

THE GAMEMASTER'S

# ADVENTURE PLANNER



A Gamemaster's Journal for Astonishing Adventures!

# THE GAMEMASTER'S ADVENTURE PLANNER

**Design and Layout:** Rick Hershey

**Fat Goblin Hoarde:** Eric Hindley, J Gray, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Lucus Palosaari, Nick Esposito, Rick Hershey, Richard Bennett, Troy Daniels, Michael Ritter, Ismael Alvarez

**Publisher:** Rick Hershey

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## ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Welcome, and thanks for picking up the Gamemaster's Adventure Planner!

This product is a bit different then the others in the Gamemaster Journal line, it does collect a bunch of useful forms for you to design adventures with, but it also works as a blank template modeled after most standard adventures.

The first section of the book includes forms for recording game sessions, outlining and planning events and encounters, as well as designing major locations.

The second section of the book is broken down like a standard adventure, with areas for the adventure background, introduction, and then each part of the adventure (4). It concludes with sections for your adventure NPCs and monsters, as well as maps.

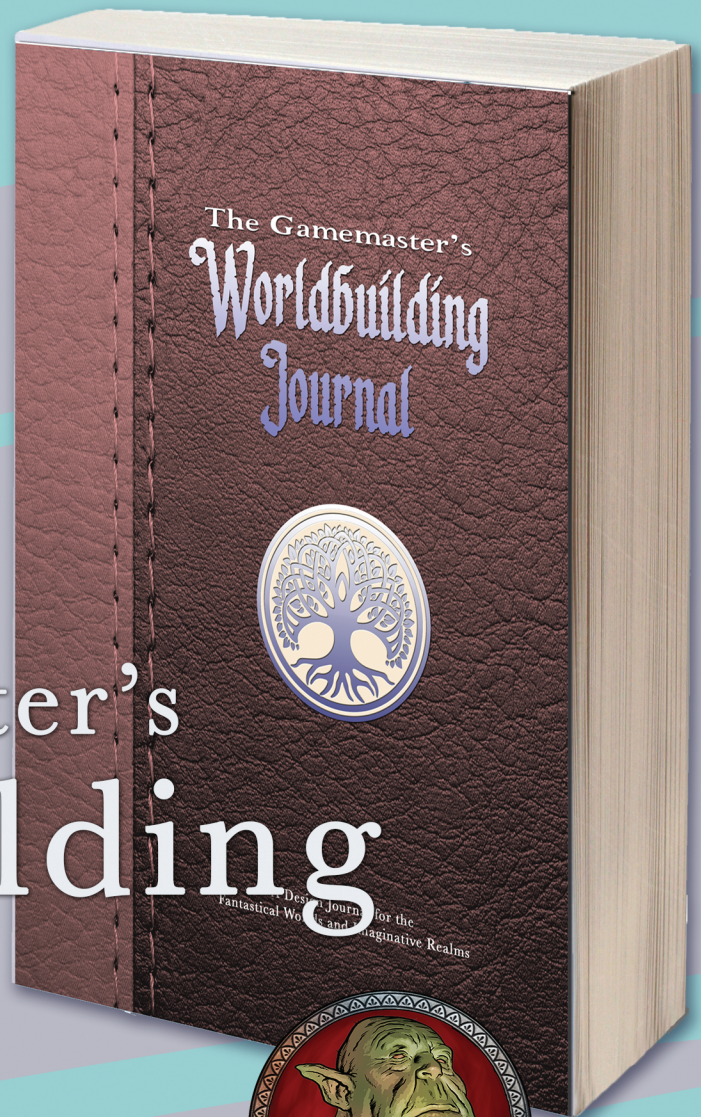
We hope you enjoy this product and that you check out some of our other Gamemaster's Journals.

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# The Gamemaster's Worldbuilding Journal

From Fat Goblin Games



**A Massive Journal for serious  
Gamemasters and Worldbuilders**



ADVENTURE RESOURCES



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SESSION HISTORY

Session Date:

Players:

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Session Locations:

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Memorable Events:

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Creatures Involved:

Event Trigger:

Related Events:

Objective:

Rewards:

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Creatures Involved:

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Related Events:

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Objective:

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Rewards:

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Store/Marketplace:

Owner/Staff:

Establishment:

Goods/Services

Price

Store/Marketplace:

Owner/Staff:

Establishment:

Goods/Services

Price

Store/Marketplace:

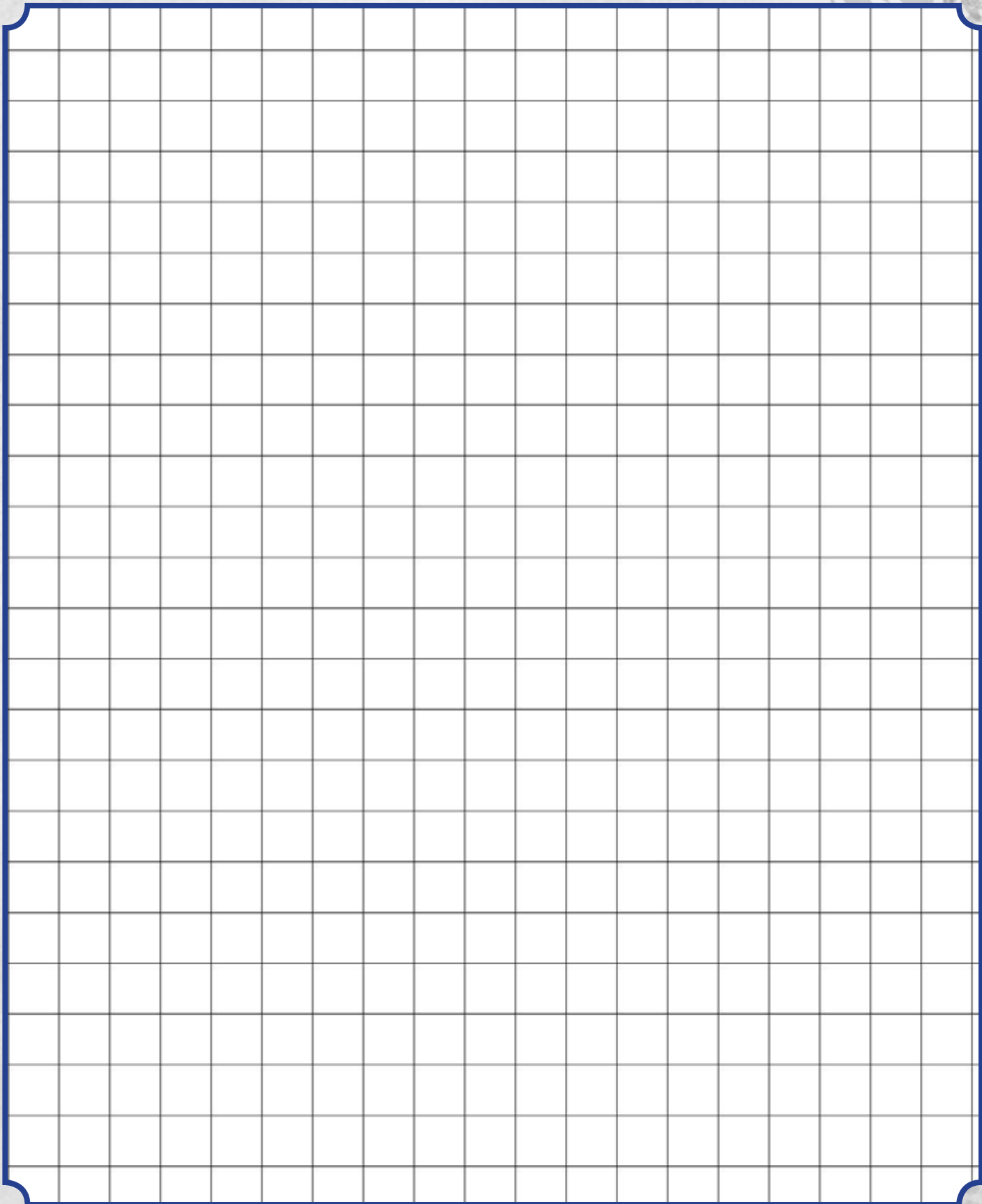
Owner/Staff:

Establishment:

Goods/Services

Price











Store/Marketplace:

Owner/Staff:

Establishment:

Goods/Services

Price

Store/Marketplace:

Owner/Staff:

Establishment:

Goods/Services

Price

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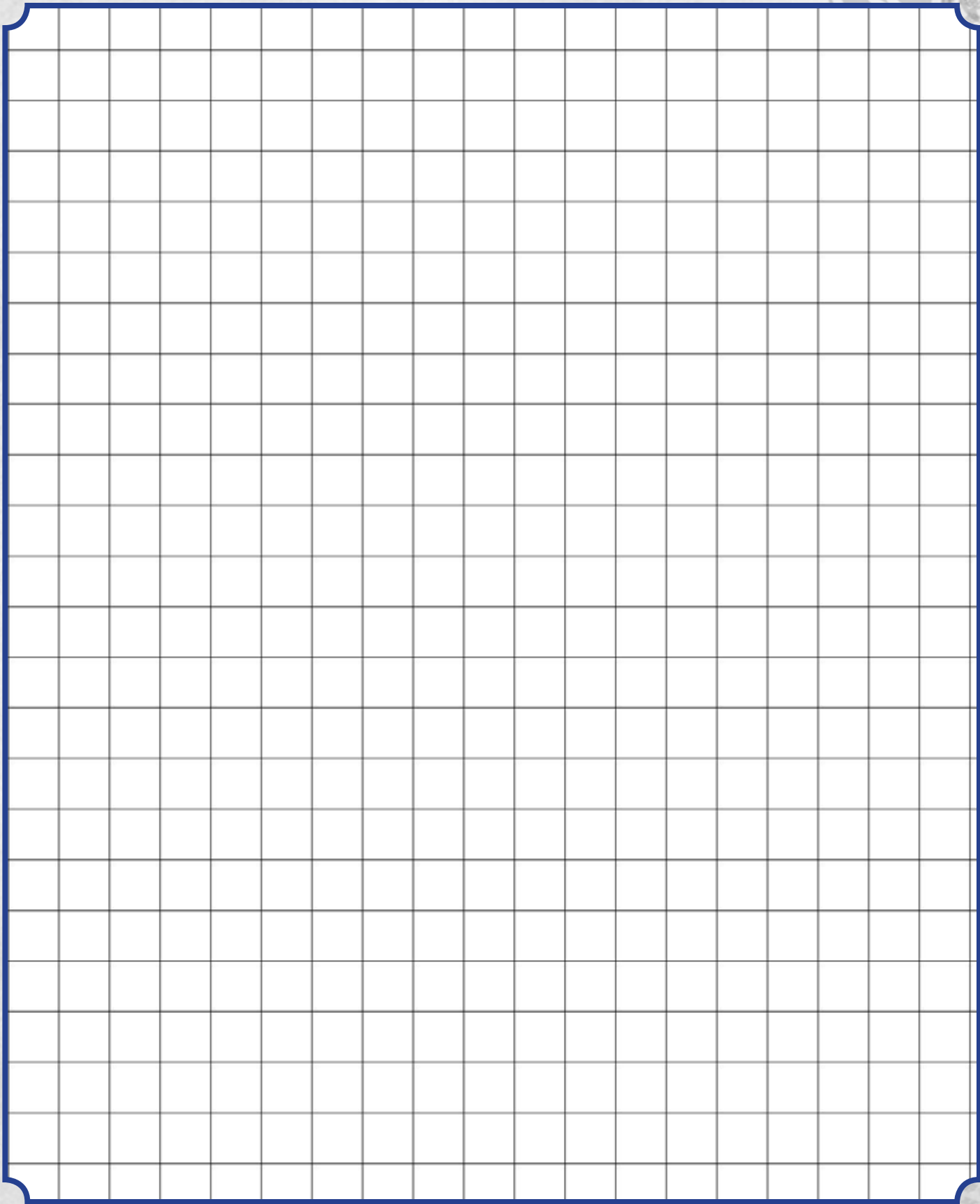
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Goods/Services

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Store/Marketplace:

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Goods/Services

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Store/Marketplace:

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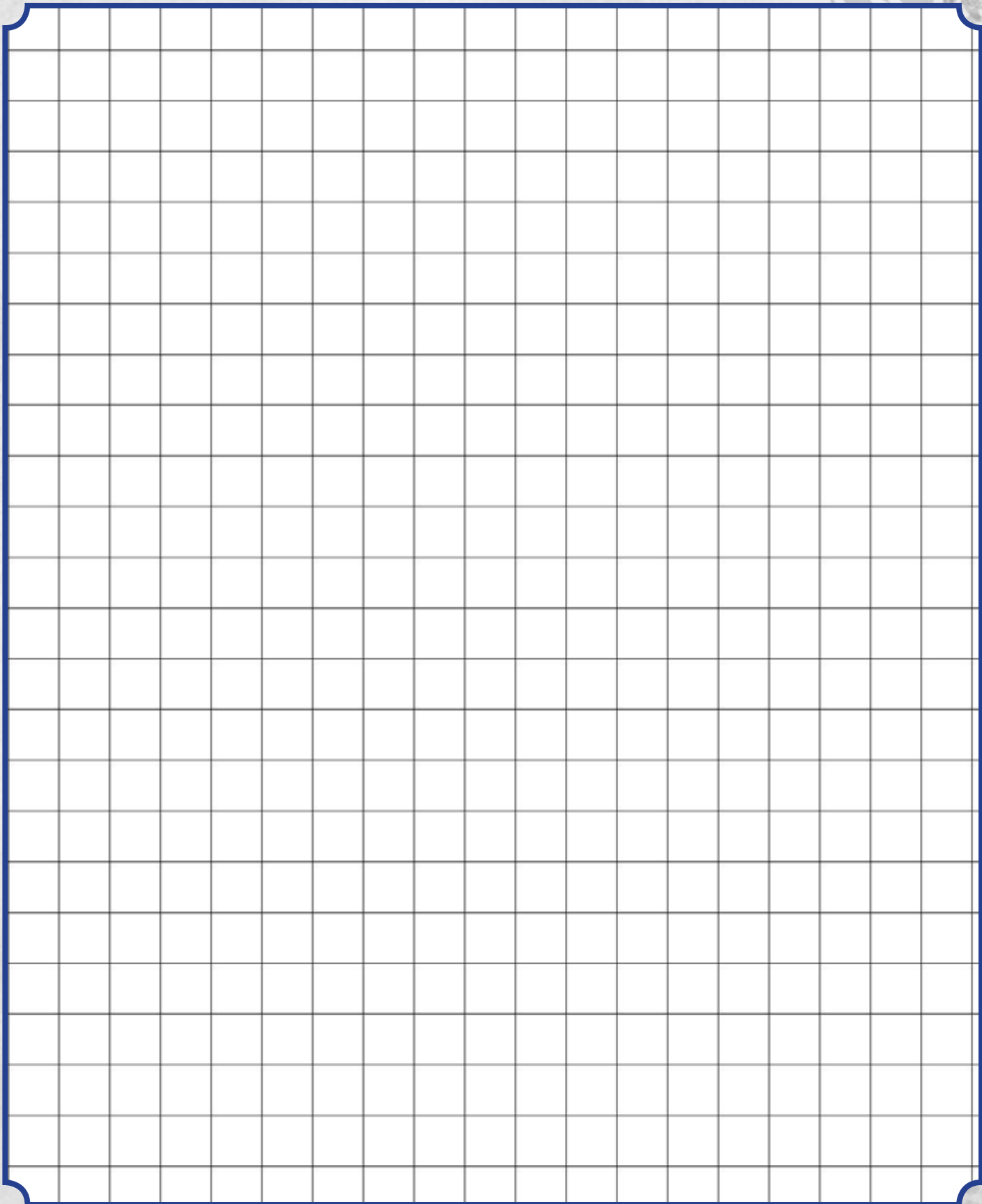
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Goods/Services

Price











Store/Marketplace:

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Establishment:

Goods/Services

Price

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Owner/Staff:

Establishment:

Goods/Services

Price

Store/Marketplace:

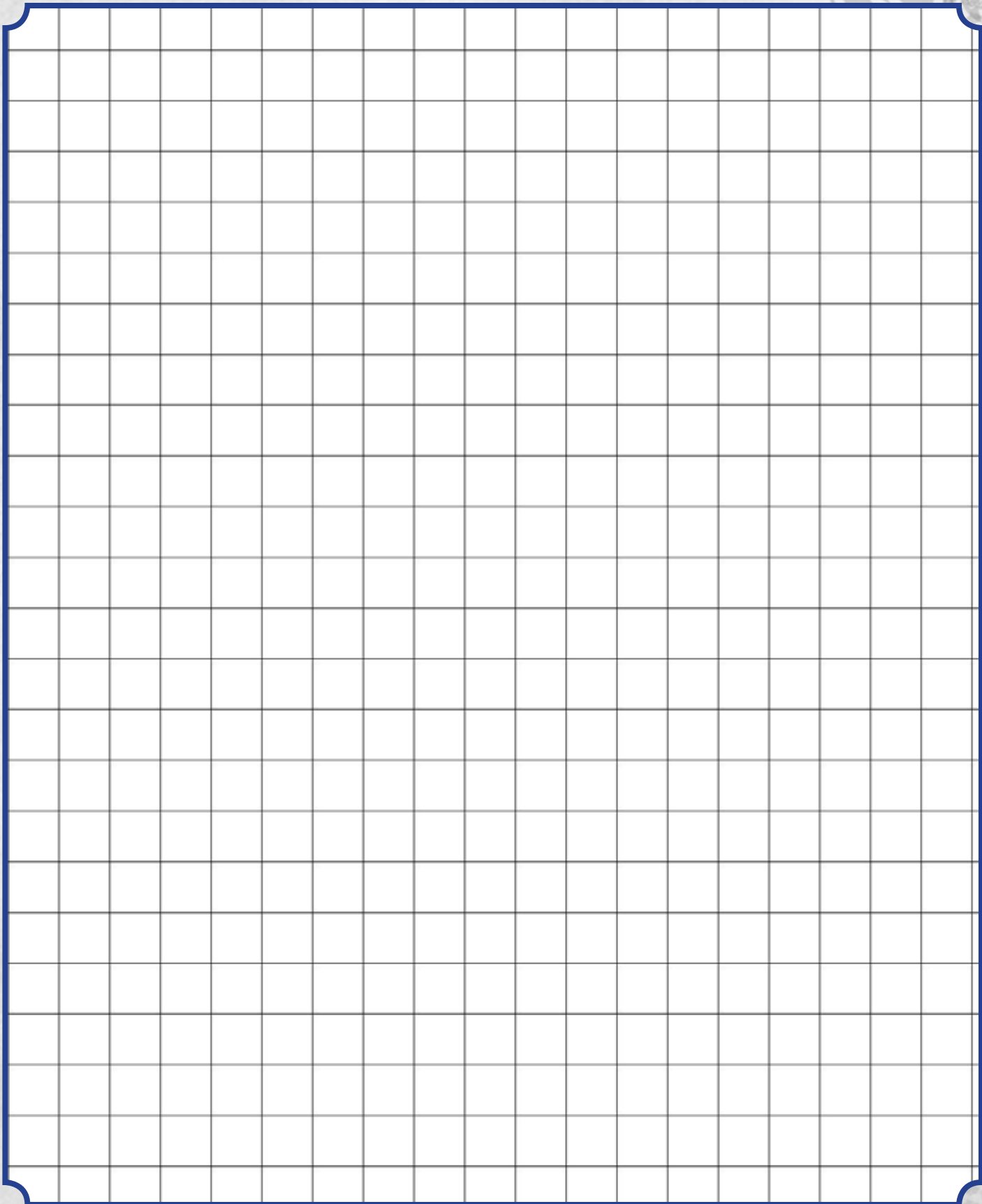
Owner/Staff:

Establishment:

Goods/Services

Price





# ENVIRONMENT LOCATIONS

Location Name: \_\_\_\_\_

Terrain Type: \_\_\_\_\_

Size: \_\_\_\_\_

Country: \_\_\_\_\_

Description: \_\_\_\_\_  
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Intelligent Inhabitants: \_\_\_\_\_  
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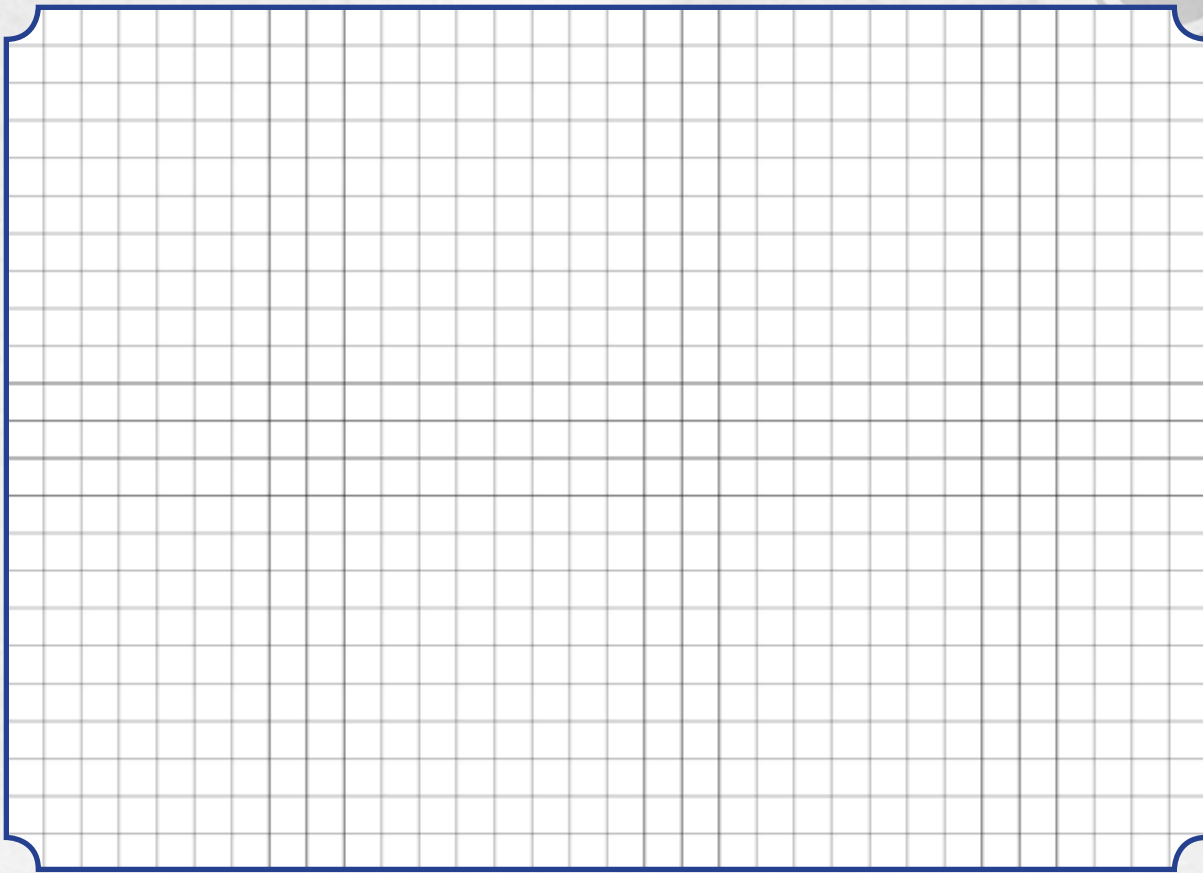
Creatures: \_\_\_\_\_  
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Rumors/Lore: \_\_\_\_\_  
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Traps: \_\_\_\_\_  
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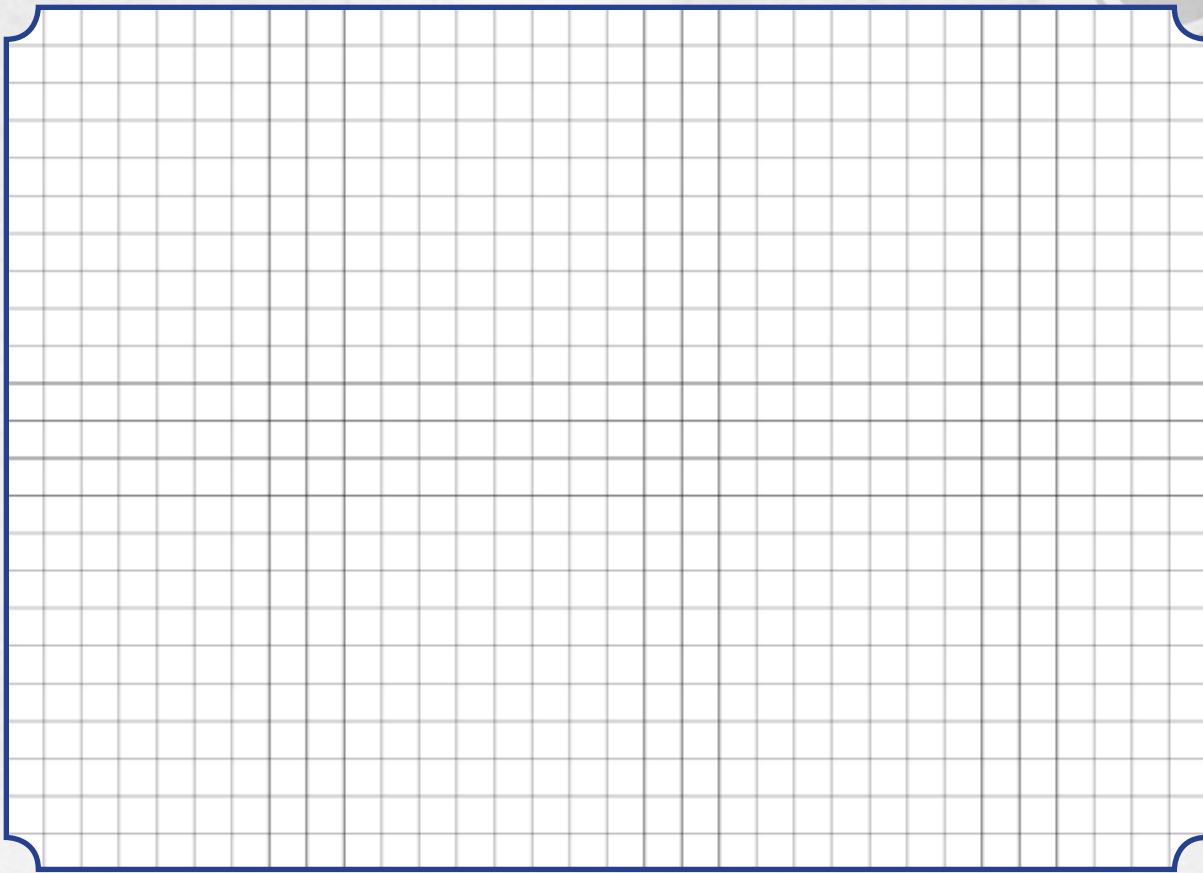
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Intelligent Inhabitants: \_\_\_\_\_  
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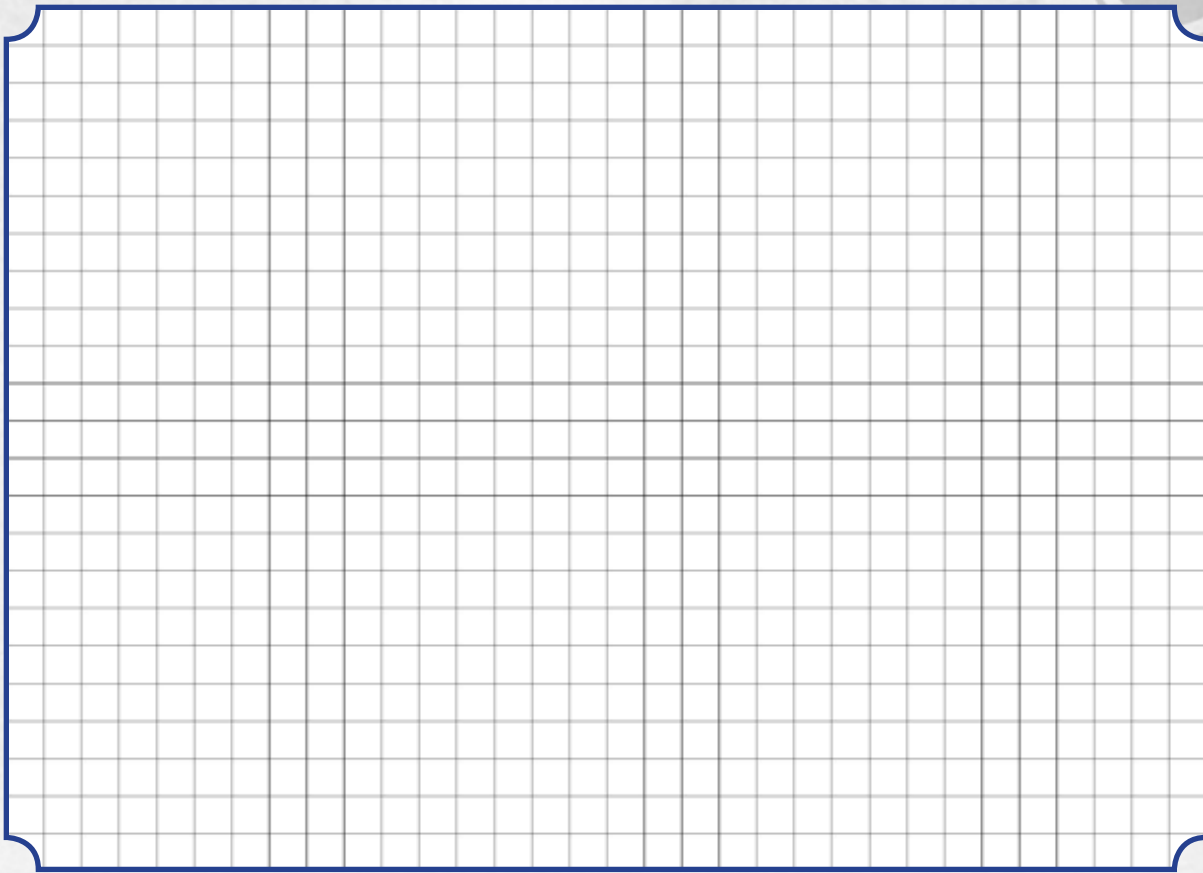
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Intelligent Inhabitants: \_\_\_\_\_  
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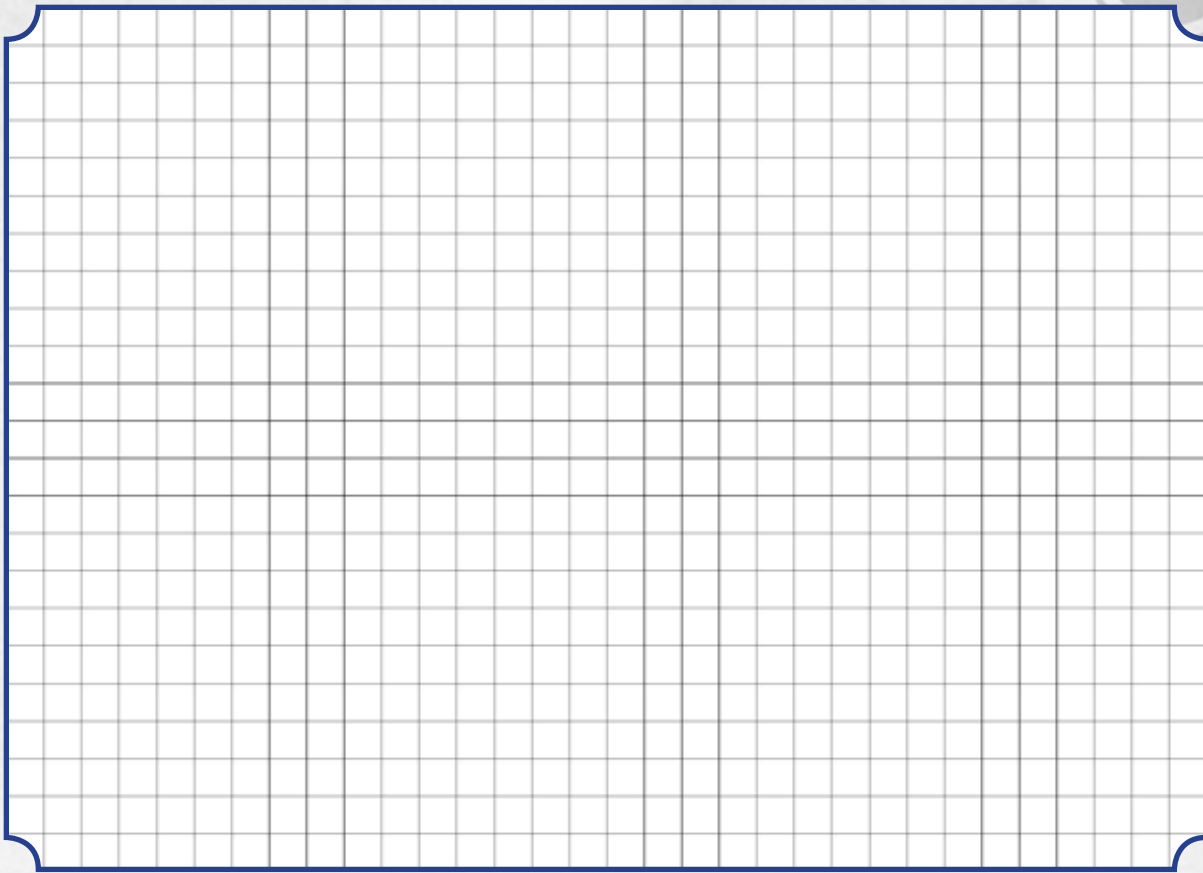
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Intelligent Inhabitants: \_\_\_\_\_  
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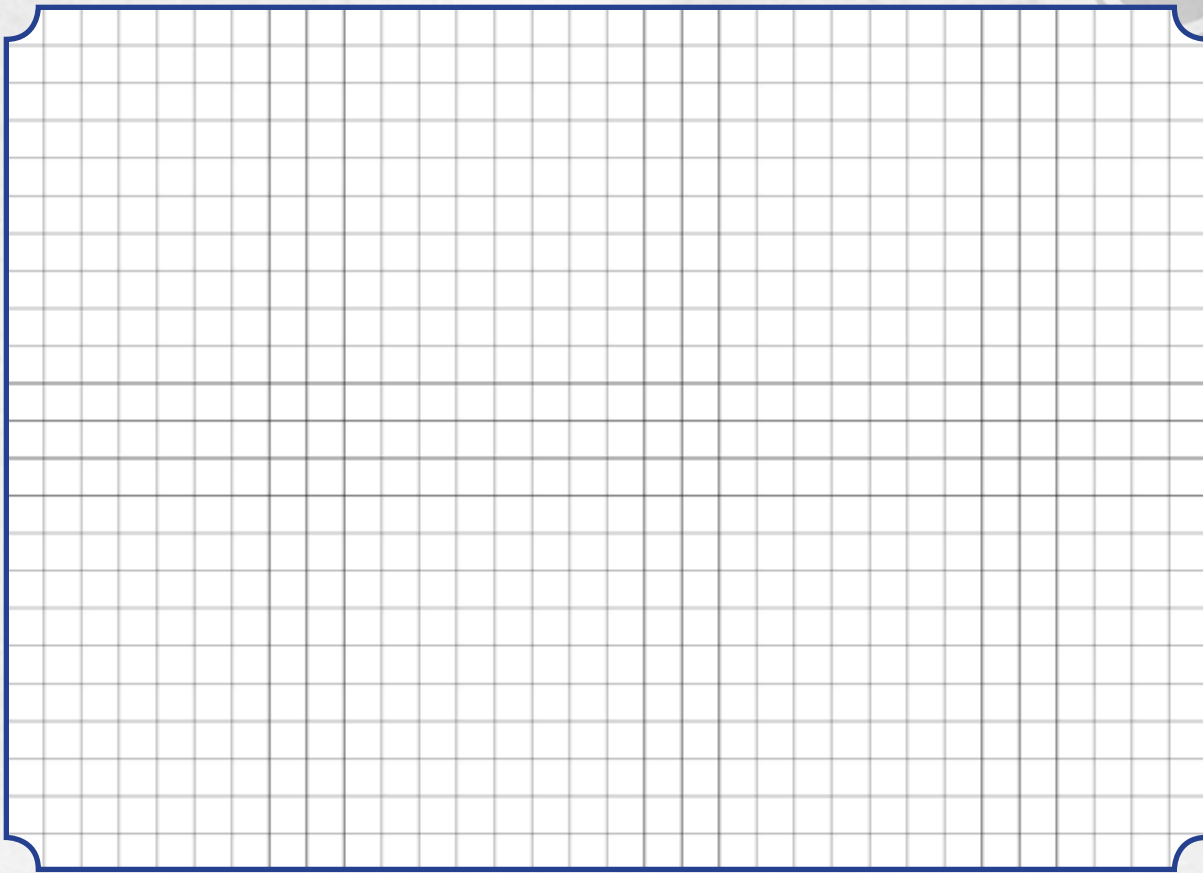
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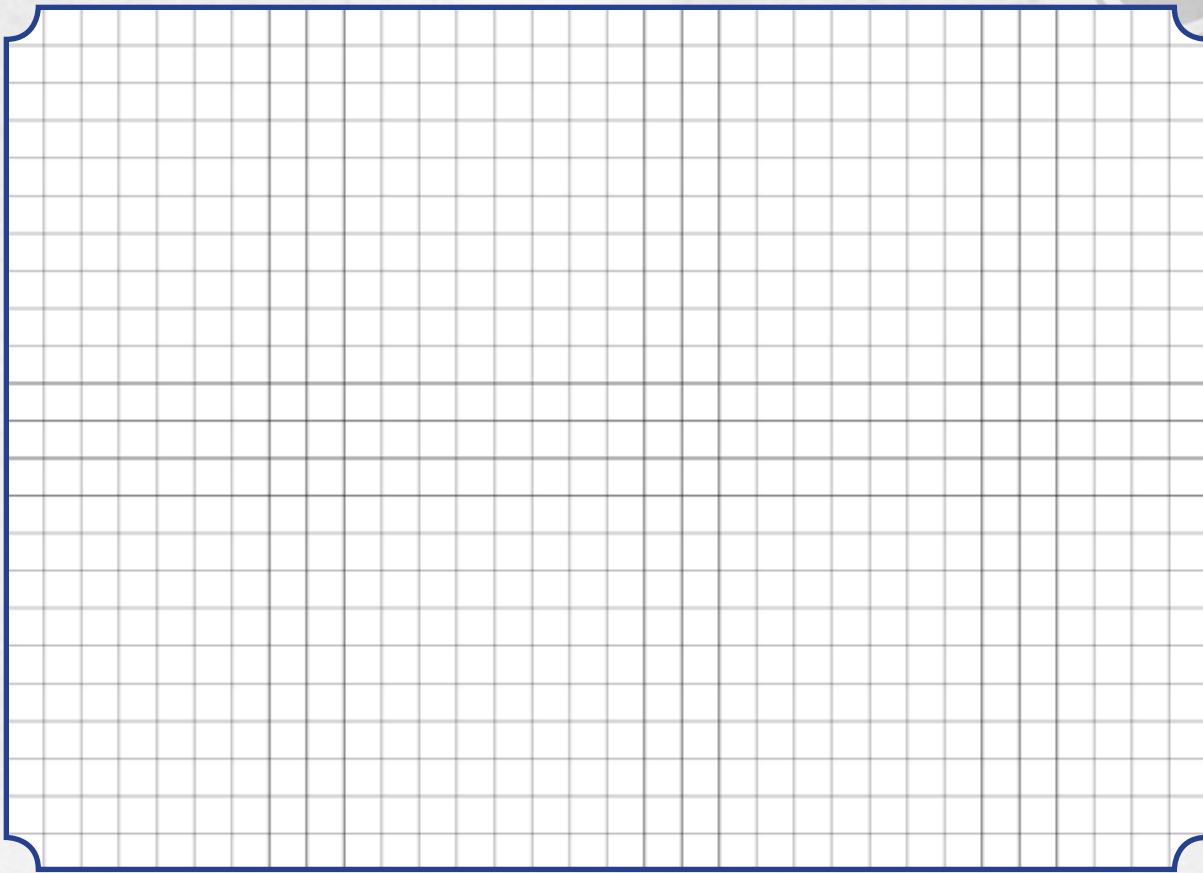
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# DUNGEONS CONCEPTS

## DUNGEON IDEA

Dungeon Name:

Location Type

Natural Cave

Constructed Dungeon

Inhabitants

Organized/Intelligent

Wild Creatures

Size:

Number of Levels:

Location:

Concept:

Denizens:

Lore/Rumors:

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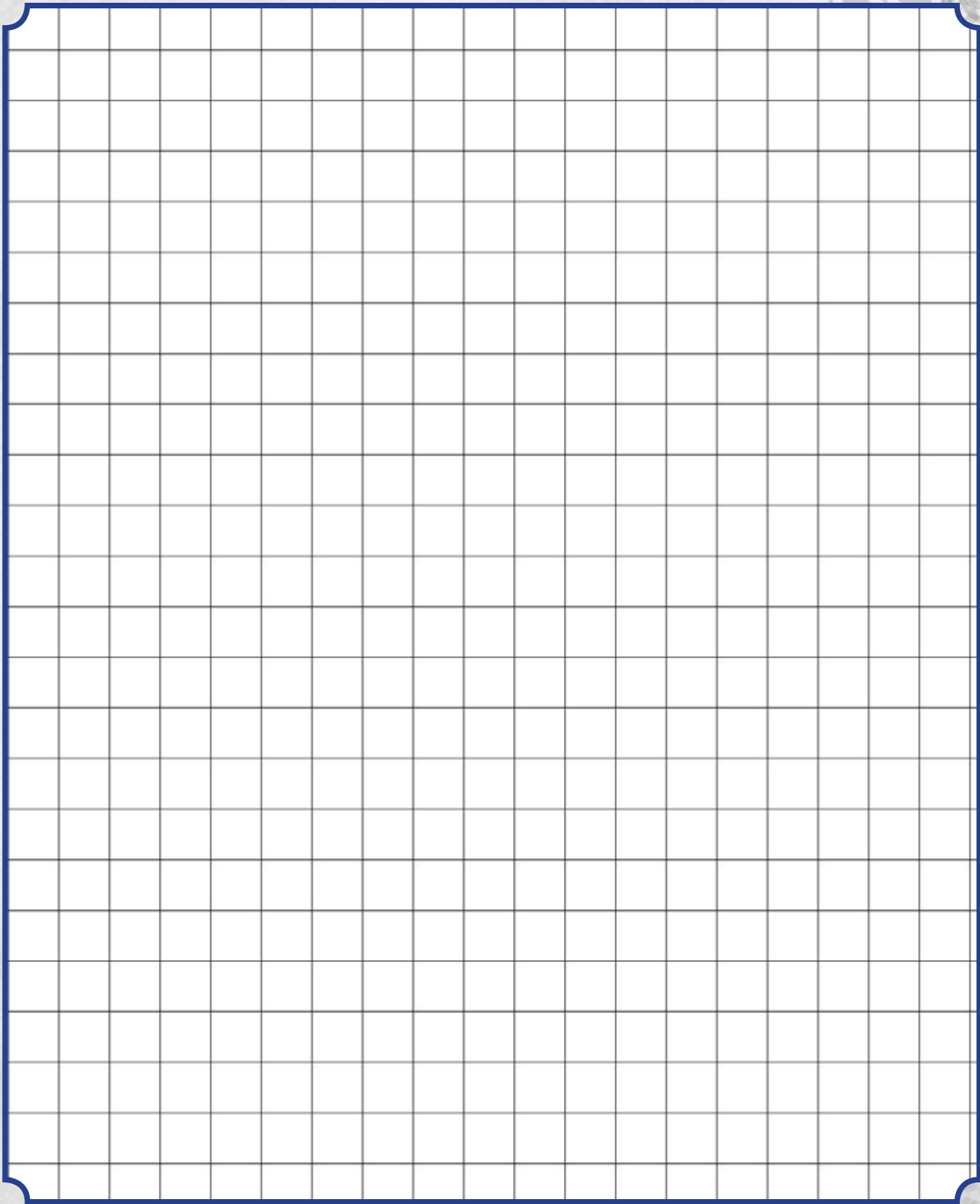
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# DUNGEONS CONCEPTS

## DUNGEON IDEA

Dungeon Name:

Location Type

Natural Cave

Constructed Dungeon

Inhabitants

Organized/Intelligent

Wild Creatures

Size:

Number of Levels:

Location:

Concept:

Denizens:

Lore/Rumors:

Key No.      Description:

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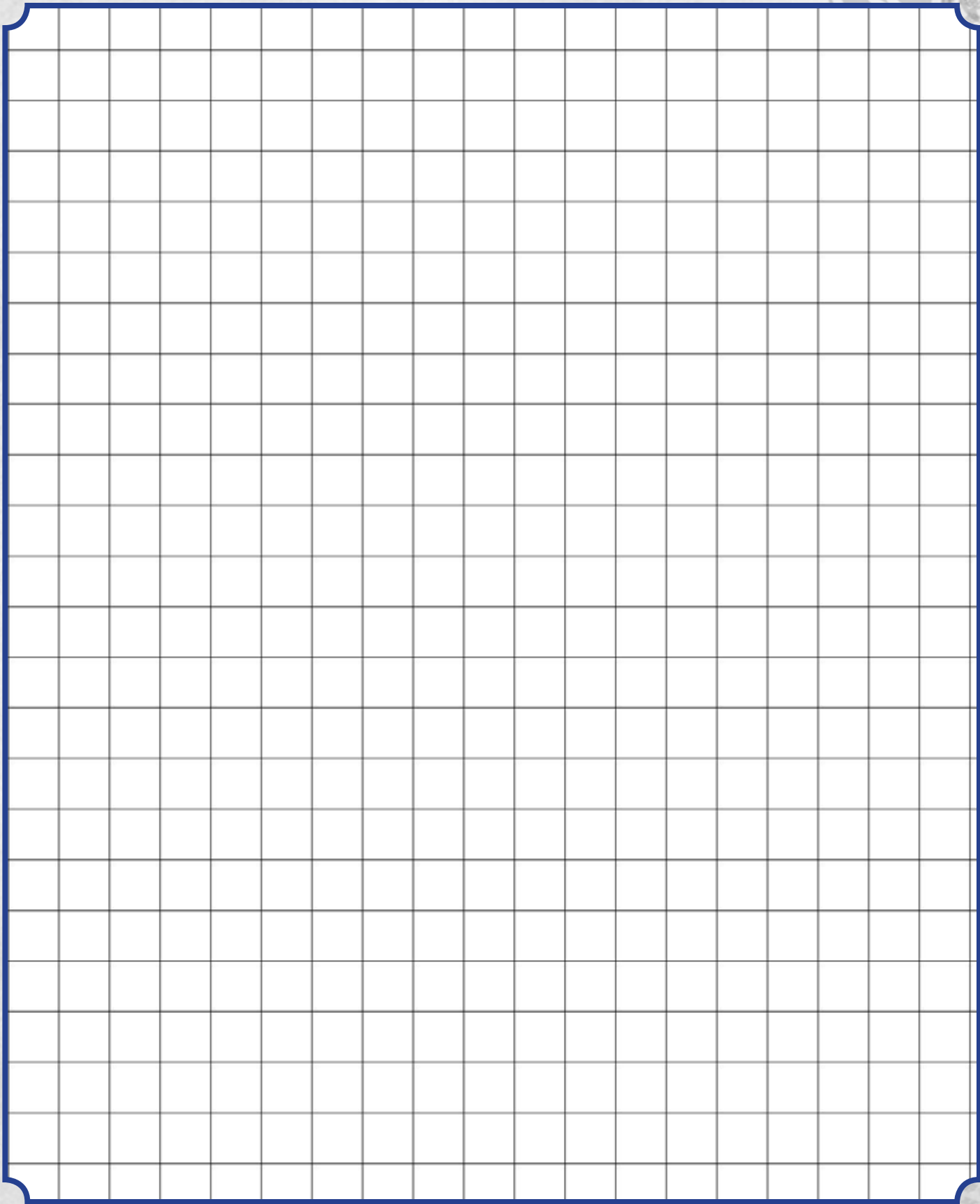
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# DUNGEONS CONCEPTS

## DUNGEON IDEA

Dungeon Name:

Location Type

Natural Cave

Constructed Dungeon

Inhabitants

Organized/Intelligent

Wild Creatures

Size:

Number of Levels:

Location:

Concept:

Denizens:

Lore/Rumors:

Key No.      Description:

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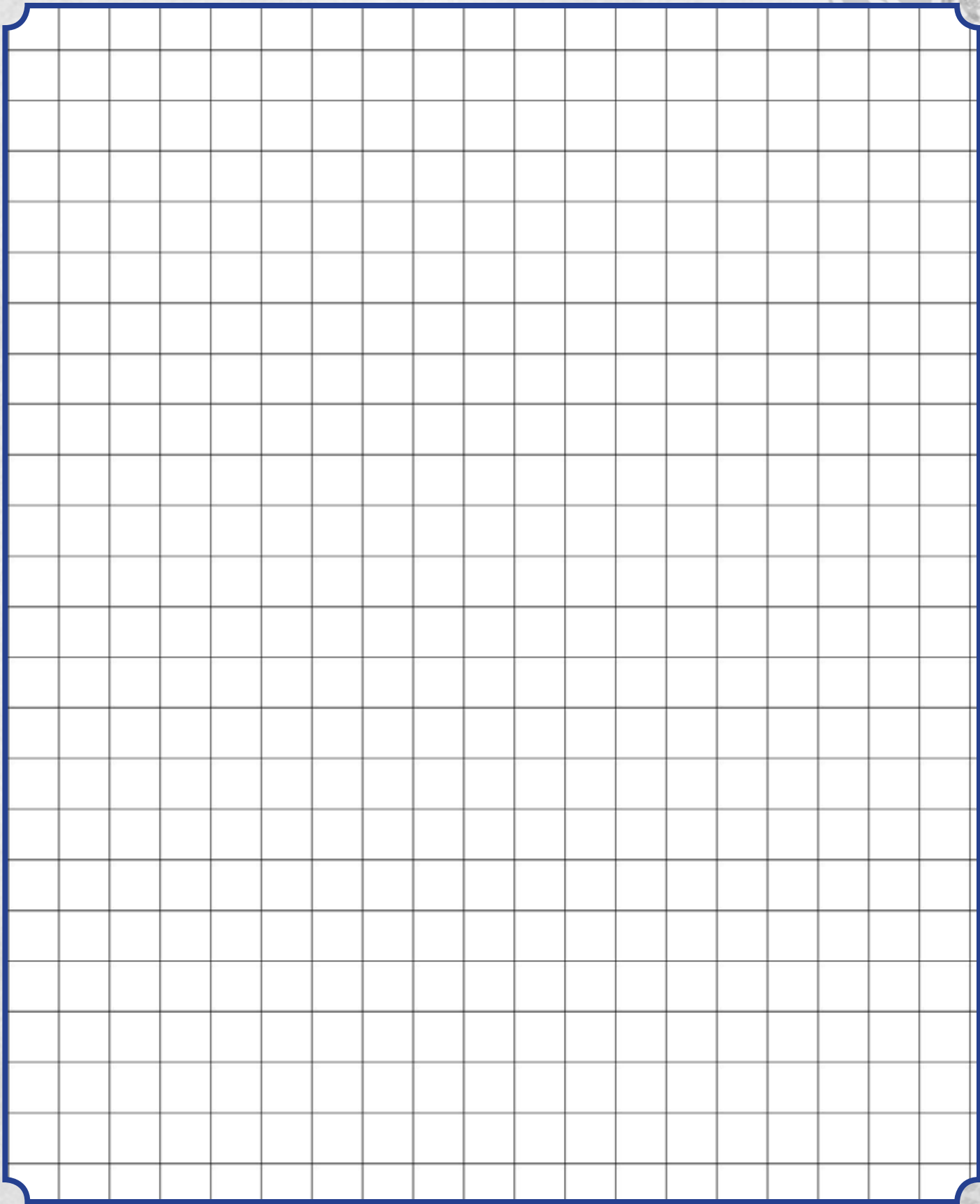
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# DUNGEONS CONCEPTS

## DUNGEON IDEA

Dungeon Name:

Location Type

Natural Cave

Constructed Dungeon

Inhabitants

Organized/Intelligent

Wild Creatures

Size:

Number of Levels:

Location:

Concept:

Denizens:

Lore/Rumors:

Key No.      Description:

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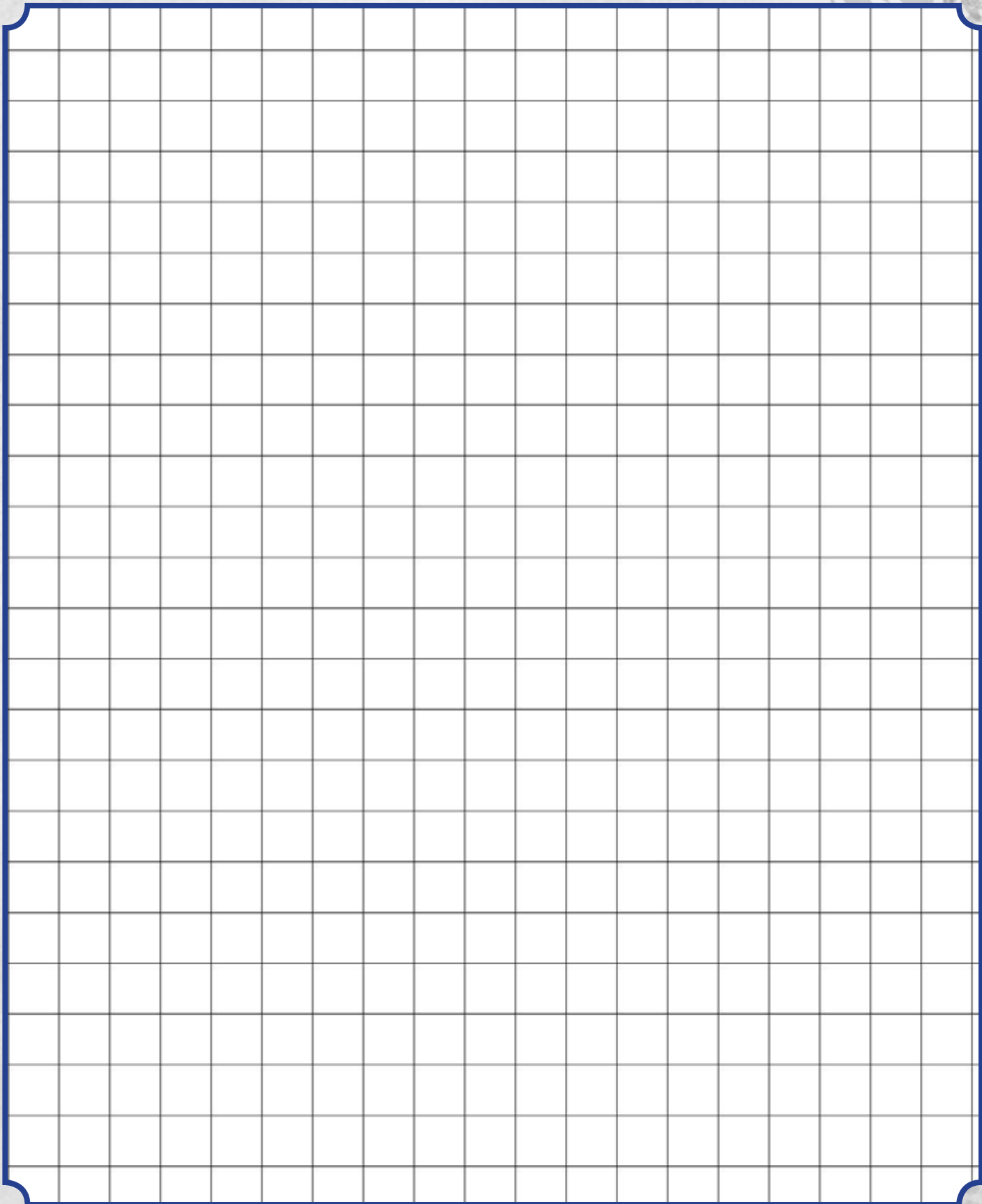
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# DUNGEONS CONCEPTS

## DUNGEON IDEA

Dungeon Name:

Location Type

Natural Cave

Constructed Dungeon

Inhabitants

Organized/Intelligent

Wild Creatures

Size:

Number of Levels:

Location:

Concept:

Denizens:

Lore/Rumors:

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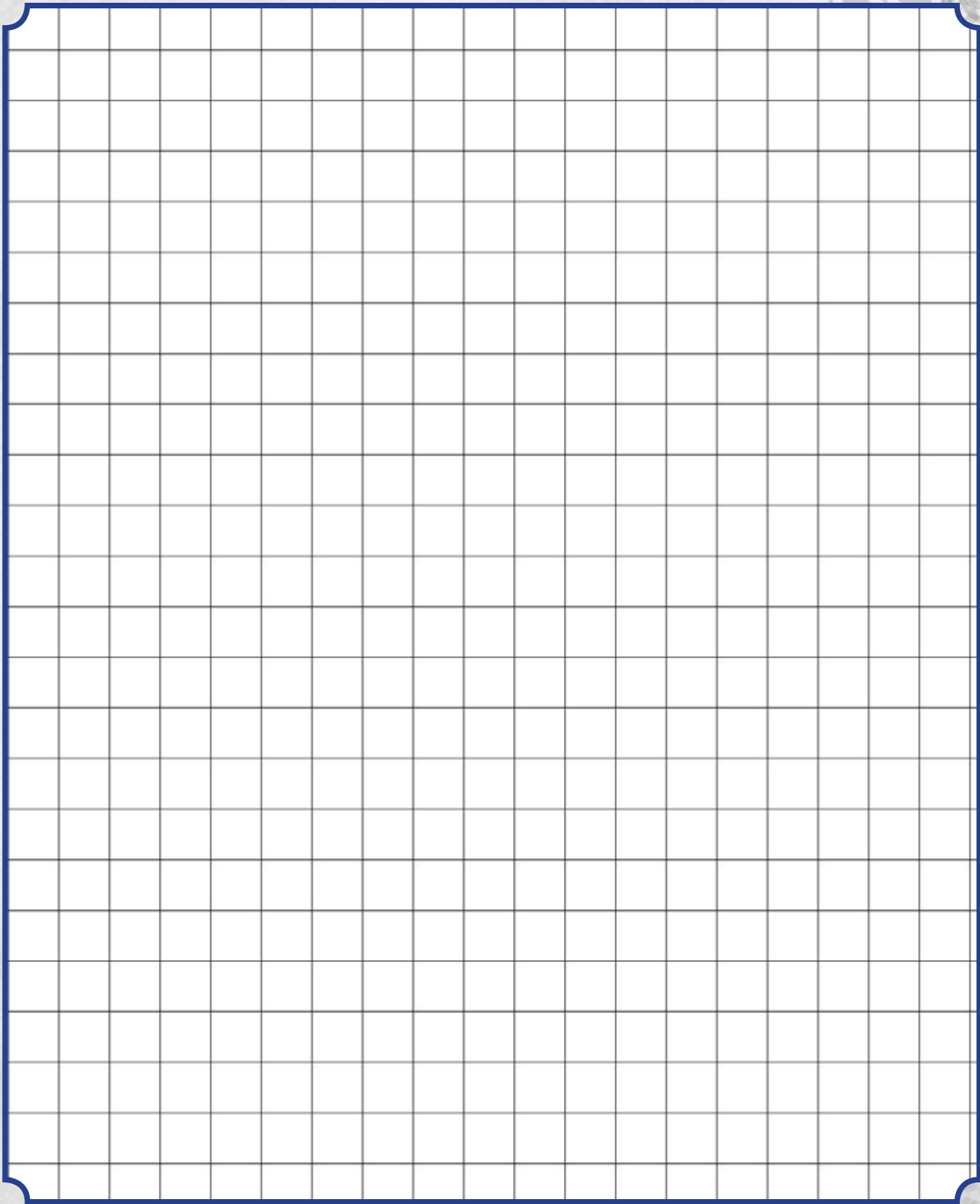
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# STRONGHOLD/CASTLE

**Location:** \_\_\_\_\_ **Size:** \_\_\_\_\_

**Description:** \_\_\_\_\_

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## SPECIAL ROOMS & FEATURES

Name	Size	Cost
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## AUGMENTATIONS

Name	Effect	Cost
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## TROOPS HOUSED

Type	Wages	Number
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## STAFF HOUSED

Type	Wages	Number
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# STRONGHOLD/CASTLE

**Location:** \_\_\_\_\_ **Size:** \_\_\_\_\_

**Description:** \_\_\_\_\_

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## SPECIAL ROOMS & FEATURES

Name	Size	Cost
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## AUGMENTATIONS

Name	Effect	Cost
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## TROOPS HOUSED

Type	Wages	Number
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## STAFF HOUSED

Type	Wages	Number
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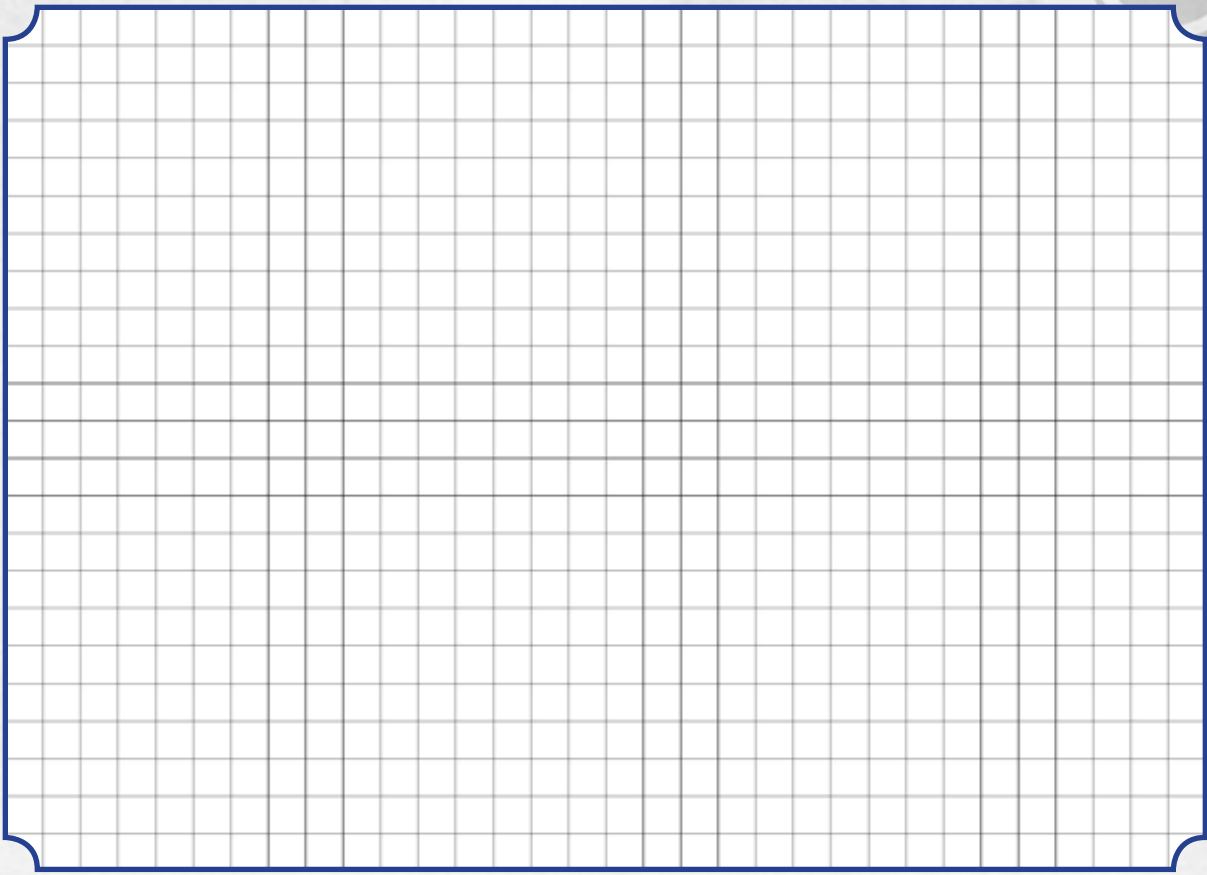
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# STRONGHOLD/CASTLE

**Location:** \_\_\_\_\_ **Size:** \_\_\_\_\_

**Description:** \_\_\_\_\_

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## SPECIAL ROOMS & FEATURES

Name	Size	Cost
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## AUGMENTATIONS

Name	Effect	Cost
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## TROOPS HOUSED

Type	Wages	Number
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## STAFF HOUSED

Type	Wages	Number
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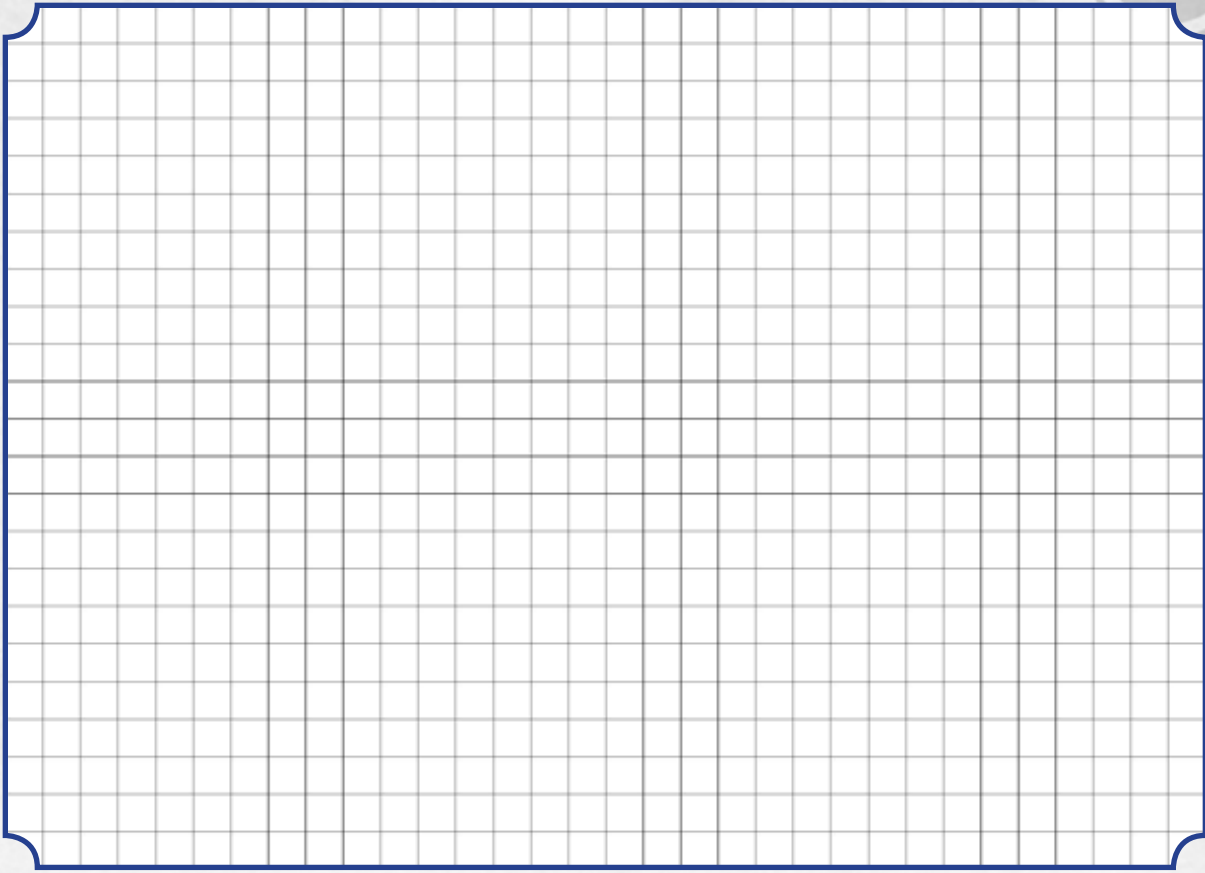
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# STRONGHOLD/CASTLE

**Location:** \_\_\_\_\_ **Size:** \_\_\_\_\_

**Description:** \_\_\_\_\_

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## SPECIAL ROOMS & FEATURES

Name	Size	Cost
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## AUGMENTATIONS

Name	Effect	Cost
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## TROOPS HOUSED

Type	Wages	Number
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## STAFF HOUSED

Type	Wages	Number
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LOCATION:

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CUSTOM RANDOM ENCOUNTER TABLES

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LOCATION:

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LOCATION:

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CUSTOM RANDOM ENCOUNTER TABLES

# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

**Favorite Moment:**

**Things I Disliked About The Adventure:**

**Least Favorite Moment:**

**Was the Adventure Fun?**

**Advice/Suggestions:**

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**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

**Favorite Moment:**

**Things I Disliked About The Adventure:**

**Least Favorite Moment:**

**Was the Adventure Fun?**

**Advice/Suggestions:**

# ADVENTURE REVIEW

**Player:**

**Character:**

**Adventure Completion Date:**

**Things I Liked About The Adventure:**

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**Favorite Moment:**

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**Things I Disliked About The Adventure:**

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**Least Favorite Moment:**

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**Was the Adventure Fun?**

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**Advice/Suggestions:**

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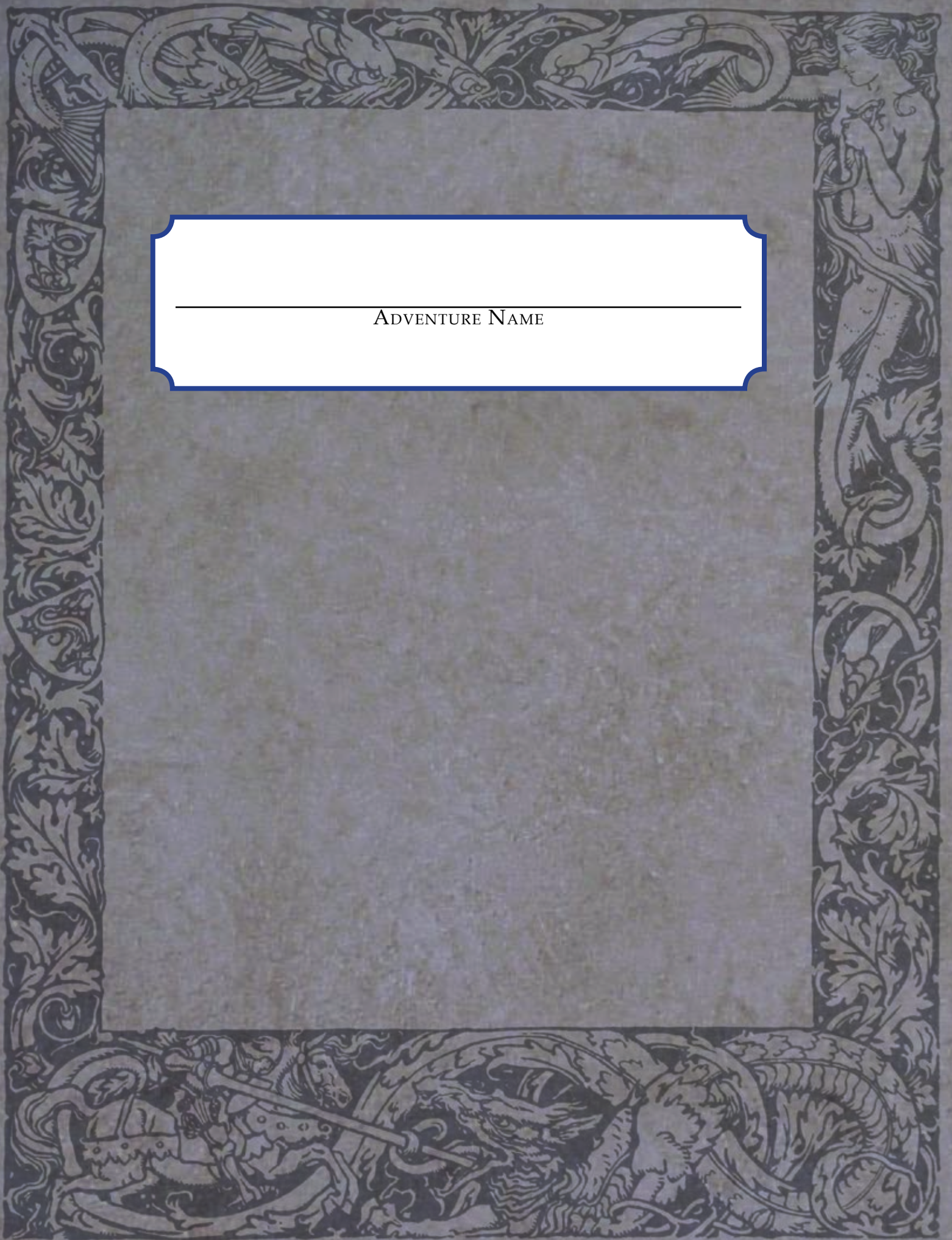
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ADVENTURE NAME









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# MAJOR NPC

**Name:**

**Race/Gender:**

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**Appearance:**

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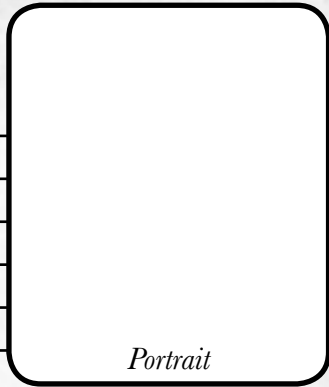
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*Portrait*

**Notes:**

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# MAJOR NPC

**Name:**

**Race/Gender:**

**Page Reference:**

**Appearance:**

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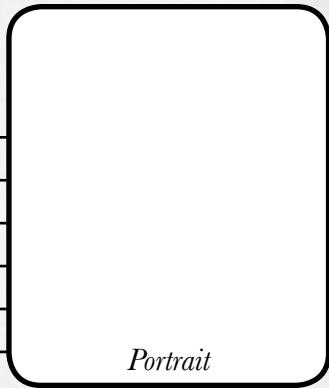
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*Portrait*

**Notes:**

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# MAJOR NPC

**Name:**

**Race/Gender:**

**Page Reference:**

**Appearance:**

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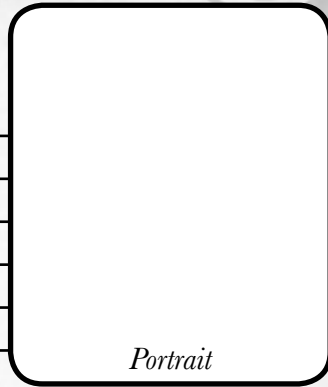
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*Portrait*

**Notes:**

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# MAJOR NPC

**Name:**

**Race/Gender:**

**Page Reference:**

**Appearance:**

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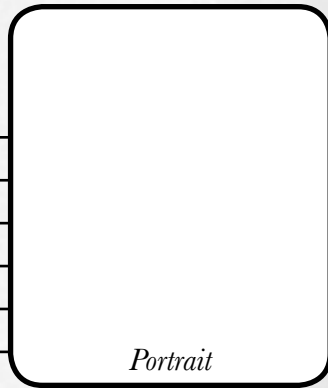
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*Portrait*

**Notes:**

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# MAJOR NPC

**Name:**

**Race/Gender:**

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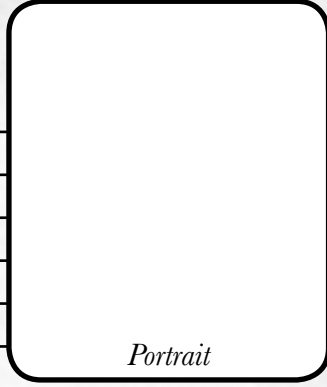
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*Portrait*

**Notes:**

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# MAJOR NPC

**Name:**

**Race/Gender:**

**Page Reference:**

**Appearance:**

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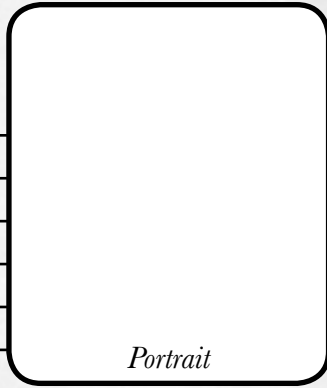
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*Portrait*

**Notes:**

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THE GAMEMASTER'S ADVENTURE PLANNER

MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
**Notes:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
**Notes:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
**Commonly Found At:** \_\_\_\_\_  
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MINOR NPC

**Name:** \_\_\_\_\_  
**Race/Gender:** \_\_\_\_\_  
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MINOR NPC

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MINOR NPC

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MINOR NPC

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MINOR NPC

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MINOR NPC

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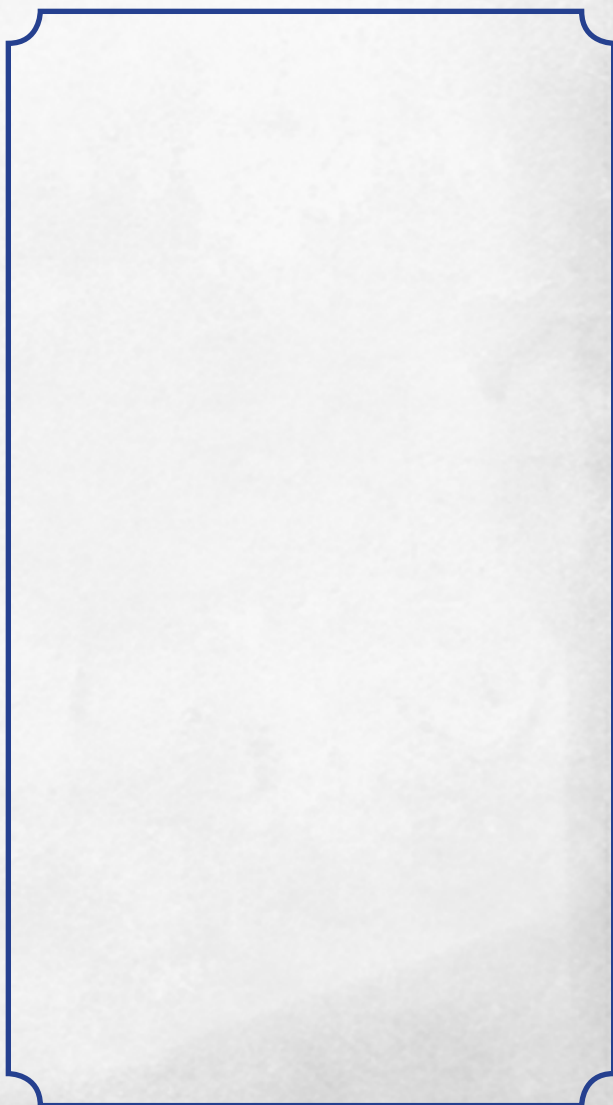


# MONSTER ENCOUNTER

NAME

Description

Statistics



Creature Illustration



THE GAMEMASTER'S ADVENTURE PLANNER

MONSTERS COLLECTED FROM VARIOUS SOURCES

**Name:** \_\_\_\_\_  
**Book Title:** \_\_\_\_\_  
**Page:** \_\_\_\_\_  
**Notes:** \_\_\_\_\_  
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**Name:** \_\_\_\_\_  
**Book Title:** \_\_\_\_\_  
**Page:** \_\_\_\_\_  
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**Name:** \_\_\_\_\_  
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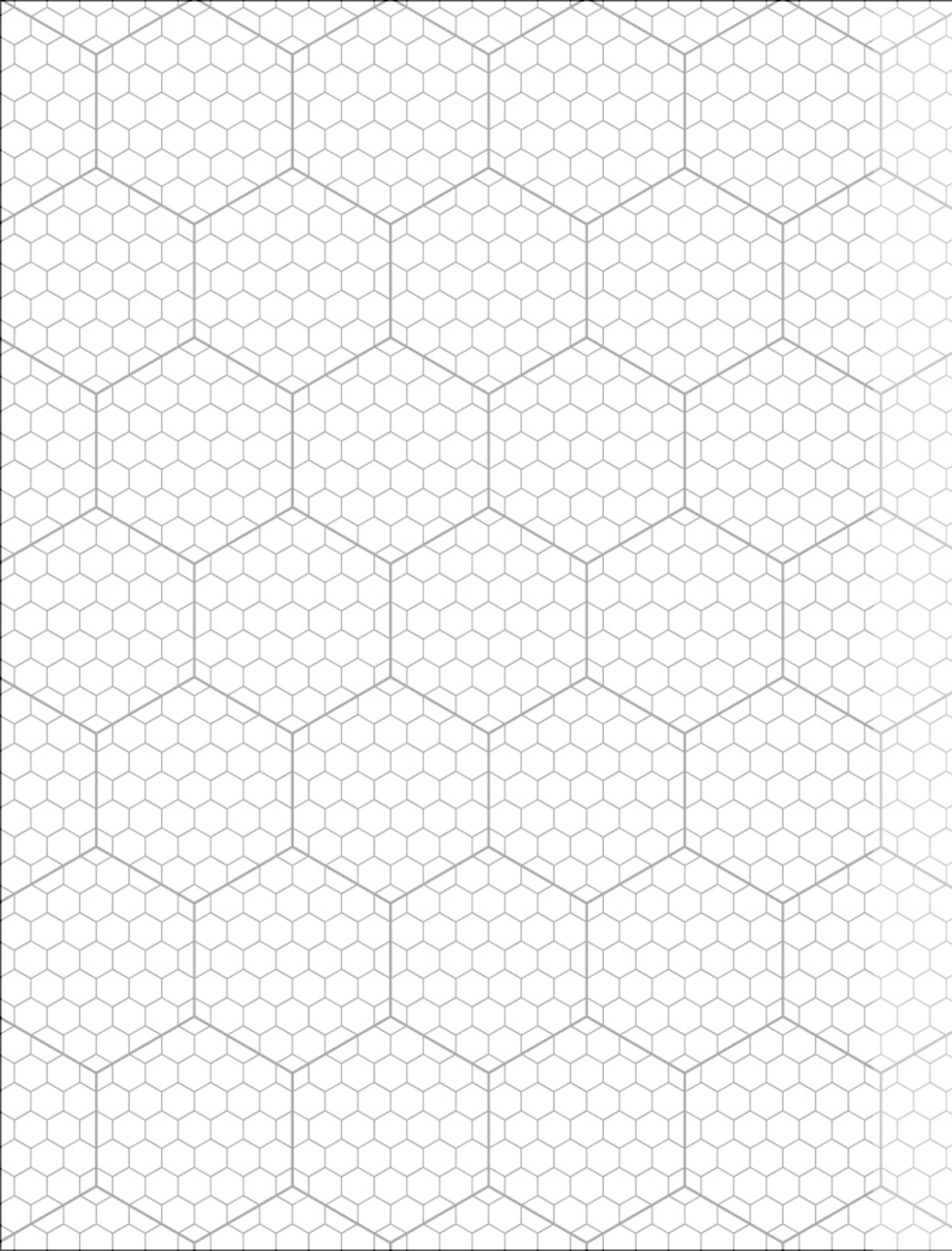
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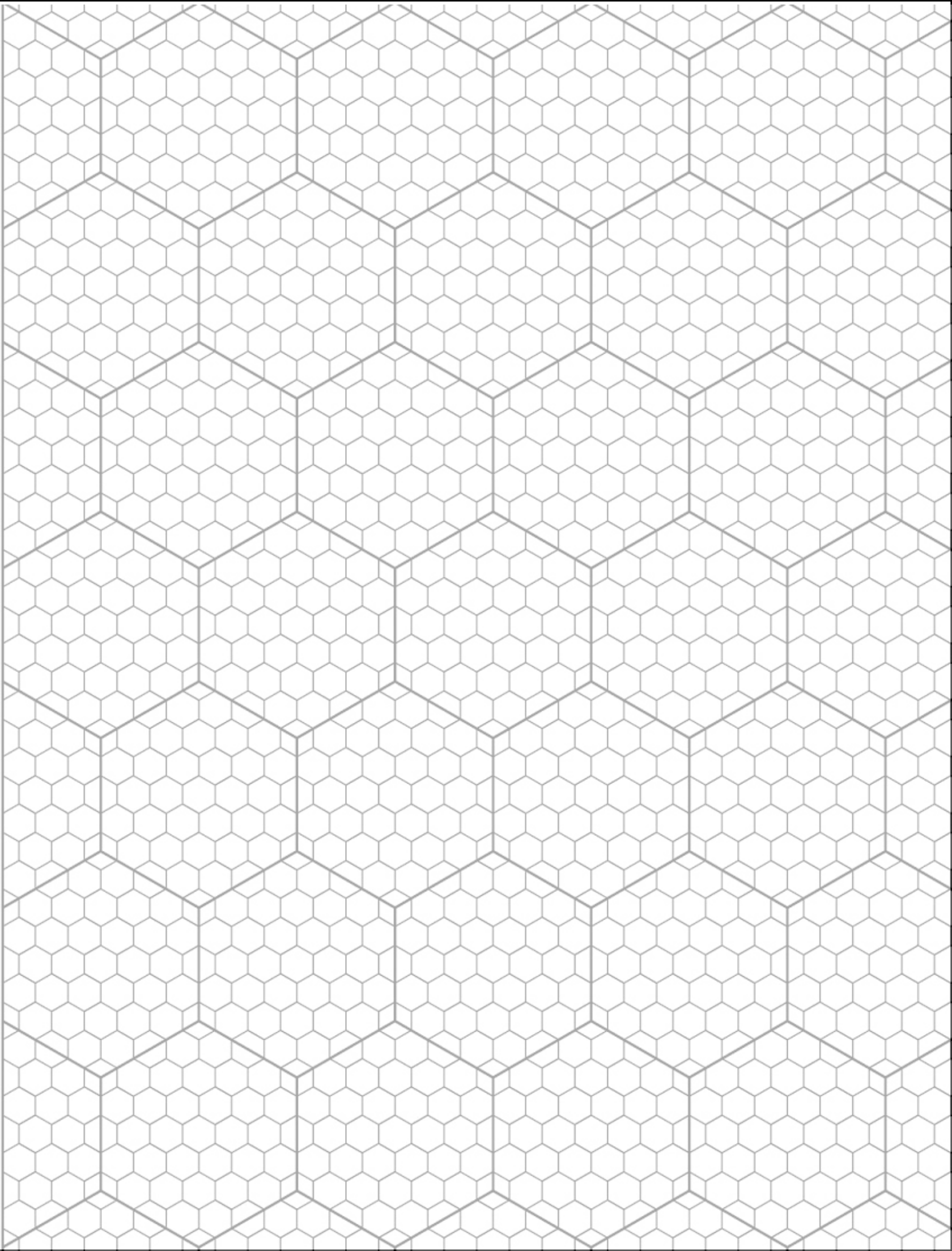
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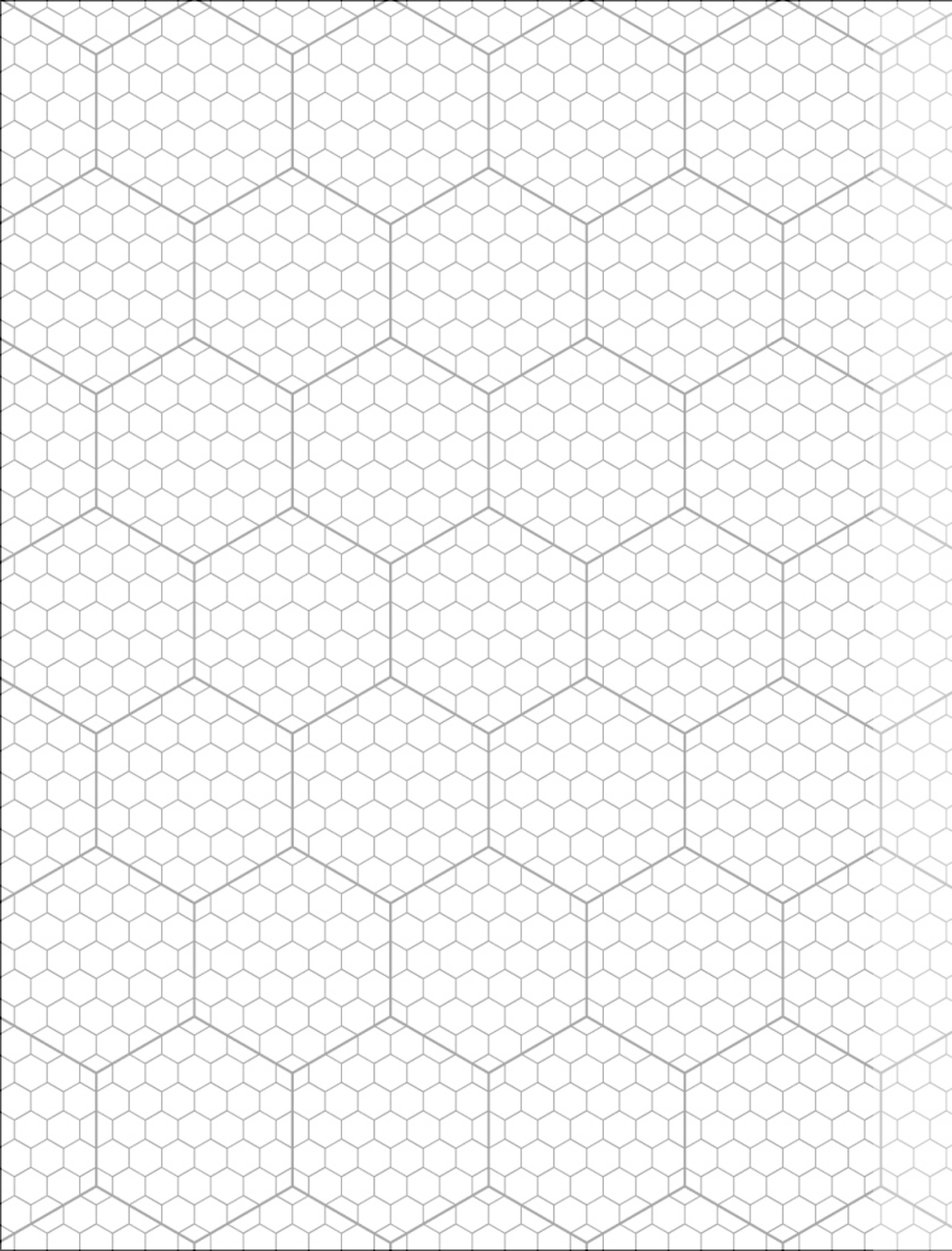
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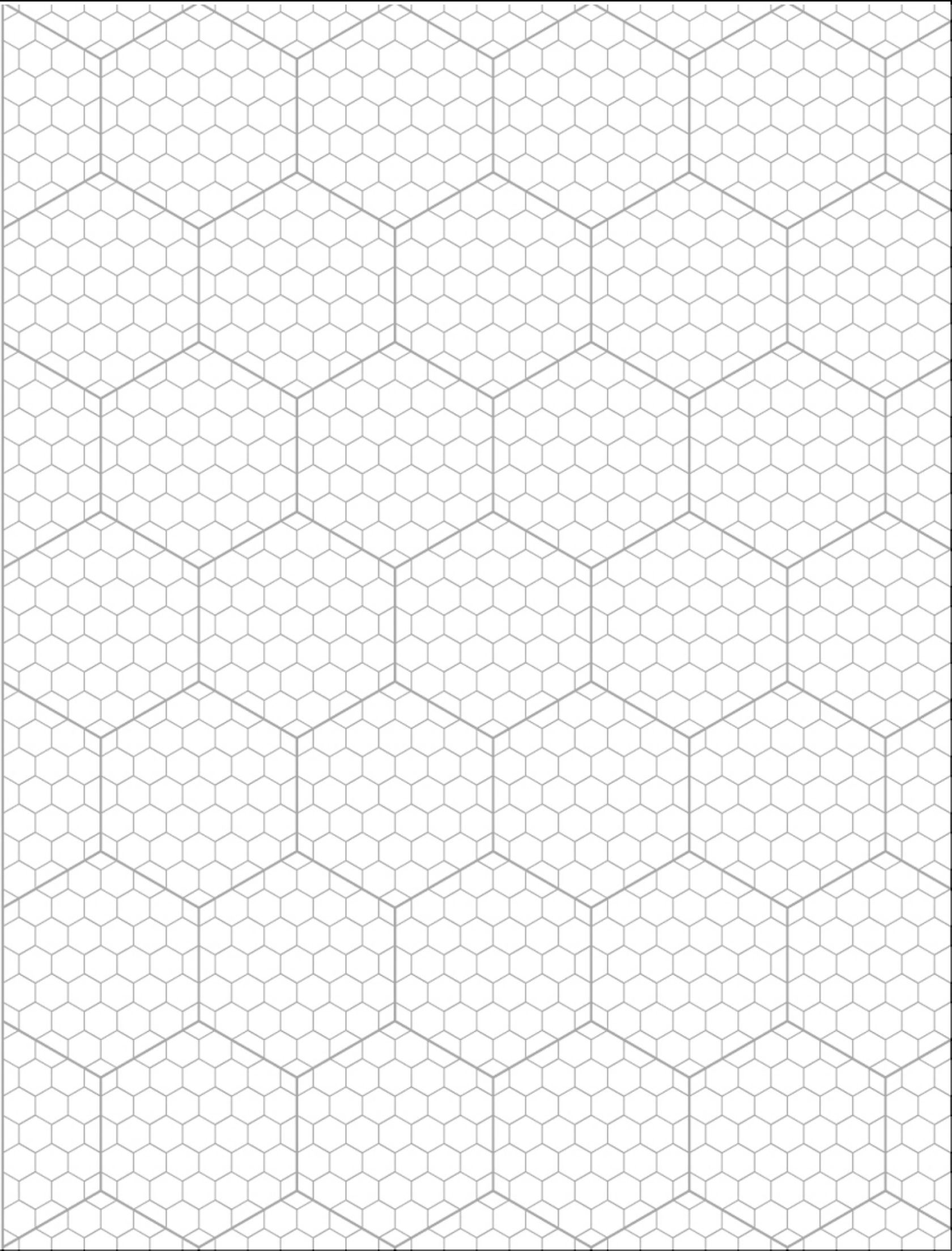
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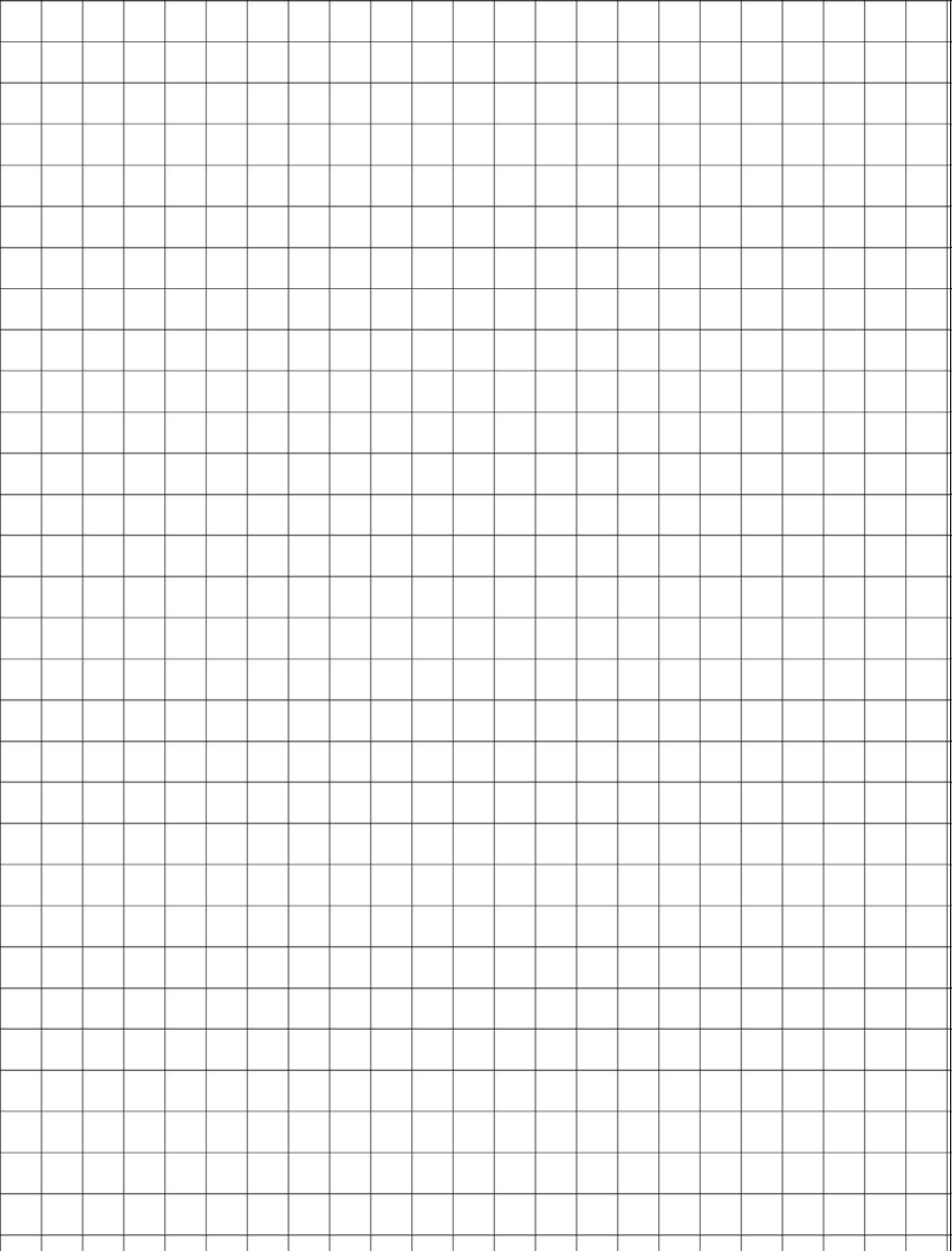


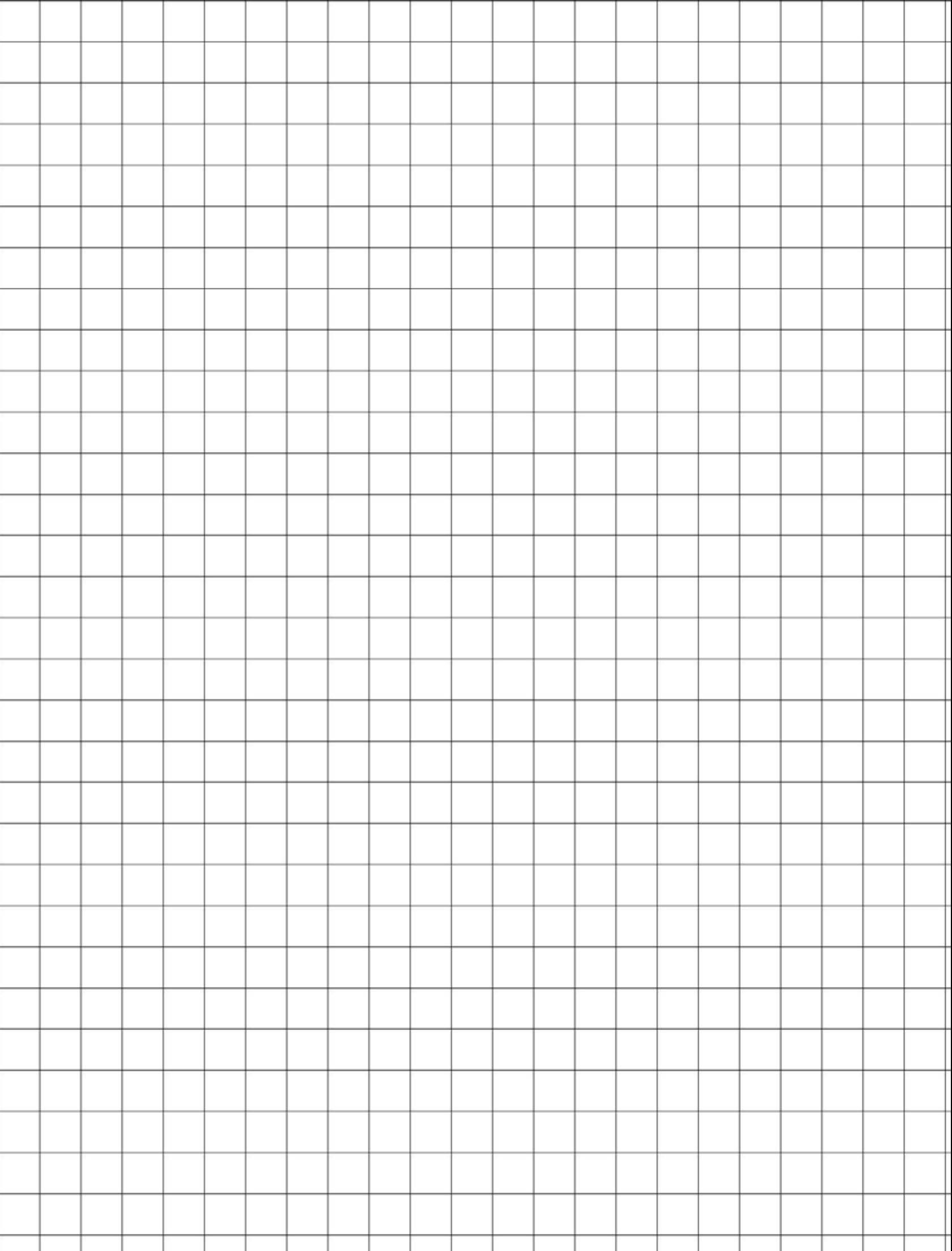


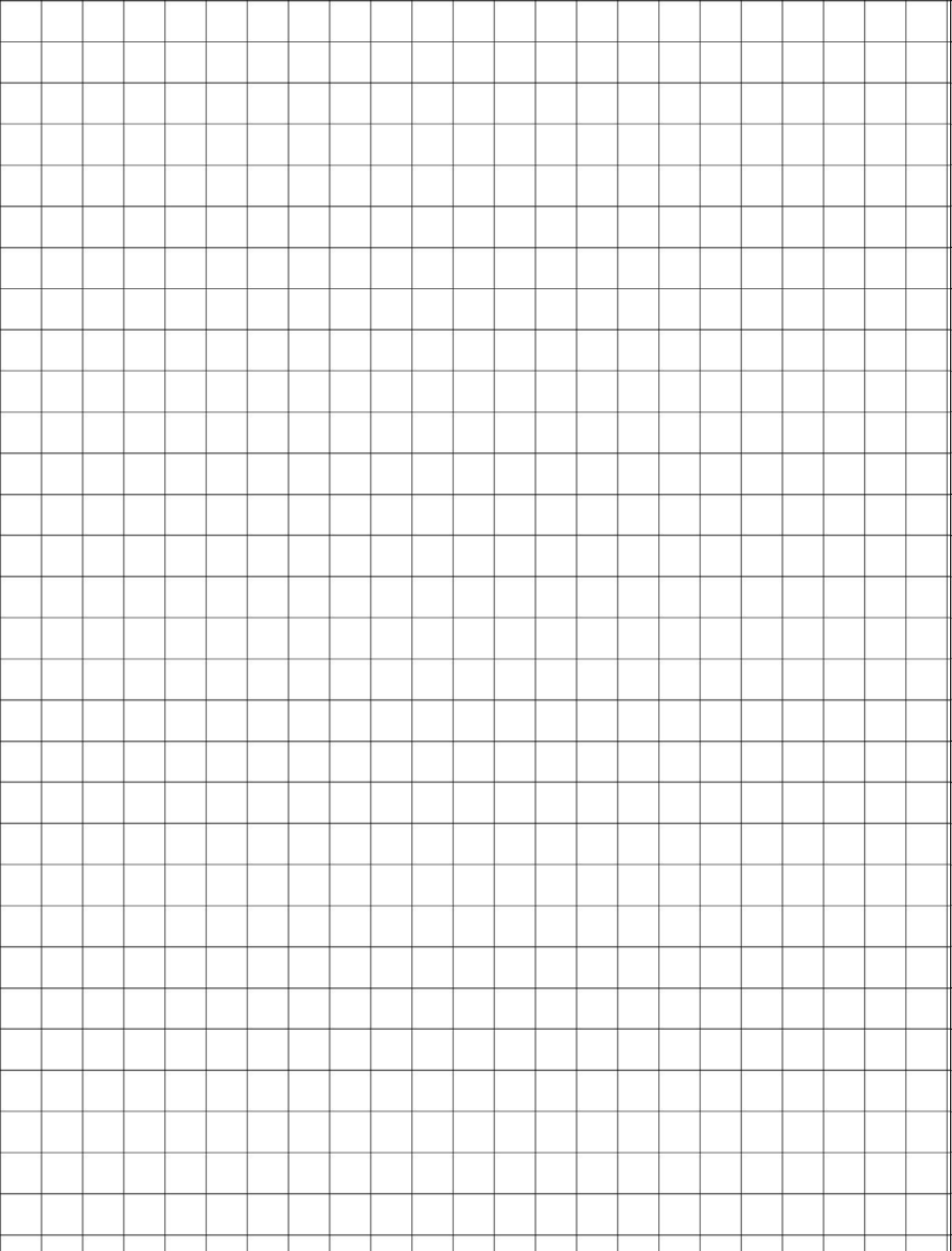


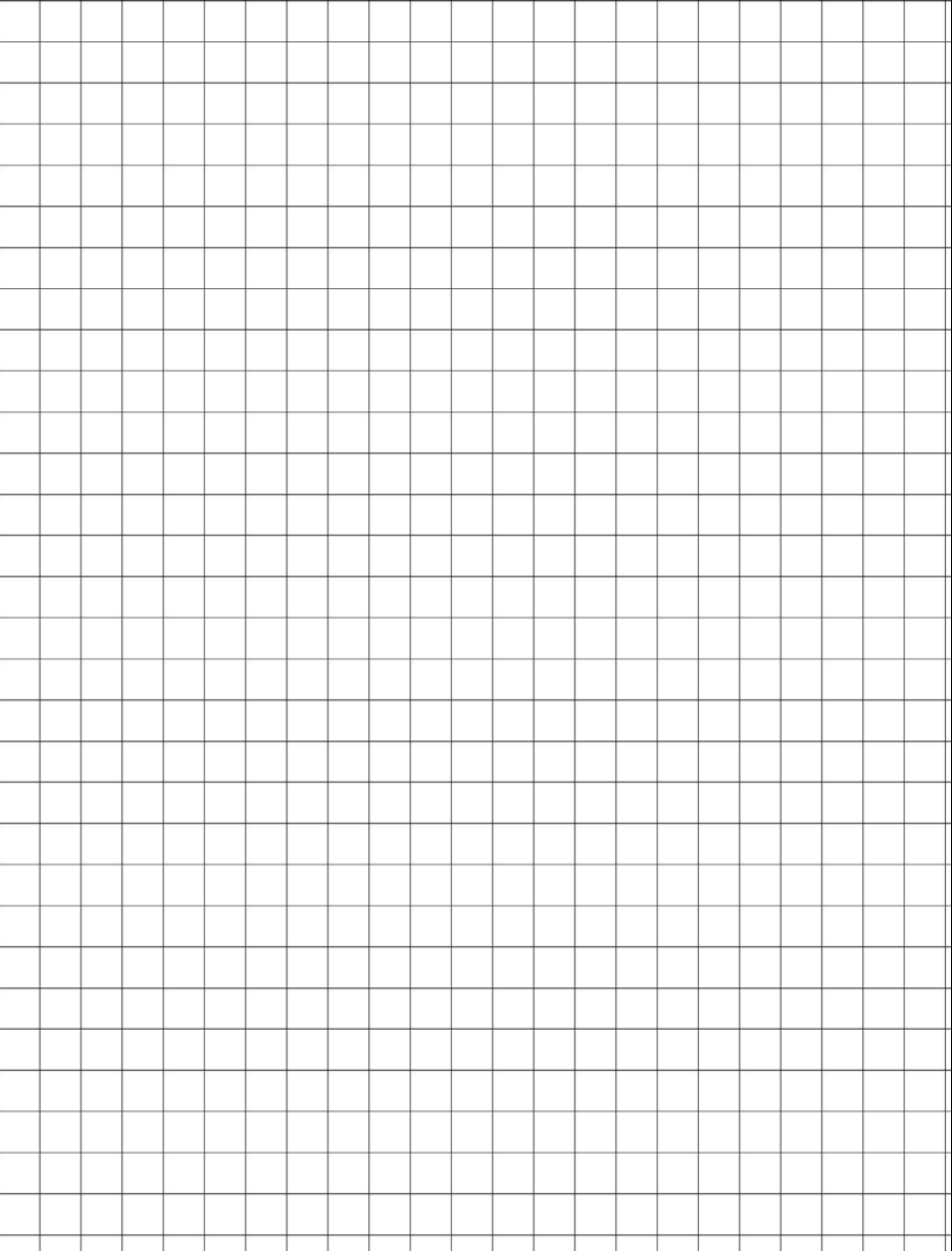












# THE GAMEMASTER'S ADVENTURE PLANNER

Welcome, and thanks for picking up the Gamemaster's Adventure Planner!

This product is a bit different than the others in the Gamemaster Journal line. It does collect a bunch of useful forms for you to design adventures with, but it also works as a blank template modeled after most standard adventures.

The first section of the book includes forms for recording game sessions, outlining and planning events and encounters, as well as designing major locations.

The second section of the book is broken down like a standard adventure, with areas for the adventure background, introduction, and then each part of the adventure (4). It concludes with sections for your adventure NPCs and monsters, as well as maps.

We hope you enjoy this product and that you check out some of our other Gamemaster's Journals.



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