PUBLISHER PORTFOLIO

CAMPAIGN OVERVIEW

...G? ☐ YES ☐ NO PUBLISHER: _____

...SIS: _____

CURRENT DATE: _____

...ART DATE: _____

...TY: _____

...E OPERATED PUBLICLY SINCE? _____

...E OF PLAY? ☐ Hack-And-Slash ☐ Role-Playing ☐ Somewhere in the middle

...s of the Party

...NPC   PLAYER

...PC

...blished PDFs or ...ourcebooks Used

...E: _____

...TLE: _____

...TITLE: _____

...TITLE: _____

...TITLE: _____

TITLE: _____

Changes to Published setting

...use Rules for ...scellaneous

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: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

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TITLE: _____

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Changes to Published setting

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Members of the Party

HERO

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PC/NPC

☐ PC   ☐ NPC

☐ PC   ☐ NPC

☐ PC   ☐ NPC

☐ PC   ☐ NPC

☐ PC   ☐ NPC

☐ PC   ☐ NPC

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☐ PC   ☐ NPC

PLAYER

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House Rules for Arcane or Divine Magic

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House Rules for Combat

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House Rules for Miscellaneous

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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: _____

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_____

Location in the campaign

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

_____

_____

LEADER(S): _____

NOTES: _____

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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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PUBLISHER: _____

RESULTS: _____

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RESULTS: _____

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TITLE: _____

PUBLISHER: _____

RESULTS: _____

_____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

_____

Character Race Dwarves

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

_____

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OTHER NOTES: _____

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Character Race Elves

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Race Gnomes

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Race Half Elves

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Race Half Orc

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Race Halfling

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Race Human

STANDARD: ☐ YES ☐ NO

If no, record changes below.

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: _____

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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 Class Barbarian

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Bard

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Cleric

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Druid

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Fighter

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Monk

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Paladin

STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Ranger

SRD STANDARD: ☐ YES ☐ NO

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Rogue

STANDARD: ☐ **YES** ☐ **NO**

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Sorcerer

STANDARD: ☐ **YES** ☐ **NO**

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Wizard

SRD STANDARD: ☐ **YES** ☐ **NO**

If no, record changes below.

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Other

NAME: _____

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Other

NAME: _____

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Oother

NAME: _____

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Other

NAME: _____

RACIAL TRAITS: _____

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OTHER NOTES: _____

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Character Class Other

NAME: _____

RACIAL 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

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_____
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feats Not Available in the Campaign

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Setting Specific Equipment Information

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New Feat

FEAT NAME: _____

DESCRIPTION: _____

_____

PREREQUISITES: _____

BENEFIT: _____

_____

_____

SPECIAL: _____

_____

New Feat

FEAT NAME: _____

DESCRIPTION: _____

_____

PREREQUISITES: _____

BENEFIT: _____

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SPECIAL: _____

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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:

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: _____

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: _____

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_____

Plot Device

DEVICE NAME: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

_____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

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

_____

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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: _____

_____

_____

_____

_____

_____

God/Deity

NAME: _____

 ALIGNMENT: _____

 SYMBOL: _____

DOMAINS:_____

_____

_____

_____

CLERIC'S WEAPON OF CHOICE:

_____

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES:_____

_____

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God/Deity

NAME: _____

 ALIGNMENT: _____

 SYMBOL: _____

DOMAINS:_____

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CLERIC'S WEAPON OF CHOICE:

_____

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES:_____

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God/Deity

NAME: _____

 ALIGNMENT: _____

 SYMBOL: _____

DOMAINS:_____

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CLERIC'S WEAPON OF CHOICE:

_____

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES:_____

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God/Deity

NAME: _____

 ALIGNMENT: _____

 SYMBOL: _____

DOMAINS:_____

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CLERIC'S WEAPON OF CHOICE:

_____

CLERIC ALIGNMENT(S): _____

☐ LESSER GOD ☐ GREATER GOD

NOTES:_____

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Campaign Rogues Gallery

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

Supporting Cast List

NAME

NOTE

_____

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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: _____

_____

_____

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   _____

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9-11   _____

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12-15   _____

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16-18   _____

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19-20   _____

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Custom Random Encounter Table

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

Potential Crime Scenes

NAME	LOCATION	IMPORTANT NOTES	OWNER
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

_____

GOVERNMENT MEMBERS

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ALLIES: _____

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ENEMIES: _____

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NOTES:_____

_____

Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

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GOVERNMENT MEMBERS

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ALLIES: _____

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NOTES:_____

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Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

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GOVERNMENT MEMBERS

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ALLIES: _____

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ENEMIES: _____

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NOTES:_____

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Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

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GOVERNMENT MEMBERS

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ALLIES: _____

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ENEMIES: _____

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NOTES:_____

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Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

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GOVERNMENT MEMBERS

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ALLIES: _____

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ENEMIES: _____

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NOTES:_____

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Kingdom or Country

LOCATION: _____

CAPITAL: _____

FORM OF GOVERNMENT:_____

RULER/LEADER: _____

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GOVERNMENT MEMBERS

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ALLIES: _____

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ENEMIES: _____

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NOTES:_____

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Other Minor Cities and towns

CITY	STAYED AT	MET	EVENTS
____	____	____	____
____	____	____	____
____	____	____	____
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____	____	____	____
____	____	____	____
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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**

Taverns and Inns

NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR

Shops and Marketplaces

NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR

Guilds or Organizations in the Campaign

NAME	LOCATION	IMPORTANT NOTES	KNOWN MEMBERS
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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: _____

Unresolved Issues and Leads

ISSUE/LEAD RESOLVED?

_____ ☐ YES ☐ NO

_____

_____ ☐ YES ☐ NO

_____

_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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_____ ☐ YES ☐ NO

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Traps for Use in Any Dungeon

NAME	CR	EFFECT	SEARCH	DISABLE DEVICE

Dungeons tricks/Hidden Doors/Other Ideas

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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

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_____   ☐ YES ☐ NO

_____   ☐ YES ☐ NO

_____   ☐ YES ☐ NO

_____   ☐ YES ☐ NO

Campaign Artifact

NAME:_____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS:_____

_____

TO DESTROY:_____

_____

NOTES: _____

_____

Campaign Artifact

NAME:_____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS:_____

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TO DESTROY:_____

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NOTES: _____

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Campaign Artifact

NAME:_____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS:_____

_____

TO DESTROY:_____

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NOTES: _____

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Campaign Artifact

NAME:_____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS:_____

_____

TO DESTROY:_____

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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 Monster Listing

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

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_____   _____   _____

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: _____
_____
_____

Geographic Overview

LOCATION: _____

NOTES: _____
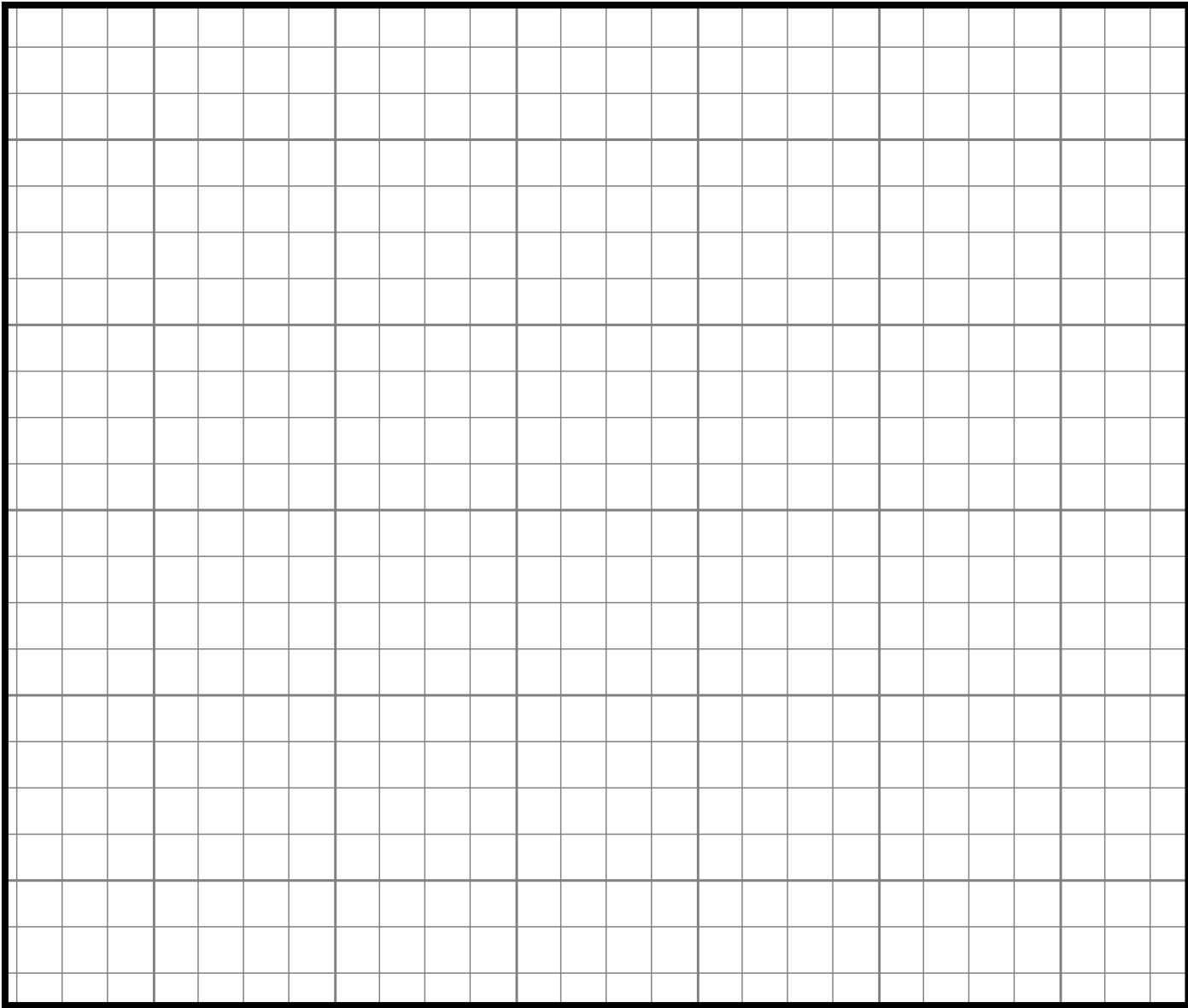
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Detailed Information and Maps

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

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BARDIC KNOWLEDGE: _____

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OTHER NOTES: _____

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Detailed Information and Maps

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

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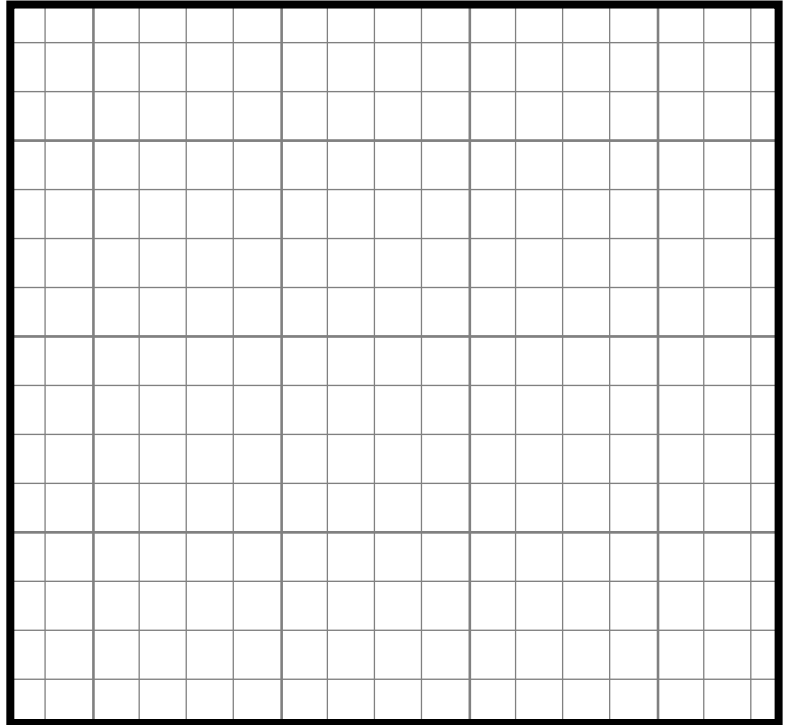
BARDIC KNOWLEDGE: _____

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OTHER NOTES: _____

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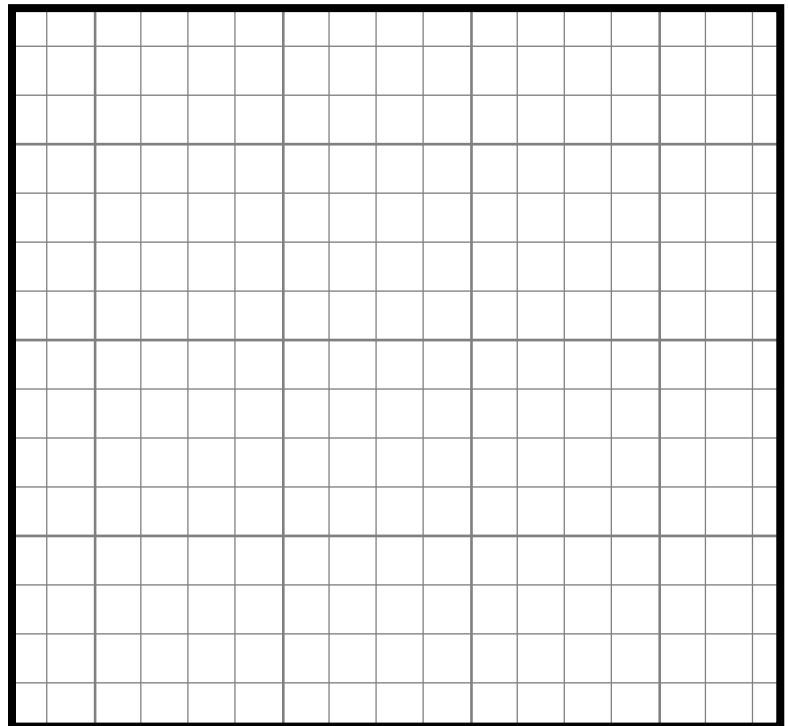
Minor Sized Town Information and Map

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

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NOTES: _____

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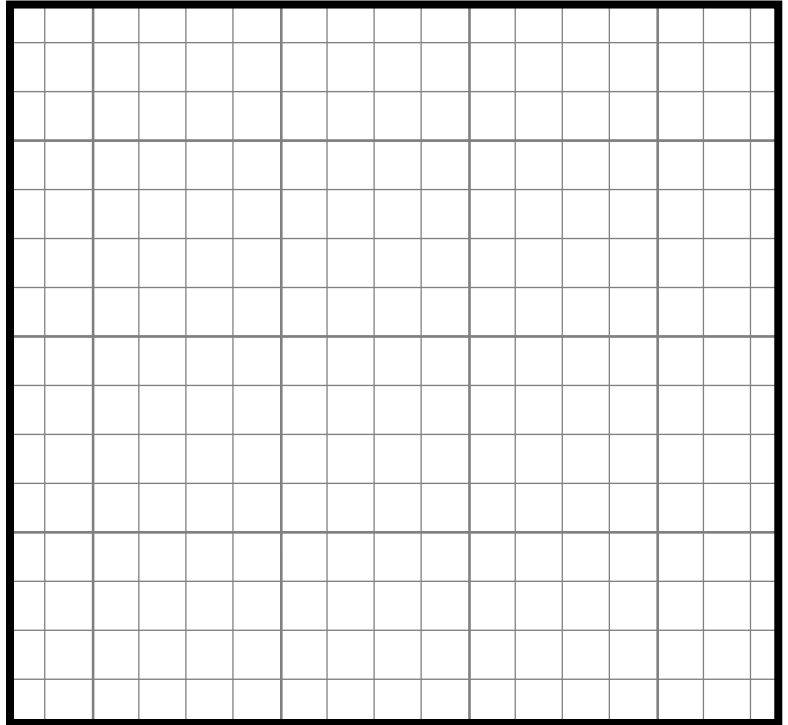
Minor Sized Town Information and Map

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

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NOTES: _____

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Major Sized Town Information and Map

NAME: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

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NOTES: _____

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Short Term Goals

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Medium Term Goals

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Long Term Goals

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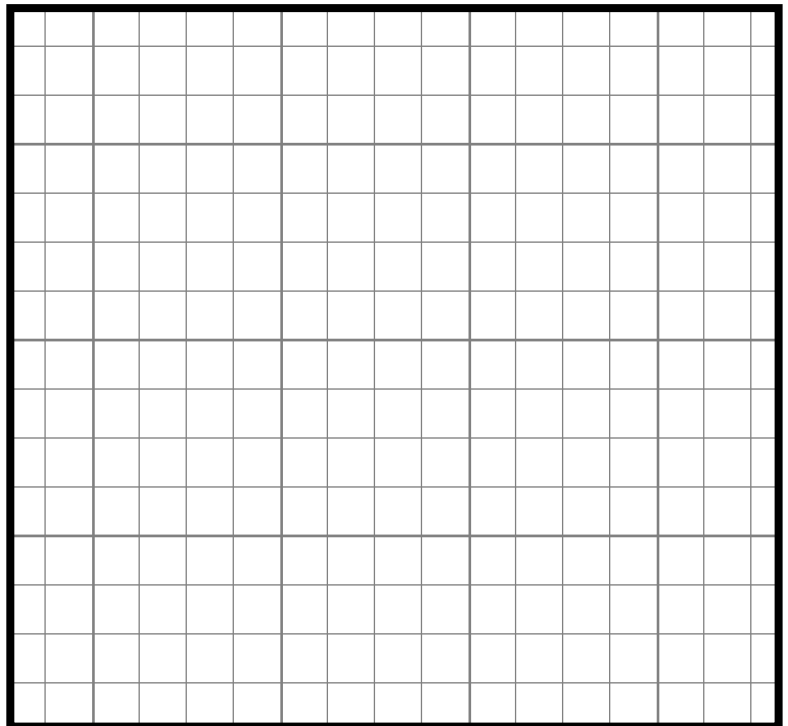
Notes
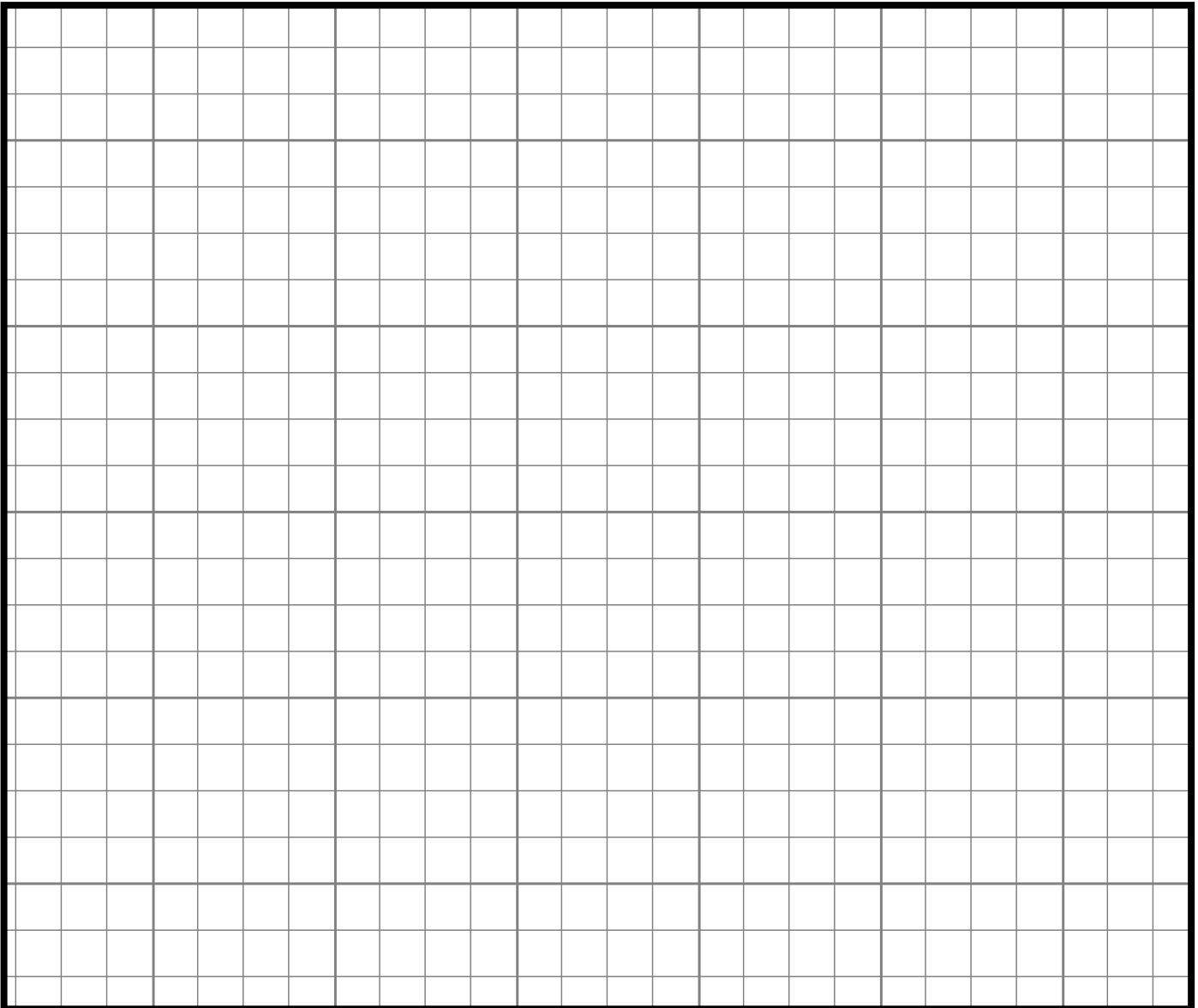
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