GM
NOTEBOOK

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.

Overview

HISTORY

MAJOR NPCs

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Important Details:

Connection to the Setting:

Relationship with the PCs:

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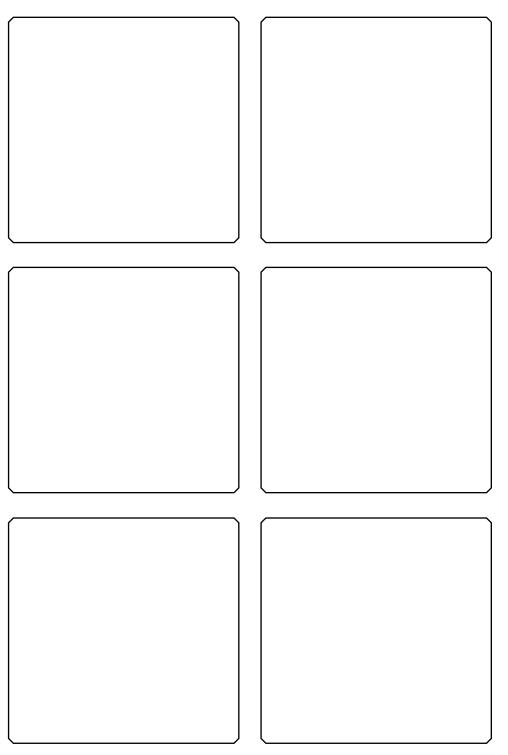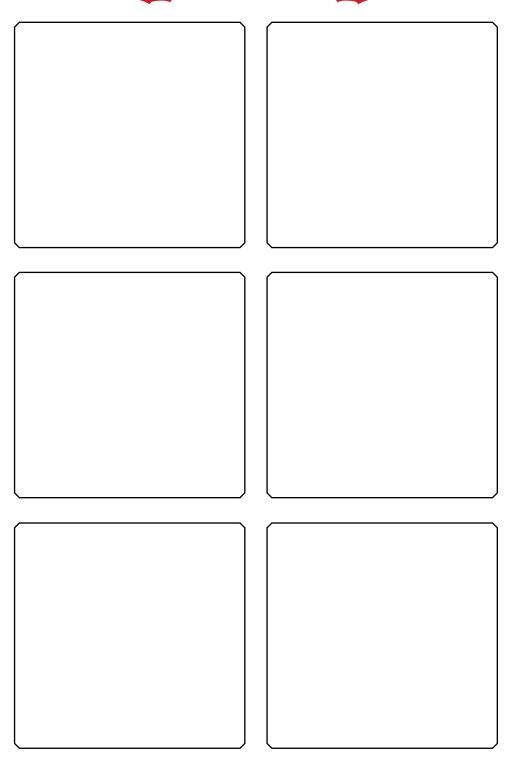Connection to the Setting:

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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.

ADVENTURES AND ADVENTURE LOCALES

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!

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PLACES

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GROUPS

Name   **Notes**

IDEAS

IDEAS

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

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THE PLAYER CHARACTERS

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CAMPAIGN LOG

Session Date:

Important Events:

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