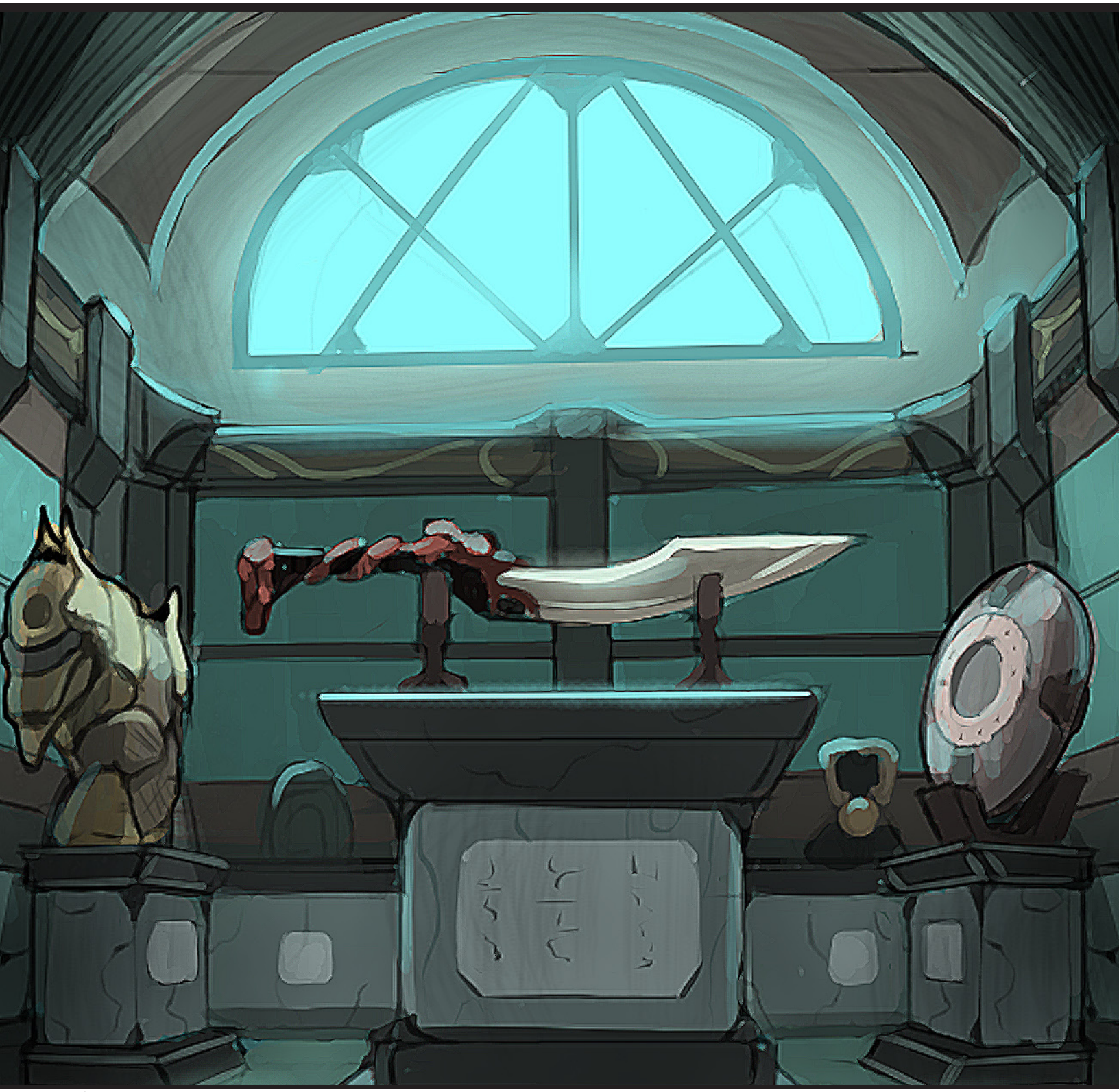
LPJ9616

ADVENTURE PLANNER



PATHFINDER® ROLEPLAYING GAME COMPATIBLE

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.

OGL 3.5 SYSTEM COMPATIBLE

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: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

_____

CHANGES TO PUBLISHED SETTING

_____

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PUBLISHED ADVENTURES USED

TITLE: _____
PUBLISHER: _____
RESULTS: _____

_____

_____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

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_____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

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TITLE: _____
PUBLISHER: _____
RESULTS: _____

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TITLE: _____
PUBLISHER: _____
RESULTS: _____

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TITLE: _____
PUBLISHER: _____
RESULTS: _____

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TITLE: _____
PUBLISHER: _____
RESULTS: _____

_____

_____

TITLE: _____
PUBLISHER: _____
RESULTS: _____

_____

_____

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

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? □ **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: _____

_____

_____

CAMPAIGN 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

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: _____

CAMPAIGN ROGUES GALLERY

VILLAIN NAME	HEAD VILLAIN	HEAD MINION	MINION
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
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_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐
_____	☐	☐	☐

SUPPORTING CAST LIST

NAME	NOTE

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: _____

_____

_____

SESSION HISTORY AND TREASURES/XP AWARDED

SESSION DATE: _____

PLAYERS IN ATTENDANCE

_____

_____

_____

_____

_____

_____

_____

SUMMARY OF EVENTS: _____

_____

_____

_____

MEMORABLE EVENTS

_____

_____

_____

_____

_____

NPCS ENCOUNTERED

_____

_____

_____

_____

_____

_____

_____

LOCATIONS VISITED: _____

_____

_____

_____

CREATURES ENCOUNTERED

_____

_____

_____

_____

_____

TREASURES DISCOVERED:

_____

_____

_____

_____

_____

XP EARNED BY PLAYER

PLAYER	XP EARNED	LEVEL UP?
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ NO
		☐ YES ☐ 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 □ YES □ NO

EVENT: _____

_____

_____

TRIGGER/TIME: _____

COMPLETED □ YES □ 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).

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: _____

_____

_____

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-BASED ENCOUNTER

ENCOUNTER LOCATION: _____

ENCOUNTER LEVEL: _____

ENCOUNTER DIFFICULTY

□ **EASY**

□ **EASY IF HANDLED PROPERLY**

□ **CHALLENGING**

□ **VERY DIFFICULT**

□ **OVERPOWERING**

ENCOUNTER TYPE

□ **STATIC** □ **DYNAMIC**

GOALS: _____

REWARDS: _____

ENCOUNTER SUMMARY: _____

DYNAMIC ENCOUNTER TRIGGERS

1. _____

2. _____

3. _____

4. _____

NOTES: _____

SITE-BASED ENCOUNTER

ENCOUNTER LOCATION: _____

ENCOUNTER LEVEL: _____

ENCOUNTER DIFFICULTY

□ **EASY**

□ **EASY IF HANDLED PROPERLY**

□ **CHALLENGING**

□ **VERY DIFFICULT**

□ **OVERPOWERING**

ENCOUNTER TYPE

□ **STATIC** □ **DYNAMIC**

GOALS: _____

REWARDS: _____

ENCOUNTER SUMMARY: _____

DYNAMIC ENCOUNTER TRIGGERS

1. _____

2. _____

3. _____

4. _____

NOTES: _____

EVENT-BASED ENCOUNTER

ENCOUNTER EVENT: _____

ENCOUNTER LEVEL: _____

ENCOUNTER DIFFICULTY

☐ **EASY**

☐ **EASY IF HANDLED PROPERLY**

☐ **CHALLENGING**

☐ **VERY DIFFICULT**

☐ **OVERPOWERING**

ENCOUNTER TYPE

☐ **STATIC** ☐ **DYNAMIC**

GOALS: _____

REWARDS: _____

ENCOUNTER SUMMARY: _____

_____

_____

_____

DYNAMIC ENCOUNTER TRIGGERS

1. _____

2. _____

3. _____

4. _____

NOTES: _____

_____

_____

EVENT DESCRIPTION: _____

TIMELINE	**TIME EVENT**

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	

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. _____

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

CUSTOM RANDOM ENCOUNTER TABLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
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 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: _____

_____

_____

CHARACTER RACE - DWARVES

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - ELVES

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - GNOMES

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - HALF ELVES

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - HALF ORC

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - HALFLING

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - HUMAN

STANDARD: □ YES □ NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - OTHER

NAME: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

CHARACTER RACE - OTHER

NAME: _____

RACIAL TRAITS: _____

_____

_____

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_____

OTHER NOTES: _____

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_____

CHARACTER RACE - OTHER

NAME: _____

RACIAL TRAITS: _____

_____

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OTHER NOTES: _____

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CHARACTER RACE - OTHER

NAME: _____

RACIAL TRAITS: _____

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OTHER NOTES: _____

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CHARACTER RACE - OTHER

NAME: _____

RACIAL TRAITS: _____

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_____

OTHER NOTES: _____

_____

_____

CHARACTER CLASS - BARBARIAN

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - BARD

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - CLERIC

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - DRUID

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - FIGHTER

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - MONK

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - PALADIN

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - RANGER

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

OTHER NOTES: _____

CHARACTER CLASS - ROGUE

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

_____

_____

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_____

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_____

OTHER NOTES: _____

_____

_____

CHARACTER CLASS - SORCERER

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

_____

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_____

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_____

OTHER NOTES: _____

_____

_____

CHARACTER CLASS - WIZARD

STANDARD: □ YES □ NO

If no, record changes below.

CLASS TRAITS: _____

_____

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_____

_____

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_____

OTHER NOTES: _____

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_____

CHARACTER CLASS - OTHER

NAME: _____

CLASS TRAITS: _____

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OTHER NOTES: _____

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CHARACTER CLASS - OTHER

NAME: _____

CLASS TRAITS: _____

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OTHER NOTES: _____

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CHARACTER CLASS - OTHER

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CLASS TRAITS: _____

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CHARACTER CLASS - OTHER

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CLASS TRAITS: _____

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OTHER NOTES: _____

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CHARACTER CLASS - OTHER

NAME: _____

CLASS TRAITS: _____

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OTHER NOTES: _____

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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: _____

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: _____

_____

_____

_____

SPELL NAME:_____

☐ ARCANE ☐ DIVINE

SCHOOL (SELECT ONE)

☐ ABJURATION ☐ CONJURATION

☐ DIVINATION ☐ ENCHANTMENT

☐ EVOCATION ☐ ILLUSION

☐ NECROMANCY ☐ TRANSMUTATION

☐ OTHER:_____

SUBSCHOOL (SELECT ONE)

CONJURATION SUBSCHOOLS

☐ CALLING ☐ CREATION

☐ HEALING ☐ SUMMONING

☐ TELEPORTATION

☐ OTHER:_____

DIVINATION SUBSCHOOLS

☐ SCRYING ☐ OTHER:_____

ENCHANTMENT SUBSCHOOLS

☐ CHARM ☐ COMPULSION

☐ OTHER:_____

ILLUSION SUBSCHOOLS

☐ FIGMENT ☐ GLAMER

☐ PATTERN ☐ PHANTASM

☐ SHADOW ☐ OTHER:_____

DOMAIN (SELECT ONE, IF DIVINE SPELL)

☐ AIR ☐ ANIMAL

☐ CHAOS ☐ DEATH

☐ DESTRUCTION ☐ EARTH

☐ EVIL ☐ FIRE

☐ GOOD ☐ HEALING

☐ KNOWLEDGE ☐ LAW

☐ LUCK ☐ MAGIC

☐ PLANT ☐ PROTECTION

☐ STRENGTH ☐ SUN

☐ TRAVEL ☐ TRICKERY

☐ WAR ☐ WATER

☐ OTHER:_____

DESCRIPTOR (SELECT ALL THAT APPLY)

☐ ACID ☐ AIR

☐ CHAOTIC ☐ COLD

☐ DARKNESS ☐ DEATH

☐ EARTH ☐ ELECTRICITY

☐ EVIL ☐ FEAR

☐ FIRE ☐ FORCE

☐ GOOD ☐ LANGUAGE-DEP.

☐ LAWFUL ☐ LIGHT

☐ MIND-AFFECT. ☐ SONIC

☐ WATER ☐ OTHER:_____

LEVEL: _____

COMPONENTS (SELECT ALL THAT APPLY)

☐ VERBAL ☐ FOCUS

☐ SOMATIC ☐ DIVINE FOCUS

☐ MATERIAL ☐ XP

☐ OTHER:_____

CASTING TIME: _____

RANGE (SELECT ONE)

☐ PERSONAL ☐ TOUCH

☐ CLOSE ☐ MEDIUM

☐ LONG ☐ UNLIMITED

☐ OTHER:_____

TARGET(S): _____

EFFECT(S):_____

DURATION (SELECT ONE)

☐ INSTANTANEOUS ☐ PERMANENT

☐ CONCENTRATION ☐ DISCHARGE

☐ OTHER:_____

SAVING THROW: _____

SPELL RESISTANCE: _____

SPELL NAME: _____

DESCRIPTION: _____

SPELL SOURCE

☐ **BOOK** ☐ **PDF (TITLE:** _____**)**

☐ **CUSTOM (CREATOR:** _____**)**

SPELL CREATED BY PC? ☐ **YES** ☐ **NO**

SPELL APPROVED BY DM? ☐ **YES** ☐ **NO**

CAMPAIGN HISTORY/INFORMATION 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: _____

GOD OF: _____

ALIGNMENT: _____

DOMAINS: _____

_____

SYMBOL

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: _____

_____

_____

OPPOSED DEITIES: _____

_____

_____

EXPANDED DEITY FORM (2 OF 2)

NAME: _____

ORIGIN/CREATION MYTH: _____

_____

_____

HOME PLANE: _____

CURRENT LOCATION: _____

APPEARANCE/FORM: _____

_____

_____

_____

_____

LEGENDS/EXPLOITS: _____

_____

_____

_____

_____

INTERFERES/INTERACTS WITH MORTALS? □ YES □ NO

RELATED TO: _____

_____

_____

TRUE NAME (IF ANY/APPLICABLE TO CAMPAIGN): _____

TRUE APPEARANCE/FORM (IF APPLICABLE TO CAMPAIGN): _____

_____

POWERS (IF APPLICABLE TO CAMPAIGN): _____

_____

_____

_____

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_____

_____

_____

CAMPAIGN RELIGIONS

RELIGION: _____

WORSHIP DEITY/OBJECT: _____

WORSHIPED IN KINGDOM/COUNTRY: _____

_____

_____

WORSHIPED BY (RACES): _____

_____

CHURCH/ORGANIZATION STRUCTURE: _____

_____

PRAYERS: _____

_____

_____

TITHES/RITUALS: _____

_____

NOTES: _____

_____

CAMPAIGN RELIGIONS

RELIGION: _____

WORSHIP DEITY/OBJECT: _____

WORSHIPED IN KINGDOM/COUNTRY: _____

_____

_____

WORSHIPED BY (RACES): _____

_____

CHURCH/ORGANIZATION STRUCTURE: _____

_____

PRAYERS: _____

_____

_____

TITHES/RITUALS: _____

_____

NOTES: _____

_____

CAMPAIGN-SPECIFIC CLERICAL DOMAIN

NAME: _____

DOMAIN: _____

DEITIES: _____

_____

GRANTED POWERS: _____

_____

_____

_____

_____

_____

_____

_____

DOMAIN SPELLS: _____

_____

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_____

_____

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:_____
_____
_____
_____
_____

CAMPAIGN-SPECIFIC CLERICAL DOMAIN

SPECIAL ABILITY: _____

DESCRIPTION: _____

_____

_____

_____

_____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

CAMPAIGN-SPECIFIC CLERICAL DOMAIN

SPECIAL ABILITY: _____

DESCRIPTION: _____

_____

_____

_____

_____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

CAMPAIGN-SPECIFIC CLERICAL DOMAIN

SPECIAL ABILITY: _____

DESCRIPTION: _____

_____

_____

_____

_____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

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:** _____

PLAYER CONDITION: _____

BLINDED:	☐	Rounds: _____	**FATIGUED:**	☐	Rounds: _____	**PARALYZED:**	☐	Rounds: _____
DISABLED:	☐	Rounds: _____	**HELPLESS:**	☐	Rounds: _____	**SICKENED:**	☐	Rounds: _____
DYING:	☐	Rounds: _____	**NAUSEATED:**	☐	Rounds: _____	**STUNNED:**	☐	Rounds: _____
EXHAUSTED:	☐	Rounds: _____	**PANICKED:**	☐	Rounds: _____	**UNCONSC.:**	☐	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	☐	Rounds: _____	**FATIGUED:**	☐	Rounds: _____	**PARALYZED:**	☐	Rounds: _____
DISABLED:	☐	Rounds: _____	**HELPLESS:**	☐	Rounds: _____	**SICKENED:**	☐	Rounds: _____
DYING:	☐	Rounds: _____	**NAUSEATED:**	☐	Rounds: _____	**STUNNED:**	☐	Rounds: _____
EXHAUSTED:	☐	Rounds: _____	**PANICKED:**	☐	Rounds: _____	**UNCONSC.:**	☐	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	☐	Rounds: _____	**FATIGUED:**	☐	Rounds: _____	**PARALYZED:**	☐	Rounds: _____
DISABLED:	☐	Rounds: _____	**HELPLESS:**	☐	Rounds: _____	**SICKENED:**	☐	Rounds: _____
DYING:	☐	Rounds: _____	**NAUSEATED:**	☐	Rounds: _____	**STUNNED:**	☐	Rounds: _____
EXHAUSTED:	☐	Rounds: _____	**PANICKED:**	☐	Rounds: _____	**UNCONSC.:**	☐	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	☐	Rounds: _____	**FATIGUED:**	☐	Rounds: _____	**PARALYZED:**	☐	Rounds: _____
DISABLED:	☐	Rounds: _____	**HELPLESS:**	☐	Rounds: _____	**SICKENED:**	☐	Rounds: _____
DYING:	☐	Rounds: _____	**NAUSEATED:**	☐	Rounds: _____	**STUNNED:**	☐	Rounds: _____
EXHAUSTED:	☐	Rounds: _____	**PANICKED:**	☐	Rounds: _____	**UNCONSC.:**	☐	Rounds: _____

PLAYER CONDITION: _____

BLINDED:	☐	Rounds: _____	**FATIGUED:**	☐	Rounds: _____	**PARALYZED:**	☐	Rounds: _____
DISABLED:	☐	Rounds: _____	**HELPLESS:**	☐	Rounds: _____	**SICKENED:**	☐	Rounds: _____
DYING:	☐	Rounds: _____	**NAUSEATED:**	☐	Rounds: _____	**STUNNED:**	☐	Rounds: _____
EXHAUSTED:	☐	Rounds: _____	**PANICKED:**	☐	Rounds: _____	**UNCONSC.:**	☐	Rounds: _____

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:_____

_____

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:_____

_____

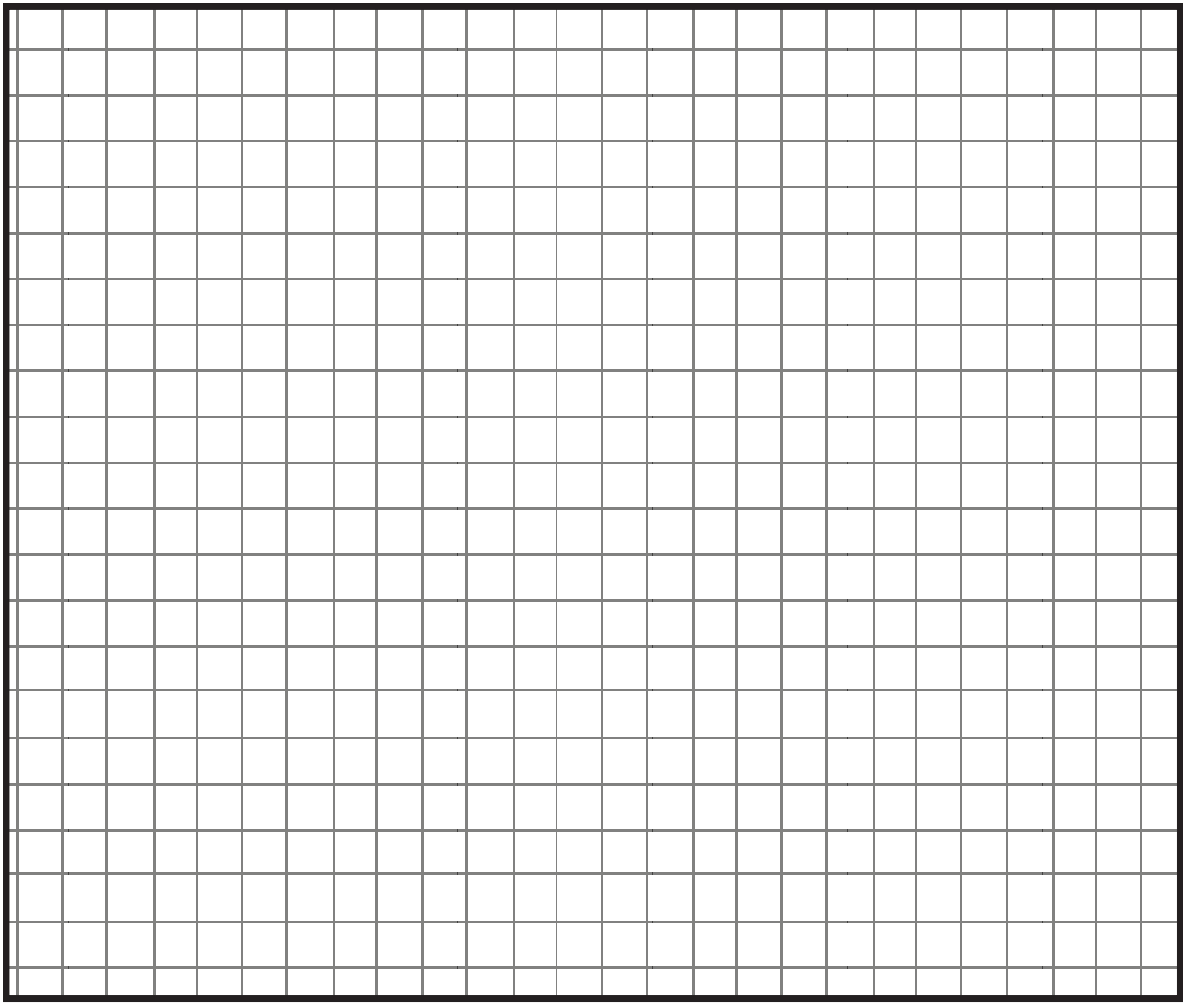
OTHER MINOR CITIES AND TOWNS

CITY	STAYED AT	MET	EVENTS

GEOGRAPHIC OVERVIEW

LOCATION: _____

NOTES: _____



GEOGRAPHIC OVERVIEW

LOCATION NAME: _____

LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: □ **YES** □ **NO**

INTELLIGENT INHABITANTS: _____

_____

_____

_____

_____

MONSTERS: _____

_____

_____

_____

_____

_____

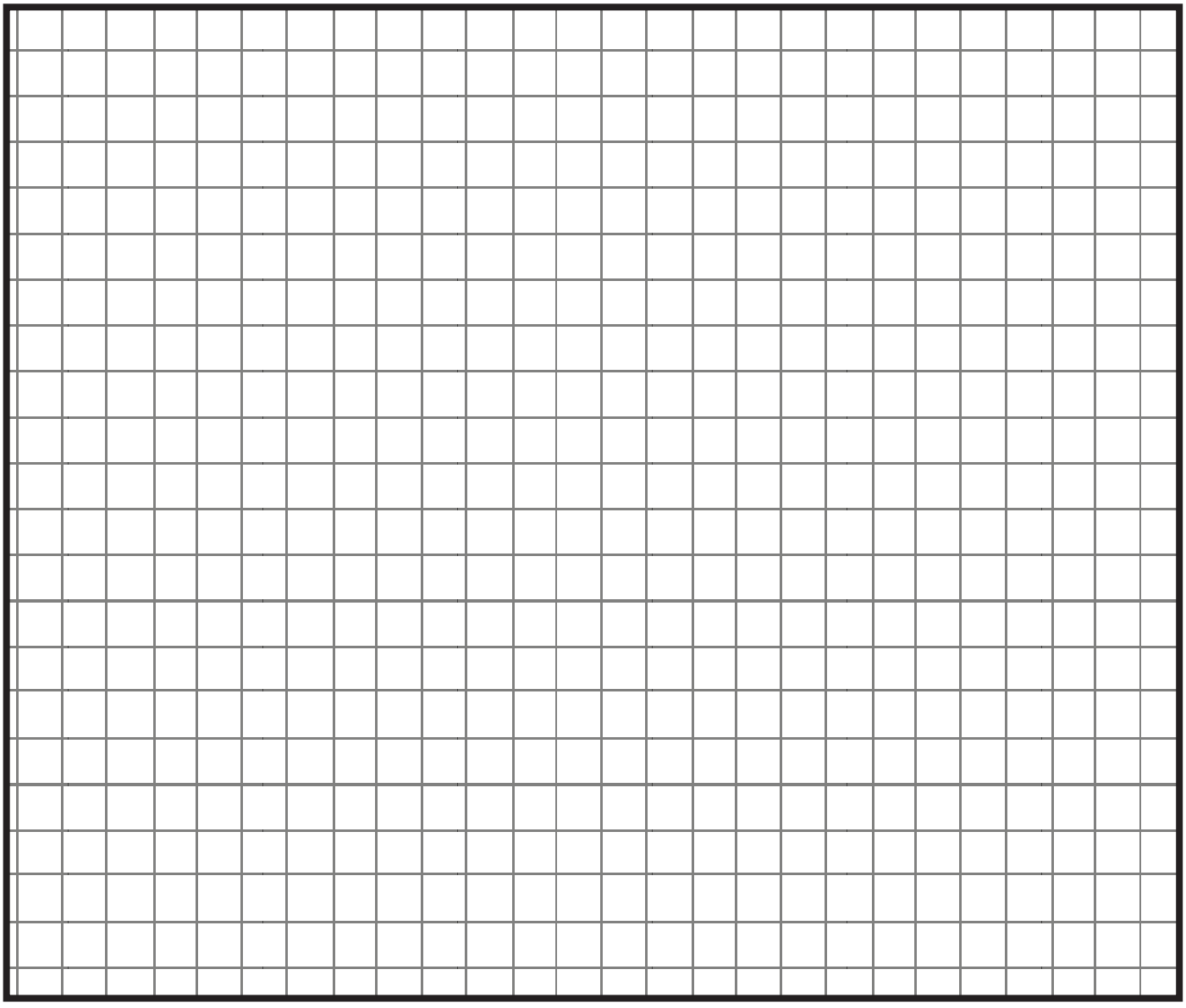
NOTES: _____

_____

_____

_____

_____



DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

_____

_____

_____

_____

BARDIC KNOWLEDGE: _____

_____

_____

_____

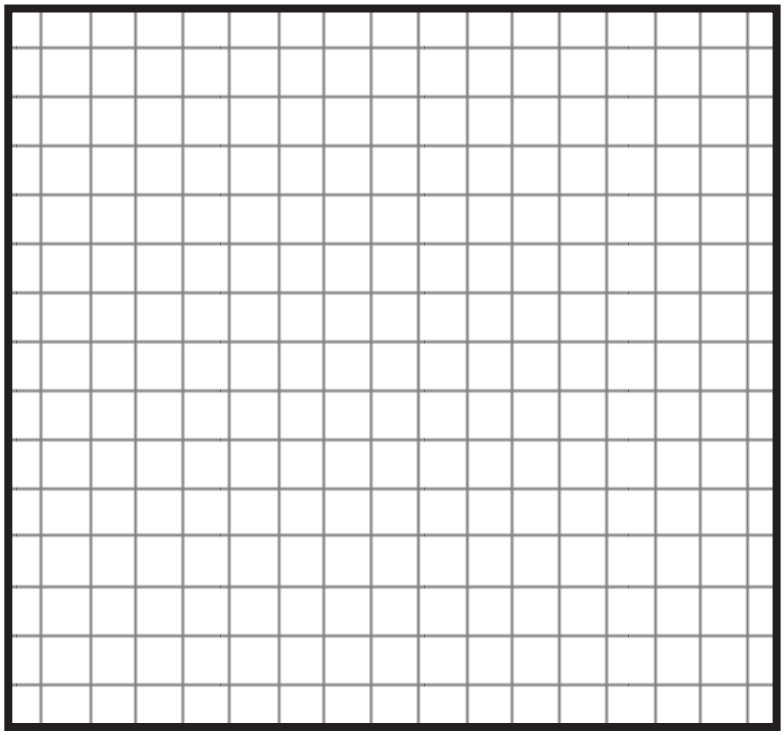
_____

OTHER NOTES: _____

_____

_____

_____



DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

_____

_____

_____

_____

BARDIC KNOWLEDGE: _____

_____

_____

_____

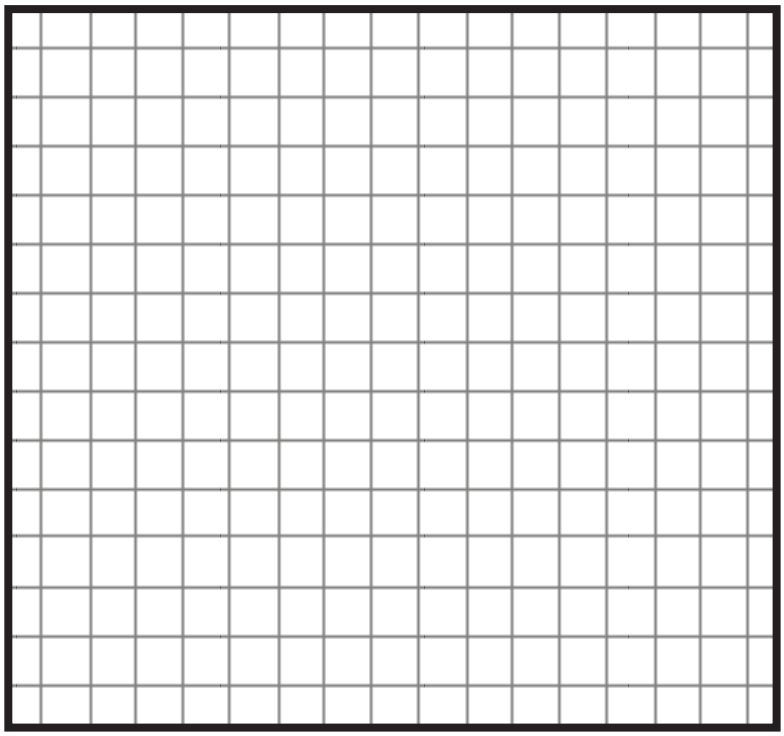
_____

OTHER NOTES: _____

_____

_____

_____



DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: □ **YES** □ **NO**

INTELLIGENT INHABITANTS: _____

_____

_____

_____

MONSTERS: _____

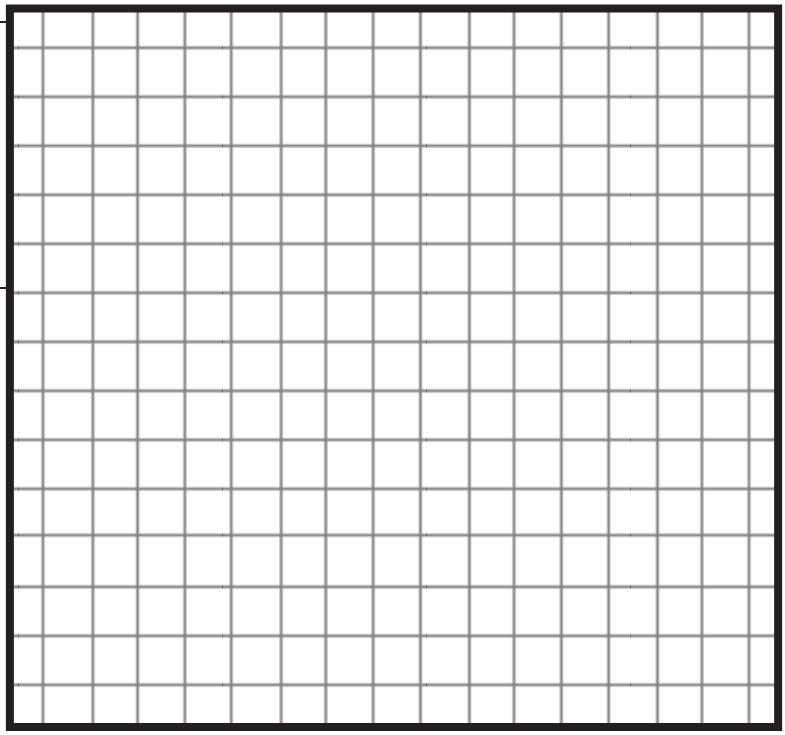
_____

_____

NOTES: _____

_____

_____



DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: □ **YES** □ **NO**

INTELLIGENT INHABITANTS: _____

_____

_____

_____

MONSTERS: _____

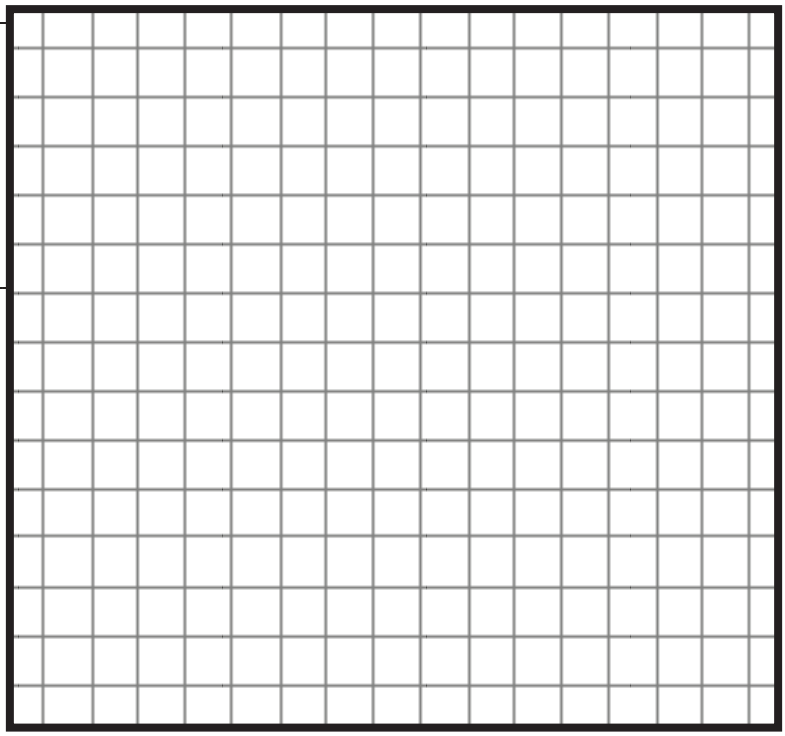
_____

_____

NOTES: _____

_____

_____



MAJOR SIZED TOWN INFORMATION AND MAP

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

_____

_____

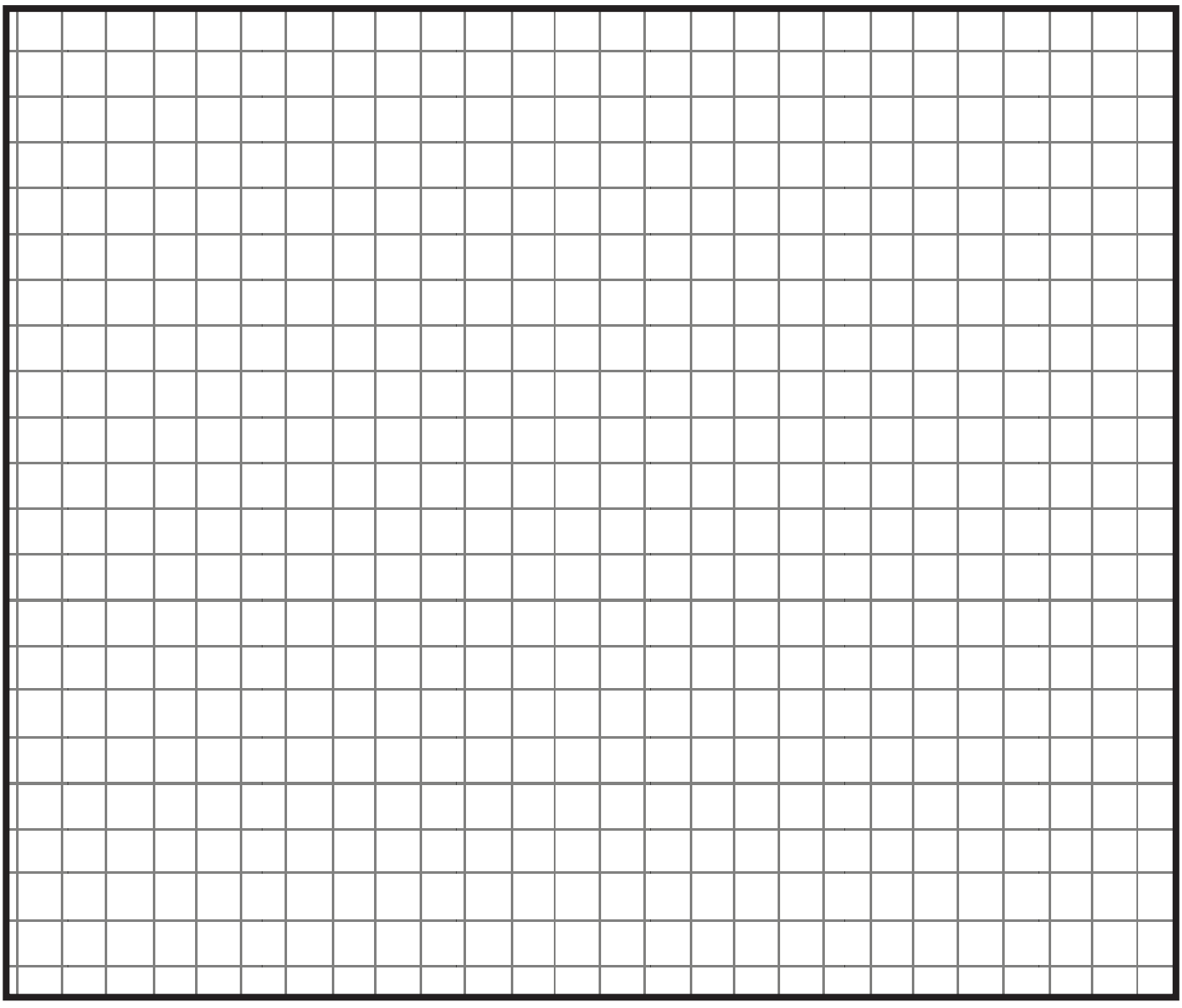
_____

_____

_____

_____

NOTES: _____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

_____

_____

_____

_____

_____

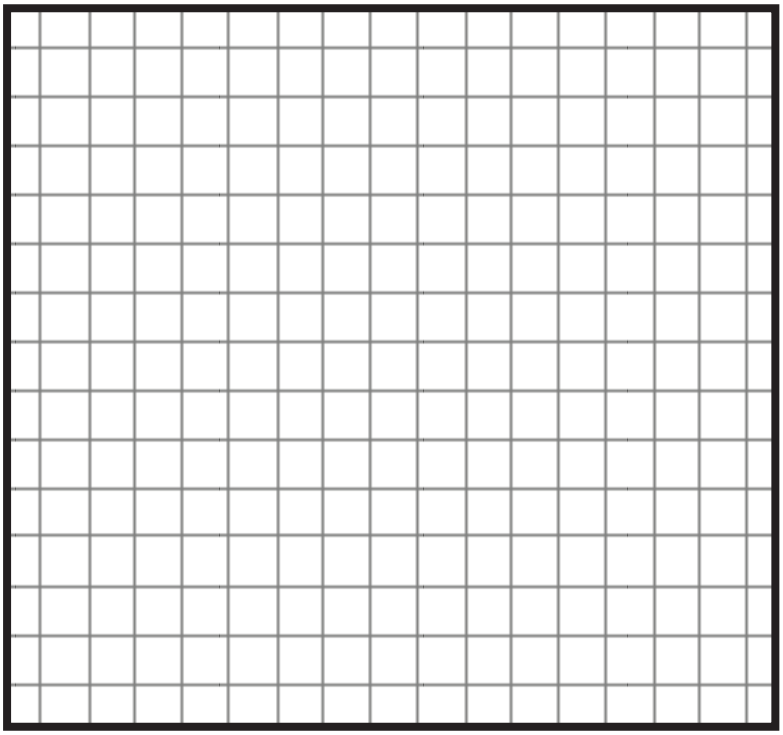
NOTES: _____

_____

_____

_____

_____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

_____

_____

_____

_____

_____

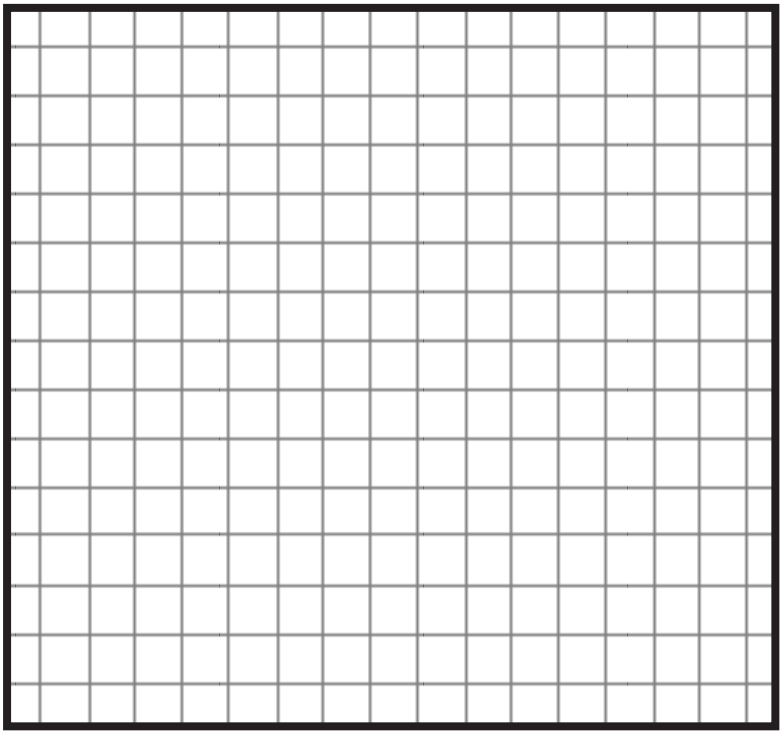
NOTES: _____

_____

_____

_____

_____



TAVERNS AND INNS

NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR

SHOPS AND MARKETPLACES

NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR

DUNGEON CONCEPTS/IDEAS & OUTLINE

DUNGEON NAME:_____

LOCATION TYPE: □ NATURAL CAVERN/CAVE COMPLEX □ MANUFACTURED DUNGEON

INHABITANTS: □ ORGANIZED (ARMY, TRIBE, OTHER) □ WILD CREATURES □ UNINHABITED

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: □ NATURAL CAVERN/CAVE COMPLEX □ MANUFACTURED DUNGEON

INHABITANTS: □ ORGANIZED (ARMY, TRIBE, OTHER) □ WILD CREATURES □ UNINHABITED

NUMBER OF LEVELS/DUNGEON SIZE: _____

LOCATION:_____

BASIC CONCEPT: _____

_____

UNIQUE DENIZENS: _____

_____

_____

EXPANDED/MAPPED? □ YES □ NO VISITED BY PLAYERS? □ YES □ NO

RUMORS: _____

_____

HAZARDS & DANGERS

HAZARD: _____ **CR:**_____

TYPE: □ **SLIME** □ **MOLD** □ **FUNGI** □ **FOG** □ **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): _____

_____

_____

HAZARDS & DANGERS

HAZARD: _____ **CR:**_____

TYPE: □ **SLIME** □ **MOLD** □ **FUNGI** □ **FOG** □ **OTHER**

SOURCE: □ **CUSTOM DESIGN** □ **PUBLISHED (SOURCE:** _____**)**

VISUALDESCRIPTION:_____

_____

EFFECT(S): _____

_____

_____

TRAPS FOR USE IN ANY DUNGEON

NAME	CR	EFFECT	SEARCH	DISABLE DEVICE

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

_____ ☐ TRUE ☐ FALSE

BARDIC KNOWLEDGE

DC KNOWLEDGE TRUE/FALSE?

10 _____ ☐ TRUE ☐ FALSE

_____

20 _____ ☐ TRUE ☐ FALSE

_____

25 _____ ☐ TRUE ☐ FALSE

_____

30 _____ ☐ TRUE ☐ 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? ☐ YES ☐ 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

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: _____

_____

LEGENDARY TREASURES AND MAGIC ITEMS

ITEM FOUND?

_____	☐ 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
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO
_____	☐ YES ☐ NO

CUSTOM RANDOM TREASURE TABLE

ROLL	COINS	GEMS	MUNDANE ITEMS	ART OBJECTS	MAGIC ITEMS
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					

CUSTOM RANDOM TREASURE TABLE

ROLL	COINS	GEMS	MUNDANE ITEMS	ART OBJECTS	MAGIC ITEMS
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					

MAJOR NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

ALIGNMENT:_____ HP: _____

STR: _____ DEX: _____

CON: _____ INT: _____

WIS: _____ CHA: _____

AC: _____ TOUCH: _____

FLAT: _____ INIT: _____

BAB: _____ CMB: _____ CMD: _____

FORT: _____ REF: _____ WILL: _____

ATTACKS:_____

SKILLS: _____

FEATS: _____

EQUIPMENT: _____

_____

OFTEN LOCATED AT: _____

_____

IMPORTANT NOTES: _____

_____

_____

_____

MAJOR NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

ALIGNMENT:_____ HP: _____

STR: _____ DEX: _____

CON: _____ INT: _____

WIS: _____ CHA: _____

AC: _____ TOUCH: _____

FLAT: _____ INIT: _____

BAB: _____ CMB: _____ CMD: _____

FORT: _____ REF: _____ WILL: _____

ATTACKS:_____

SKILLS: _____

FEATS: _____

EQUIPMENT: _____

_____

OFTEN LOCATED AT: _____

_____

IMPORTANT NOTES: _____

_____

_____

_____

MAJOR NPC

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

MAJOR NPC

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

MAJOR NPC

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

MAJOR NPC

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

MAJOR NPC

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

MAJOR NPC

NAME: _____
RACE: _____ 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

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: _____

_____

PLANE/DEMIPLANE DESCRIPTION

NAME: _____

TYPE: ☐ **PLANE** ☐ **DEMIPLANE** **SOURCE:** ☐ **CUSTOM** ☐ **PUBLISHED** _____

PLANAR TRAITS

GRAVITY: ☐ **NORMAL** ☐ **HEAVY** ☐ **LIGHT**
☐ **NONE** ☐ **OBJECTIVE DIRECTIONAL**
☐ **SUBJECTIVE DIRECTIONAL**

TIME: ☐ **NORMAL** ☐ **TIMELESS** ☐ **FLOWING TIME** ☐ **ERRATIC TIME**

SHAPE/SIZE: ☐ **INFINITE** ☐ **FINITE** ☐ **SELF-CONTAINED SHAPE** _____

MORPHIC: ☐ **ALTERABLE** ☐ **HIGHLY** ☐ **MAGICALLY** ☐ **DIVINELY**
☐ **STATIC** ☐ **SENTIENT**

ELEMENTAL TRAITS: _____

ENERGY TRAITS: _____

ALIGNMENT TRAITS: _____

MAGIC TRAITS: _____

_____

CONNECTIONS TO/FROM: _____

_____

_____

DESCRIPTION: _____

_____

_____

_____

NOTABLE FEATURE(S): _____

_____

INHABITANTS: _____

_____

_____

_____

LEADER/RULER: _____

_____

NOTES: _____

_____

_____

POTENTIAL CRIME SCENES

NAME	LOCATION	IMPORTANT NOTES	OWNER

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

_____ ☐ YES ☐ NO

_____ ☐ YES ☐ NO

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**

_____ **□ YES □ NO**

GUILDS OR ORGANIZATIONS IN THE CAMPAIGN

NAME	LOCATION	IMPORTANT NOTES	KNOWN MEMBERS

RUMORS FED TO PLAYERS

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

☐ TRUE ☐ FALSE **RUMOR:** _____

SOURCE: _____

SAILING SHIP

SHIP NAME: _____

SHIP SIZE (SELECT ONE): ☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE ☐ GARGANTUAN ☐ COLOSSAL

SHIP TYPE (SELECT ONE): ☐ AUXILIARY ☐ COASTAL ☐ MERCHANTMAN ☐ 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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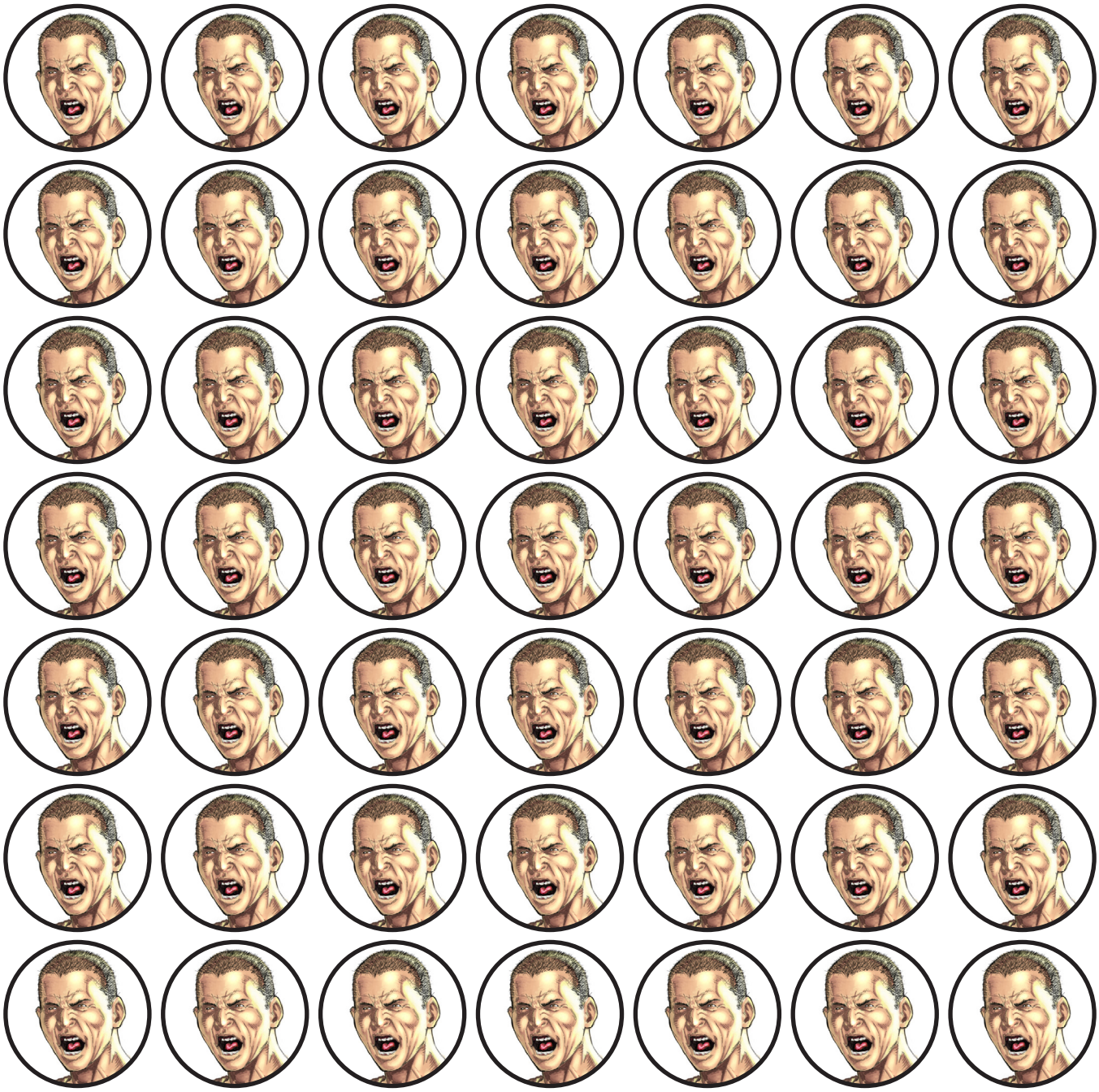

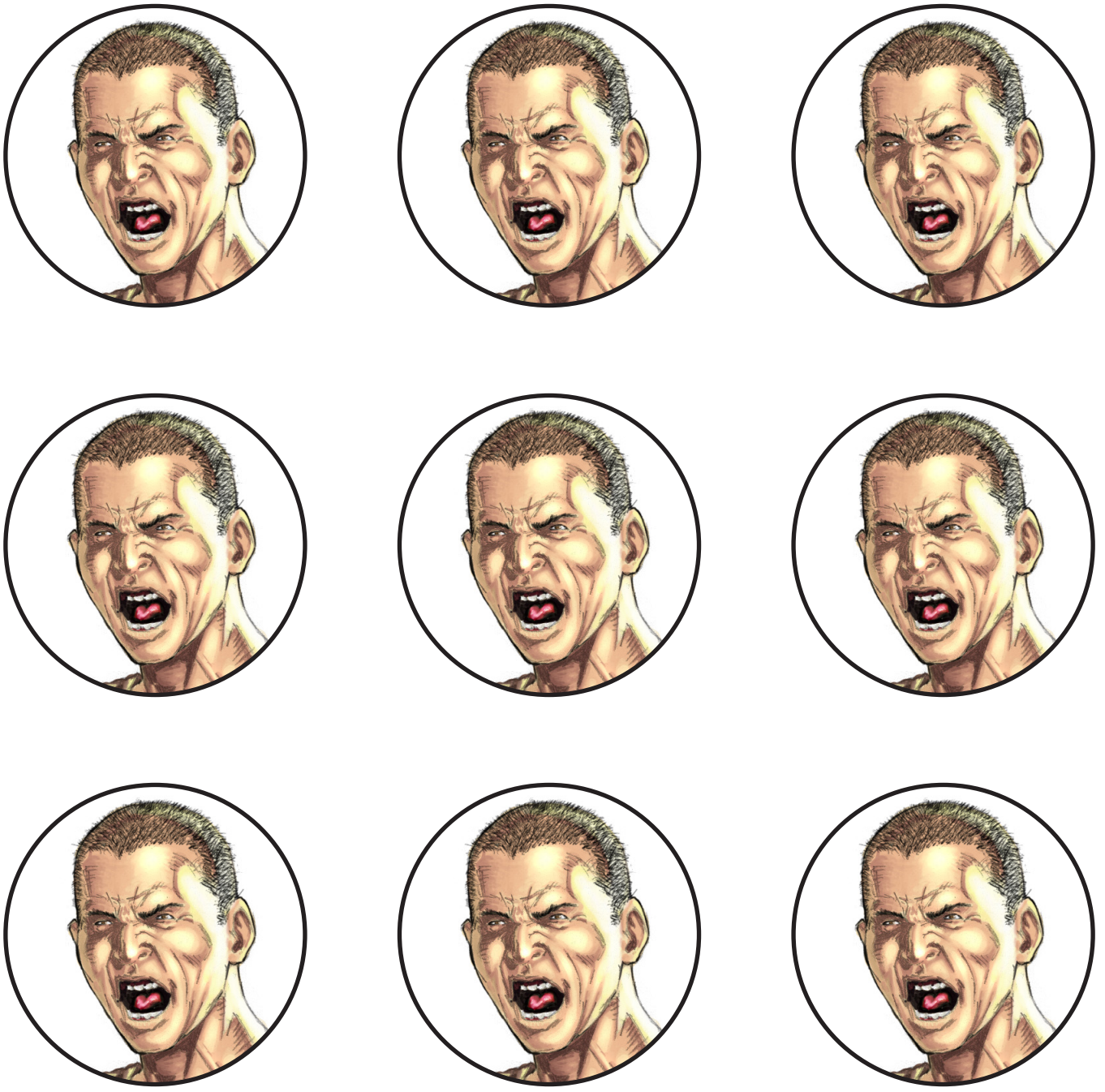

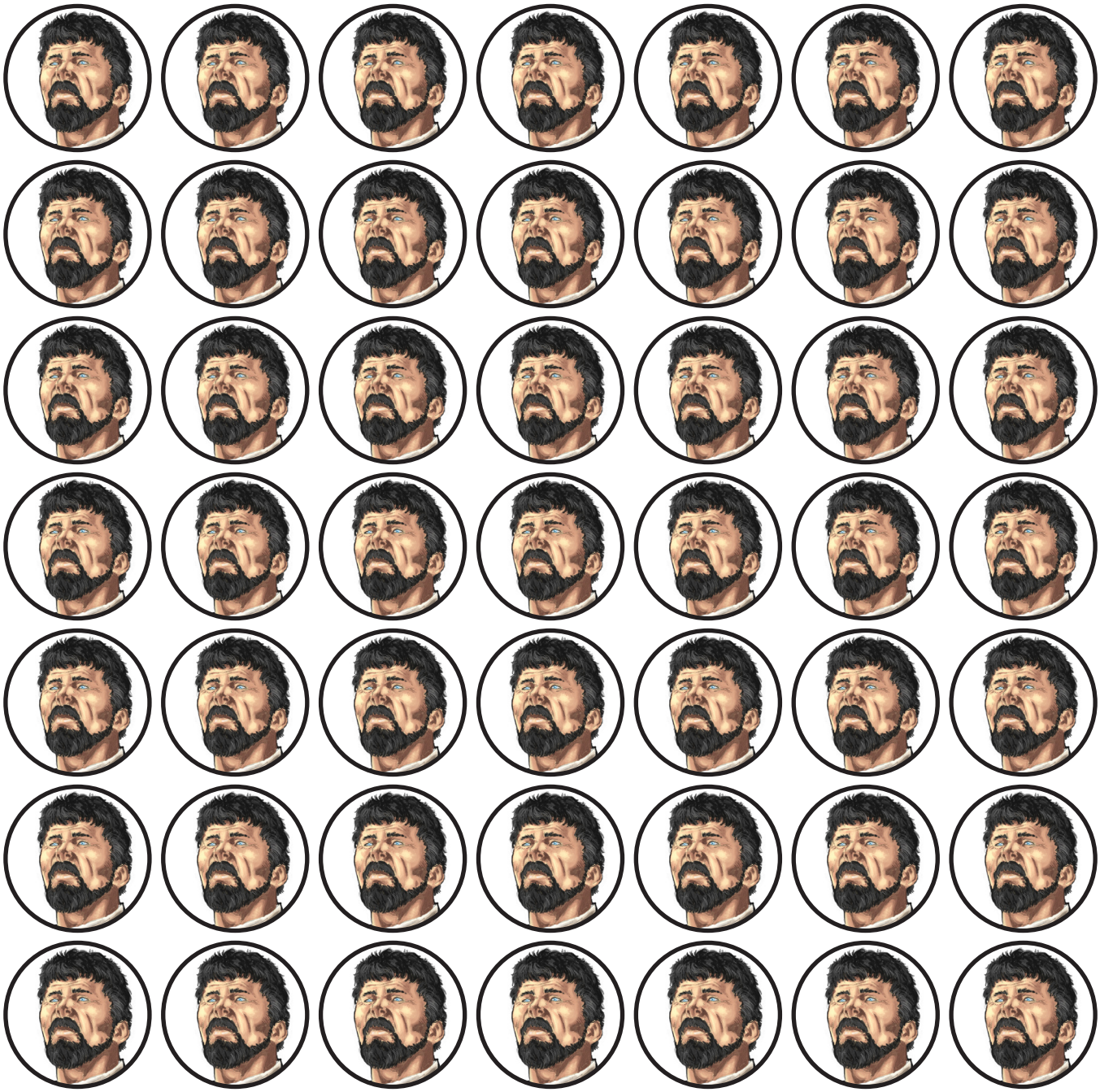

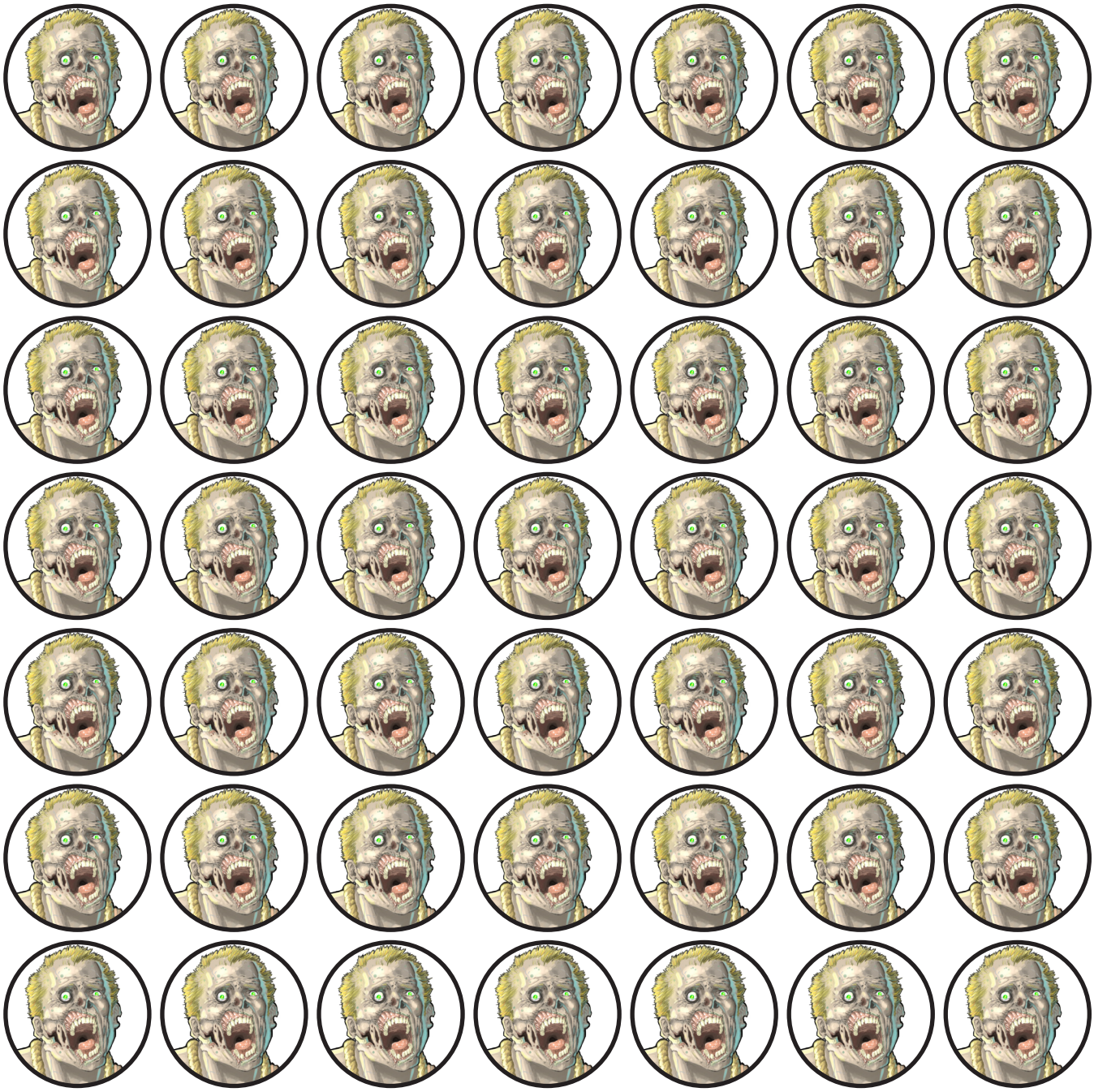

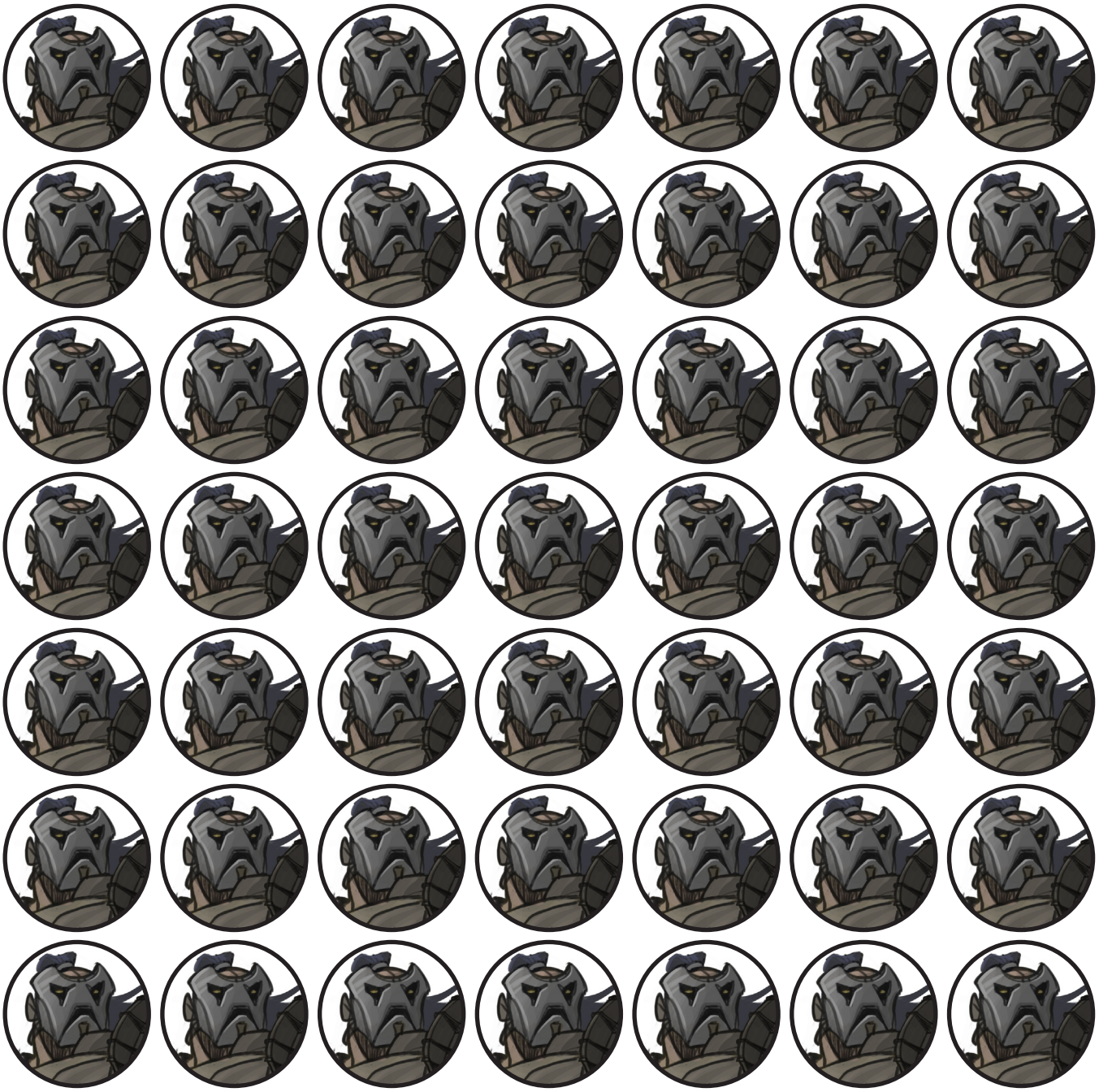

NAME | RACE / CLASS | LVL

STR | INT | FORT
DEX | WIS | REF
CON | CHA | WILL
AC | TOUCH | INIT
FLAT | SPEED | _____
BAB | CMB | CMD

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Acrobat
Bluff
Diplom.
Intim.
Percep.
Sense Motive
Stealth

Languages

PATHFINDER ROLEPLAYING GAME COMPATIBLE

Special / Notes

LOUIS PORTER JR. DESIGN

DELAY or READY

UNCONSCIOUS

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NAME | RACE / CLASS | LVL

STR | INT | FORT
DEX | WIS | REF
CON | CHA | WILL
AC | TOUCH | INIT
FLAT | SPEED | _____
BAB | CMB | CMD

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Acrobat
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NAME | RACE / CLASS | LVL

STR | INT | FORT
DEX | WIS | REF
CON | CHA | WILL
AC | TOUCH | INIT
FLAT | SPEED | _____
BAB | CMB | CMD

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Acrobat
Bluff
Diplom.
Intim.
Percep.
Sense Motive
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PATHFINDER ROLEPLAYING GAME COMPATIBLE

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NAME | RACE / CLASS | LVL

STR | INT | FORT
DEX | WIS | REF
CON | CHA | WILL
AC | TOUCH | INIT
FLAT | SPEED | _____
BAB | CMB | CMD

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Acrobat
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