

CAMPAIGN PLANNER

by Philip Reed



Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, Published by Wizards of the Coast®.



Books Used in the Campaign

TITLE: _____

PUBLISHER: _____

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PUBLISHER: _____

TITLE: _____

PUBLISHER: _____

Character Race – Dwarves

PHB STANDARD: YES NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Elves

PHB STANDARD: YES NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Gnomes

PHB STANDARD: YES NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Half-Elves

PHB STANDARD: YES NO

If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Halflings

PHB STANDARD: YES NO
If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Human

PHB STANDARD: YES NO
If no, record changes below.

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Class – Barbarian

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Bard

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Cleric

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Druid

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Fighter

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Monk

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Paladin

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Ranger

PHB STANDARD: YES NO

If no, record changes below.

CLASS FEATURES: _____

OTHER 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: _____

God/Deity

NAME: _____

ALIGNMENT: _____

SYMBOL: _____

DOMAINS: _____

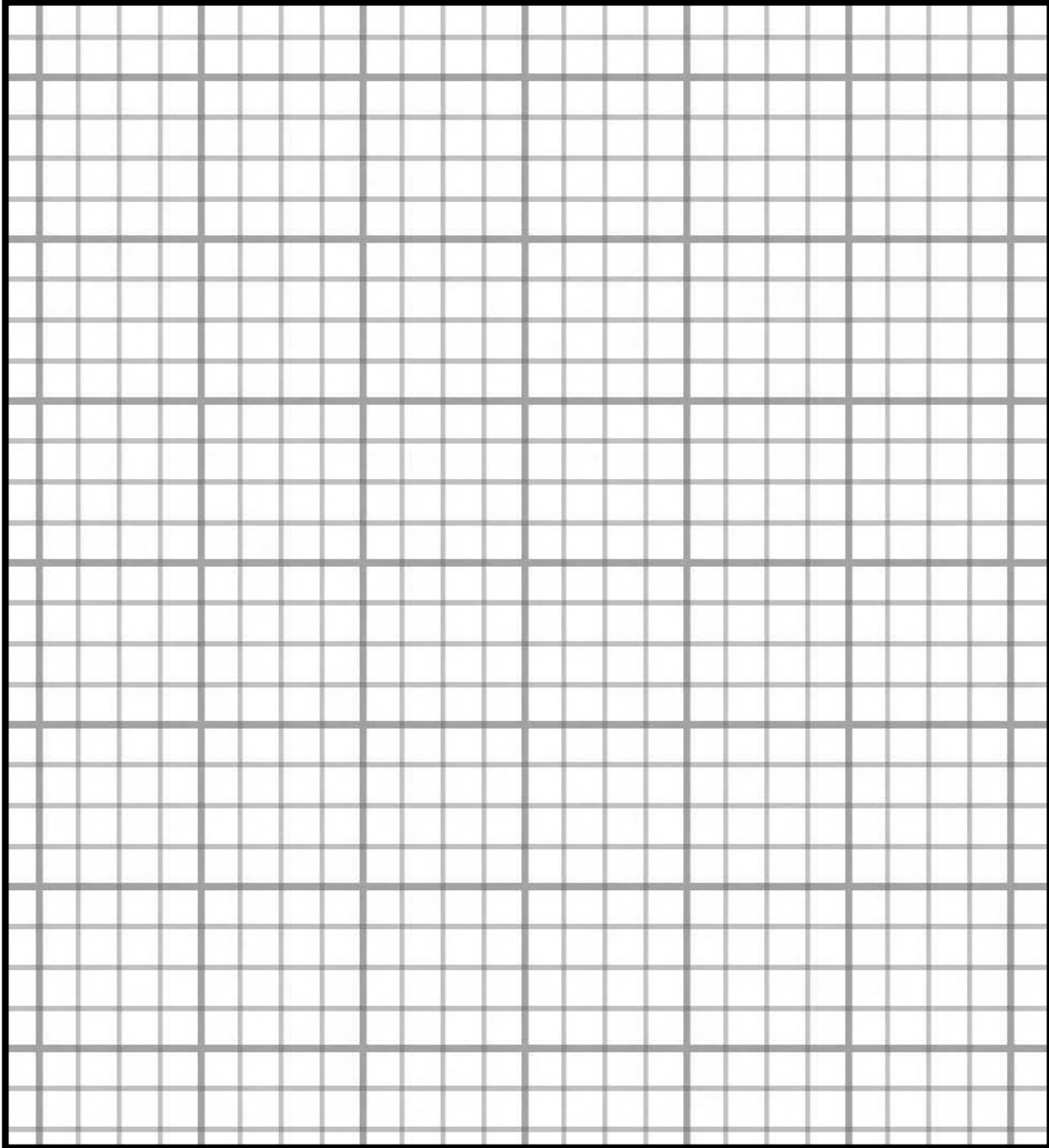
CLERIC'S WEAPON OF CHOICE: _____

CLERIC ALIGNMENT(S): _____

LESSER GOD GREATER GOD

NOTES: _____

Geographic Overview



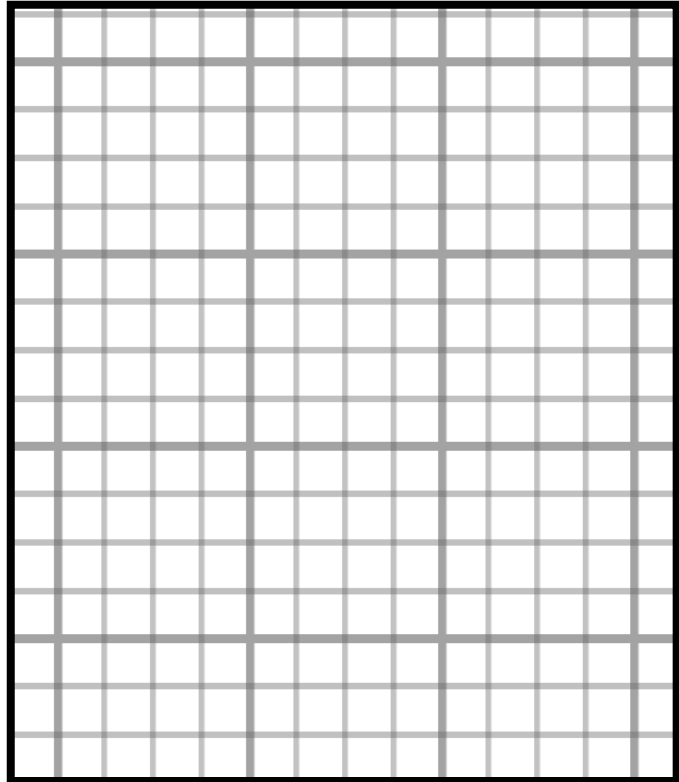
Geographic Feature – Detailed Information and Map

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



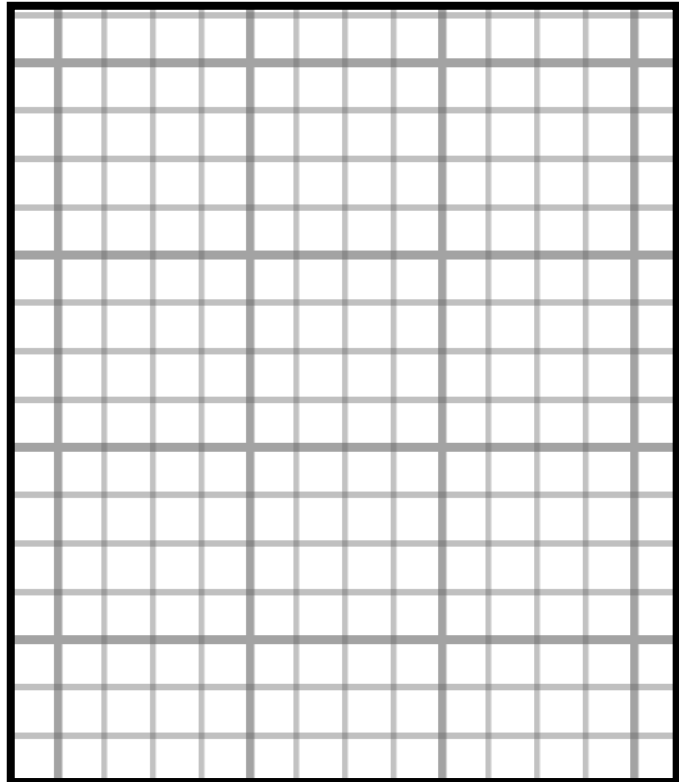
Geographic Feature – Detailed Information and Map

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



Minor Town – Information and Map

NAME: _____

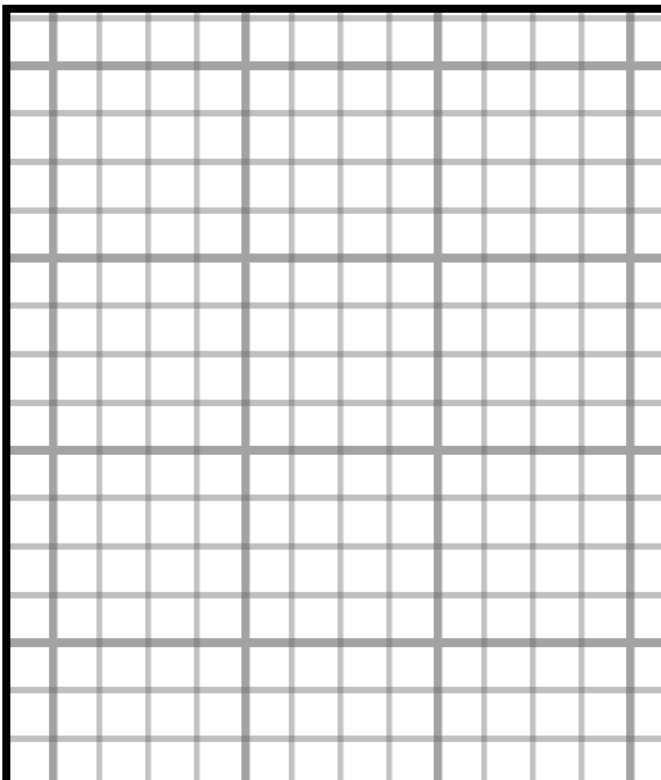
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCs

NOTES: _____



Minor Town – Information and Map

NAME: _____

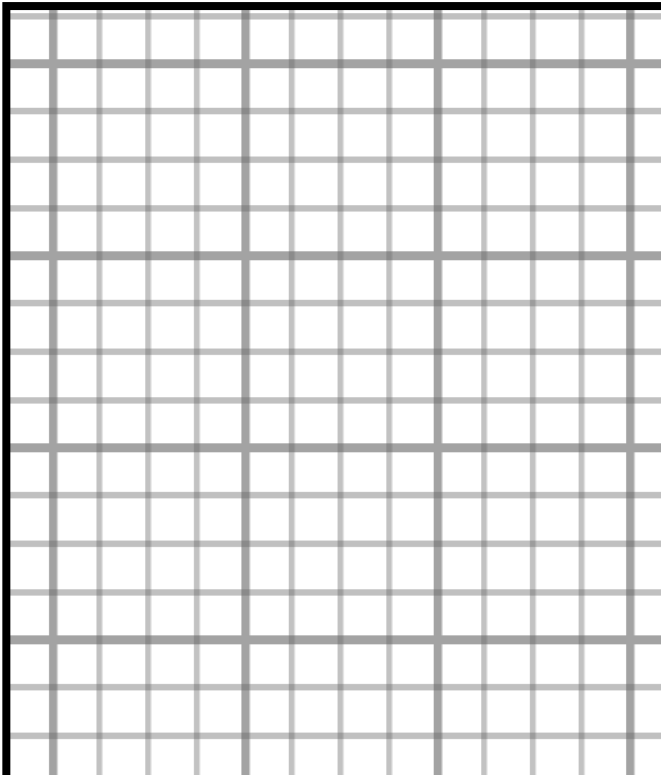
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCs

NOTES: _____



Major City – Information and Map

NAME: _____

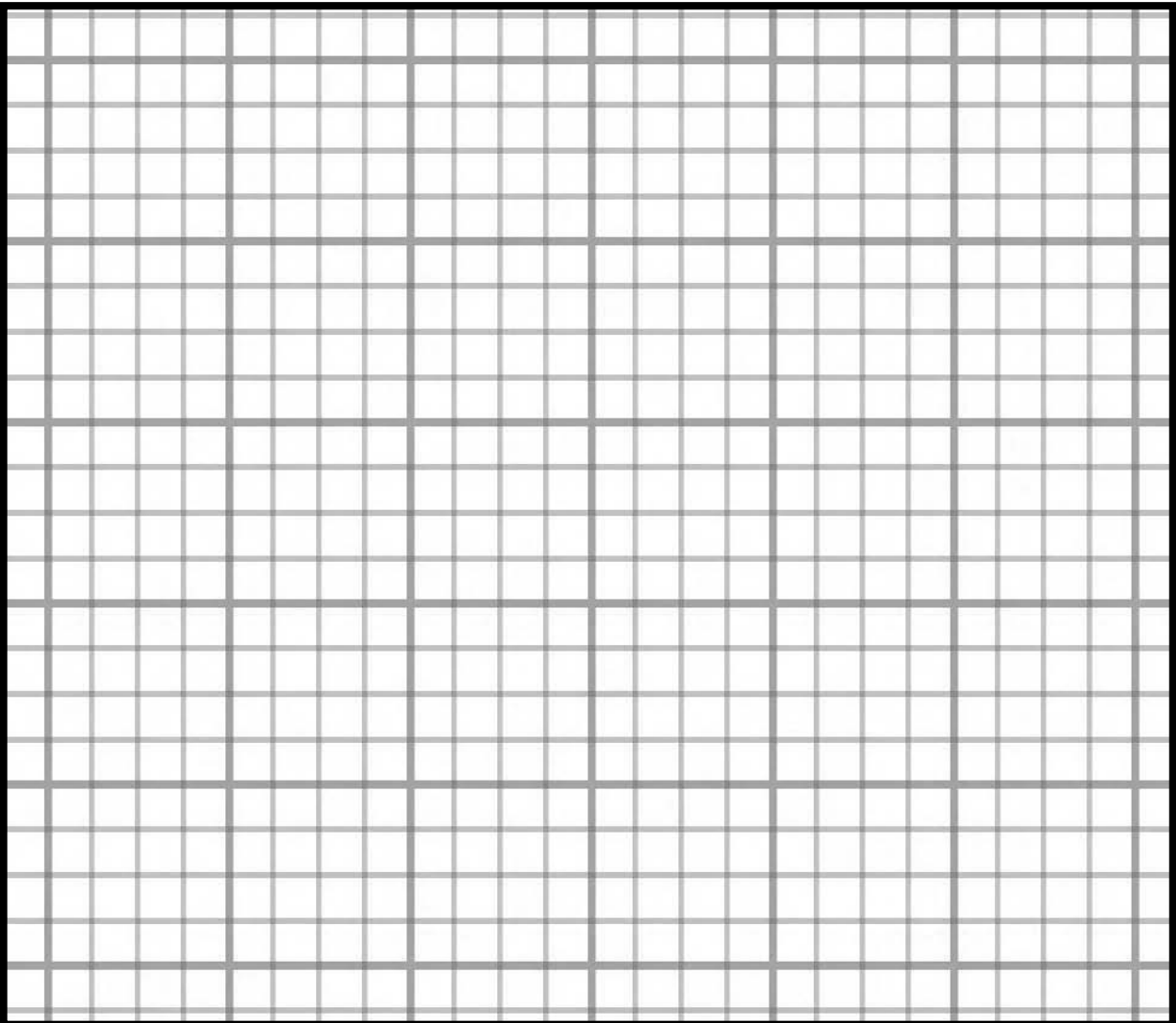
NOTES: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCs



Kingdom/Country
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____
IMPORTANT GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

Kingdom/Country
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____
IMPORTANT GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

Kingdom/Country
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____
IMPORTANT GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

Kingdom/Country
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____
IMPORTANT GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

Major NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

DEITY: _____ ALIGNMENT: _____

STR: _____

DEX: _____

CON: _____

INT: _____

WIS: _____

CHA: _____

INITIATIVE: _____ ATTACKS: _____

DAMAGE: _____ BAB: _____

SKILLS: _____

FEATS: _____

EQUIPMENT: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Major NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

DEITY: _____ ALIGNMENT: _____

STR: _____

DEX: _____

CON: _____

INT: _____

WIS: _____

CHA: _____

INITIATIVE: _____ ATTACKS: _____

DAMAGE: _____ BAB: _____

SKILLS: _____

FEATS: _____

EQUIPMENT: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

ALIGNMENT: _____ HP/AC: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

ALIGNMENT: _____ HP/AC: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Minor NPC

NAME: _____

RACE: _____ **GENDER:** _____

CLASS: _____ **LEVEL:** _____

ALIGNMENT: _____ **HP/AC:** _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Taverns and Inns

NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Shops/Marketplaces

NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Unresolved Issues and Leads

ISSUE/LEAD	RESOLVED?
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
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	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO
	<input type="checkbox"/> YES <input type="checkbox"/> NO

Ideas for Future Adventures and Plots

SYNOPSIS: _____

NPCs INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

SYNOPSIS: _____

NPCs INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

SYNOPSIS: _____

NPCs INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

SYNOPSIS: _____

NPCs INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

Custom Random Encounter Table

LOCATION: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Custom Random Encounter Table

LOCATION: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Custom Random Encounter Table

LOCATION: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Custom Random Encounter Table

LOCATION: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Minor Dungeon – Information and Map

DUNGEON NAME: _____

LOCATION: _____

LEVEL #: _____

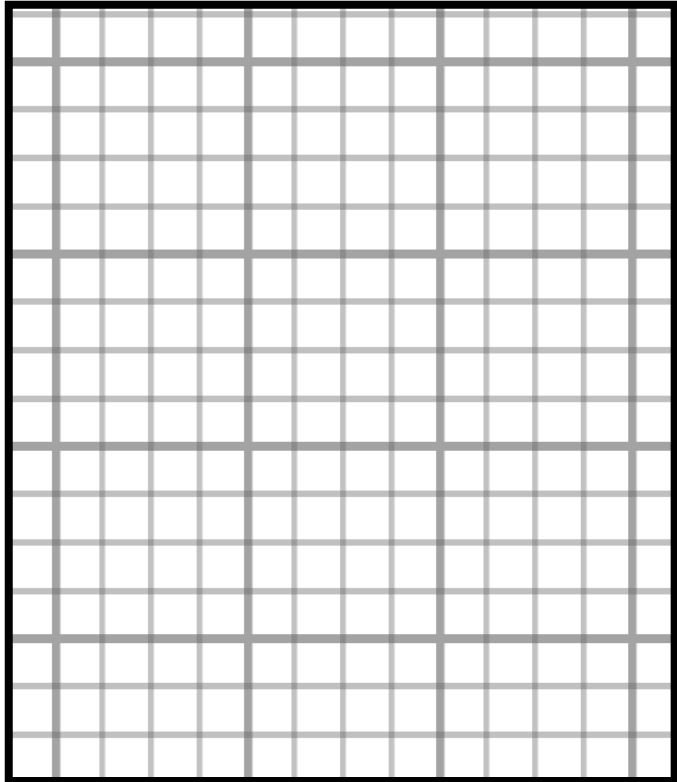
EL: _____

INHABITED: YES NO

INTELLIGENT INHABITANTS: _____

MONSTERS: _____

NOTES: _____



Minor Dungeon – Information and Map

DUNGEON NAME: _____

LOCATION: _____

LEVEL #: _____

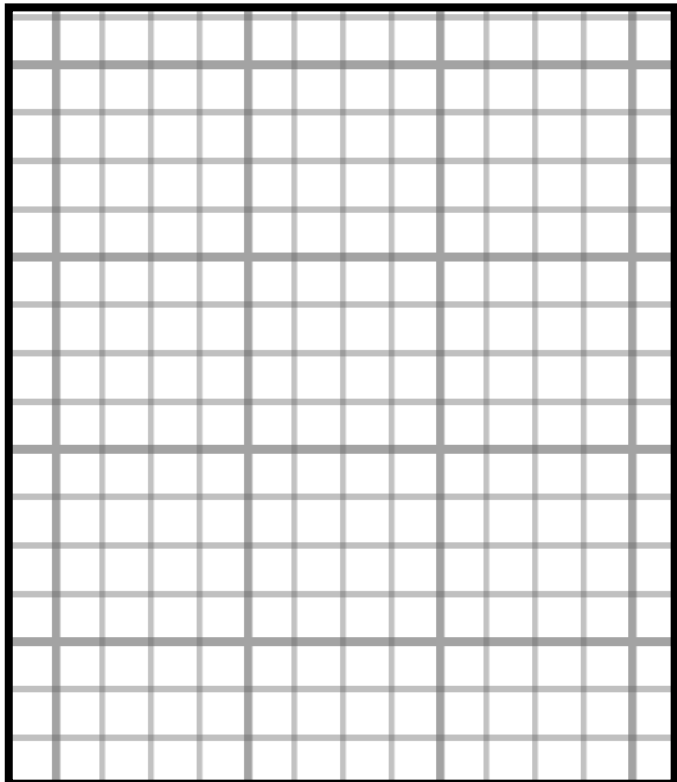
EL: _____

INHABITED: YES NO

INTELLIGENT INHABITANTS: _____

MONSTERS: _____

NOTES: _____



Major Dungeon – Information and Map

DUNGEON NAME: _____ **MONSTERS:** _____

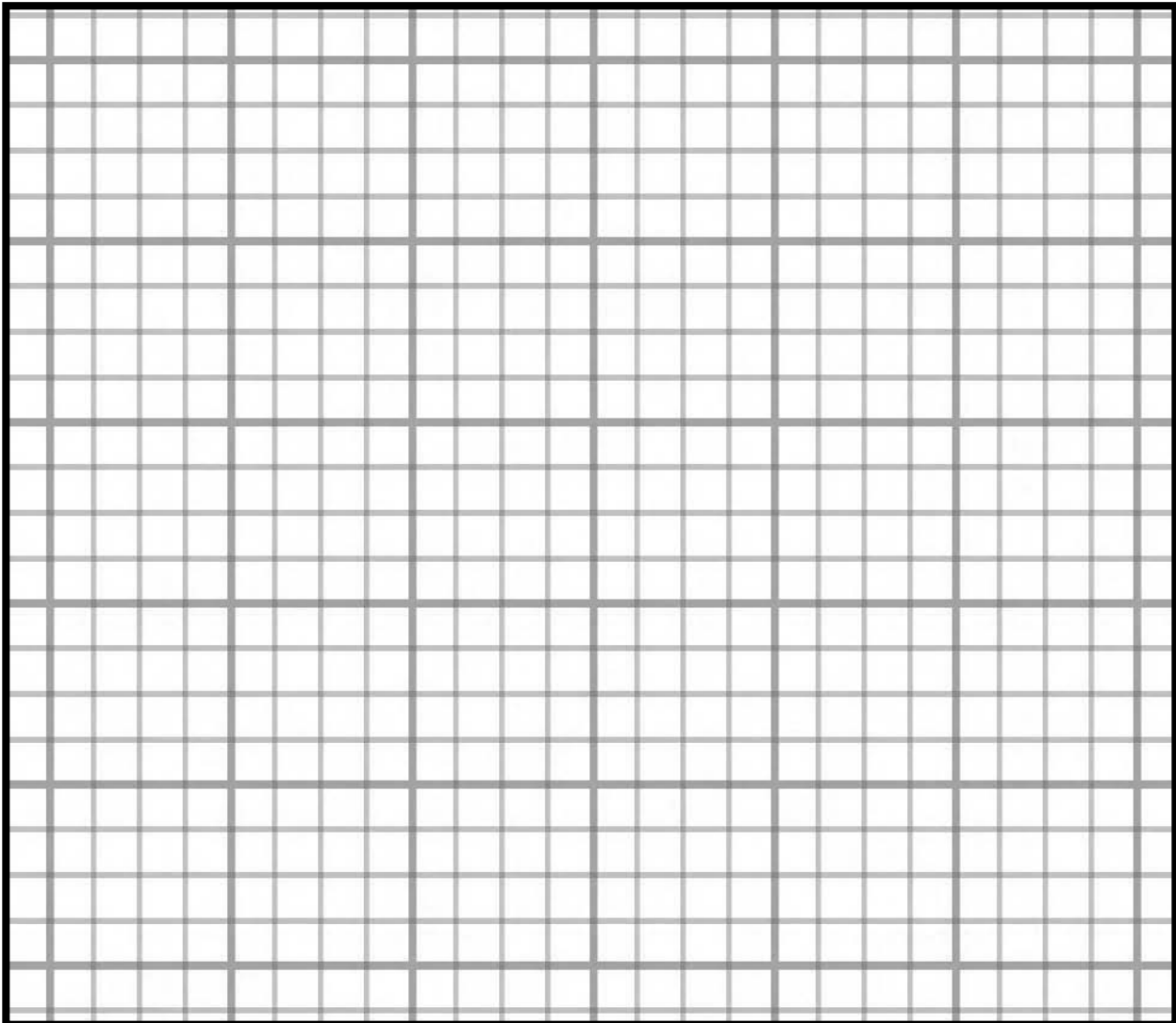
LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: YES NO

INTELLIGENT INHABITANTS: _____ **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

YES NO

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: _____

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 Planner

Written and designed by Philip Reed

Cover art by Alberto Moreno

Feedback and proofreading Paul Chapman,

Hal Greenberg, James Kosub,
and F. Wesley Schneider

Special thanks to everyone who purchased the Player's Archive,
those of you who have supported my PDF projects, and
Christopher Shy – you're always there to make me look good.



www.mysticeyegames.com

About the Author

Philip Reed has spent many years working in the game industry. From his first project for West End Games to this latest release with Mystic Eye Games, Philip has frequently found himself writing these "about the author" blurbs as if he was someone else. Philip's looking forward to writing many more "about the author" paragraphs and might even write one for his website. Feel free to visit www.philipjreed.com.

Player's Archive

Available now from Mystic Eye Games, the *Player's Archive* is a complete character sheet and journal for use with 3.5. DMs will find the *Player's Archive* to be the perfect tool for recording information on major villains in the campaign.

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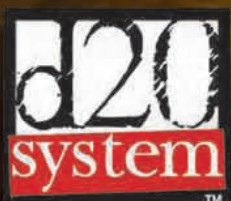
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CAMPAIGN PLANNER 2

by Philip Reed



Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

Session History and Treasures/XP Awarded

SESSION DATE: _____

LOCATIONS VISITED: _____

PLAYERS IN ATTENDANCE

CREATURES ENCOUNTERED

SUMMARY OF EVENTS: _____

TREASURES DISCOVERED: _____

MEMORABLE EVENTS

XP EARNED BY PLAYER

PLAYER	XP EARNED	LEVEL GAINED?
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO

NPCs ENCOUNTERED

NOTES: _____

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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

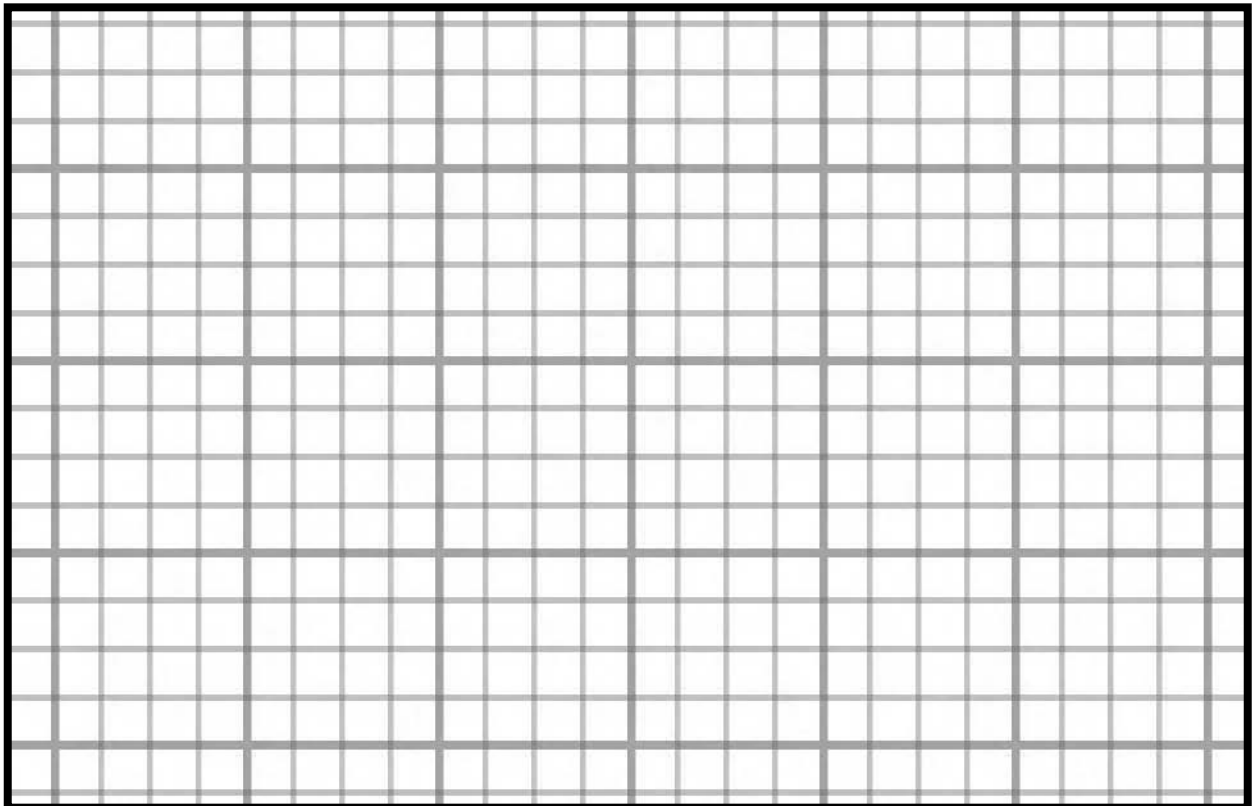
1. _____

2. _____

3. _____

4. _____

NOTES: _____



Event-Based Encounter

ENCOUNTER EVENT: _____ **GOALS:** _____

ENCOUNTER LEVEL: _____ **REWARDS:** _____

ENCOUNTER DIFFICULTY
 EASY
 EASY IF HANDLED PROPERLY
 CHALLENGING
 VERY DIFFICULT
 OVERPOWERING

ENCOUNTER SUMMARY: _____

ENCOUNTER TYPE
 STATIC DYNAMIC

DYNAMIC ENCOUNTER TRIGGERS
1. _____
2. _____
3. _____
4. _____

EVENT DESCRIPTION: _____

TIMELINE

TIME	EVENT
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Riddles/Puzzles

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

RIDDLE/PUZZLE: _____

ANSWER/SOLUTION: _____

Dungeon Concepts/Ideas

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 NAME: _____

LOCATION TYPE: NATURAL CAVERN/CAVE COMPLEX MANUFACTURED DUNGEON

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

NUMBER OF LEVELS/DUNGEON SIZE: _____

LOCATION: _____

BASIC CONCEPT: _____

UNIQUE DENIZENS: _____

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

RUMORS: _____

Hazards

HAZARD: _____ **CR:** _____

TYPE: SLIME MOLD FUNGI FOG OTHER

SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: _____)

VISUAL DESCRIPTION: _____

EFFECT(S): _____

HAZARD: _____ **CR:** _____

TYPE: SLIME MOLD FUNGI FOG OTHER

SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: _____)

VISUAL DESCRIPTION: _____

EFFECT(S): _____

HAZARD: _____ **CR:** _____

TYPE: SLIME MOLD FUNGI FOG OTHER

SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: _____)

VISUAL DESCRIPTION: _____

EFFECT(S): _____

HAZARD: _____ **CR:** _____

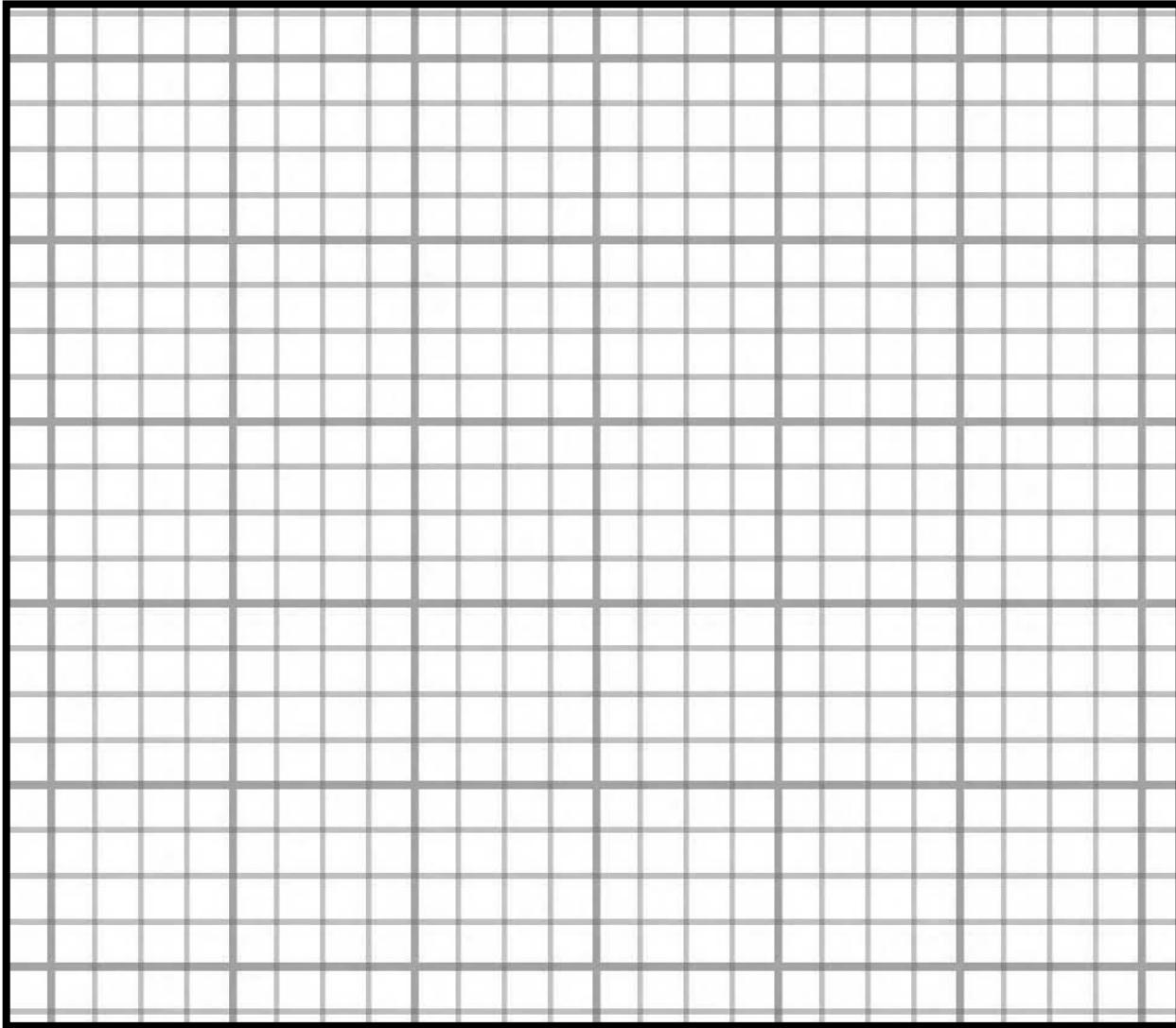
TYPE: SLIME MOLD FUNGI FOG OTHER

SOURCE: CUSTOM DESIGN PUBLISHED (SOURCE: _____)

VISUAL DESCRIPTION: _____

EFFECT(S): _____

Dungeon Entrance



DUNGEON NAME: _____

KEY.

LOCATION: _____

1. _____

LEVEL #: _____

2. _____

EL: _____

3. _____

ENTRANCE HIDDEN: YES NO

4. _____

IF YES, HOW: _____

5. _____

6. _____

ENTRANCE GUARDED: YES NO

7. _____

IF YES, HOW: _____

8. _____

9. _____

Dungeon Room Map and Key

DUNGEON NAME: _____

TREASURES/ITEMS OF INTEREST: _____

LOCATION: _____

LEVEL #: _____

EL: _____

KEY.

ROOM #: _____

1. _____

ROOM HIDDEN: YES NO

2. _____

IF YES, HOW: _____

3. _____

4. _____

CONNECTS TO ROOM#(S): _____

5. _____

INHABITED: YES NO

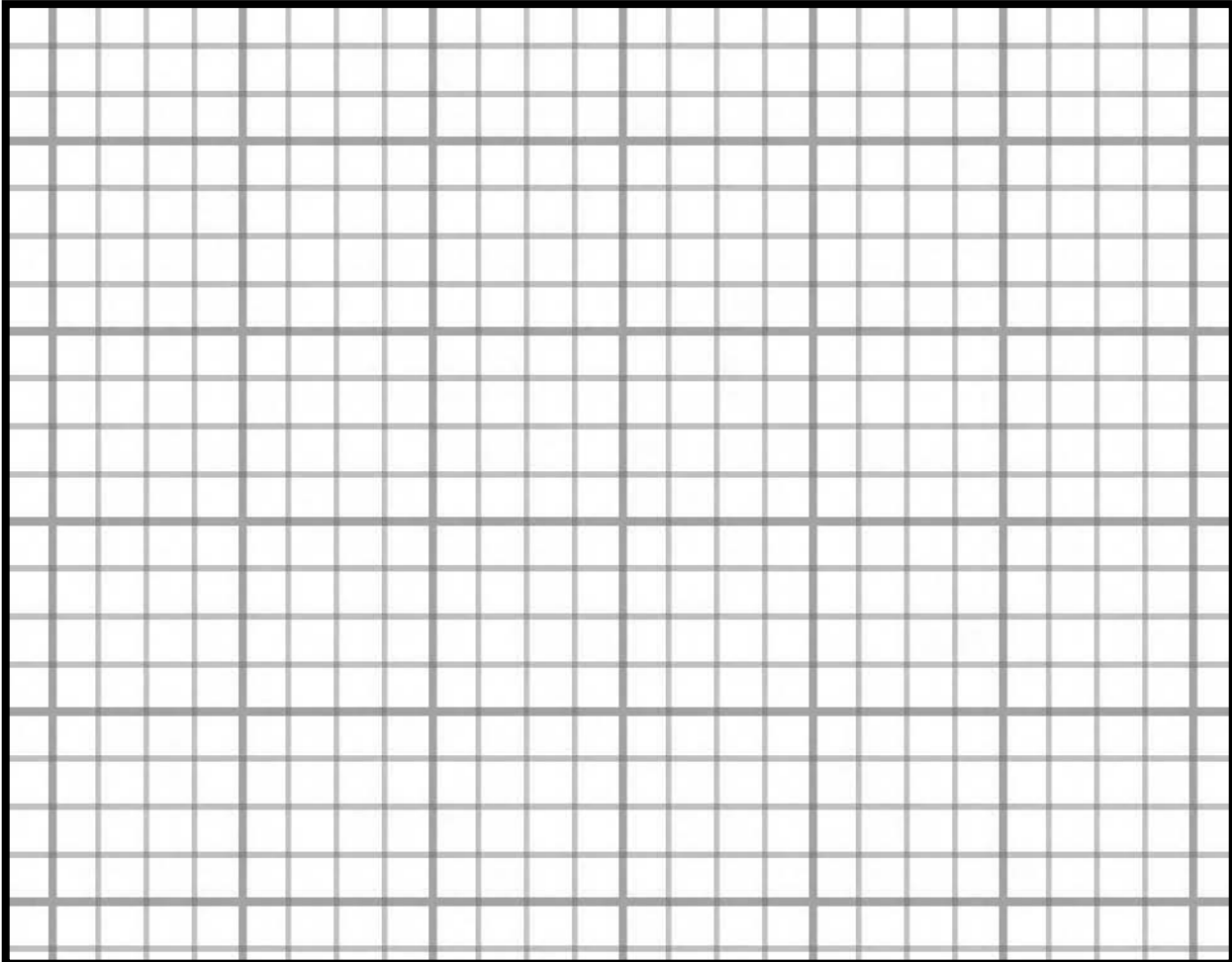
6. _____

INHABITANTS: _____

7. _____

8. _____

9. _____



Custom Random Treasure Table

D12 ROLL	D5 ROLL				
	1. COINS	2. GEMS	3. MUNDANE ITEMS	4. ART OBJECTS	5. MAGIC ITEMS
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
10.	_____	_____	_____	_____	_____
11.	_____	_____	_____	_____	_____
12.	_____	_____	_____	_____	_____

Custom Random Treasure Table

D12 ROLL	D5 ROLL				
	1. COINS	2. GEMS	3. MUNDANE ITEMS	4. ART OBJECTS	5. MAGIC ITEMS
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
10.	_____	_____	_____	_____	_____
11.	_____	_____	_____	_____	_____
12.	_____	_____	_____	_____	_____

Campaign Outline

CAMPAIGN NAME: _____

DM: _____

CAMPAIGN SYNOPSIS: _____

PUBLISHED SETTING: YES NO

PUBLISHER: _____

USING ESTABLISHED METAPLOT: YES NO

KEY CAMPAIGN EVENTS		
EVENT	TRIGGER	CHARACTER LEVEL
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____

Check off when completed/used.

ADVENTURES PLANNED		
TITLE	PUBLISHER (IF ANY)	CHARACTER LEVEL
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> _____	_____	_____

Check off when completed/used.

CAMPAIGN MAJOR VILLAINS: _____

CAMPAIGN CLIMAX: _____

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: _____

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: _____

Session Event Tracker

EVENT: _____

TRIGGER/TIME: _____

COMPLETED **YES** **NO**

EVENT: _____

TRIGGER/TIME: _____

COMPLETED **YES** **NO**

EVENT: _____

TRIGGER/TIME: _____

COMPLETED **YES** **NO**

EVENT: _____

TRIGGER/TIME: _____

COMPLETED **YES** **NO**

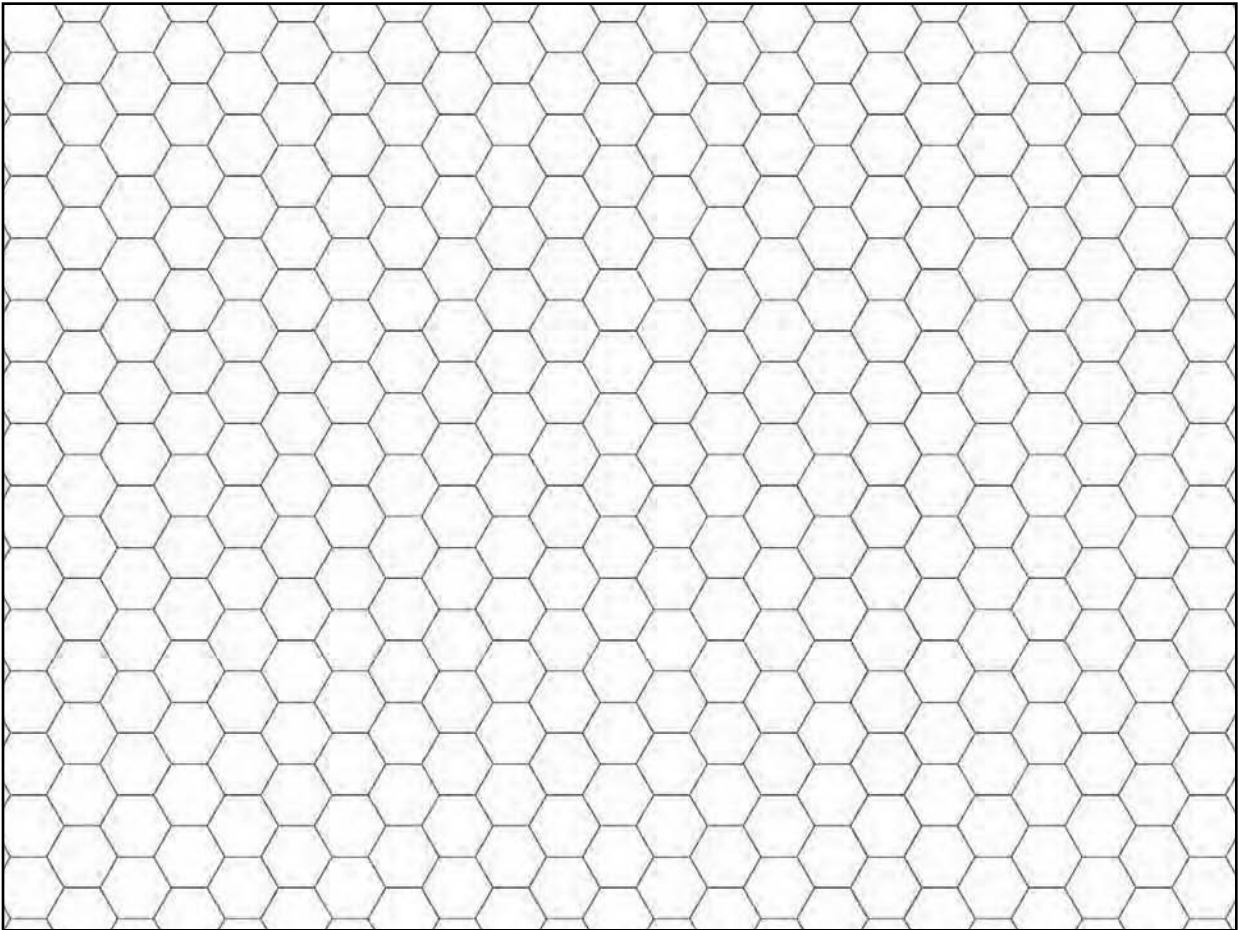
EVENT: _____

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).

Kingdom/Country Map and Details



KINGDOM/COUNTRY: _____

RULER: _____

DESCRIPTIVE OVERVIEW: _____

RACES IN THE AREA: _____

CLIMATE/SEASONS: _____

TRADE ROUTES: _____

TERRAIN(S): _____

OVERALL ALIGNMENT: _____

PLACES OF INTEREST: _____

CAPITOL CITY: _____

MAJOR CITIES/TOWNS: _____

VILLAGES: _____

Major City Information (Details 1 of 2)

CITY NAME: _____

CITY SIZE: THORP HAMLET VILLAGE SMALL TOWN LARGE TOWN
 SMALL CITY LARGE CITY METROPOLIS

GP LIMIT: _____

LIMIT ON GOODS AVAILABLE: _____

RESOURCES AND SERVICES AVAILABLE

BUSINESS NAME/TYPE: _____

OWNER: _____ QUALITY OF SERVICE: POOR AVERAGE GOOD

NOTES: _____

BUSINESS NAME/TYPE: _____

OWNER: _____ QUALITY OF SERVICE: POOR AVERAGE GOOD

NOTES: _____

BUSINESS NAME/TYPE: _____

OWNER: _____ QUALITY OF SERVICE: POOR AVERAGE GOOD

NOTES: _____

BUSINESS NAME/TYPE: _____

OWNER: _____ QUALITY OF SERVICE: POOR AVERAGE GOOD

NOTES: _____

BUSINESS NAME/TYPE: _____

OWNER: _____ QUALITY OF SERVICE: POOR AVERAGE GOOD

NOTES: _____

Major City Information (Details 2 of 2)

CITY NAME: _____

ANNUAL/REGULAR CITYWIDE EVENTS

EVENT: _____ DATE: _____

NOTES: _____

EVENT: _____ DATE: _____

NOTES: _____

EVENT: _____ DATE: _____

NOTES: _____

LEGENDS AND KEY HISTORICAL EVENTS

LEGEND/EVENT: _____

NOTES: _____

LEGEND/EVENT: _____

NOTES: _____

LEGEND/EVENT: _____

NOTES: _____

LEGEND/EVENT: _____

NOTES: _____

LEGEND/EVENT: _____

NOTES: _____

LEGEND/EVENT: _____

NOTES: _____

Minor Town – Information and Map

NAME: _____

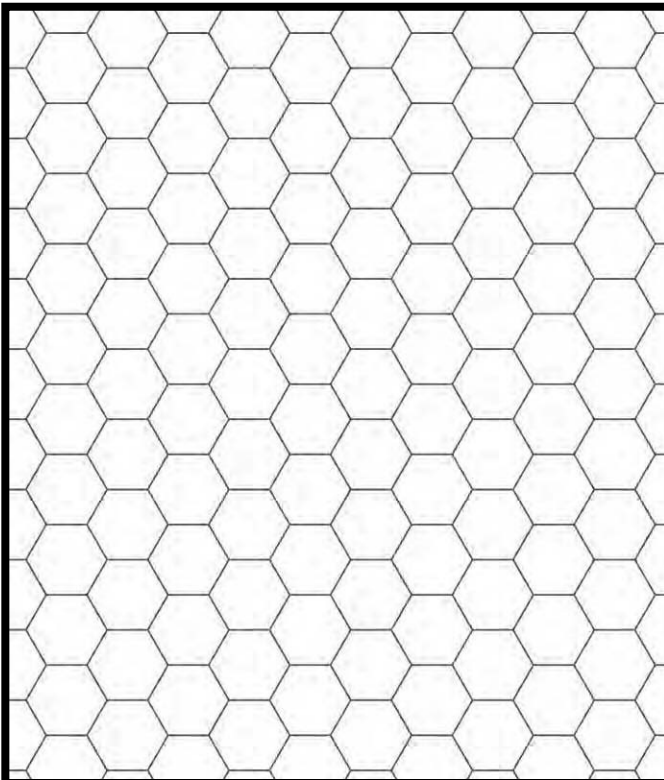
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCs

NOTES: _____



Minor Town – Information and Map

NAME: _____

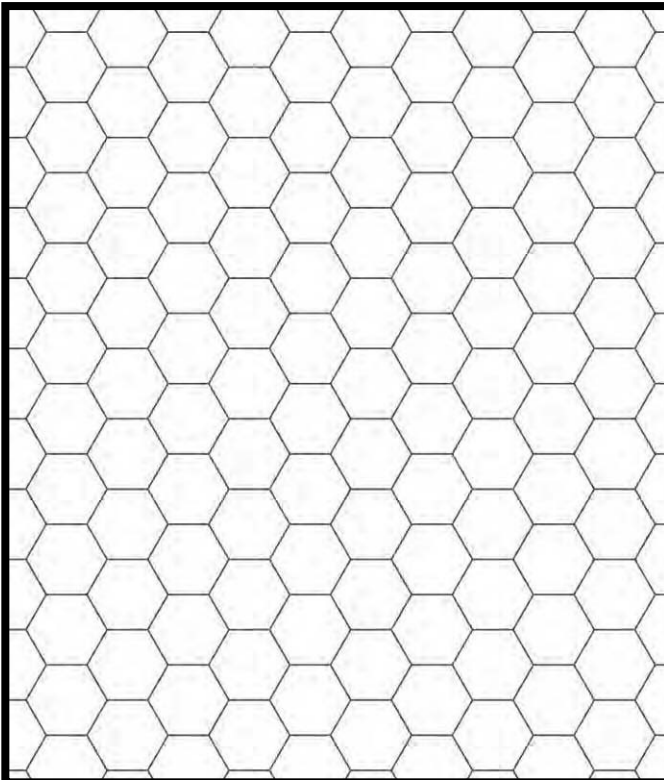
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCs

NOTES: _____



Major City – Information and Map

NAME: _____

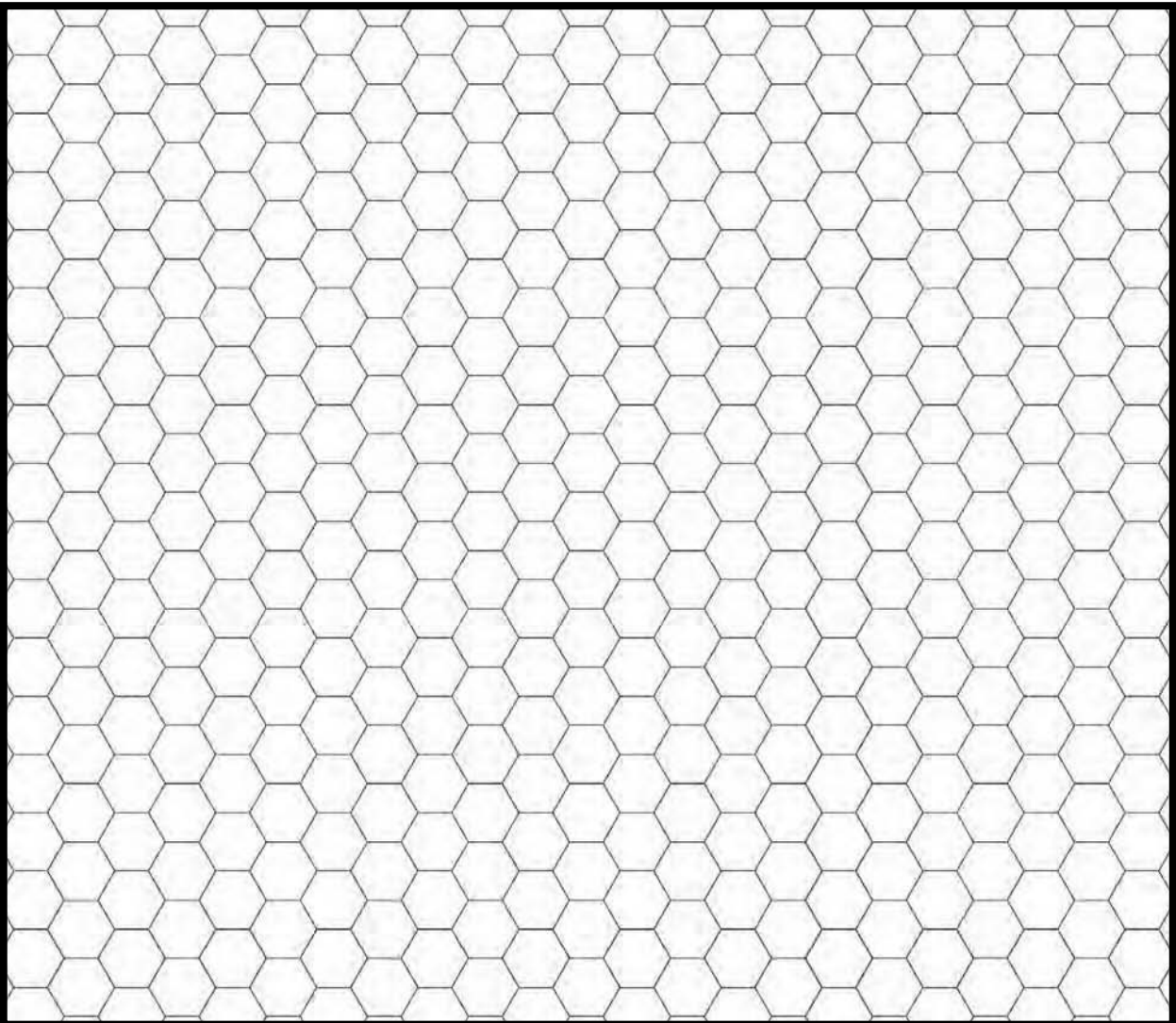
NOTES: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

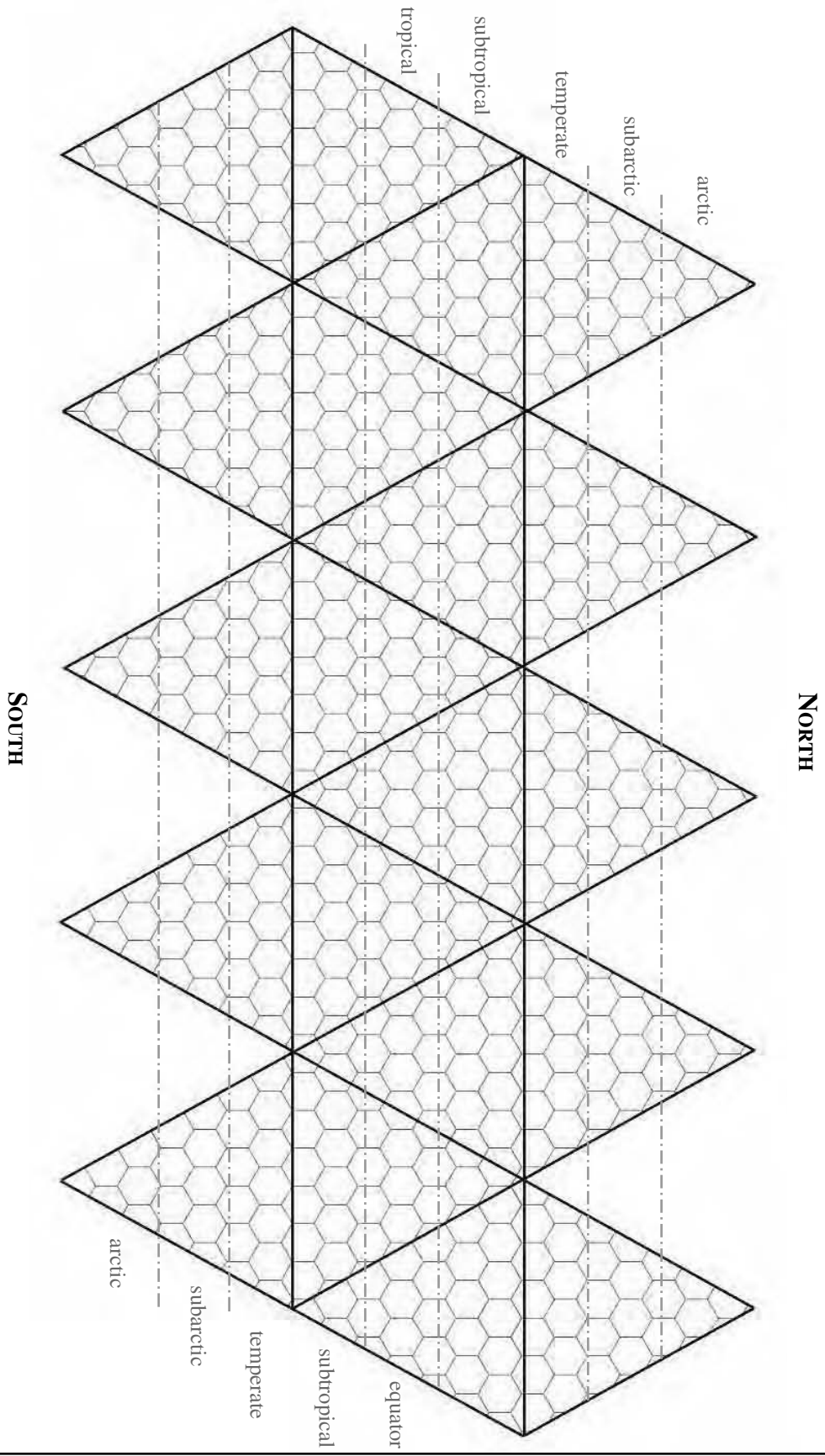
POPULATION: _____

IMPORTANT NPCs



Polyhedral World Map

WORLD NAME: _____



Polyhedral World Map – Region

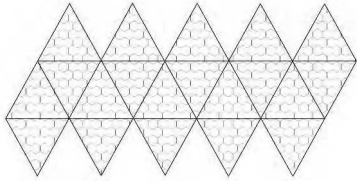
REGION: _____

MAJOR KINGDOMS/COUNTRIES: _____

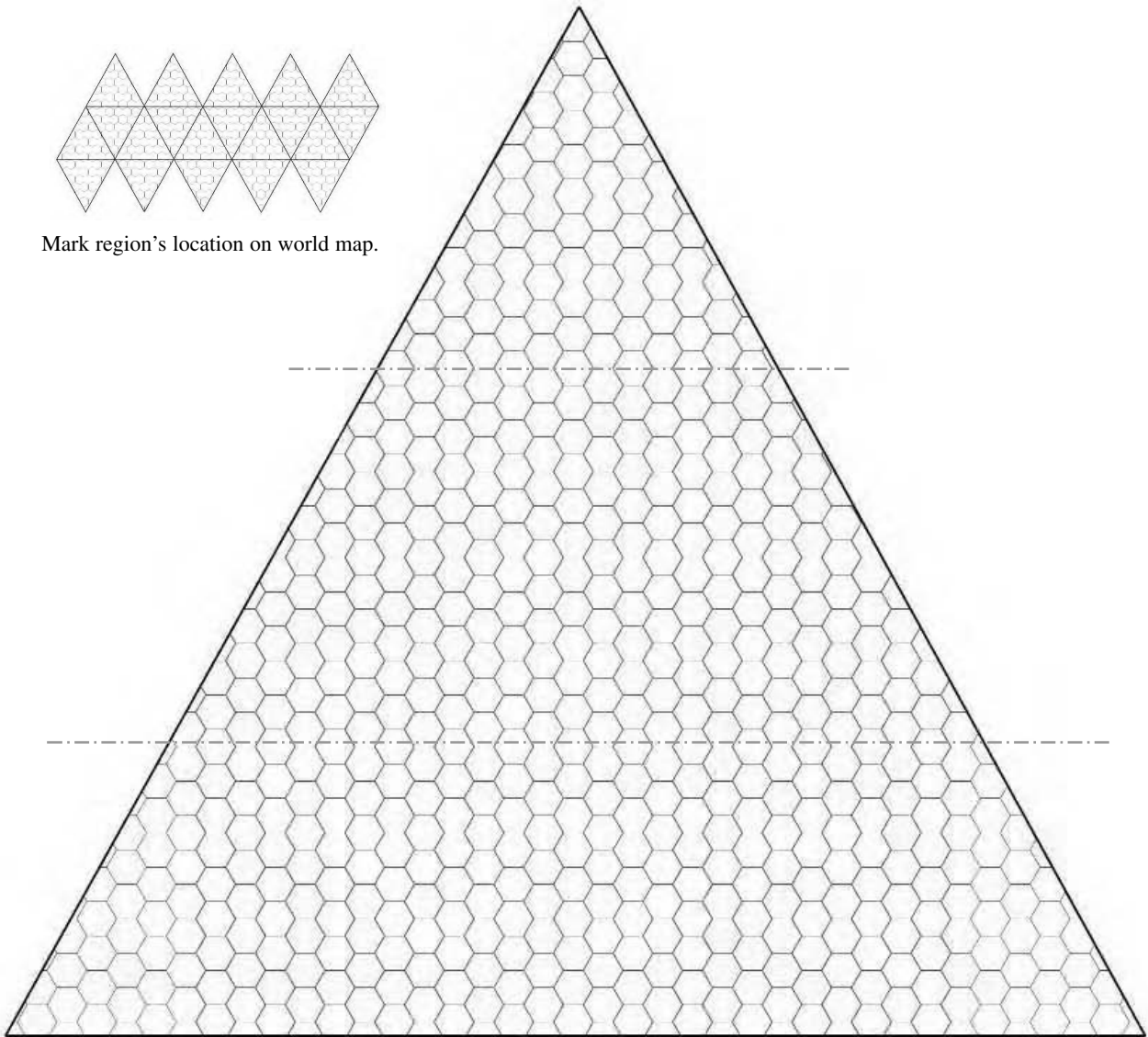
MAJOR GEOGRAPHIC FEATURES: _____

TERRAIN/CLIMATE TYPES: _____

NOTES: _____

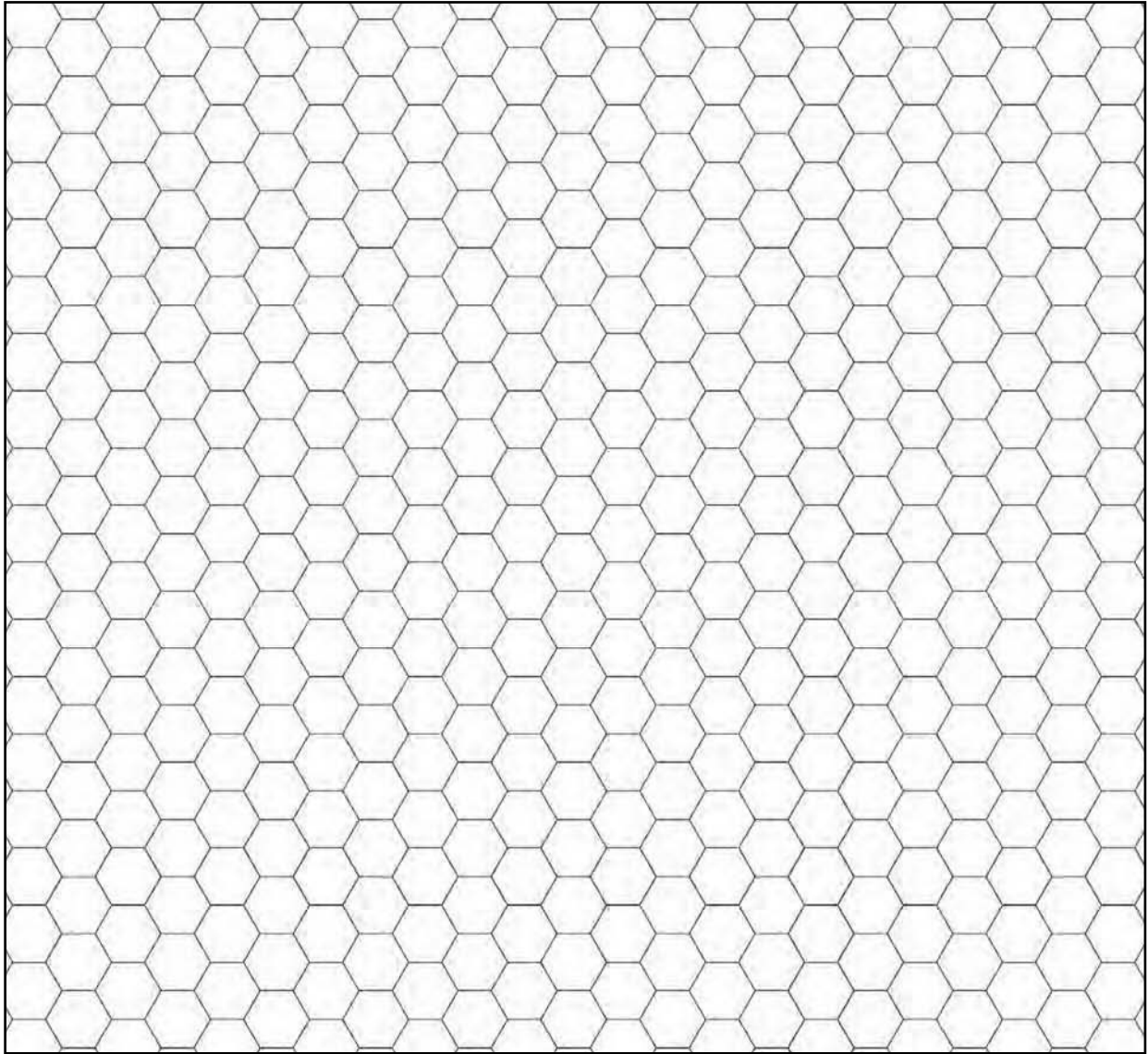


Mark region's location on world map.



Overland Travel Form

AREA NAME (REFERRED TO AS): _____



STARTING POINT: _____

EXPECTED TRANSIT TIME: _____

DESTINATION: _____

TERRAIN TYPE: DESERT, SANDY

HAZARDS: _____

FOREST HILLS JUNGLE MOOR

MOUNTAINS PLAINS SWAMP

TUNDRA, FROZEN

CREATURES/NPC'S IN THE AREA: _____

TRAIL TYPE: HIGHWAY

ROAD OR TRAIL TRACKLESS

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 ROUTE: _____

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: _____

Background Chatter/Events

QUICK REFERENCE NAME: _____

OVERVIEW: _____

LOCATION HEARD: _____

HEARD/OVERHEARD FROM: _____

LOCATION EVENT TOOK PLACE: _____

INDIVIDUALS INVOLVED: _____

FOLLOW-UP: _____

PCs INVOLVED? YES NO

QUICK REFERENCE NAME: _____

OVERVIEW: _____

LOCATION HEARD: _____

HEARD/OVERHEARD FROM: _____

LOCATION EVENT TOOK PLACE: _____

INDIVIDUALS INVOLVED: _____

FOLLOW-UP: _____

PCs INVOLVED? YES NO

Secret Society/Organization (1 of 2)

ORGANIZATION: _____

PUBLIC: YES NO

RUMOR

TRUE/FALSE DISINFORMATION

_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>
_____	<input type="checkbox"/> T/ <input type="checkbox"/> F	<input type="checkbox"/>

ALIGNMENT: _____

LEADER: _____

BASE OF OPERATIONS: _____

MEMBERS: _____

GOALS: _____

AFFILIATIONS/ALLIES: _____

POWERFUL MAGIC/ARTIFACTS IN ORGANIZATION'S POSSESSION: _____

Secret Society/Organization (2 of 2)

ORGANIZATION: _____

RESOURCES: _____

REQUIREMENTS TO JOIN/MEMBERSHIP: _____

PRESTIGE CLASSES/FEATS/SPELLS (GAME MECHANICS AVAILABLE ONLY THROUGH MEMBERSHIP):

PLAYER CHARACTERS HAVE ENCOUNTERED THIS ORGANIZATION: YES NO

PLAYER CHARACTER INTERACTION WITH ORGANIZATION

CAMPAIGN DATE: _____

INTERACTION: _____

CAMPAIGN DATE: _____

INTERACTION: _____

CAMPAIGN DATE: _____

INTERACTION: _____

CAMPAIGN DATE: _____

INTERACTION: _____

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: _____

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 DESIGN PUBLISHED (SOURCE: _____)

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: _____

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: _____

NOTES: _____

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): _____

Campaign Religions

RELIGION: _____

WORSHIP DEITY/OBJECT: _____

WORSHIPED IN KINGDOM/COUNTRY: _____

WORSHIPED BY (RACES): _____

CHURCH/ORGANIZATION STRUCTURE: _____

PRAYERS: _____

TITHES/RITUALS: _____

NOTES: _____

RELIGION: _____

WORSHIP DEITY/OBJECT: _____

WORSHIPED IN KINGDOM/COUNTRY: _____

WORSHIPED BY (RACES): _____

CHURCH/ORGANIZATION STRUCTURE: _____

PRAYERS: _____

TITHES/RITUALS: _____

NOTES: _____

Monster Template Form

TEMPLATE NAME: _____

DESCRIPTION: _____

APPEARANCE CHANGES: _____

TYPE: **INHERITED** **ACQUIRED**

APPLIED TO: _____

HIT DICE: _____

ABILITIES: STR ___ DEX ___ CON ___

SIZE: _____

INT ___ WIS ___ CHA ___

SPEED: _____

SAVES: FORT ___ REF ___ WILL ___

ATTACKS: _____

SKILLS: _____

DAMAGE: _____

FEATS: _____

SPACE/REACH: _____

SPECIAL ATTACKS: _____

CLIMATE/TERRAIN: _____

ORGANIZATION: _____

SPECIAL QUALITIES: _____

CHALLENGE RATING: _____

TREASURE: _____

ALIGNMENT: _____

ECL: _____

NOTES: _____

Magic Items/Important Treasures in the Possession of a Player Character

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: _____

Character Class – Other

NAME: _____

SOURCE: _____

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Other

NAME: _____

SOURCE: _____

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Other

NAME: _____

SOURCE: _____

CLASS FEATURES: _____

OTHER NOTES: _____

Character Class – Other

NAME: _____

SOURCE: _____

CLASS FEATURES: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Character Race – Other

NAME: _____

RACIAL OVERVIEW: _____

RACIAL TRAITS: _____

OTHER NOTES: _____

Campaign Planner 2

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Product review and proofreading by Mark Gedak
and Dennis O'Brien.

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Available now from Mystic Eye Games, the *Player's Archive* is a complete character sheet and journal for use with 3.5. DMs will find the *Player's Archive* to be the perfect tool for recording information on major villains in the campaign.

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d20
system™

by Philip Reed

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

This product utilizes updated material from the v.3.5 revision.

Spell (page 1 of 2)

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: _____

Use this form (and the second page) to design a spell (or to record a spell from another source). See the *PHB* and *DMG* for detailed information on spells and spell design.

Spell (page 2 of 2)

SPELL NAME: _____

SPELL SOURCE

DESCRIPTION: _____

BOOK **PDF** (TITLE: _____)

CUSTOM (CREATOR: _____)

SPELL CREATED BY PLAYER CHARACTER?

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): _____

Metamagic Components

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

SPELL NAME: _____

METAMAGIC EFFECT: _____

METAMAGIC COMPONENT: _____

MINIMUM COST: _____

With this variant, casters can produce more potent spells by using a rare and exotic metamagic component in the casting of the spell, in place of the spell's standard material component (or in addition to the spell's other components, if it has no material component).

See the OGL at the end of this PDF for information on the hardcover in which this rule was introduced. [Click here](#) to be taken to the appropriate line in the OGL.

Supplementary Spell Components

COMPONENT: _____

DESCRIPTION: _____

EFFECT: _____

CASTING TIME MODIFIER: _____

COMPONENT TYPE: _____

KNOWLEDGE (ARCANA) DC: _____

WEIGHT: _____

VALUE: _____

COMPONENT: _____

DESCRIPTION: _____

EFFECT: _____

CASTING TIME MODIFIER: _____

COMPONENT TYPE: _____

KNOWLEDGE (ARCANA) DC: _____

WEIGHT: _____

VALUE: _____

Supplementary spell components – and a large number of example components – can be found in *101 Arcane Spell Components* and *101 Divine Spell Components*. Both PDFs are by Ronin Arts.

Power Components

POWER COMPONENT: _____

REPLACES XP COST IN SPELL: _____

DM-APPROVED VARIANT USE FOR THIS POWER COMPONENT: _____

VALUE: _____

POWER COMPONENT: _____

REPLACES XP COST IN SPELL: _____

DM-APPROVED VARIANT USE FOR THIS POWER COMPONENT: _____

VALUE: _____

POWER COMPONENT: _____

REPLACES XP COST IN SPELL: _____

DM-APPROVED VARIANT USE FOR THIS POWER COMPONENT: _____

VALUE: _____

POWER COMPONENT: _____

REPLACES XP COST IN SPELL: _____

DM-APPROVED VARIANT USE FOR THIS POWER COMPONENT: _____

VALUE: _____

POWER COMPONENT: _____

REPLACES XP COST IN SPELL: _____

DM-APPROVED VARIANT USE FOR THIS POWER COMPONENT: _____

VALUE: _____

You can find information on power components in the *DMG*.

Psionic Power

POWER NAME: _____

DISCIPLINE (SELECT ONE)

CLAIRSENTIENCE METACREATIVITY

PSYCHOKINESIS PSYCHOMETAB.

PSYCHOPORT. TELEPATHY

OTHER: _____

SUBDISCIPLINE (SELECT ONE)

CLAIRSENTIENCE SUBDISCIPLINES

SCRYING

OTHER: _____

METACREATIVITY SUBDISCIPLINES

CREATION

OTHER: _____

PSYCHOMETABOLISM SUBDISCIPLINES

HEALING

OTHER: _____

PSYCHOPORTATION SUBDISCIPLINES

TELEPORTATION

OTHER: _____

TELEPATHY SUBDISCIPLINES

CHARM COMPULSION

OTHER: _____

DESCRIPTOR (SELECT ALL THAT APPLY)

ACID COLD

DEATH ELECTRICITY

EVIL FIRE

FORCE GOOD

LANGUAGE-DEP. LIGHT

MIND-AFFECT. SONIC

OTHER: _____

LEVEL: _____

DISPLAY (SELECT ONE)

AUDITORY MATERIAL

MENTAL OLFACTORY

VISUAL

OTHER: _____

MANIFESTING 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: _____

POWER RESISTANCE: _____

POWER POINTS: _____

DESCRIPTION: _____

AUGMENT: _____

NOTES: _____

POWER SOURCE

BOOK PDF (TITLE: _____)

CUSTOM (CREATOR: _____)

Variant Character Class

CLASS NAME: _____

BASE CORE CLASS: _____

BASE CHANGES

ALIGNMENT: _____

HIT DIE: _____

BASE ATTACK BONUS: _____

BASE SAVE BONUSSES: _____

CLASS SKILL CHANGES

CLASS FEATURE CHANGES

FEATURE: _____

CHANGES/DESCRIPTION: _____

FEATURE: _____

CHANGES/DESCRIPTION: _____

FEATURE: _____

CHANGES/DESCRIPTION: _____

FEATURE: _____

CHANGES/DESCRIPTION: _____

Depending on the campaign world, variant classes may exist side by side with standard classes, or they may replace standard classes entirely. A fully detailed variant has entries for one or more of the following topics. If an entry does not appear, use the material for the class as presented in the *Player's Handbook*.

Alignment: Changes to the class's alignment restrictions.

Hit Die: Changes to the class's Hit Die.

Base Attack Bonus: If the class uses a different base attack bonus, this entry gives the column to use (good, average, or poor).

Base Save Bonuses: If the class has a different mix of good and poor saves, this entry gives the appropriate column for each save.

Class Skills: Additions or subtractions from the class skill list, and/or changes to the number of skill points gained per level.

Class Features: Changes, additions, or subtractions to the class's special features, including spellcasting.

See Ronin Arts' *Fantasy Player's Companion: Core Class Variants* or the original hardcover rulebook (see the OGL at the end of this PDF) that presented this option for complete details.

Feat

FEAT: _____

SOURCE: CUSTOM PDF BOOK _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NORMAL: _____

Feat

FEAT: _____

SOURCE: CUSTOM PDF BOOK _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NORMAL: _____

Core Class (1 of 4)

CORE CLASS TITLE: _____

SOURCE: CUSTOM PDF BOOK _____

ADVENTURES: _____

CHARACTERISTICS: _____

ALIGNMENT: _____

RELIGION: _____

BACKGROUND: _____

Core Class (2 of 4)

RACES: _____

OTHER CLASSES: _____

GAME RULE INFORMATION

ABILITIES: _____

ALIGNMENT: _____

HIT DIE: _____

CLASS SKILLS

The _____ class skills (and the key ability for each skill) are:

SKILL POINTS AT 1ST LEVEL: (_____ + INT MODIFIER) x 4

SKILL POINTS AT EACH LEVEL: _____ + INT MODIFIER.

NOTES: _____

CLASS FEATURES

All of the following are class features of the _____.

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

Core Class (4 of 4)

TABLE: _____

Base					
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____
7	_____	_____	_____	_____	_____
8	_____	_____	_____	_____	_____
9	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____
12	_____	_____	_____	_____	_____
13	_____	_____	_____	_____	_____
14	_____	_____	_____	_____	_____
15	_____	_____	_____	_____	_____
16	_____	_____	_____	_____	_____
17	_____	_____	_____	_____	_____
18	_____	_____	_____	_____	_____
19	_____	_____	_____	_____	_____
20	_____	_____	_____	_____	_____

Prestige Class (1 of 3)

PRESTIGE CLASS TITLE: _____

SOURCE: CUSTOM PDF BOOK _____

OVERVIEW/DESCRIPTION: _____

HIT DIE: _____

REQUIREMENTS

To qualify to become a _____, a character must fulfill all of the following criteria.
(Note, most prestige classes do not use each requirement category shown below.)

RACE: _____

ALIGNMENT: _____

BASE ATTACK BONUS: _____

SKILLS: _____

FEATS: _____

SPELLCASTING: _____

SPECIAL: _____

OTHER: _____

CLASS SKILLS

The _____ class skills (and the key ability for each skill) are:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SKILL POINTS AT EACH LEVEL: _____ + INT MODIFIER.

Prestige Class (3 of 3)

CLASS FEATURES

All of the following are class features of the _____ prestige class.

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

FEATURE: _____

DESCRIPTION: _____

Prestige Class Test-Based Prerequisites

PRESTIGE CLASS: _____

TEST KNOWN AS: _____

TEST ADMINISTERED BY: _____

TEST ADMINISTERED AT: _____

TEST GOAL: _____

FAILURE PENALTY: _____

NOTES: _____

Prestige Class Test-Based Prerequisites

PRESTIGE CLASS: _____

TEST KNOWN AS: _____

TEST ADMINISTERED BY: _____

TEST ADMINISTERED AT: _____

TEST GOAL: _____

FAILURE PENALTY: _____

NOTES: _____

Skill

SKILL: _____

SOURCE: CUSTOM PDF BOOK _____

KEY ABILITY: _____

TRAINED ONLY? YES NO

SKILL SYNERGY: _____

DESCRIPTION: _____

Skill

SKILL: _____

SOURCE: CUSTOM PDF BOOK _____

KEY ABILITY: _____

TRAINED ONLY? YES NO

SKILL SYNERGY: _____

DESCRIPTION: _____

Skill

SKILL: _____

SOURCE: CUSTOM PDF BOOK _____

KEY ABILITY: _____

TRAINED ONLY? YES NO

SKILL SYNERGY: _____

DESCRIPTION: _____

Action Points in the Campaign

ACQUIRING ACTION POINTS

STARTING ACTION POINTS (AT FIRST LEVEL, 5 IS STANDARD): _____

GAINING ACTION POINTS (5 + 1/2 NEW CHARACTER LEVEL IS STANDARD): _____

USES FOR ACTION POINTS

SPECIAL ACTIONS

ACTION: _____

ACTION: _____

ACTION: _____

ACTION: _____

ACTION: _____

IMPROVING FEATS

FEAT: _____

FEAT: _____

FEAT: _____

FEAT: _____

Character Starvation/Thirst Tracker

Character Name	Constitution Score	# of Days Without Food	# of Hours (past 24) Without Water	# of Checks Made for Starvation/Thirst	Amount of Nonlethal Damage Suffered
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Character Suffocation/Drowning Tracker

Character Name	Constitution Score	# of Rounds Without Air	# of Successful Saves	Character is Unconscious?	Character is at -1 HP?	Character has Suffocated/Drowned?
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Y <input type="checkbox"/> N

SUFFOCATION

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

DROWNING

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Magic Armor/Shield/Weapon Special Ability

SPECIAL ABILITY: _____

DESCRIPTION: _____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

Magic Armor/Shield/Weapon Special Ability

SPECIAL ABILITY: _____

DESCRIPTION: _____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

Magic Armor/Shield/Weapon Special Ability

SPECIAL ABILITY: _____

DESCRIPTION: _____

AURA: _____ **CASTER LEVEL:** _____

PREREQUISITES: _____

BASE PRICE MODIFIER: _____

Weather, Cold

COLD, EXTREME

d%	Temperature	Storm/Wind
1-5	Freezing	None
6-10	Freezing	Roll on wind table
11-17	Freezing	Snow
18-19	Freezing	Heavy snow
20	Freezing	Snowstorm
21-35	Cold Snap	None
36-45	Cold Snap	Roll on wind table
46-62	Cold Snap	Snow
63-67	Cold Snap	Heavy snow
68-70	Cold Snap	Snowstorm
71-80	Cold	None
81-87	Cold	Roll on wind table
88-94	Cold	Snow
95-98	Cold	Heavy snow
99-100	Cold	Snowstorm

COLD, MILD

d%	Temperature	Storm/Wind
1-8	Freezing	None
9-12	Freezing	Roll on wind table
13-14	Freezing	Snow
15	Freezing	Heavy snow
16	Freezing	Snowstorm
17-30	Cold Snap	None
31-38	Cold Snap	Roll on wind table
39-45	Cold Snap	Snow
46-50	Cold Snap	Heavy snow
51-55	Cold Snap	Snowstorm
56-75	Cold	None
76-85	Cold	Roll on wind table
86-95	Cold	Snow
96-98	Cold	Heavy snow
99-100	Cold	Snowstorm

COLD, WET

d%	Temperature	Storm/Wind
1-4	Freezing	None
5-7	Freezing	Roll on wind table
8-10	Freezing	Snow
11-14	Freezing	Heavy snow
15	Freezing	Snowstorm
16-29	Cold Snap	None
30-36	Cold Snap	Roll on wind table
37-42	Cold Snap	Snow
43-47	Cold Snap	Heavy snow
48-49	Cold Snap	Snowstorm
50-72	Cold	None
73-80	Cold	Roll on wind table
81-91	Cold	Snow
92-96	Cold	Heavy snow
97-100	Cold	Snowstorm

WIND TABLE

d%	Temperature
1-50	Light
51-75	Moderate
76-90	Strong
91-99	Severe
100	Windstorm

Freezing: Similar to Cold Snap except that it lowers temperatures by -20° F.

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

Hour	Temperature	Storm/Wind
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll 1d6 for temperature condition** – on a roll of 1 the temperature moves up the chart one step (ex. Cold Snap to Freezing), on a roll of 2-5 the temperature remains the same, on a roll of 6 the temperature moves down the chart one step (ex. Cold Snap to Cold).

• **Roll 1d6 for storm/wind condition** – on a roll of 1-2 the storm/wind moves up the chart one step (ex. Heavy Snow to Snow), on a roll of 2-3 the storm/wind remains the same, on a roll of 5-6 the storm/wind moves down the chart one step (ex. Heavy Snow to Snowstorm).

For weather rules – and definitions of terms not explained above – see the SRD or DMG.

Weather, Hot

HEAT, EXTREME

d%	Temperature	Storm/Wind
1-20	Heat Wave	None
21-27	Heat Wave	Roll on wind table
28-29	Heat Wave	Rain
30	Heat Wave	Downpour
31-65	Hot	None
66-75	Hot	Roll on wind table
76-77	Hot	Rain
78	Hot	Downpour
79-90	Warm	None
91-97	Warm	Roll on wind table
98-99	Warm	Rain
100	Warm	Downpour

HEAT, MILD

d%	Temperature	Storm/Wind
1-7	Heat Wave	None
8-10	Heat Wave	Roll on wind table
11-12	Heat Wave	Rain
13	Heat Wave	Downpour
14	Heat Wave	Thunderstorm
15-30	Hot	None
31-35	Hot	Roll on wind table
36-38	Hot	Rain
39	Hot	Downpour
40	Hot	Thunderstorm
41-80	Warm	None
81-87	Warm	Roll on wind table
88-94	Warm	Rain
95-98	Warm	Downpour
99-100	Warm	Thunderstorm

HEAT, WET

d%	Temperature	Storm/Wind
1-4	Heat Wave	None
5-7	Heat Wave	Roll on wind table
8-10	Heat Wave	Rain
13-14	Heat Wave	Downpour
15	Heat Wave	Extreme rain
16-26	Hot	None
27-32	Hot	Roll on wind table
33-36	Hot	Rain
37-39	Hot	Downpour
40-43	Hot	Thunderstorm
44-70	Warm	None
71-77	Warm	Roll on wind table
78-90	Warm	Rain
91-98	Warm	Downpour
99-100	Warm	Thunderstorm

WIND TABLE

d%	Temperature
1-50	Light
51-75	Moderate
76-90	Strong
91-99	Severe
100	Windstorm

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

HOUR	TEMPERATURE	STORM/WIND
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll 1d6 for temperature condition** – on a roll of 1 the temperature moves up the chart one step (ex. Hot to Heat Wave), on a roll of 2-5 the temperature remains the same, on a roll of 6 the temperature moves down the chart one step (ex. Hot to Warm).

• **Roll 1d6 for storm/wind condition** – on a roll of 1-2 the storm/wind moves up the chart one step (ex. Heavy Rain to Light Rain), on a roll of 2-3 the storm/wind remains the same, on a roll of 4-6 the storm/wind moves down the chart one step (ex. Heavy Rain to Extreme Rain).

For weather rules – and definitions of terms not explained above – see the SRD or DMG.

Weather, Temperate

TEMPERATE, DRY

d%	Temperature	Storm/Wind
1-19	Hot	None
20-26	Hot	Roll on wind table
27-28	Hot	Rain
29	Hot	Downpour
30	Hot	Thunderstorm
31-59	Moderate	None
60-65	Moderate	Roll on wind table
66-67	Moderate	Rain
68	Moderate	Downpour
69	Moderate	Thunderstorm
70-86	Cold	None
87-95	Cold	Roll on wind table
96-98	Cold	Rain
99	Cold	Snow
100	Cold	Heavy Snow

TEMPERATE, MILD

d%	Temperature	Storm/Wind
1-19	Hot	None
20-24	Hot	Roll on wind table
25-27	Hot	Rain
28-29	Hot	Downpour
30	Hot	Thunderstorm
31-55	Moderate	None
56-60	Moderate	Roll on wind table
61-66	Moderate	Rain
67-68	Moderate	Downpour
69	Moderate	Thunderstorm
70-84	Cold	None
85-92	Cold	Roll on wind table
93-97	Cold	Rain
98-99	Cold	Snow
100	Cold	Heavy Snow

TEMPERATE, WET

d%	Temperature	Storm/Wind
1-16	Hot	None
17-21	Hot	Roll on wind table
22-26	Hot	Rain
27-29	Hot	Downpour
30	Hot	Thunderstorm
31-50	Moderate	None
51-58	Moderate	Roll on wind table
59-64	Moderate	Rain
65-68	Moderate	Downpour
69	Moderate	Thunderstorm
70-82	Cold	None
83-89	Cold	Roll on wind table
90-95	Cold	Rain
96-99	Cold	Snow
100	Cold	Heavy Snow

WIND TABLE

d%	Temperature
1-50	Light
51-75	Moderate
76-90	Strong
91-99	Severe
100	Windstorm

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

Hour	Temperature	Storm/Wind
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll 1d6 for temperature condition** – on a roll of 1 the temperature moves up the chart one step (ex. Moderate to Hot), on a roll of 2-5 the temperature remains the same, on a roll of 6 the temperature moves down the chart one step (ex. Moderate to Cold).

• **Roll 1d6 for storm/wind condition** – on a roll of 1-2 the storm/wind moves up the chart one step (ex. Light Snow to Light Rain), on a roll of 2-3 the storm/wind remains the same, on a roll of 5-6 the storm/wind moves down the chart one step (ex. Light Snow to Heavy Snow).

For weather rules – and definitions of terms not explained above – see the SRD or DMG.

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: _____

For rules on sailing ships see Adamant Entertainment's *Corsair* at www.adamantentertainment.com

Urban Event Template

EVENT: _____

BASIC DESCRIPTION: _____

GOVERNMENT REACTION: _____

LAW ENFORCEMENT REACTION: _____

ECONOMIC EFFECT/IMPACT: _____

ADVENTURE OPPORTUNITIES: _____

AFTERMATH: _____

Using the Urban Event Template

Just as monster templates can be used to modify a creature, turning a typical orc into a demonic beast or undead menace, urban event templates allow you to model the effects of widespread catastrophic events on a city.

An urban event template includes space for an overview of the event, how the government and law enforcement will react to the event, the event's economic impact on the area, any adventure opportunities that may arise during the event, and how the event affects the area once it is over.

An urban event template represents a temporary condition that typically leaves few, if any, lasting effects.

Sample Urban Event Template

EVENT: FIRE

BASIC DESCRIPTION: LARGE-SCALE FIRES ARE A TERRIBLE THREAT TO MOST CITIES IN A FANTASY CAMPAIGN. EVEN WITH THE HELP OF MAGIC A FIRE CAN QUICKLY ENGULF A CITY, DESTROYING LARGE AREAS IN HOURS.

GOVERNMENT REACTION: THE GOVERNMENT ACTS MORE LAWFUL DURING A FIRE AS IT ORGANIZES TO DEAL WITH THE THREAT. COMMONERS MAY BE DRAFTED OR FORCED TO ASSIST IN FIGHTING THE FIRE.

LAW ENFORCEMENT REACTION: THE TOWN GUARD MOVES IN ON THE AFFECTED AREA, WORKING TO PROTECT THE AREA FROM LOOTERS AND TO STOP THE FIRE. MORE CITY GUARDS THAN NORMAL WILL BE ON THE STREETS AS EVERY MAN IS CALLED IN TO ASSIST IN THE FIREFIGHTING.

ECONOMIC EFFECT/IMPACT: MOST MERCHANTS CLOSE SHOP IF THEY'RE NEAR THE FIRES. THOSE SOME DISTANCE AWAY (THAT FEEL SAFE) WILL TEND TO RAISE THE PRICES OF THEIR GOODS DURING A FIRE - ESPECIALLY ANY ITEMS THAT COULD BE USED TO COMBAT THE BLAZE.

ADVENTURE OPPORTUNITIES: THE CHARACTERS MAY WORK TO RESCUE PEOPLE FROM BURNING BUILDINGS, COMBAT ELEMENTALS OR VILLAINS THAT MAY BE RESPONSIBLE FOR THE FIRE, WORK TO FIGHT THE FIRES, OR TAKE ADVANTAGE OF THE SITUATION TO ROB BUILDINGS IN THE PATH OF THE FLAMES.

AFTERMATH: ONCE THE FLAMES HAVE DIED DOWN THE AREA WILL NEED TO BE REBUILT. TEMPORARY SHELTERS SPRING UP IN THE AREA AND THE HOMELESS POPULATION INCREASES. SHORTAGES OF SUPPLIES COULD LEAD TO A STRONG BLACK MARKET PRESENCE IN THE CITY.

Using the Urban Event Template

Just as monster templates can be used to modify a creature, turning a typical orc into a demonic beast or undead menace, urban event templates allow you to model the effects of widespread catastrophic events on a city.

An urban event template includes space for an overview of the event, how the government and law enforcement will react to the event, the event's economic impact on the area, any adventure opportunities that may arise during the event, and how the event affects the area once it is over.

An urban event template represents a temporary condition that typically leaves few, if any, lasting effects.

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 FEEL WAS NOT BALANCED? _____

WAS THE ADVENTURE FUN? YES NO

IF NO, WHAT DO YOU FEEL WAS GOT IN THE WAY OF YOUR FUN? _____

WHAT DID THE DM DO RIGHT? _____

WHAT DID THE DM DO WRONG? _____

REQUESTS FOR FUTURE SESSIONS: _____

DMs, print copies of this form and hand them out to your players at the end of the game session. Ask them for their honest feedback.

Creature of Legend

CREATURE NAME: _____

CREATURE TYPE: _____

COMMON KNOWLEDGE: _____ TRUE FALSE

_____ TRUE FALSE

_____ TRUE FALSE

BARDIC KNOWLEDGE

DC	KNOWLEDGE	TRUE/FALSE?
10	_____	<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE

20	_____	<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE

25	_____	<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE

30	_____	<input type="checkbox"/> TRUE <input type="checkbox"/> 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: _____

Campaign Planner 3

Written and designed by Philip Reed

Advice, feedback, and suggestions by

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and Matt Ramsey.

Product review and proofreading by Mark Gedak
and the users of www.philipjreed.com.

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