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES: _____

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SUPPORTING CAST LIST

NAME

NOTE

[illegible]

ADVENTURE OUTLINE

ISSUE #: _____ STORY TITLE: _____

LOCATION/SETTING: _____

VILLAINS/MAJOR CHARACTERS: _____

SUPPORTING CAST: _____

ADVENTURE HOOK: _____

ADVENTURE SYNOPSIS: _____

SCENES

SCENE 1: _____

SCENE 2: _____

SCENE 3: _____

SCENE 4: _____

SCENE 5: _____

SCENE 6: _____

PREFERRED OUTCOME: _____

PLANNED SCENES

SCENE #: _____ SCENE TITLE: _____

LOCATION/SETTING: _____

SCENE TYPE: ☐ ROLEPLAYING ☐ COMBAT

SCENE SUMMARY: _____

VILLAINS/SUPPORTING CAST AT SCENE:

1. _____ 2. _____

3. _____ 4. _____

5. _____ 6. _____

7. _____ 8. _____

OPENING/READ ALOUD TEXT: _____

IMPORTANT GM INFORMATION: _____

TIMELINE OF SCENE EVENTS

TIME

EVENT

PREFERRED OUTCOME

ACTUAL OUTCOME

RANDOM EVENTS

BASIC STYLE OF PLAY? ED PUBLICLY SINCE? _____

BASIC STYLE OF PLAY? ☐ Hack-And-Slash ☐ Role-Playing ☐ Somewhere in the middle

D20 ROLL

EVENT

1-2

3-5

6-8

9-11

12-15

16-18

19-20

NEOEXODUS: A HOUSE DIVIDED CAMPAIGN PLANNER

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

POTENTIAL CRIME SCENES

[illegible]

KINGDOM OR COUNTRY

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT: _____

RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

KINGDOM OR COUNTRY

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT: _____

RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

KINGDOM OR COUNTRY

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT: _____

RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

KINGDOM OR COUNTRY

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT: _____

RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

UNRESOLVED ISSUES AND LEADS

ISSUE/LEAD RESOLVED?

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

TAVERNS AND INNS

[illegible]

SHOPS AND MARKETPLACES

[illegible]

GUILDS OR ORGANIZATIONS IN THE CAMPAIGN

[illegible]

RUMORS FED TO PLAYERS

<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____
<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____
<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____
<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____
<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____

UNRESOLVED ISSUES AND LEADS

ISSUE/LEAD RESOLVED?

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

TRAPS FOR USE IN ANY DUNGEON

[illegible]

DUNGEONS TRICKS HIDDEN DOORS OTHER IDEAS

[illegible]

LEGENDARY TREASURES AND MAGIC ITEMS

ITEM FOUND?

[illegible]

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

CAMPAIGN ARTIFACT

NAME: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

[illegible]

GM NOTES ON COMPLETED ADVENTURES

ADVENTURE TITLE: _____

CHARACTERS INVOLVED: _____

SYNOPSIS: _____

IMPORTANT DEVELOPMENTS: _____

UNEXPECTED RESULTS: _____

GM NOTES ON COMPLETED ADVENTURES

ADVENTURE TITLE: _____

CHARACTERS INVOLVED: _____

SYNOPSIS: _____

IMPORTANT DEVELOPMENTS: _____

UNEXPECTED RESULTS: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

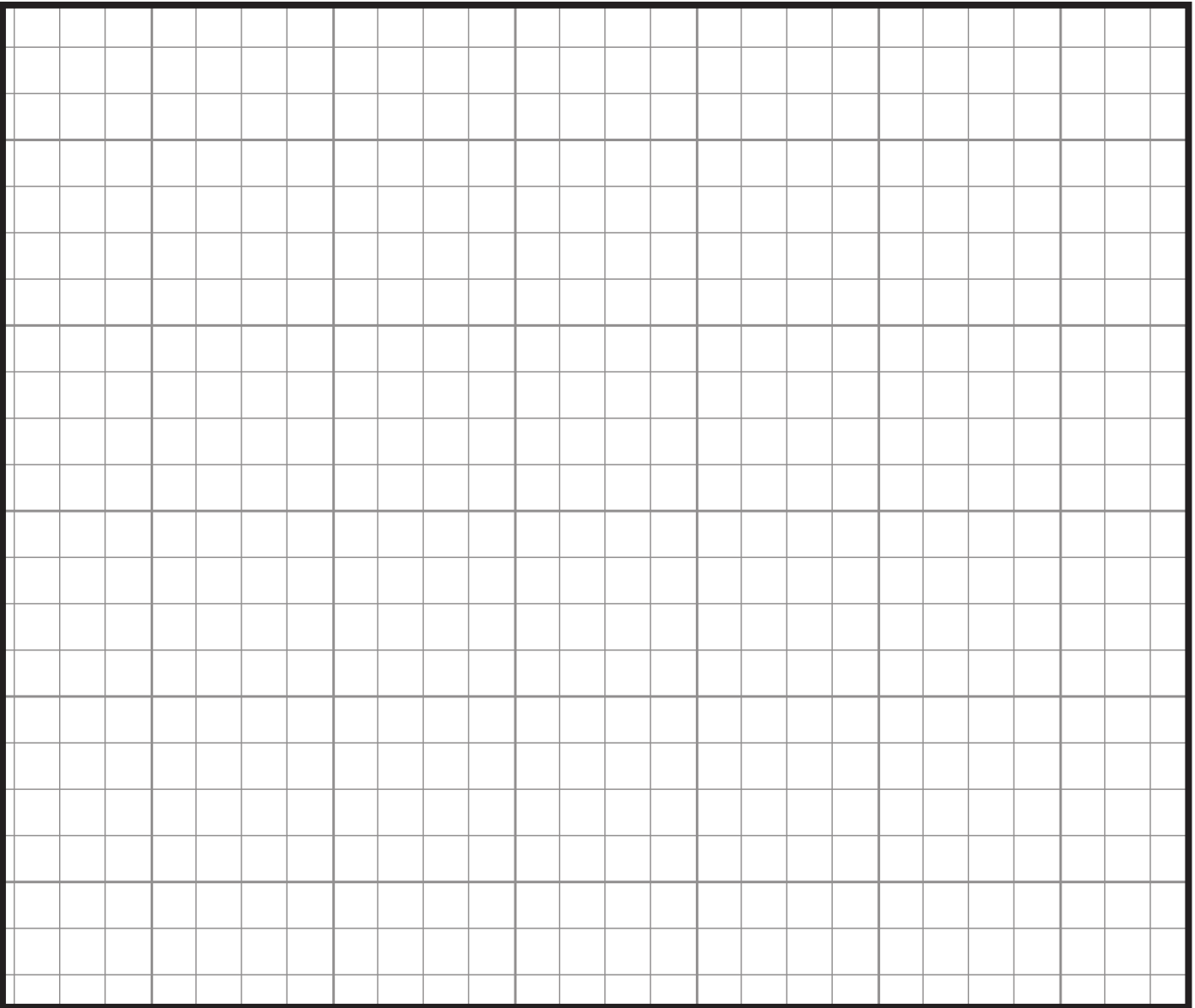
HOOKS/TRIGGERS: _____

LOCATION: _____

GEOGRAPHIC OVERVIEW

LOCATION: _____

NOTES: _____



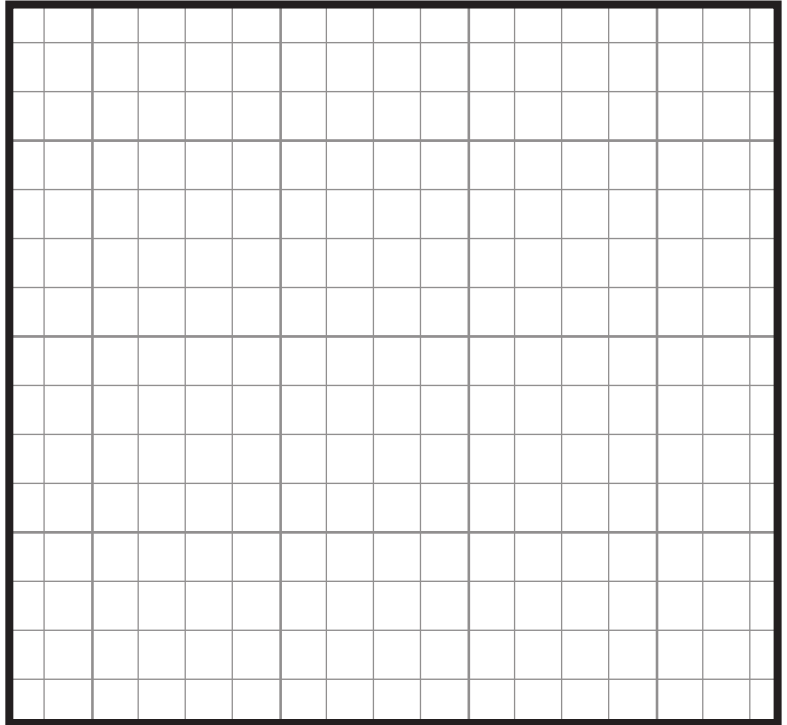
DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



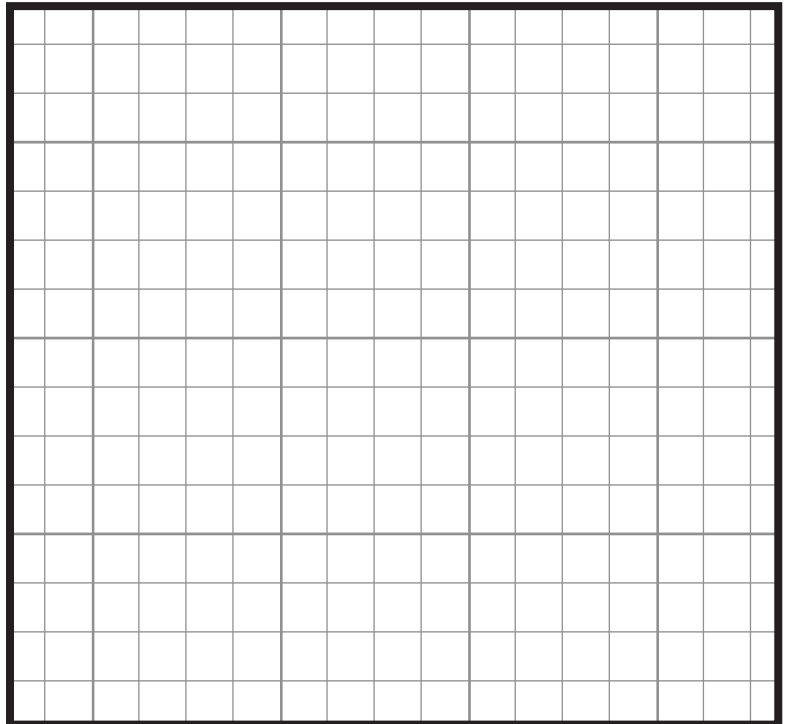
DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

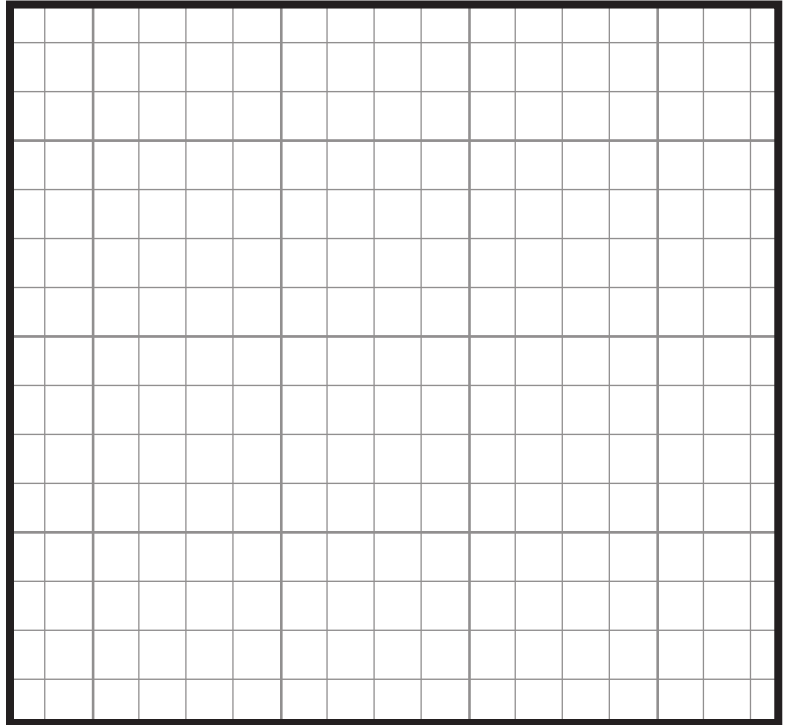
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

NOTES: _____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

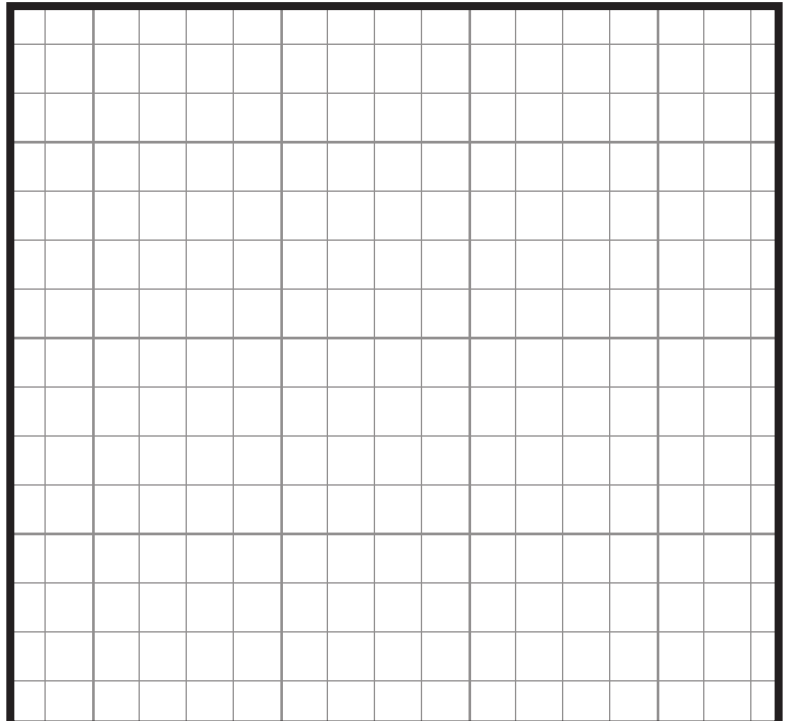
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

NOTES: _____



MAJOR SIZED TOWN INFORMATION AND MAP

NAME: _____

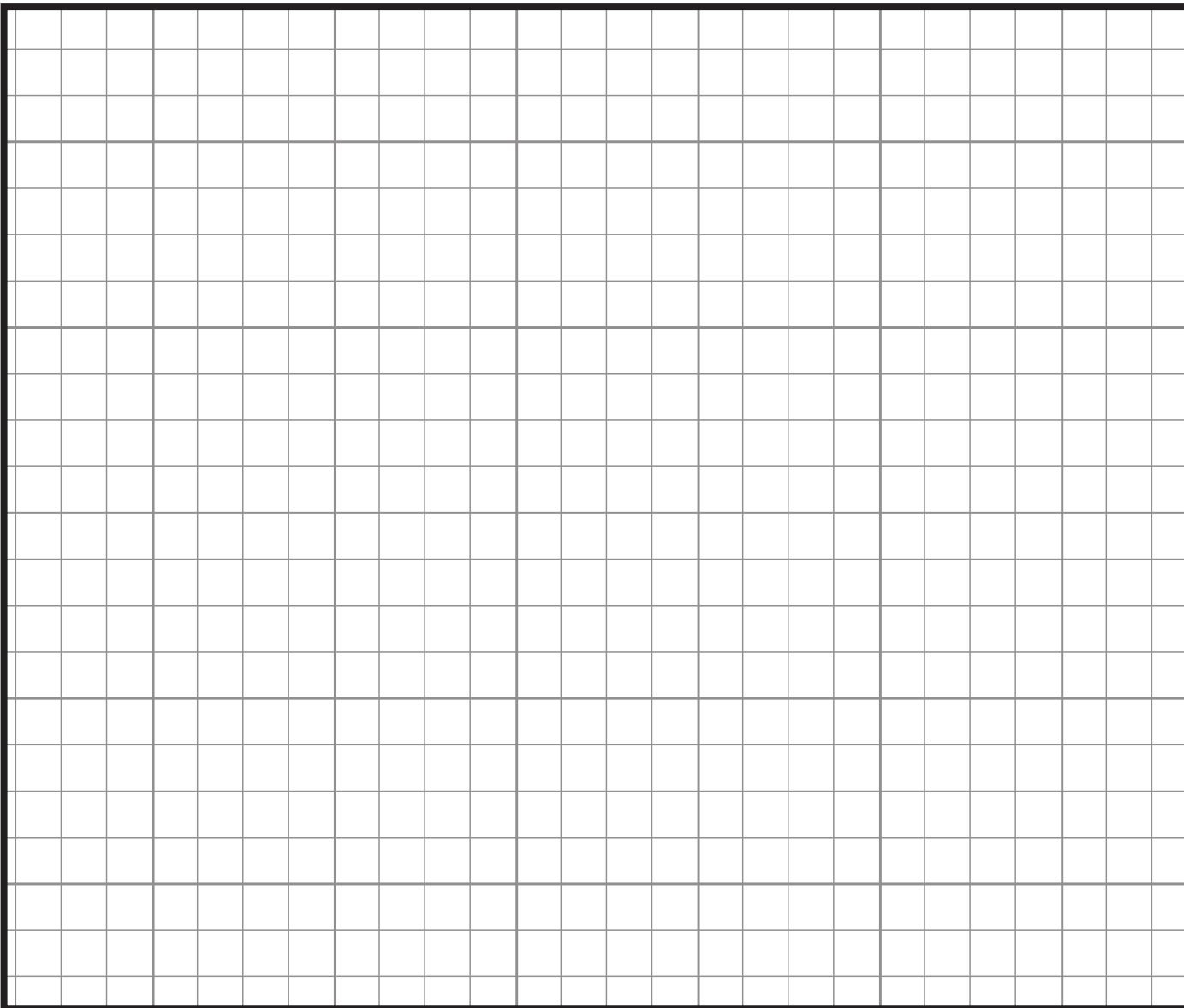
NOTES: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS



SHORT TERM GOALS

MEDIUM TERM GOALS

LONG TERM GOALS

NOTES

[illegible]



www.lpjdesign.com

CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____
Race: _____ Nationality: _____ Residence: _____
Empire Citizen: _____

Character Personal Information:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

Items the GM Need Be Aware of:

[illegible]

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

Cert Name

Location

Log Entry

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
Special / Notes					

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UNCONSCIOUS

NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
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MELEE	<input type="text"/>	HIT POINTS			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
Special / Notes					

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NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
Special / Notes					

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NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
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FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
Special / Notes					

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UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

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NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
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AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
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FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

EVENT NAME

EVENT NAME

EVENT NAME

EVENT NAME



PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



NEOEXODUS: A HOUSE DIVIDED ADVENTURE

JUDGE: _____

SLOT: _____

PLAYER 1: _____

PLAYER 2: _____

PLAYER 3: _____

PLAYER 4: _____

PLAYER 5: _____

PLAYER 6: _____

ALTERNATIVE 1: _____

ALTERNATIVE 2: _____

ALTERNATIVE 3: _____

ALTERNATIVE 4: _____

ALTERNATIVE 5: _____

ALTERNATIVE 6: _____

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