

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 describing factions and groups.

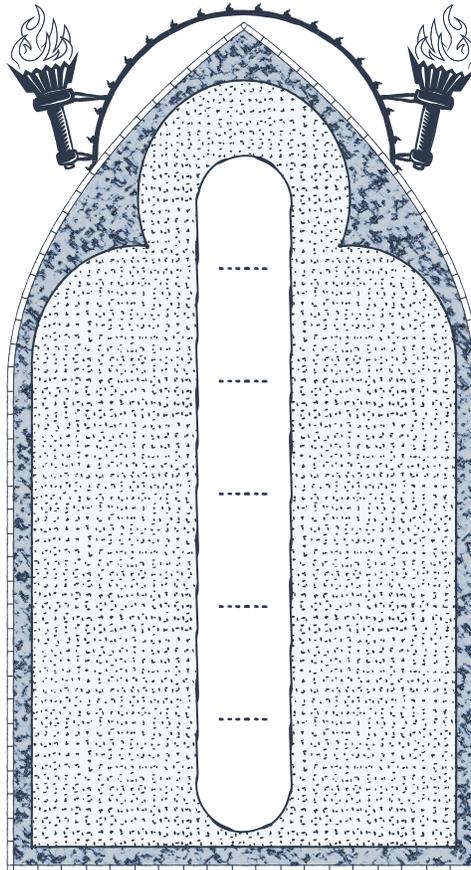
WANDERING MONSTERS TABLE

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 _____

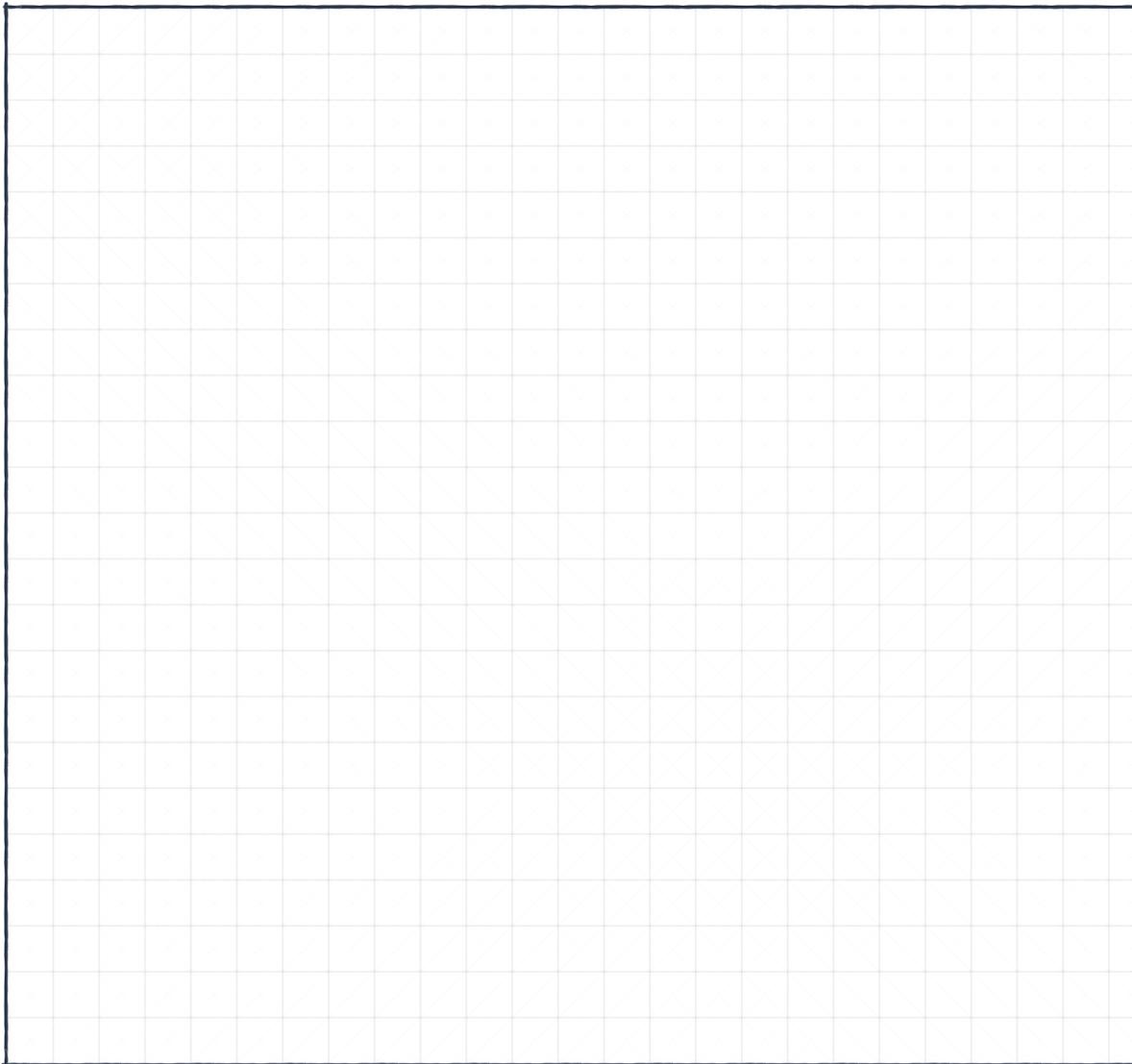
Boss Monsters _____

Traps _____

Hazards _____

OTHER NOTES

MAP



KEY

Scale: _____

