

### MY CAMPAIGN

This section is for recording the details of your campaign setting. If you've created your own world, you'll want to detail the cultures, major areas, adventure locales, major cities, important NPCs, and other details. When worldbuilding, it's often best to

start small and work toward the larger areas as you need them, so think about where the PCs will start the campaign and focus your initial work on that place. It's okay to not develop everything beforehand—in fact, you're going to want to leave space (both in your world and in this notebook) for later development. A GM's creative mind doesn't ever stop!

Even if you're running a game set in the real world (or a published setting), you're going to need plenty of space to detail the specifics you need: NPCs, locations, and so on.



### THE WORLD

### Overview

### HISTORY

Norma	
Name:	
Stats:	
Decessions	
Possessions:	
Location:	
Important Details:	
Connection to the Cotting.	
Connection to the Setting:	
Relationship with the PCs:	
'	
Name:	
Stats:	
December	
Possessions:	
Location:	
Important Details:	
Connection to the Cotting.	
Connection to the Setting:	
Relationship with the PCs:	

Name:	
Stats:	
Possessions:	
Laasttaa	
Location:	
Important Details:	
Connection to the Setting:	
Relationship with the PCs:	
Name:	
Stats:	
Possessions:	
Location:	
uovurion.	
Important Details:	
-	
Connection to the Setting:	
<b>.</b>	
Relationship with the PCs:	

Name:	
Stats:	
Possessions:	
Location:	
Important Details:	
important botatio.	
Connection to the Setting:	
oonneerion to the oetting.	
Relationship with the PCs:	
ncialiunanip wiln inc rua:	
Name:	
Stats:	
n .	
Possessions:	
Location:	
Important Details:	
Connection to the Setting:	
Relationshin with the PCs.	

Name:	•	•
Stats:		
Possessions:		
PUSSESSIUIIS:		
Location:		
Dognion.		
Important Details:		
Connection to the Setti	ng:	
	-	
Relationship with the P	lis:	
Name:		
Stats:		
Possessions:		
Location:		
Important Nataila		
Important Details:		
Connection to the Setti	na.	
OONNEVIIUN IU ING UCIII	ny:	
Relationship with the P	rs:	
4		

Name:	
Stats:	
Possessions:	
Location:	
Important Details:	
ımhnılanı neigiis:	
Connection to the Setting:	
J	
Relationship with the PGs:	
Name:	
Stats:	
Possessions:	
Location:	
Important Nataila	
Important Details:	
Connection to the Setting:	
Relationshin with the PCs.	

Name:	
Stats:	
Possessions:	
1 00000010110.	
Location:	
Important Notaila	
Important Details:	
Connection to the Setting:	
·	
n	
Relationship with the PCs:	
Name:	
Stats:	
VIAIS:	
Possessions:	
Laaka	
Location:	
Important Details:	
Connection to the Setting:	
Relationship with the PCs:	
urialianonih milu ing LA9:	

Name: Stats:	
Possessions:	
Location:	
Important Details:	
Connection to the Setting:	
Relationship with the PCs:	
Name: Stats:	
Possessions:	
Location:	
Important Details:	
Connection to the Setting:	
Relationship with the PCs:	

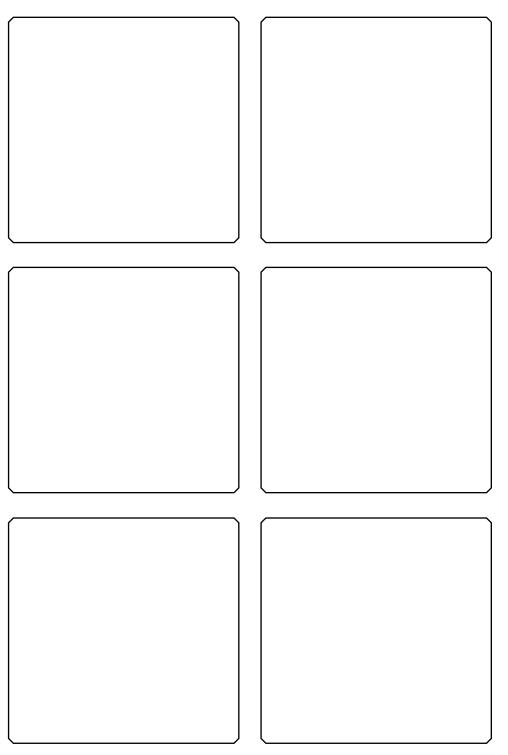
Name:	
Stats:	
Possessions:	
1 00000010110.	
Location:	
Important Notaila	
Important Details:	
Connection to the Setting:	
·	
n	
Relationship with the PCs:	
Name:	
Stats:	
VIAIS:	
Possessions:	
Laaka	
Location:	
Important Details:	
Connection to the Setting:	
Relationship with the PCs:	
urialianonih milu ing LA9:	

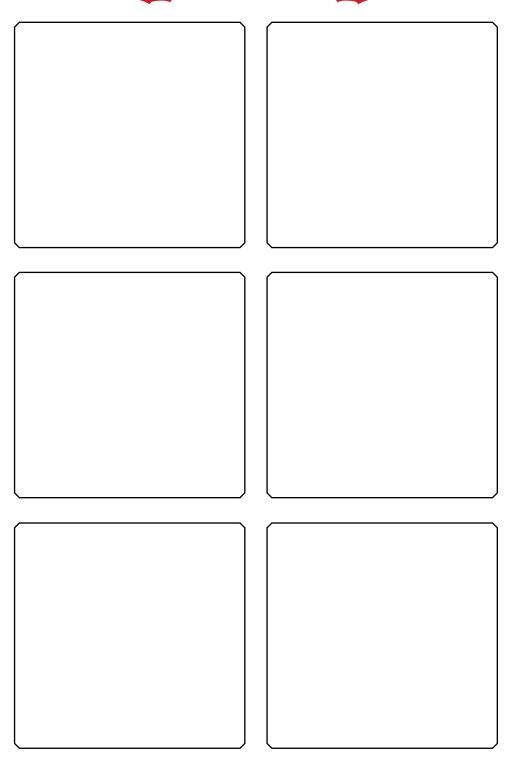
Name:			
Stats:			
Possessions:			
Location:			
Important Details:			
important botatis.			
Connection to the Set	tting:		
	-		
Relationship with the	PCs:		
Name:			
Stats:			
Possessions:			
Location:			
Important Details:			
ımharıanı nelali9:			
Connection to the Se	lting:		
	u		
Relationship with the	PCs:		

-		
Name:		•
Stats:		
Possessions:		
Location:		
Important Details:		
Connection to the Set	tina.	
	iing.	
Relationship with the	PCs:	
<b>,</b>		
Name:		
Stats:		
Danasatana		
Possessions:		
Location:		
uoourron.		
Important Details:		
Connection to the Set	ting:	
	-	
Relationship with the	PCs:	

, <u> </u>
J

ı (	
) (	





### ADVENTURES AND ADVENTURE LOCALES

Use this section to detail important locations, adventure details, encounters, and anything else you're going to need to prepare for a game session. If you need to, jot down page numbers from your rulebooks if you're going to need to reference something.





# **EMERGENCY IDEAS**

As you run your game, no matter how much you've prepared, you're going to need to have some material ready on the fly. Names for NPCs and creatures, some names for places and groups, and cool ideas to fall back upon when the PCs go in a direction you weren't expecting. Take some time before each session to come up with a few names you'll need on the fly. Then, when you use them, check them off and, if needed, jot down a note or two about how you've used it. Whenever you get a great idea that you want to have at the ready, record it here as well. Even a sentence or two is better than nothing when you're caught unprepared!





PEOPLE

	Name	Notes
Щ		
Ш		
Ш		
Щ		
Н		
Щ		
1 1		

#### **CREATURES**

	Name	Notes
<b>(58)</b>	GM Notebook	

PLACES

Name Notes GROUPS

	Name	Notes
H		
$\vdash$		
Щ		
$\Box$		
<b>6</b> 0	GM Notebook	

# CAMPAIGN LOG

Unlike the rest of this notebook, this section is for notes to take during or immediately after a session. Use this section to record the events of your game sessions, making careful note of things

you'll need to remember for next session or future sessions.: Villains that might return, things left undone, curses or other afflictions on the PCs, and so on.

This is also where you can keep notes specific to the PCs in your game.







# THE PLAYER CHARACTERS

Name: Notes:		
Name: Notes:		
Name: Notes:		

# THE PLAYER CHARACTERS

Name: Notes:		
Name: Notes:		
Name: Notes:		

Important Events:	
NPCs Encountered:	
NI VS LIIVVUHISPGU.	
Notes for Next Session:	

Session Date:

Important Events:

GM Notebook

NPCs Encountered:		
Notes for Next Session:		

Important Events:		
NDO F I I		
NPCs Encountered:		
Notes for New Oscales		
Notes for Next Session:		

#### OAMBAICH LOC

_	CAMPAIGN DUG	
Session Date:	•	
Important Events:		
•		
NPGs Encountered:		

Important Events:	
NPCs Encountered:	
NPUS ENGUUNIEREU:	
Notes for Next Session:	

	CAMPAIGN	LOG
Session Date:		
Important Events:		
NPCs Encountered:		

Important Events:		
NPCs Encountered:		
Notes for Next Session:		
NUIES IUF NEXI DESSIUII:		

Session Date:			
Important Events:			
NPCs Encountered:			
NPUS ENGUUNIEREU:			
Notes for Next Session:			

IMPORTANT EVENTS:		
NPGs Encountered:		
Notes for Next Session:		

	CAMPAIGN LOG
Session Date:	
Important Events:	
NPCs Encountered:	

Important Events:	
NPCs Encountered:	
Notes for Next Session:	
MUIGO IUF MGAI UGOOIUII:	

Session Date:

Important Events:

GM Notebook

NPGs Encountered:		
Notes for Next Session:		

Important Events:		
NPGs Encountered:		
Notes for Next Session:		

_	CAMPAIGN LOG
Session Date:	
Important Events:	
NPCs Encountered:	

Important Events:		
NPGs Encountered:		
Notes for Next Session:		
HOTOS TOT HOM GODDION.		

	CAMPAIGN LOG
Session Date:	
Important Events:	
NPCs Encountered:	

Important Events:		
NPGs Encountered:		
MI OB ENCOUNTERCU.		
Notes for Next Session:		

NPGs Encountered:		
Notes for Next Session:		

Session Date:

Important Events:

Important Events:	
NDO- F	
NPCs Encountered:	
Notes for Next Session:	
MUICO IUF MENI UGOSIUII.	

	CAMPAIGN LOG
Session Date:	
Important Events:	
NPCs Encountered:	

Important Events:	
NPCs Encountered:	
NI VS LIIVVUHISPGU.	
Notes for Next Session:	

_	CAMPAIGN LOG	
Session Date:		
Important Events:		
NPGs Encountered:		

Important Events:		
NPGs Encountered:		
Notes for Next Session:		

Session Date: Important Events:			
important Evolito.			
NPCs Encountered:			
Notes for Next Session	N:		

Important Events:	
NPCs Encountered:	
Notes for Next Session:	

	CAMPAIGN L	OG
Session Date:		
Important Events:		
NPGs Encountered:		

IMPORTANT EVENTS:		
NPGs Encountered:		
Notes for Next Session:		

Session Date:

Important Events:

GM Notebook

NPGs Encountered:		
Notes for Next Session:		

Important Events:	
NPGs Encountered:	
Notes for Next Session:	

	CAMPAIGN LOG
Session Date:	
Important Events:	
•	
NPCs Encountered:	
NFUS ENGUUNIEREU:	