

NAME

THEME

FEATURES

LIGHTING

[Empty box for lighting features]

CEILINGS

[Empty box for ceiling features]

WALLS

[Empty box for wall features]

DOORS

[Empty box for door features]

FLOORS

[Empty box for floor features]

DCs & BONUSES

PASSIVE PERCEPTION

[Empty box for passive perception DCs]

PASSIVE INVESTIGATION

[Empty box for passive investigation DCs]

EFFECT SAVE

[Empty box for effect save DCs]

EFFECT ATTACK BONUS

[Empty box for effect attack bonus DCs]

DAMAGE SEVERITY

[Empty box for damage severity DCs]

FACTIONS & GROUPS

[Lined area for factions and groups]

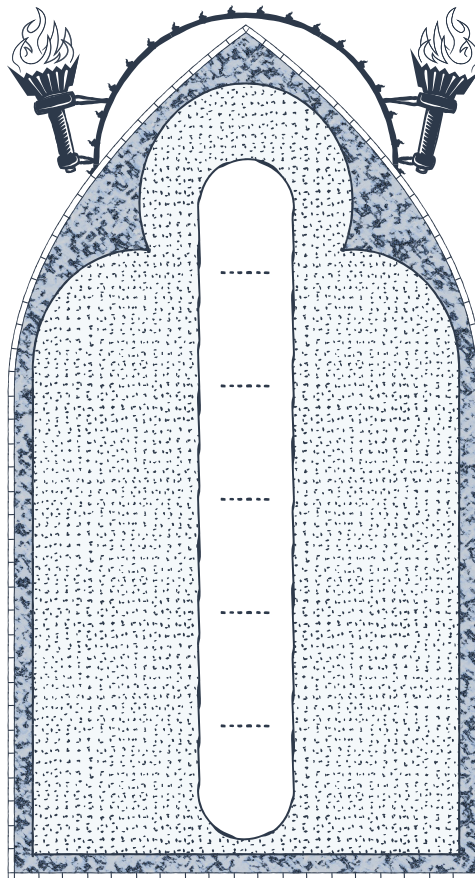
WANDERING MONSTERS TABLE

d12	MONSTER
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

RANDOM TREASURE TABLE

d12	TREASURE
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

THREAT LEVEL



ADVENTURE NOTES

[Lined area for adventure notes]

CAMPAIN BUILDER
DUNGEONS & RUINS

Entrances & Exits _____

Notable NPCs _____

Notable Treasure _____

Notable Secrets _____

Safe Rooms _____

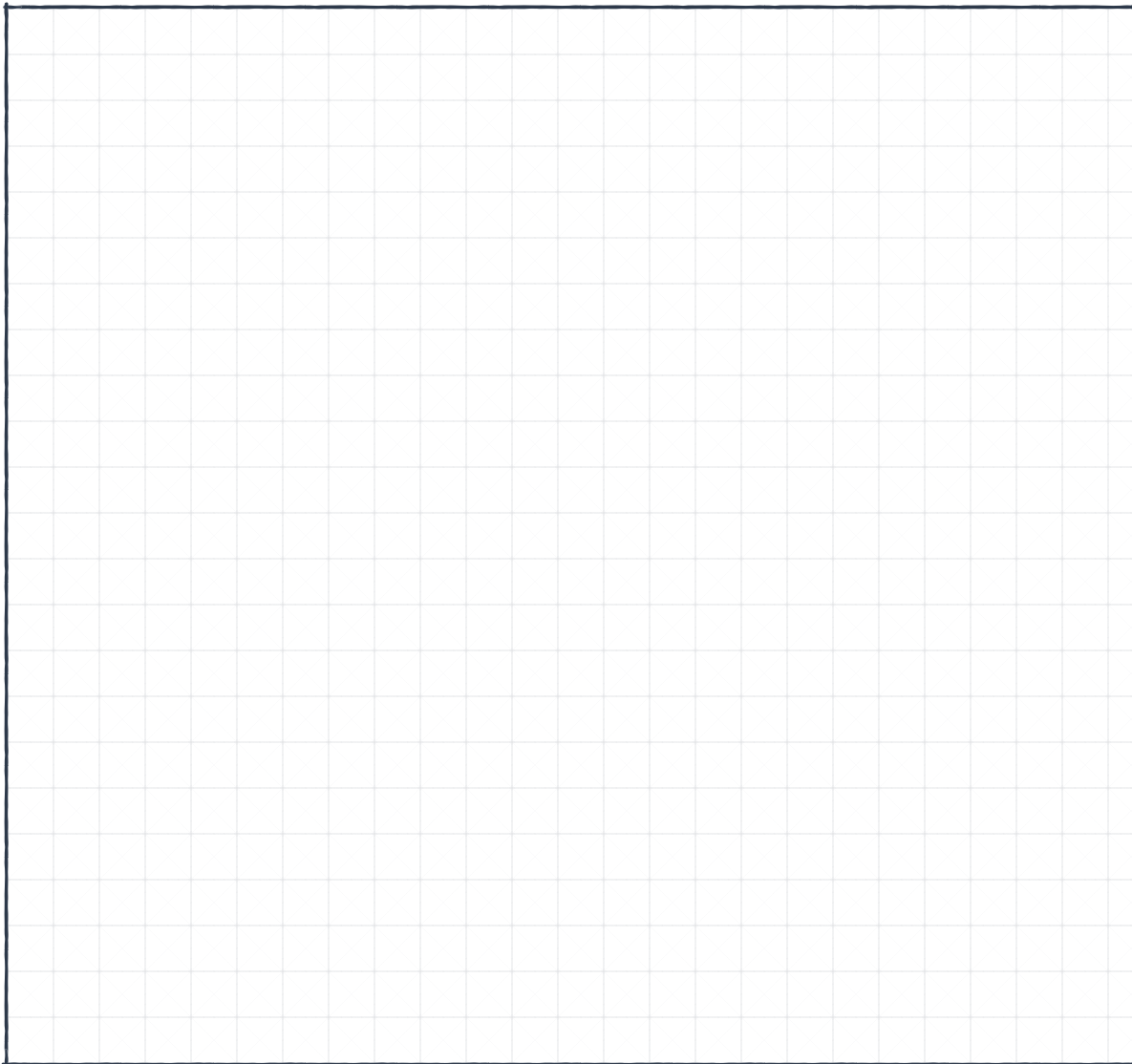
Boss Monsters _____

Traps _____

Hazards _____

OTHER NOTES

MAP



KEY

Scale: _____

