NAME

THEME

FEATURES

LIGHTING

CEILINGS

WALLS

DOORS

FLOORS

FACTIONS & GROUPS

DCs & BONUSES

PASSIVE PERCEPTION

PASSIVE INVESTIGATION

EFFECT SAVE

EFFECT ATTACK BONUS

DAMAGE SEVERITY

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
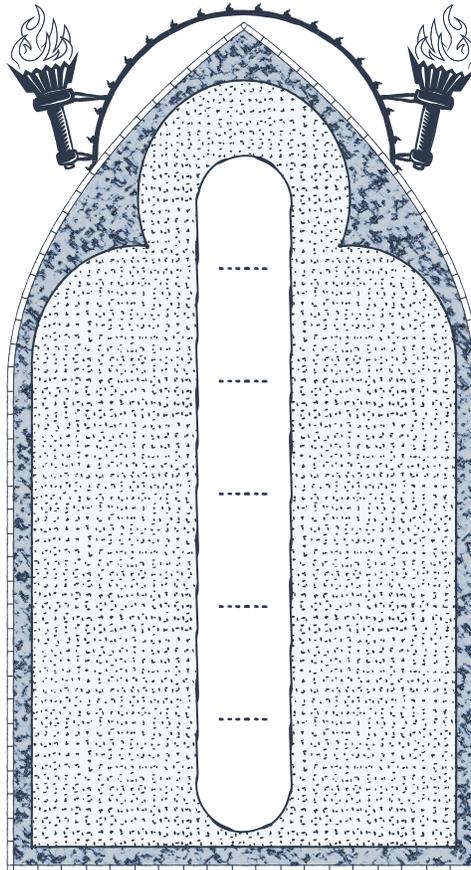
ADVENTURE NOTES

CAMPAIGN BUILDER
DUNGEONS & RUINS

Entrances & Exits_____
_____

Notable NPCs_____
_____
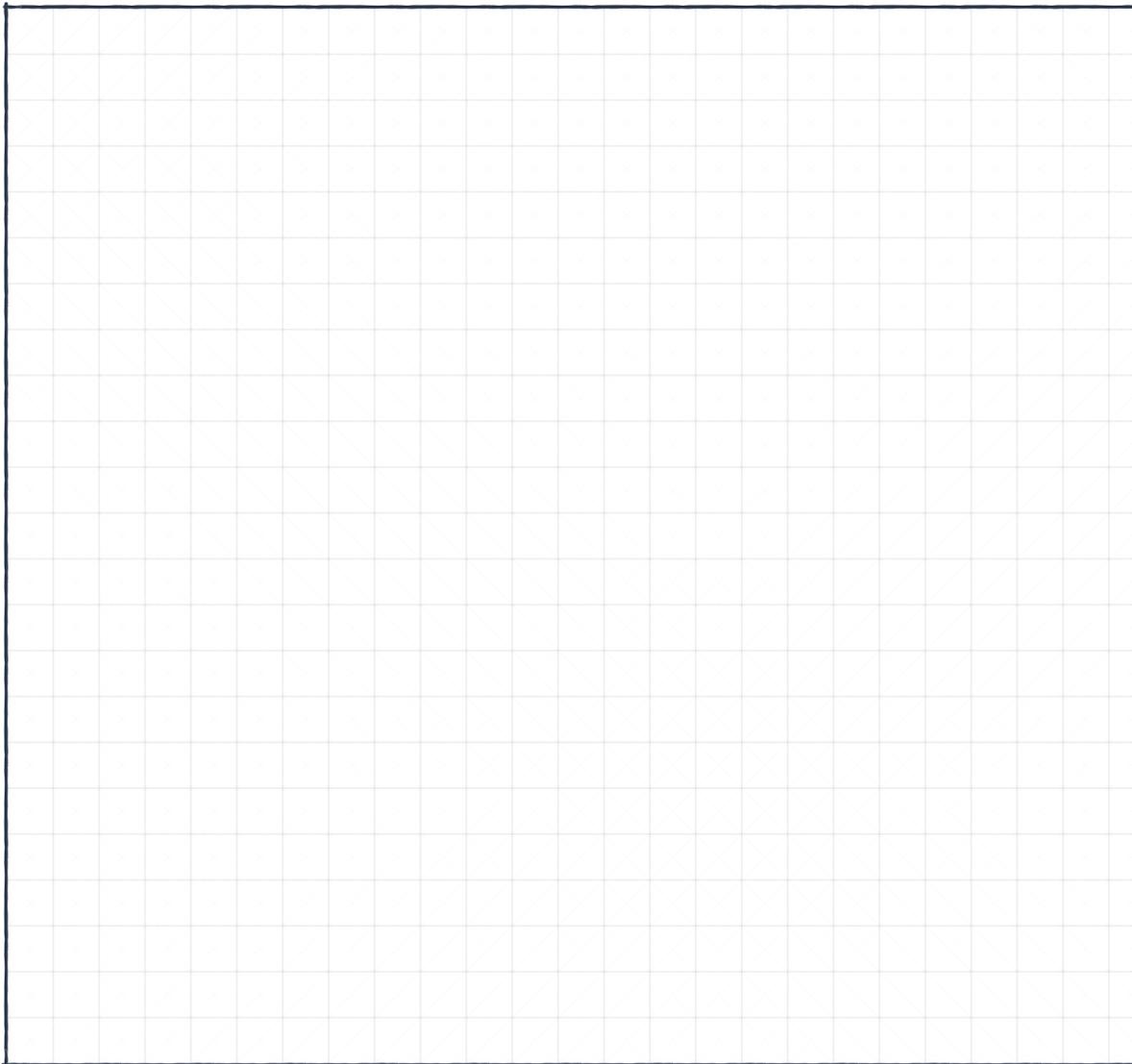
Notable Treasure_____
_____

Notable Secrets_____
_____

Safe Rooms_____
_____

Boss Monsters_____
_____

Traps_____
_____

Hazards_____
_____

MAP

KEY

Scale: ☐ _____

N