



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



MPAIGN OVERVIEW
PUBLISHER:
CURRENT DATE:
CLY SINCE?

PUBLISHED PDFS OR SOURCEBOOKS USED	
TITLE:	

CHANGES TO PUBLISHED SETTING	

	PUBLISHED ADVENTURES USED
TITLE:	
PUBLISHER:	
RESULTS:	
TITLE:	
PUBLISHER:	
RESULTS:	
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TITLE:	
PUBLISHER: _	
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TITLE:	
PUBLISHER: _	
RESULTS:	

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HOUSE RULES FOR MISCELLANEOUS

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#### **KEY CAMPAIGN EVENTS** CAMPAIGN NAME: **EVENT:** CHARACTER LEVEL: TRIGGER: NPCS/VILLAINS INVOLVED: CREATURES INVOLVED: LOCATION: RELATED EVENTS: OBJECTIVE: REWARDS: **RESOLUTION: EVENT:** CHARACTER LEVEL: TRIGGER: NPCS/VILLAINS INVOLVED: CREATURES INVOLVED: LOCATION: RELATED EVENTS: \_\_\_\_ OBJECTIVE: REWARDS: RESOLUTION:

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY	
EVENT KNOWN AS: DATE:	
KNOWN TO THE PUBLIC? $\square$ YES $\square$ 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? $\square$ YES $\square$ 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? $\square$ YES $\square$ NO	
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	

AME OF LOCATION:  LACEMENT IN THE CAMPAIGN WORLD:  RIEF DESCRIPTION:  EADER(S):  OTES:  LOCATION IN THE CAMPAIGN  AME OF LOCATION:  LACEMENT IN THE CAMPAIGN WORLD:  RIEF DESCRIPTION:  EADER(S):  OTES:
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OTES.
LOCATION IN THE CAMPAIGN
AME OF LOCATION:
LACEMENT IN THE CAMPAIGN WORLD:
RIEF DESCRIPTION:
EADED(S).
EADER(S):
OTES:

Œ	AMPAIGN TIME
_	CAMPAIGN STARTED:
	CURRENT DAY:
	NUMBER OF DAYS IN WEEK:
MONTH NAMES	
<b>DAY NAMES</b>	
<u>TIMELINE OF IM</u>	PORTANT HISTORIC EVENTS

		RECENT CAMP	AIGN EVENTS	
EVENT	LOCATION	IMPORTANT N		EFFECT
	PAIGN HOLID			IGN ECONOMICS
			SILVER PIECE I GOLD PIECE KI PLATINUM PIECE STOCKS ISSUEI LETTERS OF CI BANKS AVAILA MONEYLENDIN	KNOWN AS:

#### **CAMPAIGN ROGUES GALLERY** VILLAIN NAME HEAD VILLAIN **HEAD MINION MINION**

# **SUPPORTING CAST LIST** NOTE **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  PLOT DEVICE  PLOT DEVICE  CURRENT STATUS/LOCATION: CORRENT STATUS/LOCATION STORY:  PLOT DEVICE  DEVICE NAME: APPEARANCE: CURRENT STATUS/LOCATION: CURRENT STATUS/LOCATION: CURRENT STATUS/LOCATION: CURRENT STATUS/LOCATION:	PLOT DEVICE
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DEVICE NAME:  APPEARANCE:  ORIGIN/CREATION STORY:  FIRST APPEARANCE:  CURRENT STATUS/LOCATION:	BLOT DEVICE
APPEARANCE: ORIGIN/CREATION STORY:  FIRST APPEARANCE: CURRENT STATUS/LOCATION:	
ORIGIN/CREATION STORY:  FIRST APPEARANCE:  CURRENT STATUS/LOCATION:	
FIRST APPEARANCE: CURRENT STATUS/LOCATION:	
CURRENT STATUS/LOCATION:	ORIGIN/CREATION STORY:
CURRENT STATUS/LOCATION:	FIRST APPEARANCE:
NOTES:	NOTES:

### SESSION HISTORY AND TREASURES/XP, AWARDED SESSION DATE: LOCATIONS VISITED: \_\_\_\_ PLAYERS IN ATTENDANCE CREATURES ENCOUNTERED SUMMARY OF EVENTS: TREASURES DISCOVERED: MEMORABLE EVENTS XP EARNED BY PLAYER PLAYER XP EARNED LEVEL UP? $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO NPCS ENCOUNTERED $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO NOTES: \_\_\_\_\_

CAMPAIGN CLIMAX
CAMPAIGN NAME:
CLIMAX SYNOPSIS:
FORESHADOWING (EVENTS/SIGNS TO SPRINKLE THROUGHOUT THE CAMPAIGN)
CLIMAX TRIGGER:
EXPECTED CHARACTER LEVEL AT CLIMAX:
NPCS/VILLAINS INVOLVED:
CREATURES INVOLVED:
LOCATION:
NOTES:
CHARACTER REWARDS:

CAMPAIGN CLIMAX
EVENT:
TRIGGER/TIME:
COMPLETED $\square$ YES $\square$ NO
EVENT:
TRIGGER/TIME:
COMPLETED $\square$ YES $\square$ NO
EVENT:
TRIGGER/TIME:
COMPLETED   YES   NO
EVENT:
TRIGGER/TIME:
COMPLETED □ YES □ NO
EVENT:
TRIGGER/TIME:
COMPLETED   YES   NO
Use this form to note any specific events you wish to take place during this session. This is
useful for keeping track of foreshadowing, background events, and other noncombat situations
that may not involve a lot of player interaction (but is important to the overall plot).
that may not involve a lot of player interaction (but is important to the over an plot).

	ADVENTURE OUTLINE
	STORY TITLE:
LOCATION/SETTING:	
VILLAINS/MAJOR CH	ARACTERS:
SUPPORTING CAST:	
ADVENTURE HOOK:	
ADVENTURE SYNOPS	IS:
SCENE 1:	SCENES
SCENE 2:	
SCENE 3:	
SCENE 4:	
SCENE 5:	
SCENE 6:	
PREFERRED OUTCOM	<b>ЛЕ:</b>

## ADVENTURE OUTLINE LEVEL: \_\_\_\_ADVENTURE TITLE: \_\_\_\_ LOCATION/SETTING: MAJOR NPCS: BACKGROUND/MINOR NPCS: ADVENTURE HOOK: ADVENTURE SYNOPSIS: \_\_\_\_\_ **ENCOUNTERS** ENCOUNTER 1: ENCOUNTER 2: \_\_\_\_ ENCOUNTER 3: ENCOUNTER 4: ENCOUNTER 5: \_\_\_\_ ENCOUNTER 6: PREFERRED OUTCOME: \_\_\_\_\_

SITE-BASI	ED ENCOUNTER
ENCOUNTER LOCATION:	ENCOUNTER SUMMARY:
ENCOUNTER LEVEL:	<u> </u>
ENCOUNTER DIFFICULTY	
□ EASY	
☐ EASY IF HANDLED PROPERLY	DYNAMIC ENCOUNTER TRIGGERS
□ CHALLENGING	1
□ VERY DIFFICULT	2
□ OVERPOWERING	3
ENCOUNTER TYPE	NOTES:
□ STATIC □ DYNAMIC	
GOALS:	
SITE-BAS	ED ENCOUNTER
	ED ENCOUNTER  ENCOUNTER SUMMARY:
ENCOUNTER LOCATION:	
ENCOUNTER LOCATION:	ENCOUNTER SUMMARY:
ENCOUNTER LOCATION:ENCOUNTER LEVEL:	ENCOUNTER SUMMARY:
ENCOUNTER LOCATION: ENCOUNTER LEVEL: ENCOUNTER DIFFICULTY	DYNAMIC ENCOUNTER TRIGGERS
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  □ EASY	DYNAMIC ENCOUNTER TRIGGERS  1
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  EASY  EASY  EASY IF HANDLED PROPERLY	DYNAMIC ENCOUNTER TRIGGERS  1  2
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  EASY  EASY  CHALLENGING	DYNAMIC ENCOUNTER TRIGGERS  1  2  3
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  EASY  EASY  CHALLENGING  VERY DIFFICULT	DYNAMIC ENCOUNTER TRIGGERS  1  2  3  4
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  EASY  EASY  CHALLENGING  VERY DIFFICULT  OVERPOWERING	DYNAMIC ENCOUNTER TRIGGERS  1  2  3
ENCOUNTER LOCATION:  ENCOUNTER LEVEL:  ENCOUNTER DIFFICULTY  EASY  EASY  CHALLENGING  VERY DIFFICULT  OVERPOWERING  ENCOUNTER TYPE  STATIC DYNAMIC	DYNAMIC ENCOUNTER TRIGGERS  1

	EVENT-BAS	ED ENCOUNTER
ENCOUNTER EVENT	Γ:	ENCOUNTER SUMMARY:
ENCOUNTER LEVEI	L <b>:</b>	
ENCOUNTER DIFFIC	CULTY	
$\square$ EASY		
☐ EASY IF HANDLEI	D PROPERLY	DYNAMIC ENCOUNTER TRIGGERS
☐ CHALLENGING		1
□ VERY DIFFICULT		2
☐ OVERPOWERING		3
ENCOUNTER TYPE		NOTES:
☐ STATIC ☐ DYNAM	IIC	
GOALS:		
TIMELINE	TIME EVENT	
	-	

	PLAN	INED SCENES
SCENE #:	SCENE TITLE:	:
LOCATION/SET		
SCENE TYPE:	□ <b>ROLEPLAYING</b>	□ COMBAT
SCENE SUMMA	ARY:	
_		
,		
VILLAINS/SUPI	PORTING CAST AT SCENI	E:
1		2
3		4
		6
7		8
_OPENING/RE	AD ALOUD TEXT:	
IMPORTANT G	M INFORMATION:	
	TUTTINE	OF COURT FUELTO
	IIIMIELINE	OF SCENE EVENTS
TIME	EVENT	
PREFERRED O	UTCOME	
ACTUAL OUTC	OME	
	~	

## BASIC STYLE OF PLAY? ED PUBLICLY SINCE? \_\_\_\_ BASIC STYLE OF PLAY? $\square$ Hack-And-Slash $\square$ Role-Playing $\square$ Somewhere in the middle D20 ROLL **EVENT** 1-2 3-5 6-8 9-11 12-15 16-18 19-20

CUSTOM RANDOM ENCOUNTER TABLE	CUSTOM RANDOM ENCOUNTER TABLE
1.	_
2.	_
3.	_
4	_
5	_ 5
6.	_ 6
7.	_
8.	_
9.	9.
10.	
11.	
12.	
13.	13.
	_
18.	
19.	
20.	_   20

CUSTOM RANDOM ENCOUNTER TABLE	CUSTOM RANDOM ENCOUNTER TABLE
1	1.
2.	2.
3.	3.
4	4.
5	5.
6.	6.
7.	7
8.	8.
9.	9.
10.	10.
CUSTOM RANDOM ENCOUNTER TABLE	CUSTOM RANDOM ENCOUNTER TABLE
CUSTOM RANDOM ENCOUNTER TABLE  1.	CUSTOM RANDOM ENCOUNTER TABLE  1.
-	
1.	1.
1	1
1	1
1.	1.
1.	1.
1	1.

10.

**10.** 

ADVENTURE/DM REVIEW
PLAYER:
CHARACTER:
PLAY DATE:
THINGS YOU LIKED ABOUT THE ADVENTURE:
YOUR FAVORITE MOMENT DURING THE GAME WAS WHEN:
THINGS YOU DISLIKED ABOUT THE ADVENTURE:
YOUR LEAST FAVORITE MOMENT DURING THE GAME WAS WHEN:
WAS THE ADVENTURE BALANCED? □ YES □ NO
IF NO, WHAT DO YOU FEELWAS NOT BALANCED?
WAS THE ADVENTURE FUN?   YES   NO
IF NO, WHAT DO YOU FEELWAS GOT IN THE WAY OF YOUR FUN?
WHAT DID THE DM DO RIGHT?
WHAT DID THE DM DO WRONG?
REQUESTS FOR FUTURE SESSIONS:

	GM NOTES O	N COMPLETE	<b>D'ADVENTURES</b>	3
ADVENTURE TIT	LE:			
	VOLVED:			
SVNOPSIS:				
511101515.				
IMPORTANT DEV	ELOPMENTS:			
UNEXPECTED RE	SULTS:			
	GM NOTES O	N COMPLETE	D'ADVENTURES	3
ADVENTURE TIT				
	GM NOTES O LE: VOLVED:			
CHARACTERS IN	LE:			
CHARACTERS IN	LE:			
CHARACTERS IN  SYNOPSIS:	LE:			
CHARACTERS IN  SYNOPSIS:	LE:			
SYNOPSIS: IMPORTANT DEV	LE:			
SYNOPSIS: IMPORTANT DEV	LE:			

	IDEA FOR FUTURE ADVENTURES	
SYNOPSIS:		
CHARACTERS INVOL	/ED:	
HOOKS/TRIGGERS: _		
LOCATION:		
	IDEA FOR FUTURE ADVENTURES	
SYNOPSIS:		
	TED:	
LOCATION:		
	IDEA FOR FUTURE ADVENTURES	
SYNOPSIS:		
CHARACTERS INVOL	/ED:	

CHARACTER RACE - DWARVES	CHARACTER RACE - ELVES
STANDARD: □ YES □ NO	STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
-	
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE GNOMES	CHARACTER RACE - HALF ELVES
CHARACTER RACE GNOMES  STANDARD: □ YES □ NO	CHARACTER RACE HALF ELVES  STANDARD: □ YES □ NO
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.
STANDARD: □ YES □ NO	STANDARD:   YES   NO
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.
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STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.
STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:   ——————————————————————————————————
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.
STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:   ——————————————————————————————————

CHARACTER RACE - HALF ORC	CHARACTER RACE - HALFLING
STANDARD: □ YES □ NO	STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
-	
OTHER NOTES	OTHER MOTES
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE HUMAN	CHARACTER RACE OTHER
CHARACTER RACE HUMAN STANDARD:  VES  NO	CHARACTER RACE OTHER
STANDARD:   YES   NO	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	NAME:  RACIAL TRAITS:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	NAME:  RACIAL TRAITS:

CHARACTER RACE OTHER	CHARACTER RACE OTHER
NAME:	NAME:
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE - OTHER	CHARACTER RACE - OTHER
CHARACTER RACE OTHER NAME:	CHARACTER RACE OTHER NAME:
NAME:	NAME:

CHARACTER CLASS - BARBARIAN	CHARACTER CLASS-BARD		
STANDARD: □ YES □ NO	STANDARD: □ YES □ NO		
If no, record changes below.	If no, record changes below.		
RACIAL TRAITS:	RACIAL TRAITS:		
OTHER NOTES:	OTHER NOTES:		
CHARACTER CLASS - CLERIC	CHARACTER CLASS- DRUID		
CHARACTER CLASS - CLERIC  STANDARD: □ YES □ NO	CHARACTER CLASS-DRUID  STANDARD: □ YES □ NO		
STANDARD:   YES   NO	STANDARD: □ YES □ NO		
STANDARD: □ YES □ NO  If no, record changes below.	STANDARD: □ YES □ NO  If no, record changes below.		

CHARACTER CLASS - FIGHTER	CHARACTER CLASS - MONK		
STANDARD: □ YES □ NO	STANDARD: □ YES □ NO		
If no, record changes below.	If no, record changes below.		
RACIAL TRAITS:	RACIAL TRAITS:		
OTHER NOTES:	OTHER NOTES:		
	-		
CHARACTER CLASS - PALADIN	CHARACTER CLASS - RANGER		
CHARACTER CLASS - PALADIN  STANDARD: □ YES □ NO	CHARACTER CLASS-RANGER STANDARD: □ YES □ NO		
STANDARD:   YES   NO	STANDARD:   YES   NO		
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.		
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.		
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STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:		
STANDARD: □ YES □ NO If no, record changes below.	STANDARD:   YES   NO  If no, record changes below.		
STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:	STANDARD:   YES   NO  If no, record changes below.  RACIAL TRAITS:		

CHARACTER CLASS - ROGUE	CHARACTER CLASS-SORCERER
STANDARD: □ YES □ NO	STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER CLASS - WIZARD	CHARACTER CLASS-OTHER
CHARACTER CLASS WIZARD  STANDARD: □ YES □ NO	CHARACTER CLASS-OTHER NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:
STANDARD: □ YES □ NO If no, record changes below.	NAME:

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CHARACTER CLASS-OTHER	CHARACTER CLASS - OTHER
NAME:	NAME:
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER CLASS - OTHER	CHARACTER CLASS - OTHER
CHARACTER CLASS-OTHER  NAME:  RACIAL TRAITS:	CHARACTER CLASS-OTHER  NAME:  RACIAL TRAITS:
NAME:	NAME:

## PRESTIGE CLASSES AVAILABLE **CLASS SOURCE CAMPAIGN SPECIFIC INFORMATION**

SPELLS NOT AVAILABLE IN THE CAMPAIGN		
FEATS NOT AVAILABLE IN THE CAMPAIGN		
SETTING SPECIFIC EQUIPMENT INFORMATION		

	NEW FEAT	
FEAT NAME:		
DESCRIPTION:		
PREREQUISITES:		
SPECIAL:		
		_
	NEW FEAT	
FEAT NAME:	1171 1171	
DESCRIPTION:		
SPECIAL:		
	<b>NEW FEAT</b>	
FEAT NAME:		
DESCRIPTION:		
PREREQUISITES:		
BENEFIT:		
SPECIAL:		

NE	WSPELL
SPELL NAME:	
SCHOOL (SUBSCHOOL) [DESCRIPTOR]:	
LEVEL:	COMPONENTS:
CASTING TIME:	RANGE:
EFFECT:	DURATION:
SAVING THROW:	
DESCRIPTION:	
NE TOTAL PROPERTY OF THE PROPE	W CBEIL
	W SPELL <sup>1</sup>
SPELL NAME:	
SCHOOL (SUBSCHOOL) [DESCRIPTOR]:	
LEVEL:	
CASTING TIME:	
EFFECT:	
SAVING THROW:	SPELL RESISTANCE:
DESCRIPTION:	
NE	WSPELL
SPELL NAME:	TO TELE
SCHOOL (SUBSCHOOL) [DESCRIPTOR]: LEVEL:	COMPONENTS:
CASTING TIME: EFFECT:	
SAVING THROW: DESCRIPTION:	
DESCRIPTION:	

SPELL NAME:		DESCRIPTOR (SEI	LECT ALL THAT APPLY)
$\square$ ARCANE	$\Box$ <b>DIVINE</b>	□ ACID	$\Box$ AIR
SCHOOL (SELECT	ONE)	□ СНАОТІС	□ COLD
$\square$ ABJURATION	□ CONJURATION	□ DARKNESS	
$\square$ DIVINATION	□ ENCHANTMENT	□ EARTH	
$\square$ EVOCATION			
	☐ TRANSMUTATION	□ EVIL	□ FEAR
		□ FIRE	□ FORCE
SUBSCHOOL (SEL	,	□ GOOD	☐ LANGUAGE-DEP.
CONJURATION SU		$\Box$ LAWFUL	□ LIGHT
		☐ MIND-AFFECT.	□ SONIC
☐ HEALING		□ WATER	□ OTHER:
☐ TELEPORTATIO			
DIVINATION SUBS			ELECT ALL THAT APPLY)
	□ OTHER:		
ENCHANTMENT S			
□ CHARM			□ DIVINE FOCUS
		☐ MATERIAL	
ILLUSION SUBSCI		□ OTHER:	
☐ FIGMENT	☐ GLAMER	CASTING TIME: _	
□ PATTERN	□ PHANTASM	RANGE (SELECT	ONE)
$\square$ SHADOW	□ OTHER:	□ PERSONAL	□ TOUCH
	ONE, IF DIVINE SPELL)	□ CLOSE	
$\square$ AIR	$\square$ ANIMAL	□ LONG	
□ CHAOS	□ <b>DEATH</b>		
□ <b>DESTRUCTION</b>	$\Box$ EARTH		
$\square$ EVIL	$\Box$ FIRE		
□ GOOD		EFFECT(S):	
☐ KNOWLEDGE		<b>DURATION (SELE</b>	CT ONE)
□ LUCK		☐ INSTANTANEOU	US   PERMANENT
$\Box$ PLANT		□ CONCENTRATION	ON   DISCHARGE
☐ STRENGTH			
□ TRAVEL			
	□ WATER		
☐ OTHER:		SPELL RESISTANO	CE:

SPELL NAME:	
DESCRIPTION:	_ ~~~
	REGARDING THE SPELL:
	METAGAME NOTES AND INFORMATION:
MATERIAL COMPONENT (IF ANY):	
FOCUS/DIVINE FOCUS (IF ANY):	
XP COST (IF ANY):	

# CLERICAL DOMAINS AVAILABLE IN THE CAMPAIGN DOMAIN: MODIFICATIONS/CHANGES: SOURCE: □ CUSTOM DESIGN □ PUBLISHED (SOURCE: ) DOMAIN: MODIFICATIONS/CHANGES: SOURCE: □ CUSTOM DESIGN □ PUBLISHED (SOURCE: ) DOMAIN: MODIFICATIONS/CHANGES: SOURCE: □ CUSTOM DESIGN □ PUBLISHED (SOURCE: ) DOMAIN: MODIFICATIONS/CHANGES: \_\_\_\_\_ SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: \_\_\_\_\_\_)

# **EXPANDED DEITY FORM (1 OF 2)** NAME: SYMBOL GOD OF: ALIGNMENT: \_\_\_\_\_ DOMAINS:\_\_\_\_ **DIVINE RANK** □ QUASI-DEITY □ DEMIGOD ☐ LESSER DEITY □ INTERMEDIATE DEITY □ GREATER DEITY CLERIC'S WEAPON OF CHOICE: CLERIC ALIGNMENT(S): CLERIC RESTRICTIONS/EXPECTATIONS: CLERIC DRESS CODE: PALADIN RESTRICTIONS/EXPECTATIONS: RECOGNIZED HOLY DAYS/EVENTS: ALLIED DEITIES: OPPOSEDDEITIES:\_\_\_\_

# **EXPANDED DEITY FORM (2 OF 2)** NAME: ORIGIN/CREATION MYTH: HOME PLANE: CURRENT LOCATION: APPEARANCE/FORM: LEGENDS/EXPLOITS: \_\_\_\_\_ INTERFERES/INTERACTS WITH MORTALS? $\square$ YES $\square$ NO RELATED TO: TRUE NAME (IF ANY/APPLICABLE TO CAMPAIGN): TRUE APPEARANCE/FORM (IF APPLICABLE TO CAMPAIGN): POWERS (IF APPLICABLE TO CAMPAIGN):

CAMPAIGN RELIGIONS
RELIGION:
WORSHIP DEITY/OBJECT:
WORSHIPED IN KINGDOM/COUNTRY:
WORSHIPED BY (RACES):
CHURCH/ORGANIZATION STRUCTURE:
PRAYERS:
TITHES/RITUALS:
Nomina
NOTES:
CAMPAIGN RELIGIONS
CAMPAIGN RELIGIONS RELIGION:
RELIGION:
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RELIGION:
RELIGION: WORSHIP DEITY/OBJECT: WORSHIPED IN KINGDOM/COUNTRY:  WORSHIPED BY (RACES):  CHURCH/ORGANIZATION STRUCTURE:
RELIGION: WORSHIP DEITY/OBJECT: WORSHIPED IN KINGDOM/COUNTRY:  WORSHIPED BY (RACES):  CHURCH/ORGANIZATION STRUCTURE:
RELIGION: WORSHIP DEITY/OBJECT: WORSHIPED IN KINGDOM/COUNTRY:  WORSHIPED BY (RACES):  CHURCH/ORGANIZATION STRUCTURE:  PRAYERS:

# CAMPAIGN-SPECIFIC CLERICAL DOMAIN NAME: DOMAIN: **DEITIES:** GRANTED POWERS: DOMAIN SPELLS:

GOD/DEITY	GOD/DEITY
NAME:	NAME:
ALIGNMENT:	ALIGNMENT:
SYMBOL:	SYMBOL:
DOMAINS:	DOMAINS:
CLERIC'S WEAPON OF CHOICE:	CLERIC'S WEAPON OF CHOICE:
CLERIC ALIGNMENT(S):	CLERIC ALIGNMENT(S):
$\Box$ LESSER GOD $\Box$ GREATER GOD	☐ LESSER GOD ☐ GREATER GOD
NOTES:	NOTES:
	_
GOD/DEITY	GOD/DEITY/
NAME:ALIGNMENT:	NAME:ALIGNMENT:
NAME:ALIGNMENT:	NAME:
NAME:	NAME:ALIGNMENT:
NAME:	NAME:ALIGNMENT:SYMBOL:
NAME:	NAME:ALIGNMENT:SYMBOL:
NAME:	NAME:
NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:	NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:
NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):	NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):
NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):  LESSER GOD  GREATER GOD	NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):  LESSER GOD  GREATER GOD
NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):  LESSER GOD  GREATER GOD	NAME: ALIGNMENT: SYMBOL: DOMAINS:  CLERIC'S WEAPON OF CHOICE:  CLERIC ALIGNMENT(S):  LESSER GOD  GREATER GOD

C	AMPAIGN-SPECIFIC CLERICAL DOMAIN
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AURA:	CASTER LEVEL:
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SPECIAL ABILITY:	
DESCRIPTION:	
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U	AMPAIGN-SPECIFIC CLERICAL DOMAIN
SPECIAL ABILITY:	
DESCRIPTION:	
AURA:	CASTER LEVEL:
-	
BASE PRICE MODIFIER	

RESULT:   CONDITION:   NAME:   RESULT:   CONDITION:   NAME:		ADVENTURE PLANNE	
NAME:   RESULT:   CONDITION:   NAME:   RESULT:   CONDITION:		COMBAT ROUND C	HECK
NAME:	NAME:	RESULT:	CONDITION:
NAME:	NAME:	RESULT:	CONDITION:
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NAME:   RESULT:   CONDITION:			
NAME:         RESULT:         CONDITION:	NAME:		
NAME:         RESULT:         CONDITION:			
NAME:         RESULT:         CONDITION:		COMBAT ROUND C	HECK
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COMBAT ROUND CHECK           NAME:         RESULT:         CONDITION:	NAME:	RESULT:	CONDITION:
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NAME: RESULT: CONDITION:			
NAME: RESULT: CONDITION:		COMBAT ROUND C	HECK
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NAME: CONDITION:			

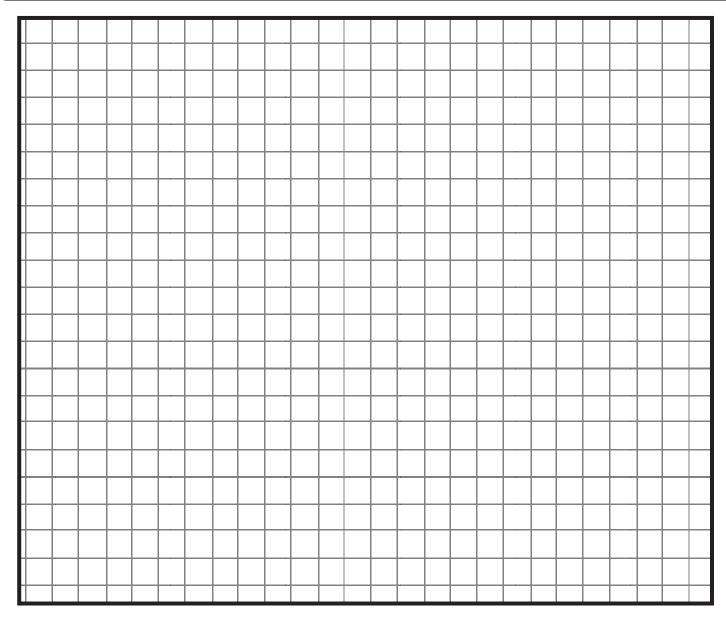
	PLAYER	<b>CONDITION:</b>		
BLINDED:	Rounds:	FATIGUED: □	Rounds:	PARALYZED:  Rounds:
DISABLED:	Rounds:	HELPLESS: □	Rounds:	SICKENED:   Rounds:
				STUNNED:   Rounds:
l				UNCONSC.:   Rounds:
	PLAYER	CONDITION:		
BLINDED:	Rounds:			PARALYZED:  Rounds:
DISABLED:	Rounds:	<b>HELPLESS:</b> □	Rounds:	SICKENED:   Rounds:
DYING:	Rounds:	<b>NAUSEATED:</b> □	Rounds:	STUNNED:   Rounds:
<b>EXHAUSTED:</b> $\Box$	Rounds:	PANICKED:	Rounds:	UNCONSC.:   Rounds:
	PLAYER	CONDITION:		
BLINDED:				PARALYZED:   Rounds:
				SICKENED:   Rounds:
				STUNNED:   Rounds:
				UNCONSC.:   Rounds:
	PIAVER	CONDITION:		
BLINDED: □		FATIGUED:	Pounds:	PARALYZED:  Rounds:
DISABLED:		HELPLESS:		SICKENED:   Rounds:
				STUNNED:   Rounds:
				UNCONSC.:   Rounds:
				ericoride
	PLAYER	CONDITION:		
BLINDED:	Rounds:	<b>FATIGUED:</b>	Rounds:	PARALYZED:  Rounds:
DISABLED:	Rounds:	HELPLESS: □	Rounds:	SICKENED:   Rounds:
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EXHAUSTED:	Rounds:	PANICKED:	Rounds:	UNCONSC.:   Rounds:

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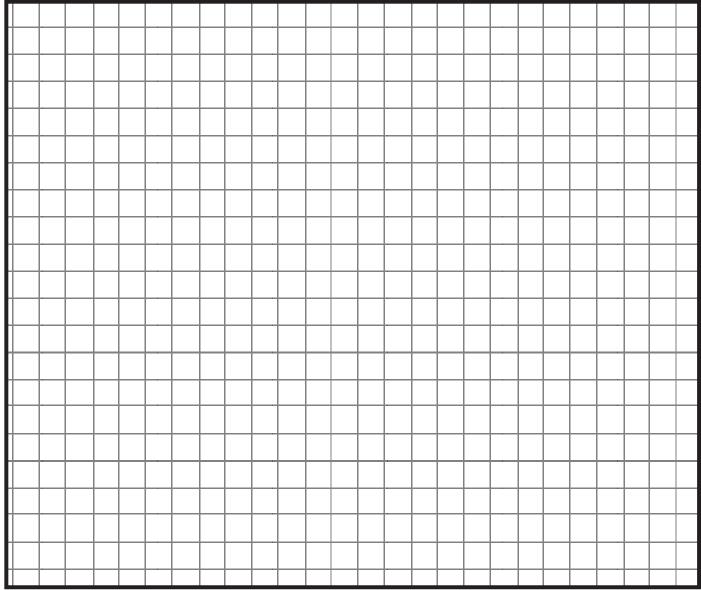
KINGDOM OR COUNTRY	KINGDOM OR COUNTRY
LOCATION:	LOCATION:
CAPITAL:	CAPITAL:
FORM OF GOVERNMENT:	FORM OF GOVERNMENT:
RULER/LEADER:	RULER/LEADER:
GOVERNMENT MEMBERS	GOVERNMENT MEMBERS
ALLIES:	ALLIES:
ENEMIES:	ENEMIES:
NOTES:	NOTES:
KINGDOM OR COUNTRY	KINGDOM OR COUNTRY
LOCATION:	LOCATION:
LOCATION:	LOCATION:
LOCATION: CAPITAL: FORM OF GOVERNMENT:	LOCATION: CAPITAL: FORM OF GOVERNMENT:
LOCATION:	LOCATION:CAPITAL:
LOCATION: CAPITAL: FORM OF GOVERNMENT:	LOCATION: CAPITAL: FORM OF GOVERNMENT:
LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	LOCATION:
LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:
LOCATION:	LOCATION:
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CAPITAL			CAPITAL:
FORM O	F GOVERNMENT:		FORM OF GOVERNMENT:
	LEADER:		RULER/LEADER:
GOVERN	MENT MEMBERS	Š	GOVERNMENT MEMBERS
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	<b>OI</b>		

	GEOGRAPHIC OVERVIEW	
LOCATION:		
NOTES:		



GEOGRAPHIC OVERVIEW			
LOCATION NAME:  LOCATION:  LEVEL#:  EL:  INHABITED: □ YES □ NO  INTELLIGENT INHABITANTS:			



DETAILED INFORMATION AND MAPS  LOCATION NAME:  COMMON KNOWLEDGE:  DETAILED INFORMATION AND MAPS  LOCATION NAME:  COMMON KNOWLEDGE:  BARDIC KNOWLEDGE:  OTHER NOTES:  OTHER NOTES:  OTHER NOTES:  OTHER NOTES:  OTHER NOTES:	DETAILE	DINFORM	MATIO	N AND	MA	3						
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DETAILED	INFOR	MAT	ION .	AND	MA	PS								
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INHABITED: □ YES □ NO	$\vdash$			+			-	+	$\dashv$	+	-	+	+	
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LOCATION NAME:  LOCATION:  LEVEL #:  EL:  INHABITED:  YES  NO  INTELLIGENT INHABITANTS:			ION											

MAJOR SIZED TOWN INFORMATION AND MAP							
NAME:							
LOCATION:POWER CENTER/ALIGNMENT:	_						
POPULATION: IMPORTANT NPCS							
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MINOR SIZED	TOWN	INFO	RMA	TION	AN	MA	?			
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		TAVERNS AND INNS	
NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR
	<u></u>		
	_	IOPS AND MARKETPLACES	
NAME	_	OPS AND MARKETPLACES TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME	_		OWNER/OPERATOR

# DUNGEON CONCEPTS/IDEAS & OUTLINE **DUNGEON NAME:** LOCATION TYPE: □ NATURAL CAVERN/CAVE COMPLEX □ MANUFACTURED DUNGEON INHABITANTS: □ ORGANIZED (ARMY, TRIBE, OTHER) □ WILD CREATURES □ UNIN-**HABITED** NUMBER OF LEVELS/DUNGEON SIZE: LOCATION:\_\_\_\_ BASIC CONCEPT: UNIQUE DENIZENS: **EXPANDED/MAPPED?** □ YES □ NO VISITED BY PLAYERS? □ YES □ NO RUMORS: DUNGEON CONCEPTS/IDEAS & OUTLINE **DUNGEON NAME:** LOCATION TYPE: $\sqcap$ NATURAL CAVERN/CAVE COMPLEX $\sqcap$ MANUFACTURED DUNGEON INHABITANTS: □ ORGANIZED (ARMY, TRIBE, OTHER) □ WILD CREATURES □ UNIN-**HABITED** NUMBER OF LEVELS/DUNGEON SIZE: LOCATION: BASIC CONCEPT: UNIQUE DENIZENS: EXPANDED/MAPPED? $\sqcap$ YES $\sqcap$ NO VISITED BY PLAYERS? $\sqcap$ YES $\sqcap$ NO RUMORS:

HAZARDS & DANGERS		
HAZARD:	CR:	
TYPE: $\square$ SLIME $\square$ MOLD $\square$ FUNGI $\square$ FOG $\square$ OTHER		
SOURCE:   CUSTOM DESIGN   PUBLISHED (SOURCE:		)
VISUALDESCRIPTION:		
EFFECT(S):		
HAZARDS & DANGERS		
HAZARD:	CR:	
TYPE: $\square$ SLIME $\square$ MOLD $\square$ FUNGI $\square$ FOG $\square$ OTHER		
SOURCE:   CUSTOM DESIGN   PUBLISHED (SOURCE:		)
VISUALDESCRIPTION:		
EFFECT(S):		
HAZARDS & DANGERS		
HAZARD:	CR:	
TYPE: □ SLIME □ MOLD □ FUNGI □ FOG □ OTHER		
SOURCE:   CUSTOM DESIGN   PUBLISHED (SOURCE:		)
VISUALDESCRIPTION:		
EFFECT(S):		

	ı	TRAPS FOR USE IN A	NY DUNGEON	DISABLE
NAME	CR	EFFECT	SEARCH	<b>DEVICE</b>

DUNGEONS TRICKS/HIDDEN DOORS/OTHER IDEAS

# RIDDLES/PUZZLES OUTLINE RIDDLE/PUZZLE: ANSWER/SOLUTION: RIDDLE/PUZZLE: ANSWER/SOLUTION: RIDDLE/PUZZLE: ANSWER/SOLUTION: RIDDLE/PUZZLE: ANSWER/SOLUTION: RIDDLE/PUZZLE: ANSWER/SOLUTION:

# **CAMPAIGN MONSTER LISTING** List all monsters that exist in the campaign. Include monster's source to make locating game statistics quick and easy.

# **CREATURE OF LEGEND** CREATURE NAME: CREATURE TYPE: COMMON KNOWLEDGE: \_\_\_ TRUE FALSE □ TRUE □ FALSE BARDIC KNOWLEDGE DC KNOWLEDGE TRUE/FALSE? 10 **20** $\Box$ TRUE $\Box$ FALSE 25 30 $\Box$ TRUE $\Box$ FALSE CREATURE'S APPEARANCE: PLAYERS HAVE ENCOUNTERED THIS CREATURE? ☐ YES ☐ NO PLAYERS HAVE HEARD RUMORS OF THIS CREATURE? ☐ YES ☐ NO IF YES, WHAT HAVE THEY HEARD? **TEMPLATED CREATURE?** □ **YES** □ **NO** IF YES, TEMPLATE USED? MONSTER TEMPLATE FORM FILLED IN? $\square$ YES $\square$ NO TEMPLATE SOURCE: □ CUSTOM □ PDF □ BOOK \_\_\_\_ NOTES:

# MAGIC ITEMS/IMPORTANT TREASURES IN THE POSSESSION OF A PC PLAYER NAME: CHARACTER NAME: ITEM: SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: \_\_\_\_\_\_) LOCATION WORN/CARRIED: PLAYER KNOWLEDGE OF ITEM: TRUE/UNKNOWN KNOWLEDGE OF ITEM: \_\_\_\_\_ FOUND/OBTAINED ON: ITEM: SOURCE: □ CUSTOM DESIGN □ PUBLISHED (SOURCE: \_\_\_\_\_\_) LOCATION WORN/CARRIED: PLAYER KNOWLEDGE OF ITEM: TRUE/UNKNOWN KNOWLEDGE OF ITEM: FOUND/OBTAINED ON: ITEM: SOURCE: □ CUSTOM DESIGN □ PUBLISHED (SOURCE: ) LOCATION WORN/CARRIED: PLAYER KNOWLEDGE OF ITEM: TRUE/UNKNOWN KNOWLEDGE OF ITEM: FOUND/OBTAINED ON:

CAMPAIGN ARTIFACT	CAMPAIGN ARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
To best to 1.	To bestroi.
NOTES:	NOTES:
NOTES.	NOTES.
CAMPAIGN ARTIFACT	CAMPAIGN ARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
NOTES:	NOTES:
CAMPAIGN ARTIFACT	CAMPAIGN ARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
NOTES:	NOTES:

# LEGENDARY TREASURES AND MAGIC ITEMS **ITEM FOUND?** $\square$ YES $\square$ NO $\square$ YES $\square$ NO

		CUSTOM	RANDOM TREAS	URE TABLE	
ROLL	COINS	GEMS	MUNDANE ITEMS	ART OBJECTS	MAGIC ITEMS
1					
2					
3					
4					
5					
6					
7					
8					
9					
12					

		CUSTOM	RANDOM TREAS	JRE TABLE	
ROLL	COINS	GEMS	MUNDANE ITEMS	ART OBJECTS	MAGIC ITEMS
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					

# **MAJOR NPC MAJOR NPC** NAME: \_\_\_\_\_ NAME: \_\_\_\_\_ RACE: GENDER: RACE: GENDER: CLASS: LEVEL: CLASS: LEVEL: ALIGNMENT:\_\_\_\_ HP: \_\_\_\_\_ ALIGNMENT:\_\_\_\_ HP: \_\_\_\_\_ STR: \_\_\_\_\_ DEX: \_\_\_\_ STR: \_\_\_\_\_ DEX: \_\_\_\_ CON: INT: CON: INT: WIS: WIS: \_\_\_\_\_ CHA: \_\_\_\_\_ CHA: AC: AC: \_\_\_\_ TOUCH: TOUCH: FLAT: \_\_\_\_\_ INIT: \_\_\_\_ FLAT: \_\_\_\_\_ INIT: \_\_\_\_ BAB: CMB: CMD: BAB: CMB: CMD: FORT: REF: WILL: ATTACKS: \_\_\_\_\_ ATTACKS: SKILLS: SKILLS: FEATS: \_\_\_\_\_ FEATS: \_\_\_\_\_ EQUIPMENT: **EQUIPMENT:** OFTEN LOCATED AT: OFTEN LOCATED AT: IMPORTANT NOTES: \_\_\_\_\_ IMPORTANT NOTES: \_\_\_\_\_

NAME: RACE: GENDER: CLASS: LEVEL: ALIGNMENT: HP: AC: TOUCH: FLAT: INIT: OFTEN LOCATED AT: IMPORTANT NOTES:	NAME: RACE: GENDER: CLASS: LEVEL: ALIGNMENT: HP: AC: TOUCH: FLAT: INIT: OFTEN LOCATED AT: IMPORTANT NOTES:
NAME: RACE: GENDER: CLASS: LEVEL: ALIGNMENT: HP: AC: TOUCH: FLAT: INIT: OFTEN LOCATED AT: IMPORTANT NOTES:	MAJOR NPC  NAME: GENDER:  RACE: GENDER:  CLASS: LEVEL:  ALIGNMENT: HP:  AC: TOUCH:  FLAT: INIT:  OFTEN LOCATED AT:  IMPORTANT NOTES:
NAME:	NAME: GENDER: CLASS: LEVEL: ALIGNMENT: HP: AC: TOUCH: FLAT: INIT: OFTEN LOCATED AT: IMPORTANT NOTES:

# TRADE ROUTE ROUTE NAME/REFERRED TO AS: ROUTE START (CITY):\_\_\_ ROUTE END (CITY): MAPPED: □ NO □ YES (SEE OVERLAND TRAVEL FORM \_\_\_\_\_\_) TOWNS/VILLAGES ALONG ROUTE \_\_\_\_ □ TOWN □ VILLAGE \_\_\_\_\_ □ TOWN □ VILLAGE ☐ TOWN ☐ VILLAGE □ TOWN □ VILLAGE \_\_\_\_ □ TOWN □ VILLAGE COMMON GOODS/CARAVANS ENCOUNTERED: PATROLLED/SAFE? □ NO □ YES □ VARIES KNOWN THREATS ALONG ROUTE: GEOGRAPHIC/SPECIAL FEATURES OF/NEAR ROUE: ROUTE USED DURING: □ SPRING □ SUMMER □ FALL □ WINTER □ ALL YEAR TOLLS (COSTS AND LOCATIONS): \_\_\_\_ AVERAGE TIME (IN DAYS) TO COMPLETE ROUTE: WALK \_\_\_\_\_ RIDE \_\_\_\_ COUNTRIES TRAVELED THROUGH: \_\_\_\_\_ NOTES:

PLANAR GATES
GATE NAME/KNOWN AS:
KNOWLEDGE (THE PLANES) DC:
GATE LOCATION:
GUARDED: □ YES □ NO
IF YES, GUARDS ARE:
PASSWORD/ACTIVATION WORD (IF ANY):
CONNECTS TO:
ACTIVATION:
NOTES:
PLANAR GATES
PLANAR GATES  GATE NAME/KNOWN AS:
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:
GATE NAME/KNOWN AS:
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:  GATE LOCATION:
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:  GATE LOCATION:  GUARDED:  YES  NO  IF YES, GUARDS ARE:
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:  GATE LOCATION:  GUARDED:  YES  NO
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:  GATE LOCATION:  GUARDED:  YES  NO  IF YES, GUARDS ARE:  PASSWORD/ACTIVATION WORD (IF ANY):
GATE NAME/KNOWN AS:  KNOWLEDGE (THE PLANES) DC:  GATE LOCATION:  GUARDED:  YES  NO  IF YES, GUARDS ARE:  PASSWORD/ACTIVATION WORD (IF ANY):  CONNECTS TO:

PLANE/DEMIPLANE DESCRIPTION					
NAME:					
TYPE:   PLAN	VE □ DEMIPLANE	SOURCE:   C	USTOM   PUBLISH	IED	
PLANAR TRAI	TS				
<b>GRAVITY:</b>	$\square$ NORMAL	$\Box$ HEAVY	□ LIGHT		
	$\square$ <b>NONE</b>	☐ OBJECTIVE DIRECTIONAL			
	□ SUBJECTIVE DIRECTIONAL				
TIME:	$\square$ NORMAL	$\Box$ TIMELESS	☐ FLOWING TIM	E   ERRATIC TIME	
SHAPE/SIZE:	$\square$ INFINITE	$\Box$ <b>FINITE</b>	☐ SELF-CONTAIN	NED SHAPE	
<b>MORPHIC:</b>	□ ALTERABLE	☐ HIGHLY	☐ MAGICALLY	□ DIVINELY	
	$\square$ STATIC	□ SENTIENT			
<b>ELEMENTAL</b> 7	ΓRAITS:				
ENERGY TRAITS:					
ALIGNMENT T	ΓRAITS:				
DESCRIPTION	[:				
NOTABLE FEA	ATURE(S):				
INHABITANTS	:				
LEADER/RULI	ER:				
NOTES:					

# **NAME LOCATION IMPORTANT NOTES OWNER**

# UNRESOLVED ISSUES AND LEADS ISSUE/LEAD RESOLVED? $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO \_\_\_\_ □ YES □ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO \_\_\_\_ □ YES □ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO \_\_\_\_ □ YES □ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO $\square$ YES $\square$ NO \_\_\_\_ □ YES □ NO

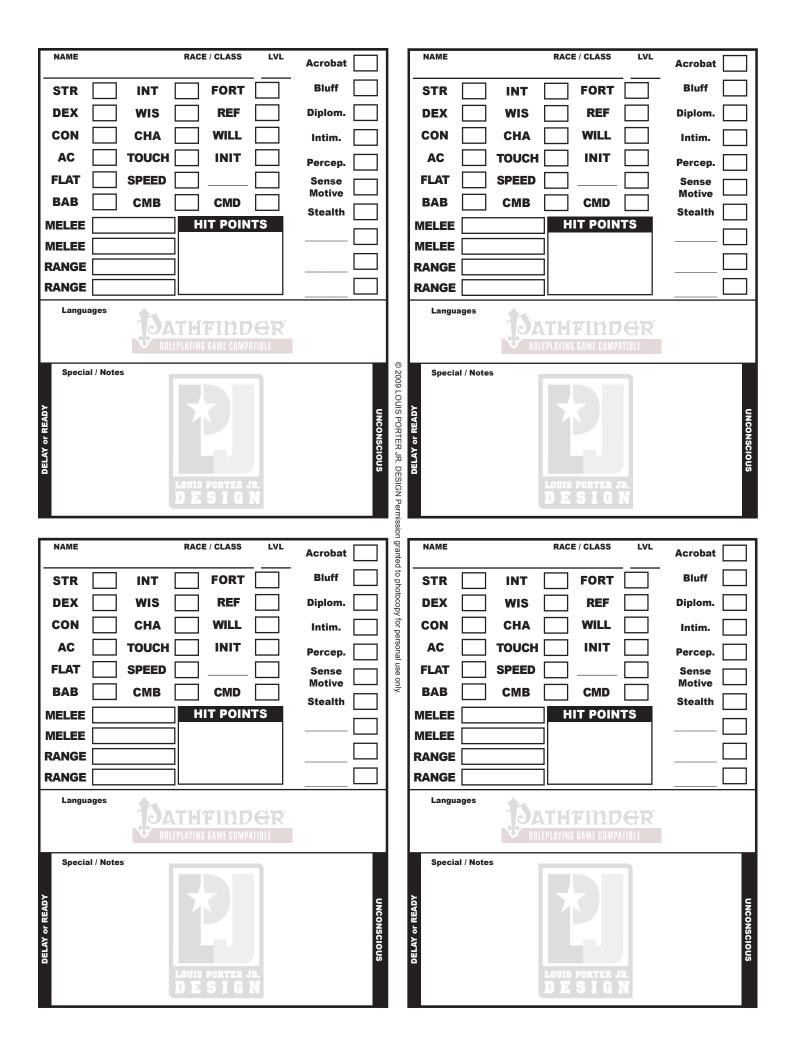
# UNRESOLVED ISSUES AND LEADS ISSUE/LEAD RESOLVED? $\square$ YES $\square$ NO $\square$ YES $\square$ NO

GUILDS OR ORGANIZATIONS IN THE CAMPAIGN						
NAME	LOCATION	IMPORTANT NOTES	KNOWN MEMBERS			
	ľ	UMORS FED TO PLAYERS				
□ TRUE □ FALSE	RUMO	R:				
	SOUR	CE:				
□ TRUE □ FALSE	RUMO	R:				
	SOUR	CE:				
□ TRUE □ FALSE						
	RUMO	R:				
□ TRUE □ FALSE	SOUR	OR: OR:				
□ TRUE □ FALSE	SOURO RUMO	CE:				
☐ TRUE ☐ FALSE	SOURO RUMO SOURO	CE: PR:				
	SOURCE RUMO SOURCE RUMO	CE: CE:				
	SOURCE RUMO SOURCE SOURCE	CE:				

SAILING SHIP							
SHIP NAME:							
SHIP SIZE (SELECT ONE):	$\Box$ TINY	$\square$ SMALL	□ <b>MEDIUM</b>	□ LARGE			
	□ <b>HUGE</b>	☐ GARGANTUAN	$\square$ COLOSSAL				
SHIP TYPE (SELECT ONE):	□ <b>AUXILIARY</b>	$\square$ COASTAL	☐ MERCHANT!	MAN			
	☐ WARSHIP						
DRAFT:							
STRUCTURE DICE:							
HARDNESS:							
MANEUVERABILITY:							
SPEED:							
TURN RATE:							
AC:							
WEAPONS FORE:							
WEAPONS AFT:							
WEAPONS BROADSIDE:							
DAMAGE:							
SPECIAL QUALITIES:							
CREW:							
PASSENGERS:							
CARGO:							
DESCRIPTION:							

SHORT TERM GOALS				
MEDIUM TERM GOALS				
LONG TERM GOALS				

NOTES	



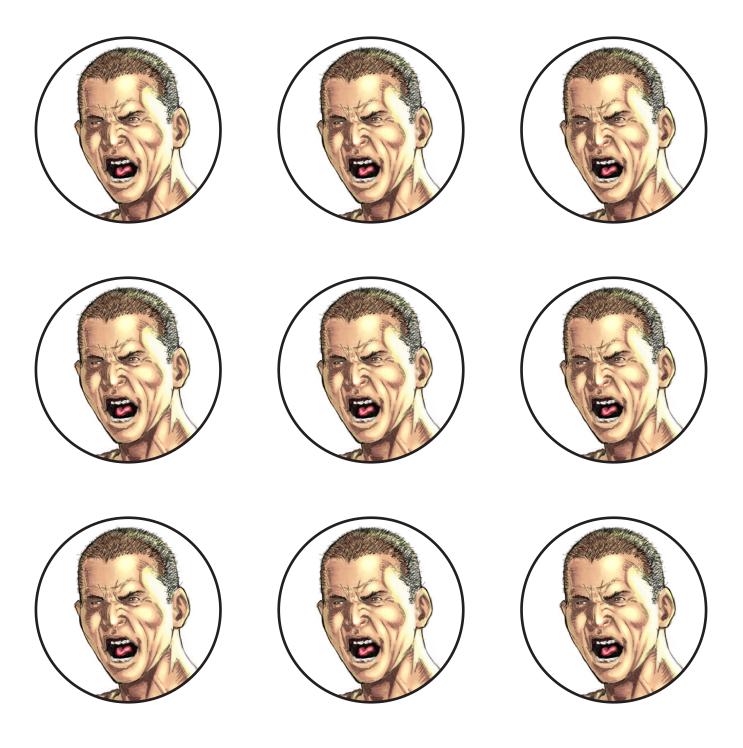


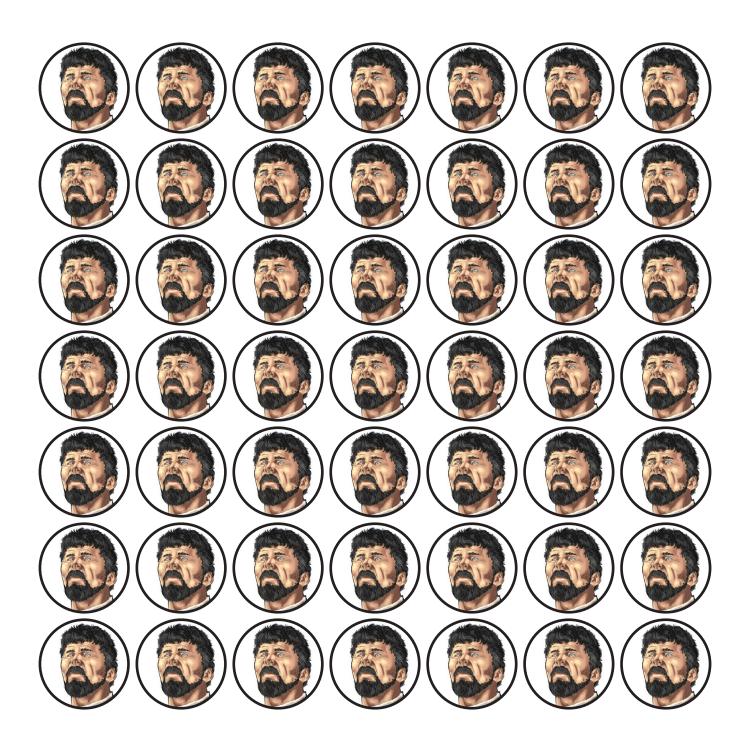




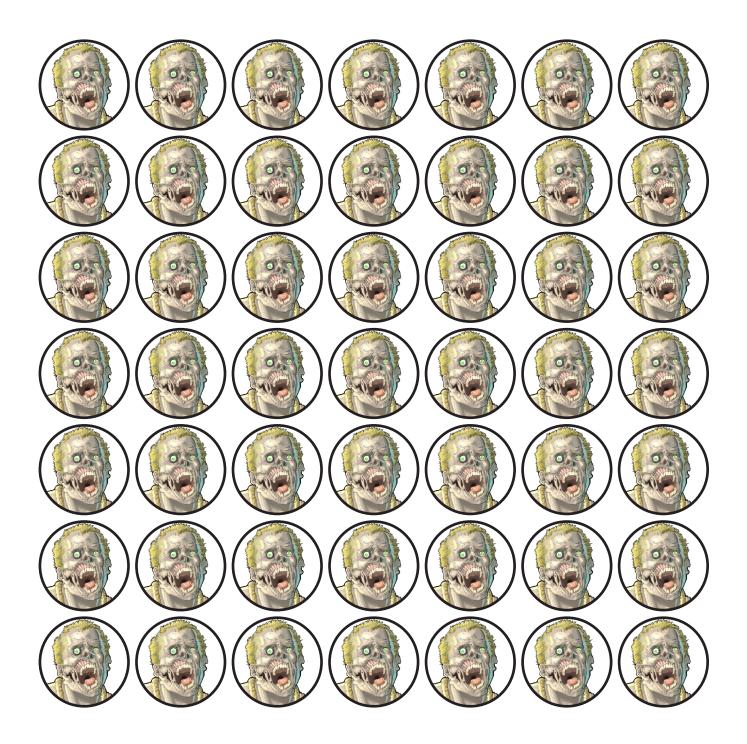


















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