

GM & PLAYER AIDS

Includes Campaign Worksheet Initiative Cards Empty Spell Cards Ammunition Trackers 2D and 3D foldup terrain including:

- Pits & Stairs
- **Jing Statues**
- . Jing Blocks
- . Unique Objects

GROUP NAME:

APL:	TPL:	DAY/TIME ENTERED:
STORYL	INES	
QUESTS		
FACTION	s	

Honored Guests or Trespassers? Devotees, Defilers, or Neutral? Trapped? Y/N – Blessing to Come and Go? Y/N Completed Rite of Initiation? Y/N Can use Elevator? Y/N Grand Jing Highway? Y/N # Reconstitutions: 3; # Reconstitutions Used: 0

XP scale: Slow, Medium, Fast Treasure scale: Slow, Medium, Fast, Monty Haul Death Insurance? Y/N XP- Tithe? Y/N. Cost/XP: _1gp/XP_

- Leveling Boon of Auto-level? Y/N On auto-level:
- 1. Gain all benefits.
- 2. Gain all untrained benefits, then visit Training Grounds (2.1).

How long can they stay?

 Solar Days
 1
 3
 6
 10
 15
 21
 28

 Jing Days
 1
 2
 3
 4
 5
 6
 7

 # Days Used, Solar:
 _____; Jing:
 _____;
 _____; Jing:
 _____;
 ____; Jing:
 _____;

What is the primary way that the group will move between Grande Levels?

- The Great Central Elevator
- The Grande Jing Highway
- Other: Gauntlets, Stairways, Riddling Jing Statues, Only Jing Blocks

How many times will Jing reconstitute them?

- Once per Jing day. Unused reconstitutions cannot be "saved" from Jing day to Jing day.
- Up to 3 times total.
- Once only for the entire stay.
- Forever, as long as they keep his favor.
- Never.

What happens when they leave?

- They are allowed to come back, moving back and forth with no penalty.
- They are considered to have left permanently, and must roll to see what happens to them.
- Other.

What happens when they come back?

- The temple and everything within it is exactly as the party left it, as if little or no time has passed since they left.
- The temple has reset as if a Jing day has passed (soft reset).
- The temple has completely reset (hard reset). They can't come back.

What happens to their treasure when they leave?

- They get to keep it all as-is.
- They get to keep it all for as much time as they were in the temple. Then Jing steals it all back.
- They get to keep it all, but JEIs lose their Jing enchantments.
- They get to keep it all, but all magic items not appropriate to their current level become worthless replicas.

What happens to their XP/levels when they leave?

- They get to keep them all, as-is.
- They get to keep half.
- They get to keep some other portion.
- They get to keep all XP, but no levels. They must now train to get their levels.
- They keep all XP and levels, but gain 1dFM negative levels that can only be removed at great expense.

What happens to their bodies when they die?

- If they have the Boon of Life, then the body stays in place for 1d6 rounds and is then teleported to the Welcoming Chamber, where they are reconstituted with all keyed JEIs and any gear that was not stripped from them.
- Nothing. It stays where it is, and all keyed JEIs lose their abilities. All gear remains.
- Their body is transported to the Gravecaves with/without Jing's Honor.

How will I deal with pets, familiars, and followers?

- Allow them, unconditionally.
- Turn them into figurines that can be summoned three times per day.
- Deny them outright.
- Allow them, but if they die, the player dies, and vice versa.
- A combination of the above ideas.

How will I deal with troublesome magic, such as flying, teleporting, earth glide, and so on?

- Allow it, unconditionally.
- Use countermagic to block it.
- Use Jingxes to control it.

How does the Great Central Elevator Work?

- It's not an elevator, just a room that connects different levels in a Grande Level. Each level has a similar room.
- It goes anywhere the party wants it to.
- It only goes where the GM permits.
- Other.

What happens when the group's time is up?

- All exits become cloaked and they are trapped in the temple.
 - They may/may not be rescued.
 - They may/may not still earn Jing's favor.
 - They may/may not still escape on their own.
- They remain Honored Guests/They become Trespassers/ They become Templers.
- They lose the Boon of Life /They will be reincarnated the next time they die/They will be animated as undead the next time they die/They become Templer guardians (undead, statues, golems, arena fodder).

CAMPAIGN SHEET



















3D Jing Block—10 x 10 x 10 feet

Wis/Craft check. © and TM Hammerdog Games 2015

Print on cardstock. Then cut out each template. Turn face down and score all fold lines from the backside. Take 10 on Intelligence, Wisdom, or Craft (any). Fold into a cube. Use tape or glue, taking into consideration the results of Int/ Wis/Craft check.



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Secret Door

Jing Blocks (Blue Blocks = Phased)



Jing Blocks-cut out and use as needed.

Stairs—cut out and use as needed. The top of the stairs is the wide part. The bottom is the narrow part.

Pits—cut out and use as needed. Pits with gray bottoms are "shallow" pits. Pits with black bottoms are "deep" pits. Pits with other colors at the bottom suggest traps as follows: Green (acid), red (lava), blue (water).

Secret Door—best used with 3D terrain. Cut out the door, fold in the middle, and drape over a wall where a secret door is.

Platforms—cut out and use in level 2.1: The Training Grounds.

Stone Table and Caretaker—cut out and use in C1: The Central Chambers—the Welcoming Chamber.

To create the stone table, print it on cardstock. Turn over and score the fold lines from the back using a ruler and pen or pencil. The tabletop should fold into a rectangular solid. The base of the table will have an angled top, such that the tabletop sits on it at an angle as shown:



Platforms



Stome Table (Tabletop) Stome Table (Pedestall)



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Pits and Pit Traps © and TM Hammerdog Games 2015

Spell Slot Cards, Power Cards, Ammo/Other Trackers

Use these to track spell slots, character powers, ammunition, or anything else that can only per used a certain amount of times. You can even use them to track hit points. Players should put their names on the back of each card they use. For spells, they should put the spell name on the front, along with any other notes they wish to track. Casters that choose spells spontaneously can skip this step. Above the words "Slot Level" all casters they should write the spell slot number that the card represents. Whenever the slot is used, they should hand in the card to the GM, who will give it back when they earn it back.

NAME	RAME	NAME	RAME TEMPLE LANGE
SLOT LEVEL © and TM Hammerdog Games 2015			
CRANDE TEMPLE NAME	RENDE TEMPLE NAME	RANDE TEMPLE NAME	RAME TEMPLE NAME
SLOT LEVEL © and TM Hammerdog Games 2015			
	GRANDE TEMPLE	GRANDE TEMPLE	GRANDE TEMPLE
Ammo Type:	WISCELLANEOUS		WISCELLANEOUS

Hand out these cards to show turn order.

GRANDE TEMPLE	GRANDE TEMPLE	GRANDE TEMPLE	GRANDE TEMPLE
1	2	3	4
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GRANDE TEMPLE	GRANDE TEMPLE	GRANDE TEMPLE	GRANDE TEMPLE
5	6	7	8
	© and TM Hammerdog Games 2015		© and TM Hammerdog Games 2015
ONG	UISC		12
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You can print this invitation for your players and use it with Storyline 2: The Grande Invitation. If you do so, white cardstock gives the best effect. There is hidden text between the lines. If you cannot see these when you print, refer to page 29 of the Main Book.