

Book II: Forms Book

FEATURED VILLAIN

<p>Race _____ Class/Lvl _____ Deity _____ AL _____</p> <p>Move Rate: _____ HP: _____ Wounds: _____</p> <p>ABILITIES SAVES</p> <p>STR _____ Paralyze/Poison _____ INT _____ Petrify/Polymorph _____ WIS _____ Rod/Staff/Wand _____ DEX _____ Breath Weapon _____ CON _____ Spells _____ CHR _____ Wis Bonus _____ CMS _____ Other Bonus _____</p> <p>AC Bonuses: _____ AC _____ Combat Bonuses: _____ THAC0 _____ _____ To Hit _____ To Damage</p> <p style="text-align: center;">WEAPONS</p> <p>WPN THAC0#AT Range Dmg</p> <p>_____</p> <p>Proficiencies/Skills: _____</p> <p>_____</p> <p>Special Abilities</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>EQUIPMENT/MAGICAL ITEMS</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>NAME: _____ SEX: _____ Epithets: _____ AL: _____</p> <p>LANGUAGES KNOWN (#) NATIVE TONGUE _____ Spoken: _____ Read: _____</p> <p>APPEARANCE</p> <p>Height: _____ Weight: _____ Build: _____ Age: _____ Eyes: _____ Hair & Style: _____ Distinguishing Features: _____</p> <p>Garb: _____</p> <p>Voice: _____</p> <p>MANNERISMS/HABITS</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>PERSONALITIES/MOTIVES</p> <p>_____</p> <p>_____</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%; border-bottom: 1px solid black;">Responses to Key Stimuli:</td> <td style="width: 40%; border-bottom: 1px solid black;">Stimulus</td> </tr> <tr> <td style="border-bottom: 1px solid black;"> </td> <td style="border-bottom: 1px solid black;"> </td> </tr> <tr> <td style="border-bottom: 1px solid black;"> </td> <td style="border-bottom: 1px solid black;"> </td> </tr> </table> <p>Exploitable Traits/Weaknesses</p> <p>_____</p> <p>_____</p> <p>BACKGROUND/HISTORY</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>TYPICAL TACTICS</p> <p>_____</p> <p>_____</p> <p>_____</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Henchman</td> <td style="width: 15%;">Class/Lvl</td> <td style="width: 10%;">AC</td> <td style="width: 10%;">THAC0</td> <td style="width: 10%;">#AT</td> <td style="width: 10%;">DMG</td> <td style="width: 10%;">HP</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> </table> <p style="text-align: right;">(Personality/Motive & Item Notes)</p> <p>Typical Lackey/Troops</p> <p>_____</p> <p>_____</p> <p>_____</p>	Responses to Key Stimuli:	Stimulus					Henchman	Class/Lvl	AC	THAC0	#AT	DMG	HP	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Responses to Key Stimuli:	Stimulus																											
Henchman	Class/Lvl	AC	THAC0	#AT	DMG	HP																						
_____	_____	_____	_____	_____	_____	_____																						
_____	_____	_____	_____	_____	_____	_____																						

VILLAINS # _____

TREASURES

TREASURE # _____

CONTAINERS

LOCATION

PROTECTION (Lock-Trap-Magic-Concealment-Triggers)

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

TREASURE

VALUE

TREASURE

VALUE

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TRAP DETAILS

WHERE EFFECTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HOW TO AVOID/DISARM

SPECIAL ITEM EFFECTS & DEFECTS

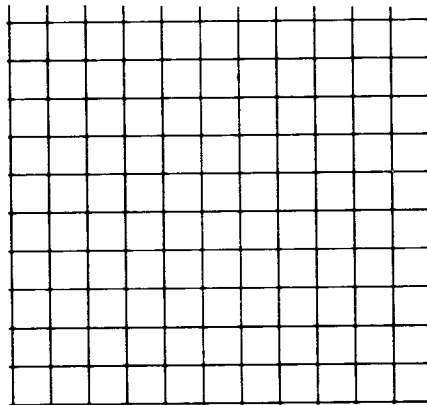
_____	_____
_____	_____
_____	_____
_____	_____

HINTS ABOUT ITEM EFFECTS:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

*** NEW ITEM ***

NAME: _____
MAGIC: _____
TYPE: _____ CLASS: _____
ACTIVATES: _____
RANGE: _____ USING: _____
DURATION: _____
AREA: _____



*** NEW SPELL ***

NAME: _____
TYPE: _____ REVERSE: _____
LEVEL: _____ COMPONENTS: _____
RANGE: _____ CASTING: _____
DURATION: _____
AREA: _____
SAVE: _____
EFFECTS: _____

_____ :SAVE?
_____ :DEACTIVATE

EFFECTS: _____

DETAILS: _____

LIMITATIONS: _____

HINTS TO USE: _____

LIMITATIONS: _____

MATERIAL COMPONENTS

VALUE/XP: _____

VALUE/XP: _____

VALUE/XP: _____

PLOTS & MYSTERIES

ENCOUNTER # _____

THE MYSTERY: _____ :CATEGORY _____

VICTIMS: _____

 ITEMS: _____

 LOCATION: _____
 METHOD: _____

 LIKELY SUSPECTS: _____

THE SOLUTION: _____

MAGUFFIN: _____

??? MYSTERY KEYS ???

VILLAIN'S IDENTITY: _____ MOTIVE: _____
 CRIME TOOLS: _____ CRIME METHOD: _____

 VILLAIN'S SPECIAL: _____ VILLAIN'S WEAKNESS: _____

SPECIAL ITEMS OF DEFENSE, EVIDENCE OR LEVERAGE:	ITEM:	LOCATION:
_____	_____	_____
_____	_____	_____
_____	_____	_____

CAST of CHARACTERS:	Relation	Motives/Personality	Information	Sources
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

CLUES: _____	LOCATION/CONDITION FOUND
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

RED HERRINGS/MISDIRECTION	HINTS/REDIRECTION/WARNINGS:
_____	_____
_____	_____
_____	_____
_____	_____

FEATURED CREATURE

CREATURE: _____ AL: _____

DESIGN PURPOSE: _____

COMMON RUMORS: _____

METHOD of COMMUNICATION: _____

APPEARANCE:

Height: _____ Length: _____ Weight: _____ Age: _____

Hide: _____

Description: _____

HABITS/MANNERISMS:

MOTIVES/PERSONALITY:

Standard Responses	Stimulus
_____	_____
_____	_____
_____	_____

Weaknesses: _____

COMBAT TACTICS

SOCIAL GROUPING/RELATIONS:

AGE + GENDER VARIATIONS – HD – AC – THAC0 – #AT – Dmg – hp

ALLIES/GUARDS/SERVANTS

FAMILY: _____ INT: _____

SIZE: _____ HD: _____

MOVEMENT RATES _____ HP: _____

ABILITIES SAVES

STR _____ Paralyze/Poison _____

INT _____ Petrify/Polymorph _____

WIS _____ Rod/Staff/Wand _____

DEX _____ Breath Weapon _____

CON _____ Spells _____

CHR _____ Wis Bonus _____

CMS _____ Other Bonus _____

ARMOR AC Bonus _____

CLASS _____

_____ COMBAT _____ :To Hit

THAC0 BONUS _____ :Damage

*** ATTACKS ***

Atk THAC0 #AT Dmg Range

SPECIAL ABILITIES

POSSESSIONS: _____ :IT

FREQ: _____ #ENC: _____

FOOD: _____

HABITAT: _____ %L _____

LAIR: _____

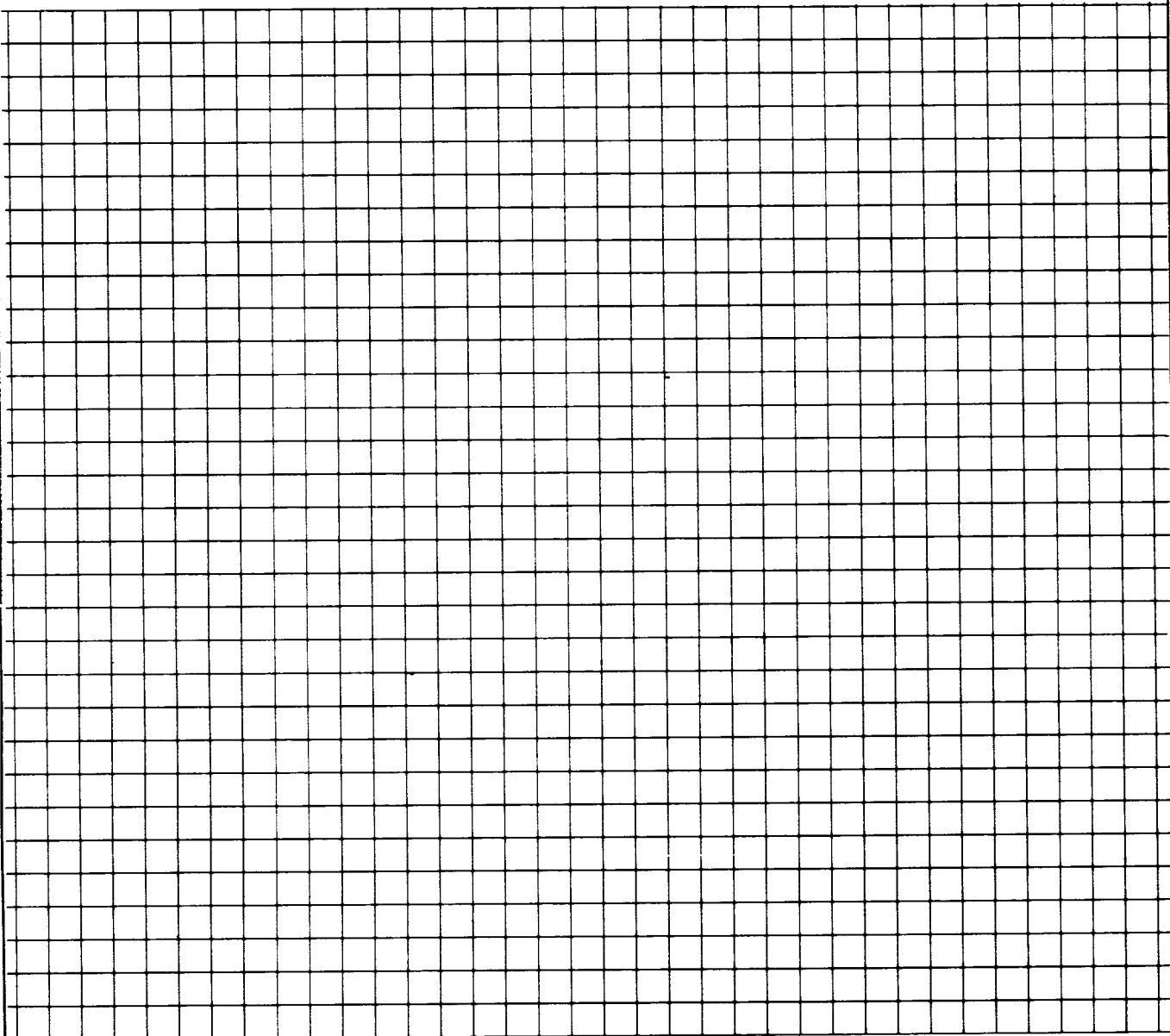
LEVEL/XPT: _____

MONSTER # _____

ADVENTURE MAP: _____

Scale:

=



MAP KEY:

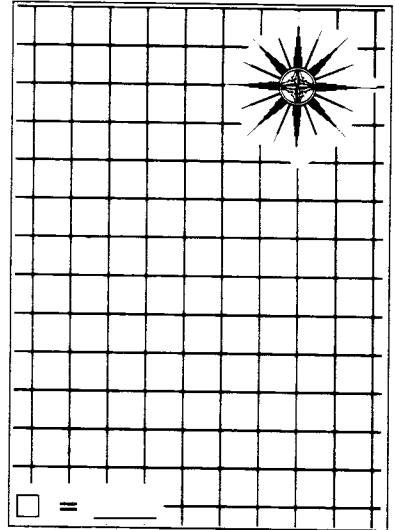
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ADVENTURE INTRODUCTION

ENCOUNTER # _____

TITLE: _____

SET UP: _____



DESCRIPTION: _____

SYNOPSIS: _____

TYPE: _____	HP: _____	STR: _____
HD: _____		INT: _____
AC: _____		WIS: _____
THACO: _____		DEX: _____
Atk: _____		CON: _____
Dmg: _____		CHR: _____
Range: _____		CMS: _____

SPECIALS: _____

VOICE: _____

CONTACT: _____ :AL

RELATION: _____

DESCRIPTION: _____

PERSONALITY MOTIVES: _____

REACTIONS/TACTICS: _____ **ACTION/SUBJECT**

WEAKNESS: _____

ENDGAME: _____

BACKGROUND: _____

PLOT TWISTS _____

SPECIAL CONDITIONS: _____

ALTERNATE DEVICES TO INVOLVE HEROES WHO BALK:

PAYMENT?: _____

MOTIVATIONAL HOOKS

SPECIAL MOTIVATION

REWARDS: Clues/Aids for Adventure	How to Gain!
_____	_____
_____	_____
_____	_____

MELEE ENCOUNTER

ENCOUNTER # _____

TITLE: _____

□ = _____

WARNING: _____

SYNOPSIS: _____

DESCRIPTION: _____

- COMBAT SITUATION:** Ambush Artillery Barrage Assault Attack in Waves Hit & Run Overrun!!
 Detain & Capture Fighting Retreat Guard Hold at All Costs Stand & Defend Taken by Surprise

COVER _____
 OBSTACLES _____
 HAZARDS _____
 Details _____ Combat Mod. _____

CREATURES	HD	AC	THAC0	WPN/ATK	DMG +	HP	WOUNDS	ATTITUDE/GOAL	AL

DEFENSES/GUARDS

STAGES of TACTICS

SPECIAL TACTICS/TRICKS _____

SPECIAL ITEMS _____

ACTIVITY/LOCATIONS: _____

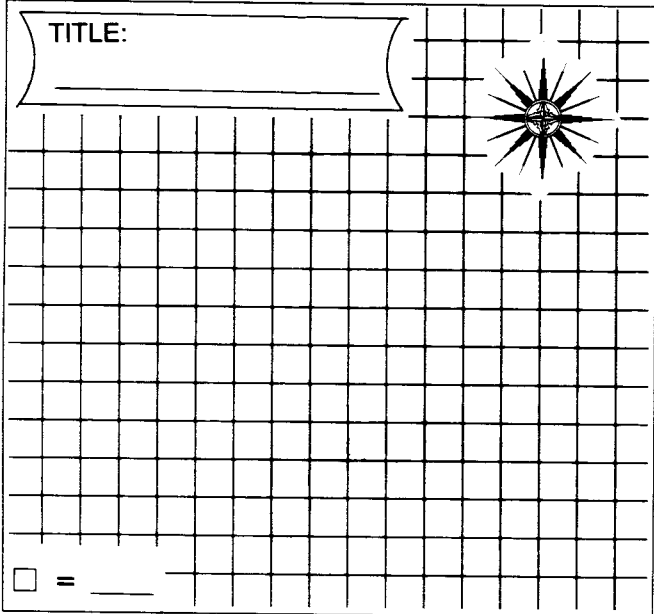
SPECIAL ENDGAME CONDITIONS: _____

REWARDS:	TREASURE HOARD:	Value	Value
PRISONER _____	_____	_____	_____
ATTITUDE _____	_____	_____	_____
INFORMATION KNOWN: _____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
INDIVIDUAL TREASURES	GUARDS, WARDS & CONCEALMENT:	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ROLE-PLAYING ENCOUNTER

ENCOUNTER # _____

TITLE: _____



= _____

WARNING: _____

SYNOPSIS: _____

DESCRIPTION: _____

FURNISHINGS: _____

EFFECTS: _____

CHARACTERS:

NAME: _____
RACE/AL: _____
VOICE: _____
DESCRIPTION _____
& HABITS: _____

MOTIVES: _____

STANDARD REACTIONS

SUBJECTS

TACTICS: _____

WEAKNESS: _____

REWARDS: Information known by a Character

TREASURES:

VALUE

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

NAME:	_____	_____						
CLASS:	_____	_____						
HD:	_____	_____						
MV:	_____	_____						
HP:	<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				<table border="1"><tr><td> </td><td> </td><td> </td></tr></table>			
ST:	_____	_____						
IN:	_____	_____						
Ws:	_____	_____						
DX:	_____	_____						
CN:	_____	_____						
CH:	_____	_____						
CS:	_____	_____						
AC:	_____	_____						
THAC0:	_____	_____						
Atk:	_____	_____						
Dmg:	_____	_____						
Range:	_____	_____						
Special:	_____	_____						
Items:	_____	_____						

WANDERING ENCOUNTERS & RANDOM EVENTS

Periodical Occurrence Chances:				
Area	No			Mod.
	Evt	Enc*	Evt*	

Die Roll	UnEventful	Discovery

*Roll 1d8, add modifier & see charts for details.

WANDERING ENCOUNTERS:

Die Roll	#E	Creatures	Motive

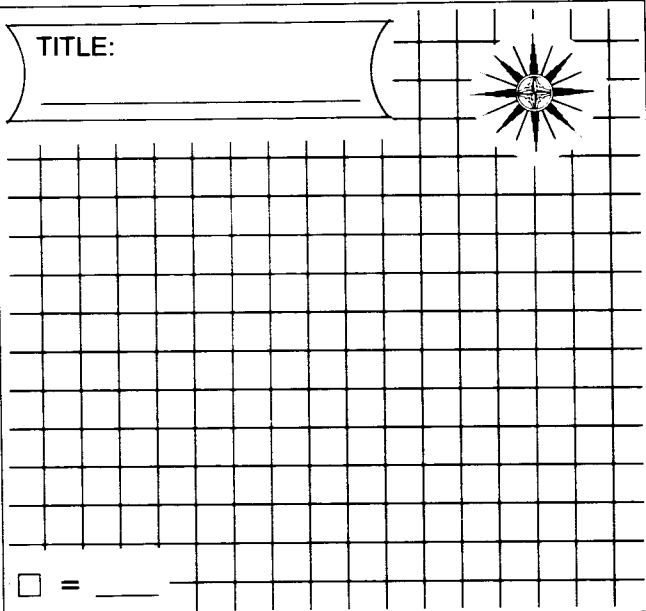
Encounter Details: (List Encounter Number & Details)

Periodic Events: (List Event Number, Conditions & Details)

TRAPS & DILEMMAS

ENCOUNTER # _____

TITLE: _____



= _____

PREVIEW: _____

SYNOPSIS: _____

DESCRIPTION: _____

TRAPS/DILEMMA: _____
GUISE: _____

FURNISHINGS: _____

MISDIRECTION: _____ **TRIGGER:** _____

HOW TO CIRCUMVENT: _____

WHAT WON'T WORK: _____
MECHANICS/EFFECTS: _____

CLUES • DISTRACTIONS • HINTS

DISARMING ATTEMPTS

FAILURE: _____
PARTIAL: _____
SUCCESS: _____
CREATURES: #ENC. _____

TYPE: _____ **HP:** _____ **Notes:** _____
HD: _____
AC: _____
THAC0: _____
Dmg: _____

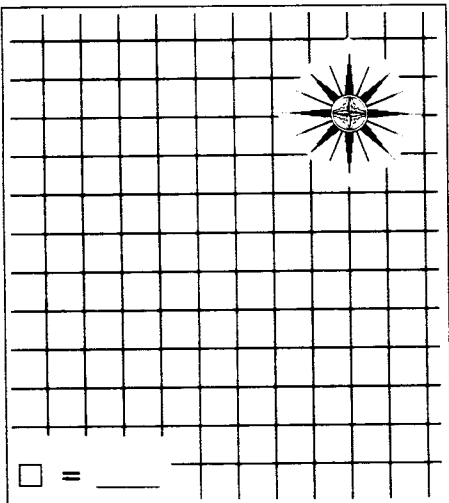
MOTIVES/PERSONALITY: _____

REWARDS:		
LOCATION	DESCRIPTION	VALUE/ENC.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

GUARDS or WARDS: (TRIGGERS?)

EMPTY ROOMS

ENCOUNTER # _____



TITLE: _____

WARNING: _____

DESCRIPTION: _____

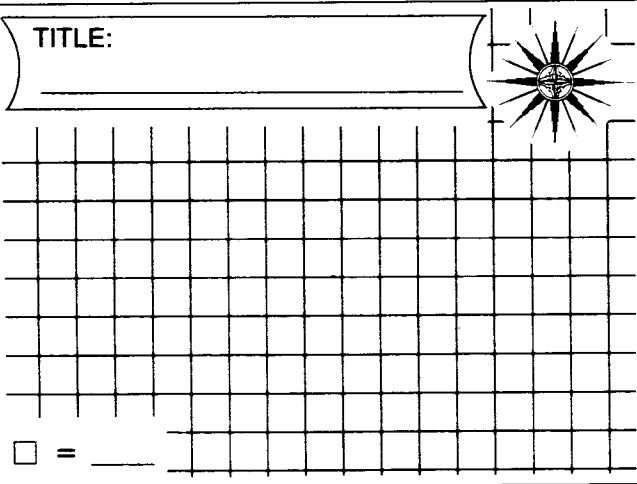
SYNOPSIS: _____

FURNISHINGS: _____

CREATURES _____

TRICKS/PUZZLES: _____

DISCOVERIES	VALUE
_____	_____
_____	_____
_____	_____



TITLE: _____

WARNING: _____

SYNOPSIS: _____

DESCRIPTION: _____

HAZARD/OBSTACLES: _____

SPECIAL EFFECTS _____

HOW TO OVERCOME _____

CREATURES: _____

DISCOVERIES	VALUE
_____	_____
_____	_____
_____	_____


ENCOUNTER # _____

HAZARDS

EVENTS

ENCOUNTER # _____

TITLE: _____



= _____

FORESHADOWING: _____

SYNOPSIS: _____

DESCRIPTION: _____

OCCURENCE CONDITIONS: _____

EVENTS DETAILS: _____

VARIABLE	EVENT ADJUSTMENT
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CREATURES: _____

MOTIVES/PERSONALITY: _____

STANDARD REACTIONS: _____ SUBJECTS: _____

SPECIAL TACTICS	SPECIAL ITEMS
_____	_____
_____	_____
_____	_____

ENDGAME CONDITIONS: _____

REWARDS:	INFORMATION	PARTY TREASURE	Value	Value
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

INDIVIDUAL TREASURES

GUARDS, WARDS & CONCEALMENT: _____

TIMING: _____

SPECIAL EFFECTS

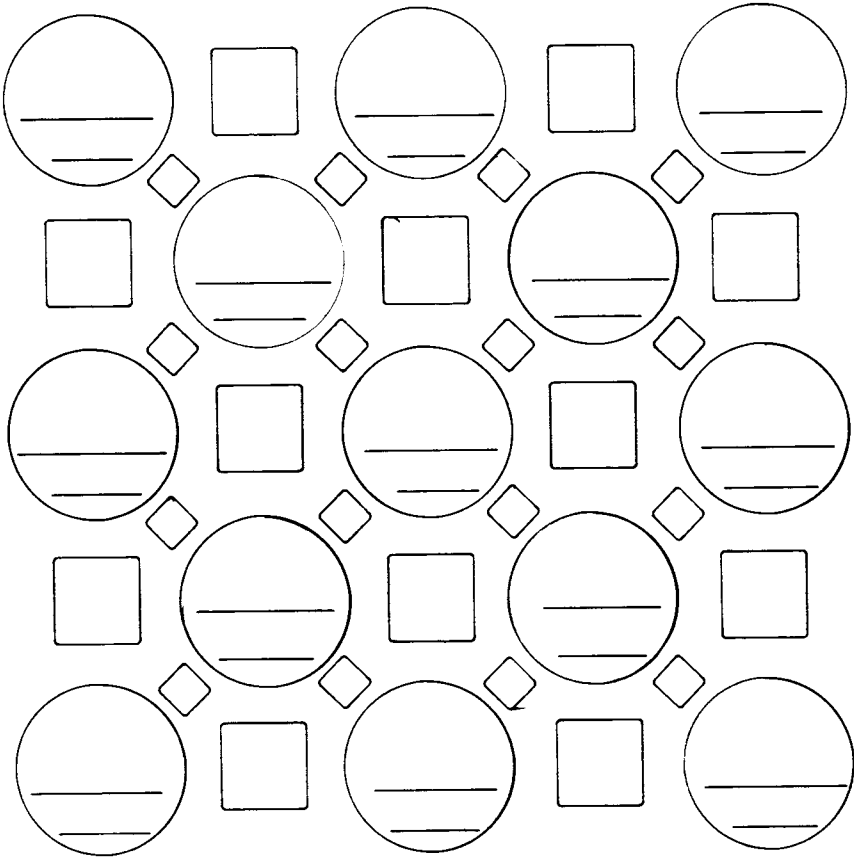
CREATURE NOTES

Type: _____	HP: _____	HP: _____
HD: _____	_____	_____
AC: _____	_____	_____
THACO: _____	_____	_____
Dmg: _____	_____	_____

CHASES

ENCOUNTER # _____

CHASE MATRIX



SPECIAL CONDITION: _____

SPECIAL PATHS

SHORT-CUT OPPORTUNITIES

KNOCK OUTS: _____

BEGINNING: _____

CONCLUSION: _____

HAZARDS/OPPORTUNITIES

TIME/DISTANCE SEPARATION TRACK

	0	1	2	3	4	5	6	8	10	15	20	25	30	ESCAPE +
	0	1	2	3	4	5	6	8	10	15	20	25	30	LOST +
+ESCAPE	35	30	25	20	15	10	8	6	5	4	3	2	1	

