The Gamemaster's ADVENTURE PLANNER

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A Gamemaster's Journal for Astonishing Adventures!

THE GAMEMASTER'S ADVENTURE PLANNER

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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.

Visit us on <u>Facebook</u>, follow us on <u>Twitter</u> and check out our website at <u>fatgoblingames.com</u>.

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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.



Available in Print and PDF!



FAT GOBLIN



From Fat Goblin Games

A Massive Journal for serious Gamemasters and Worldbuilders

Adventure Resources

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Event Description:

Adventure Major Villains:

Creatures Involved:

Event Trigger:

Related Events: Objective:

Rewards:

Event Outline

Event Name

Event Description:

Adventure Major Villains:

Creatures Involved:

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Society:		
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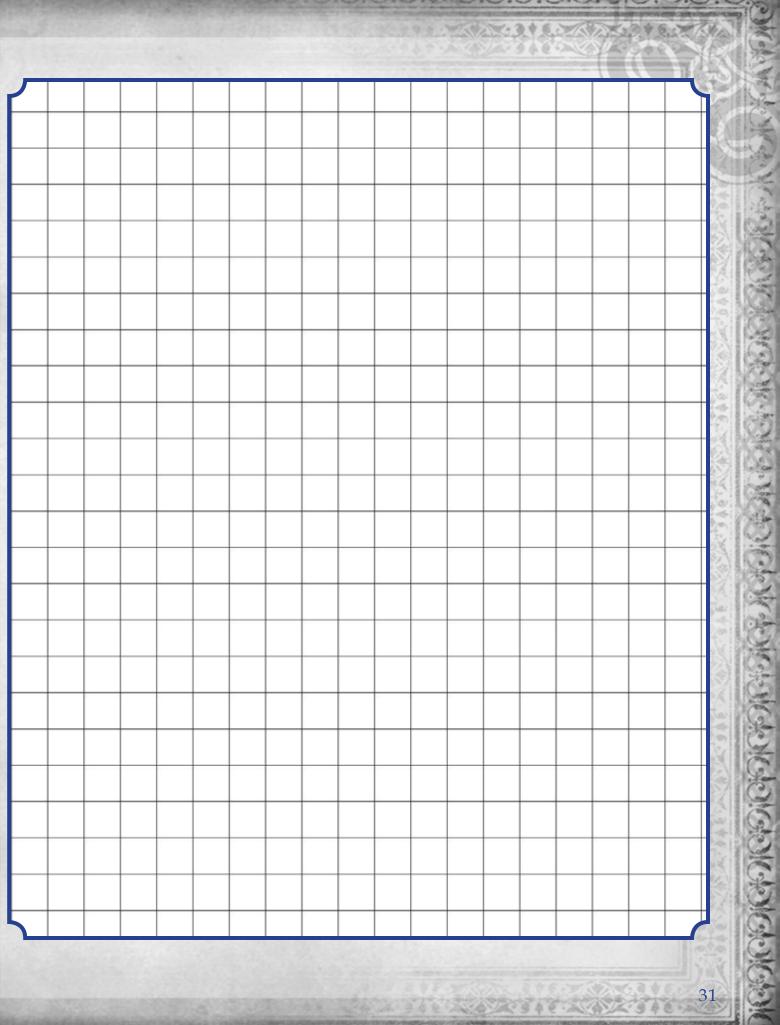
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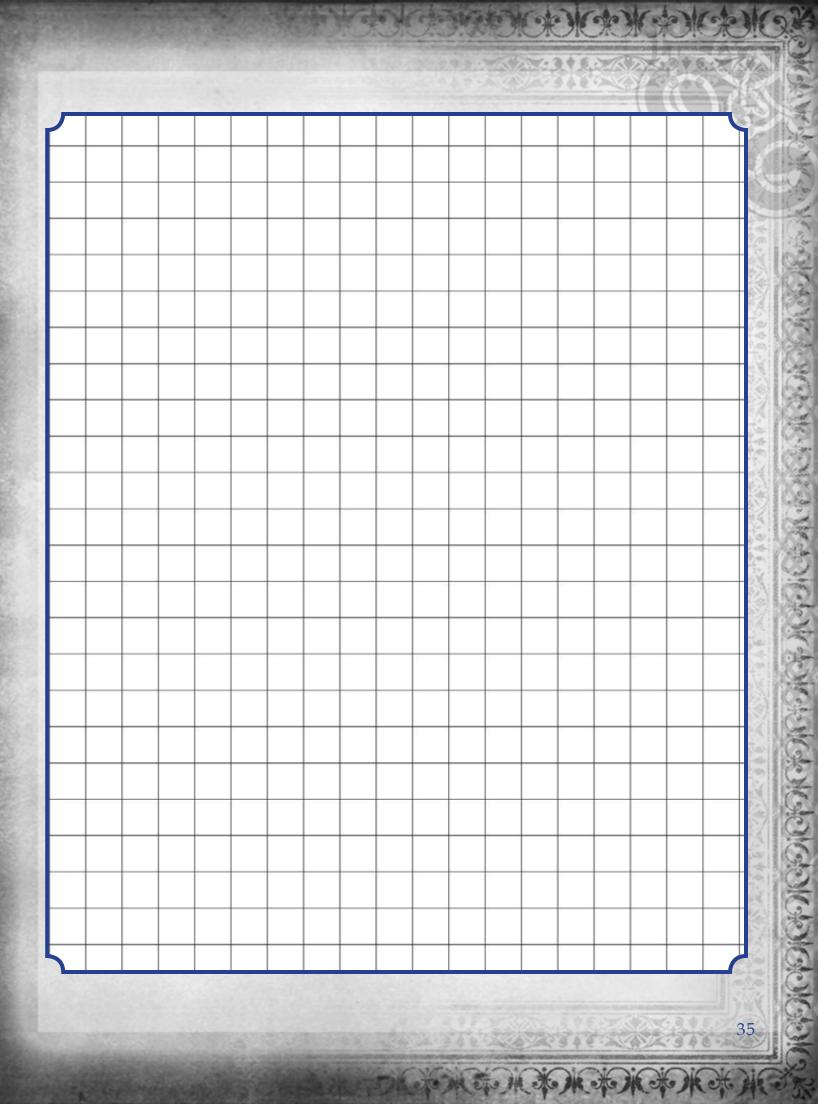
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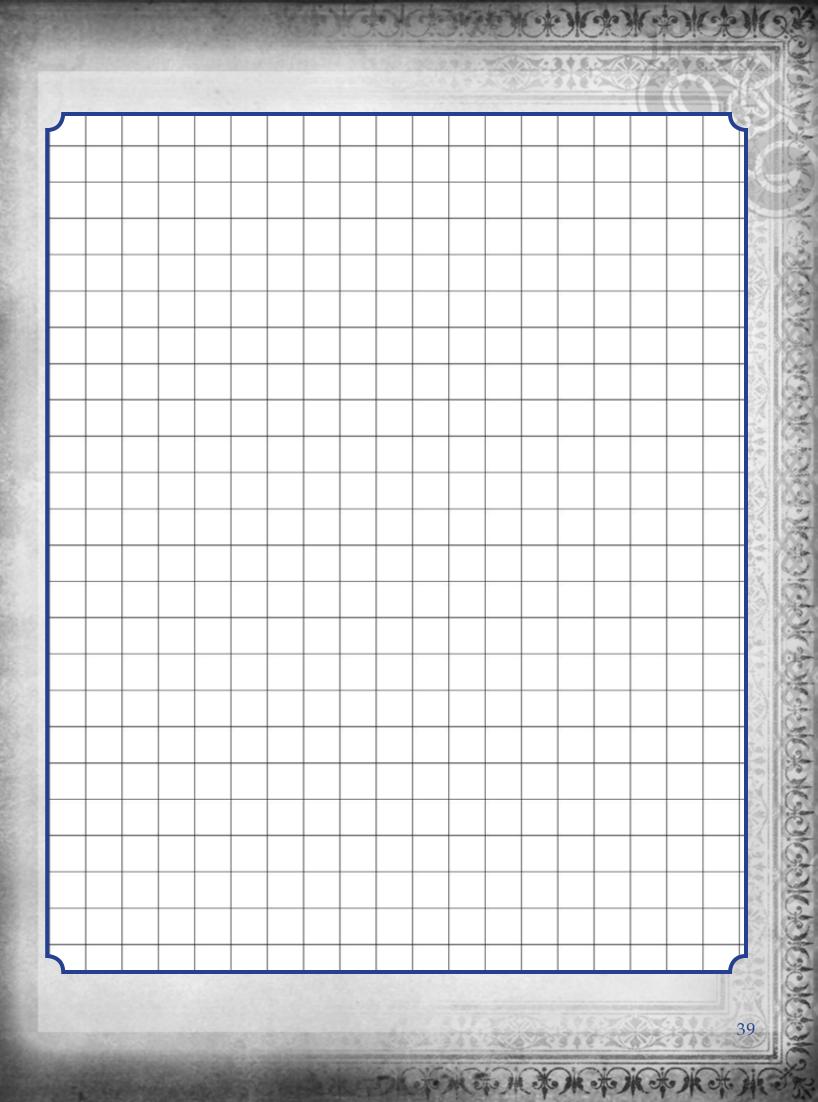
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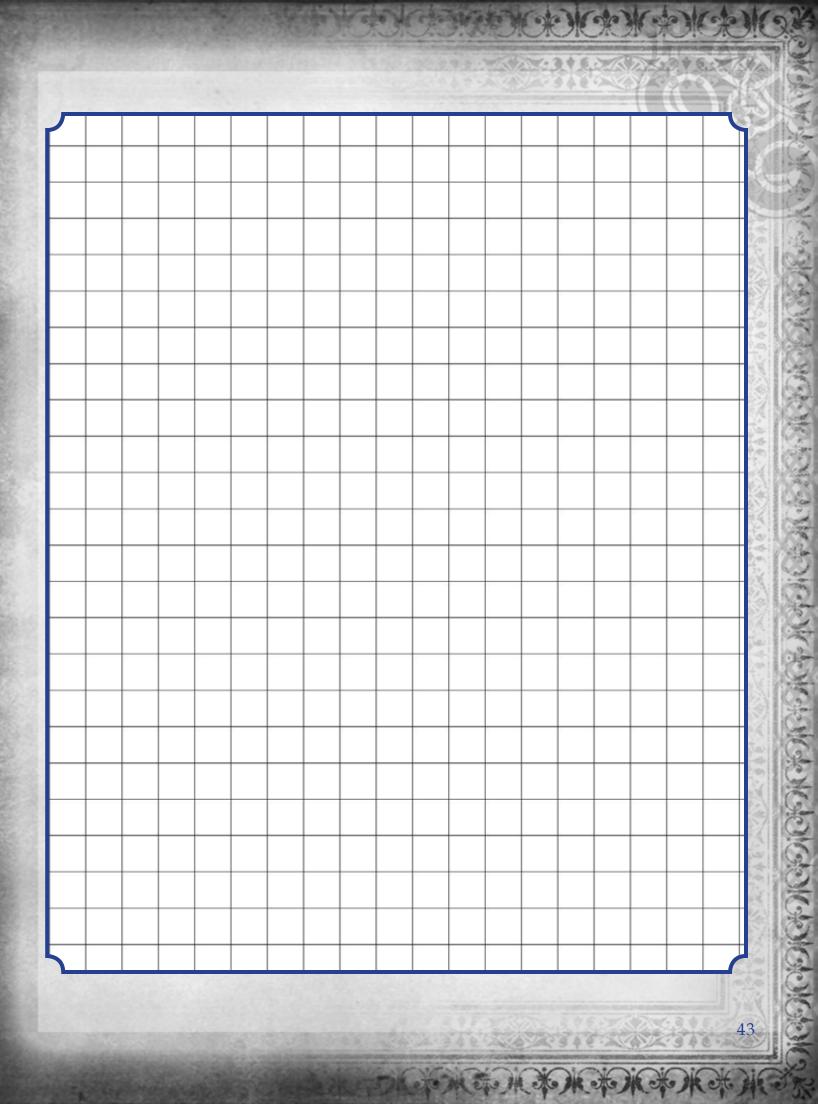
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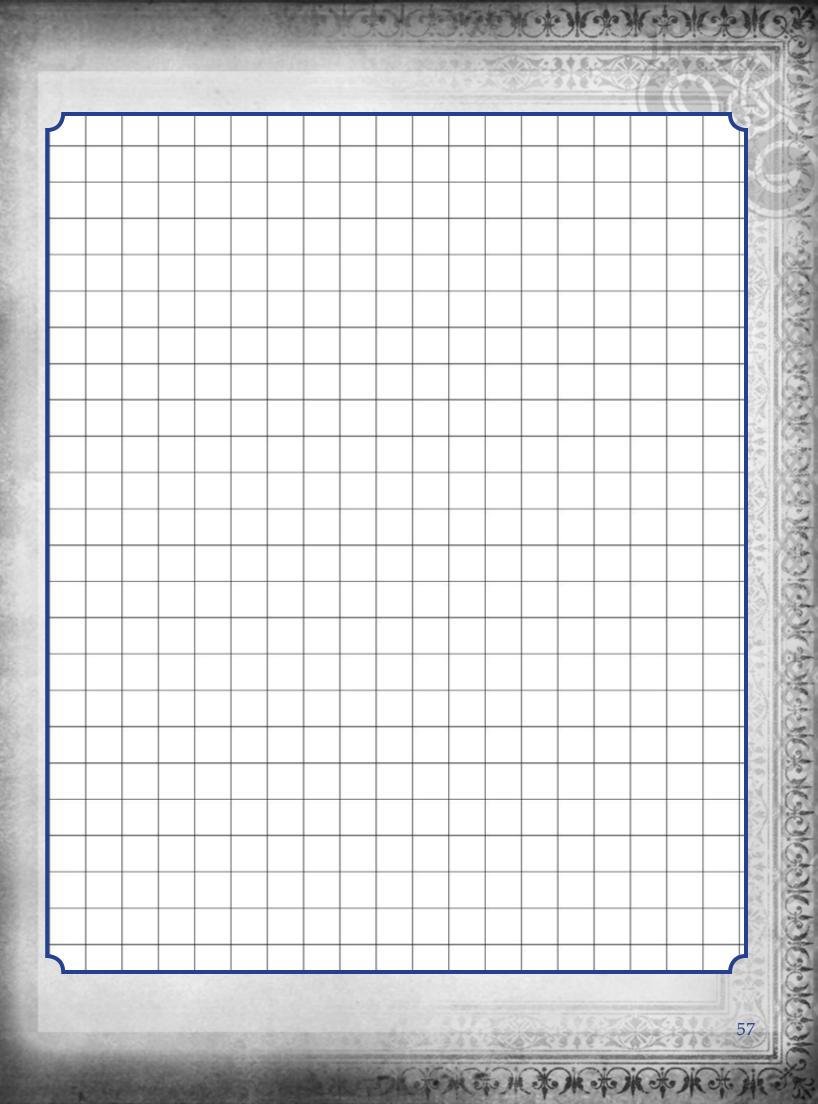
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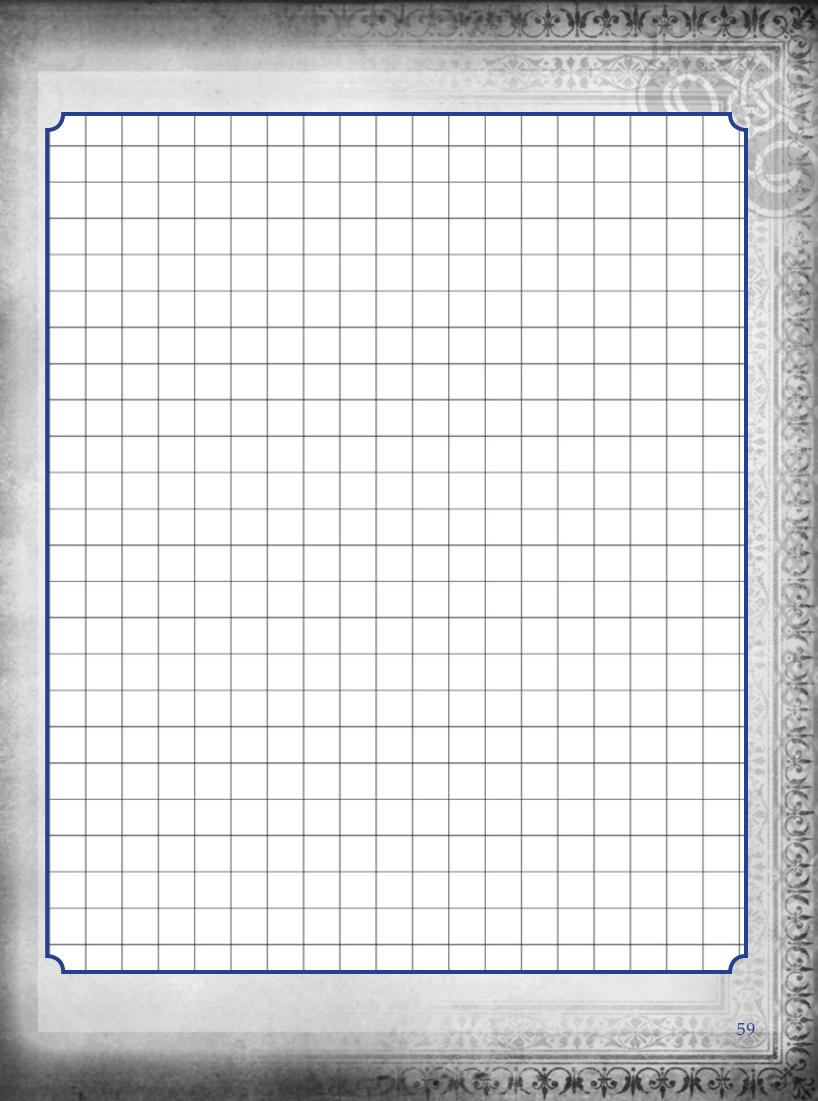
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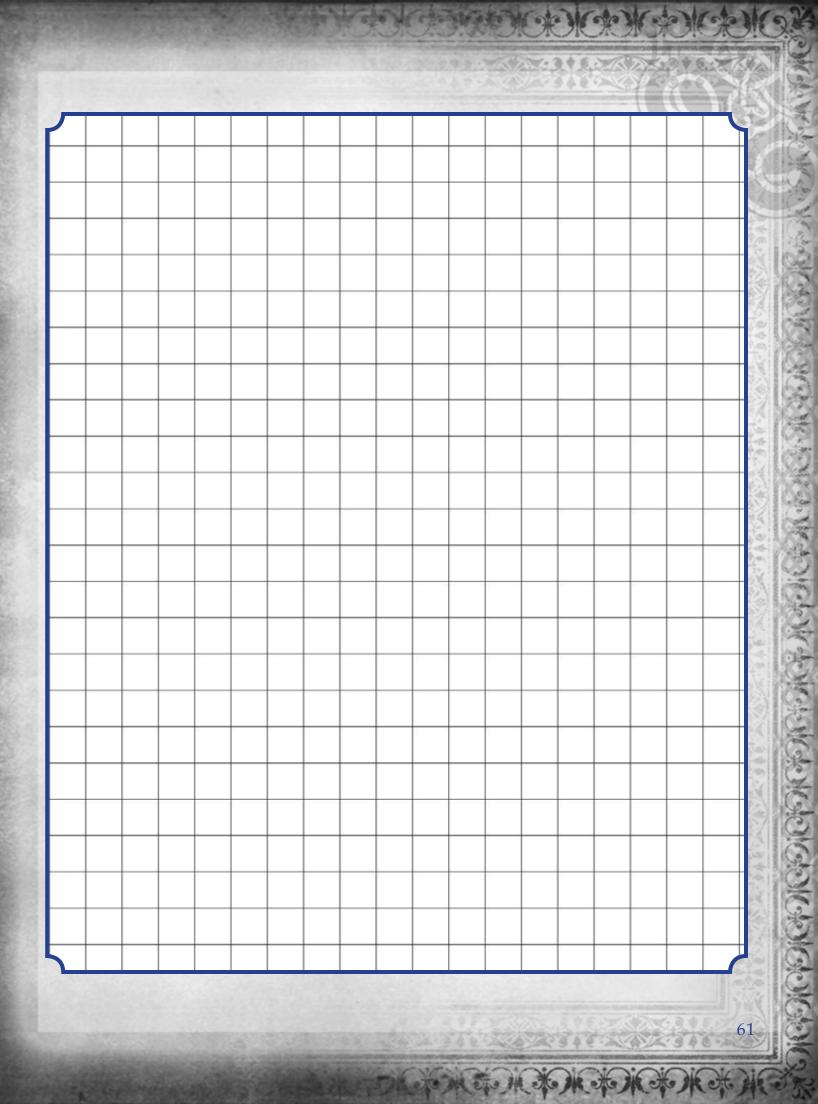
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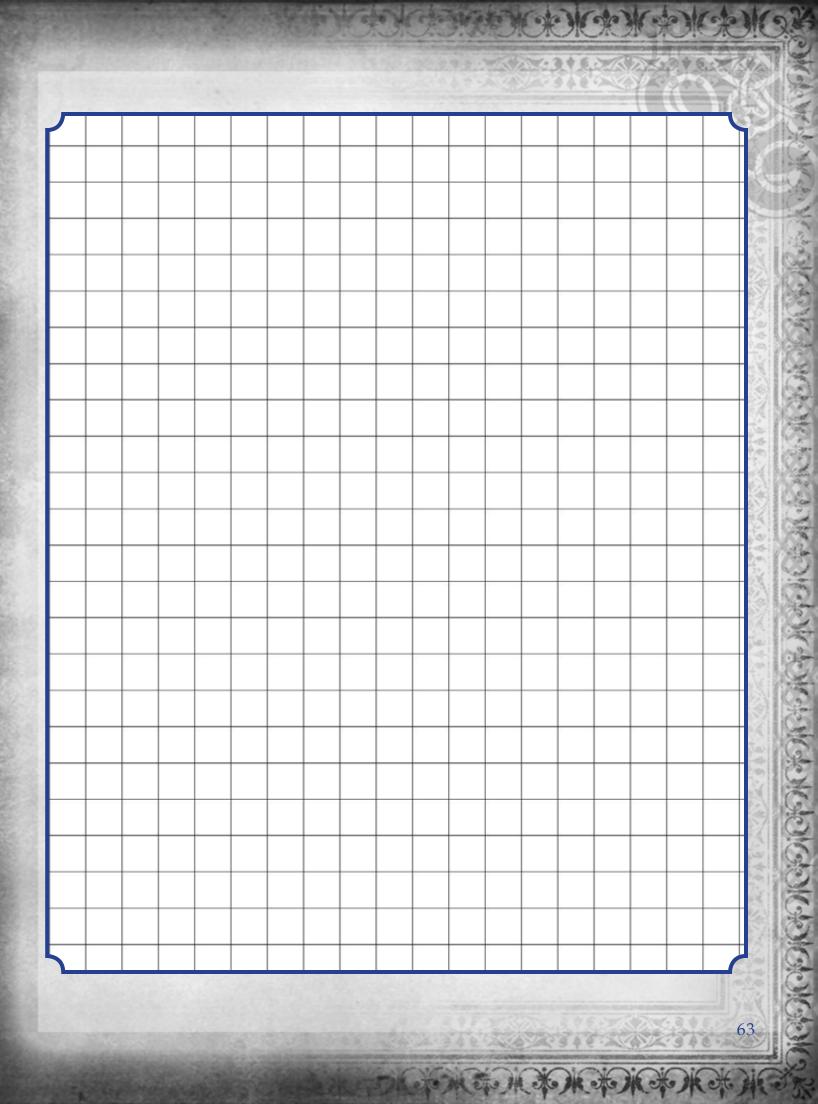
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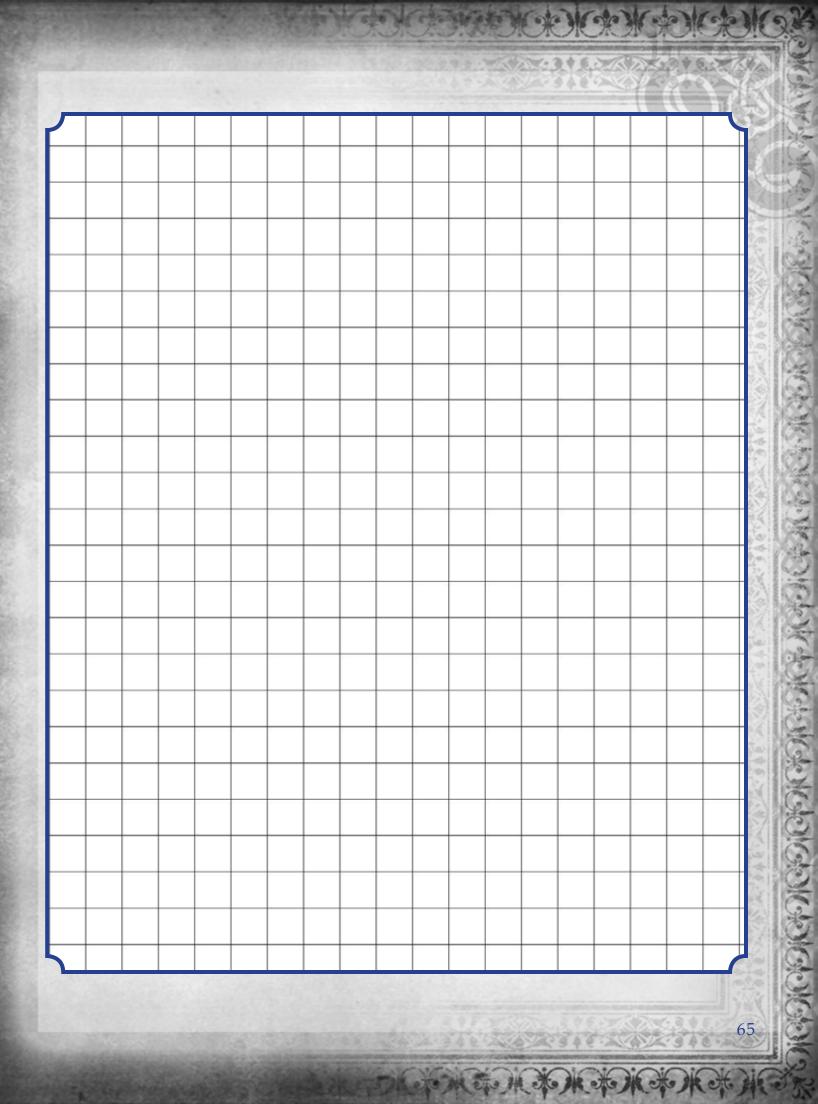
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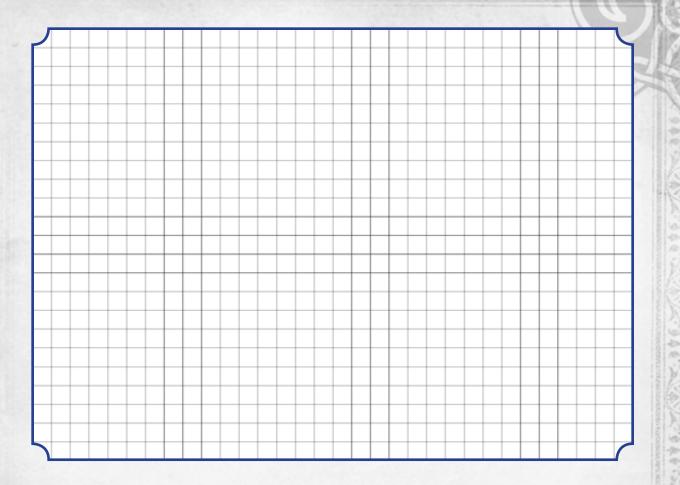
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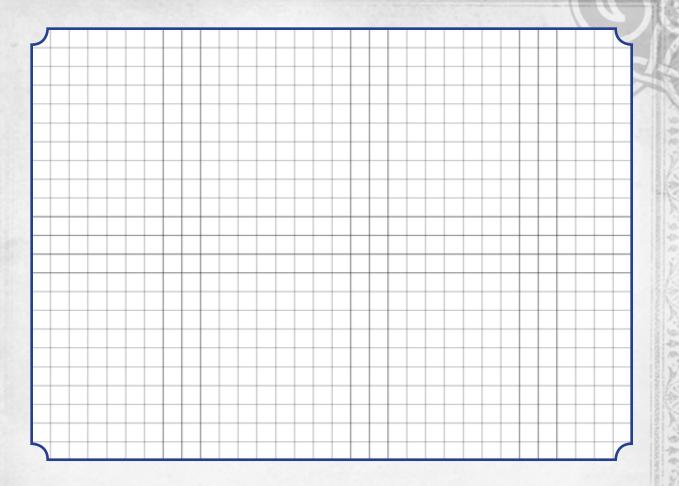
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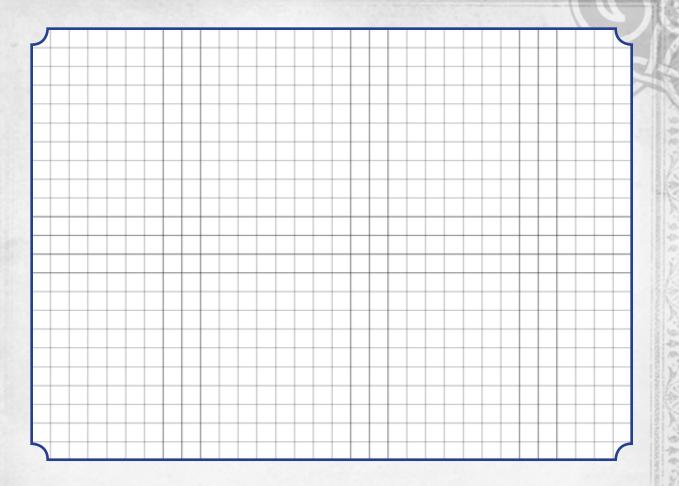
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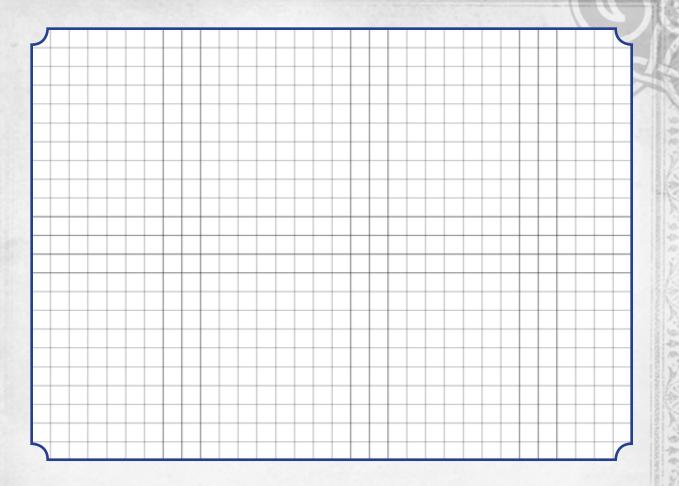
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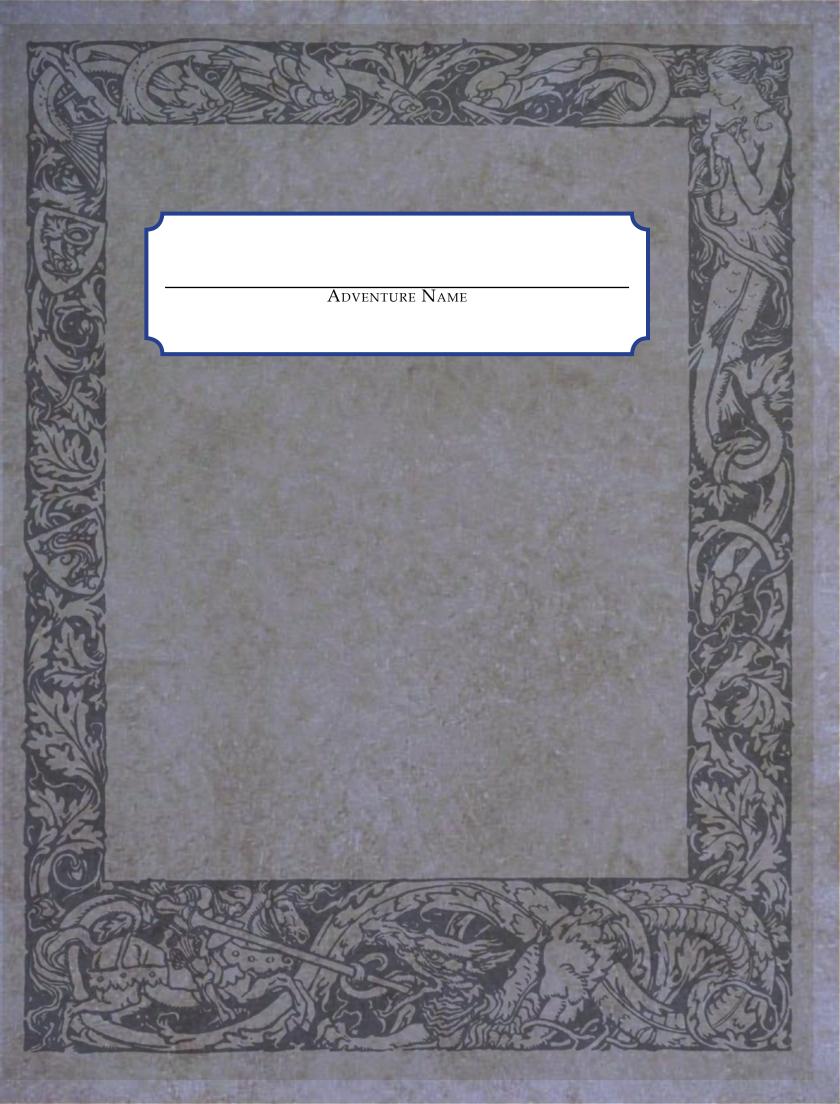
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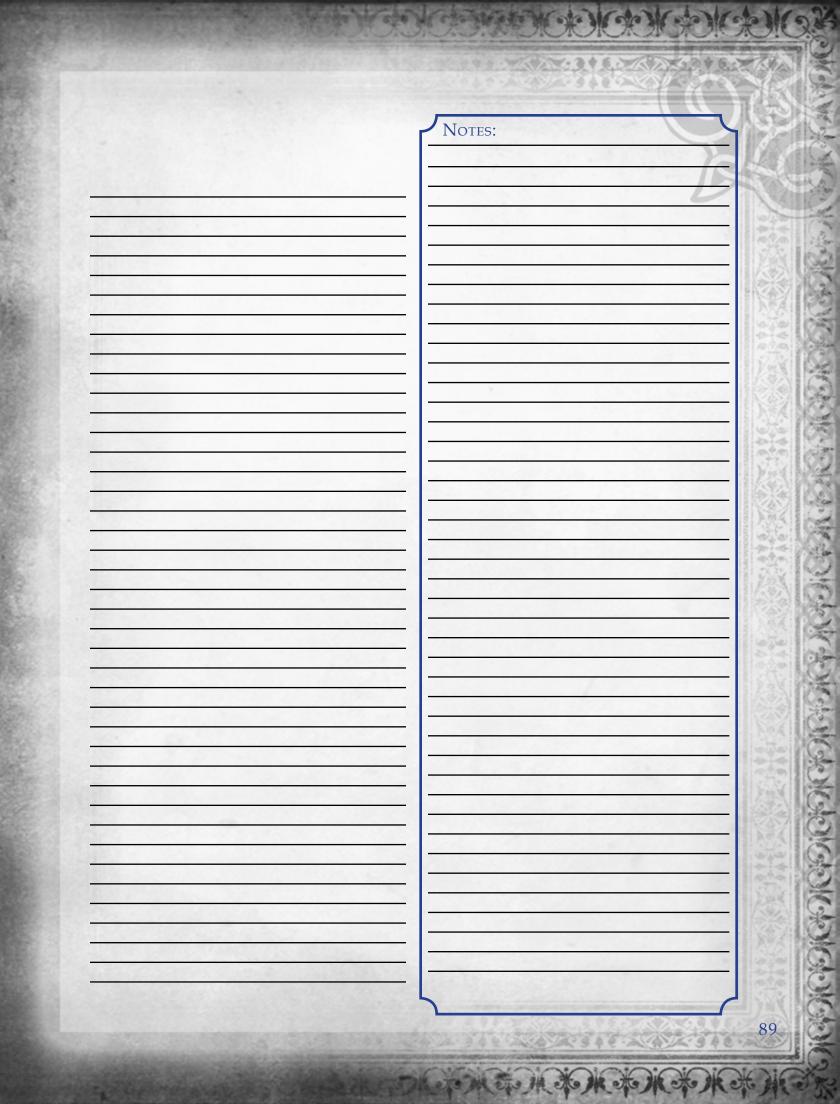
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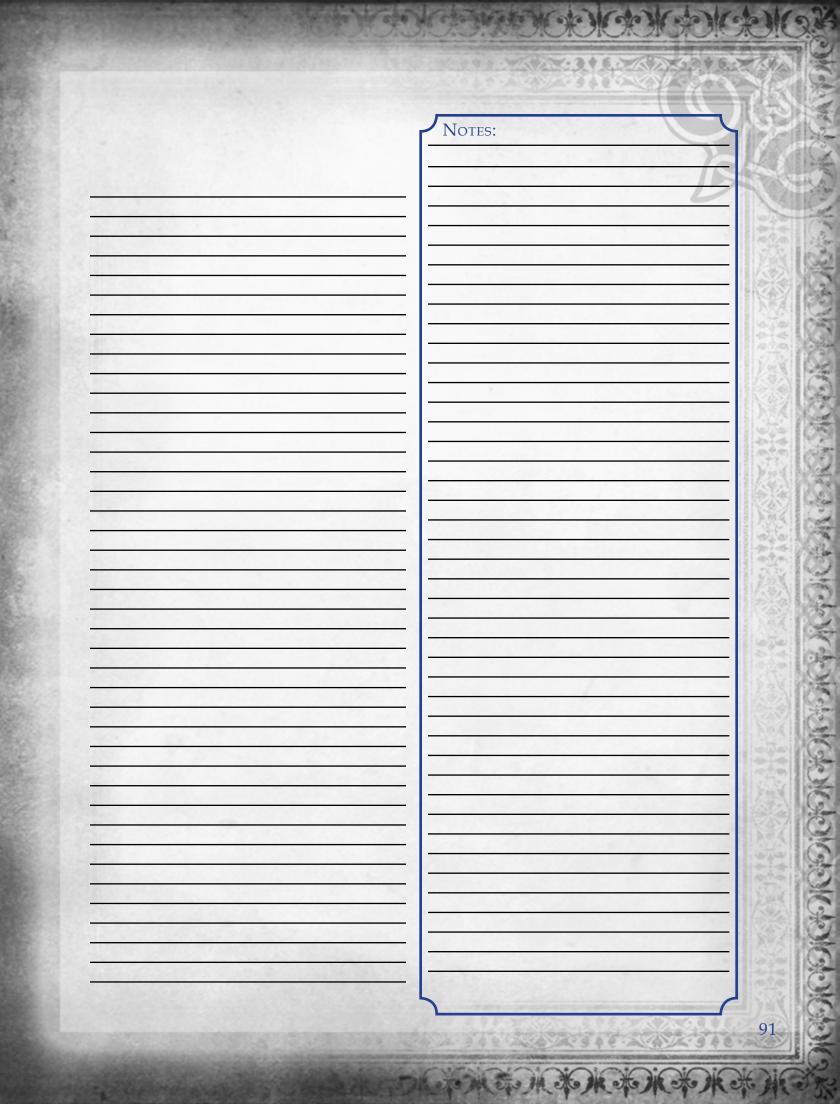
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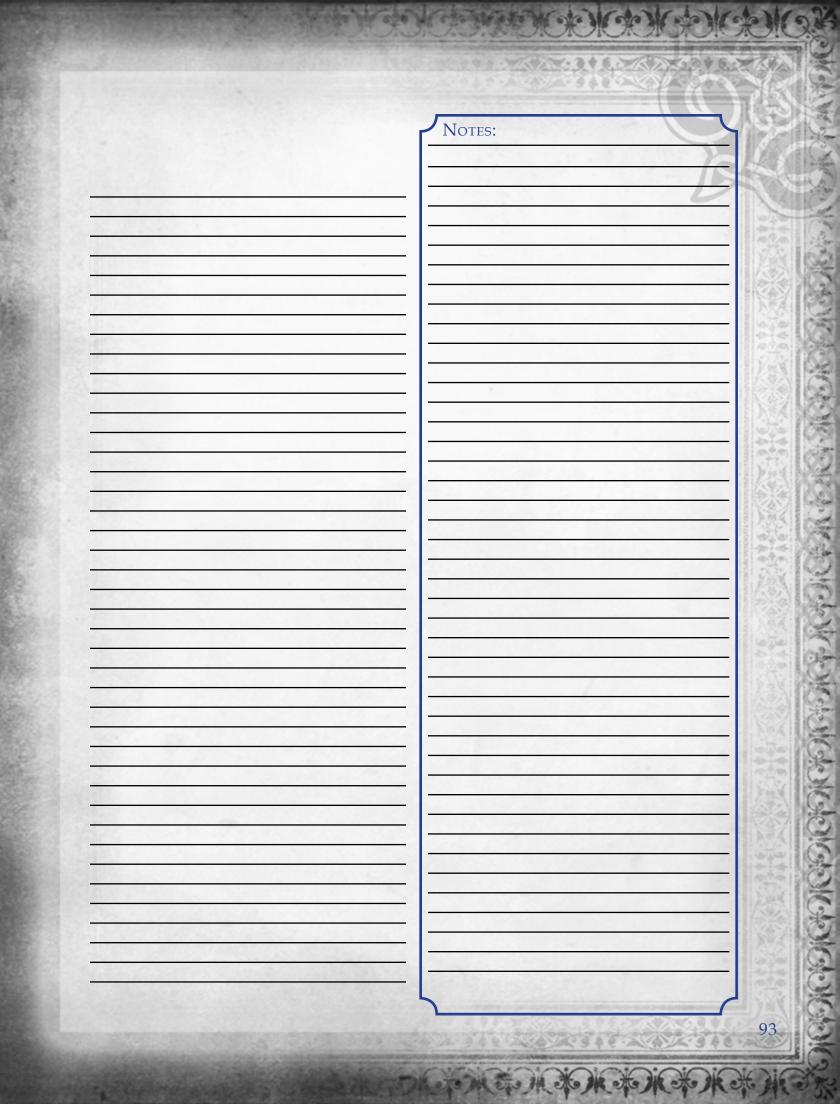


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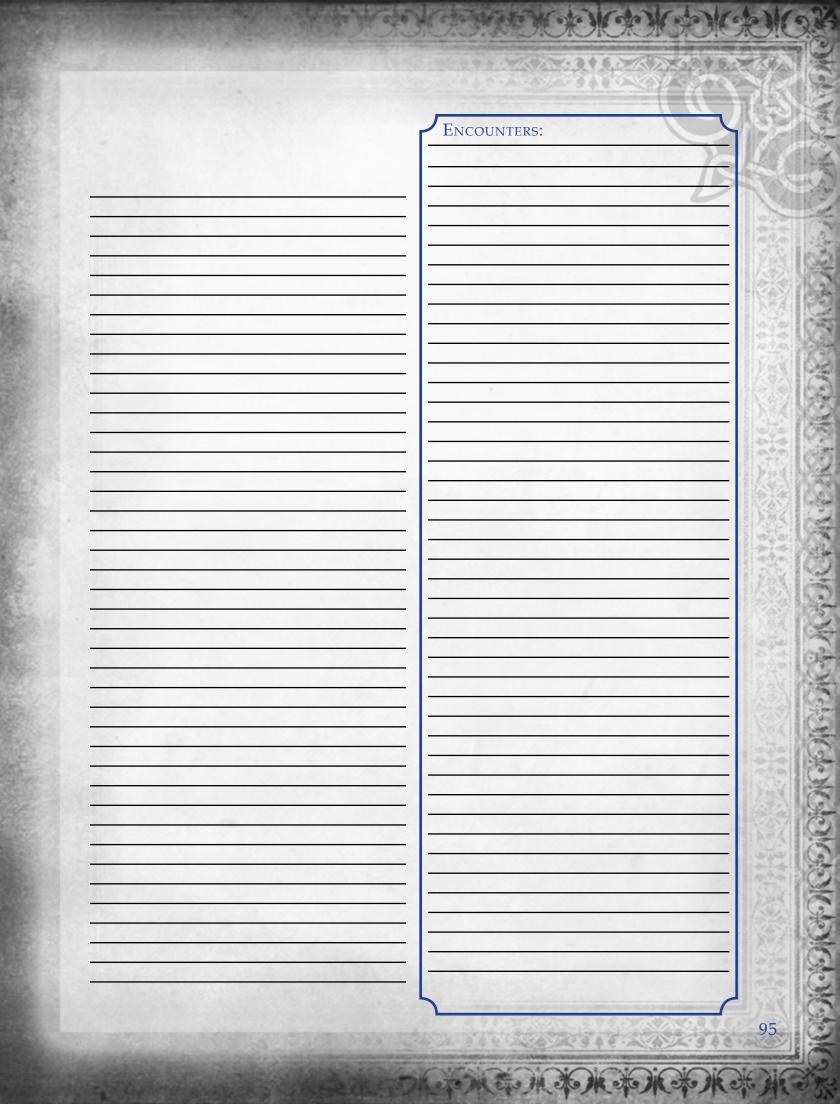
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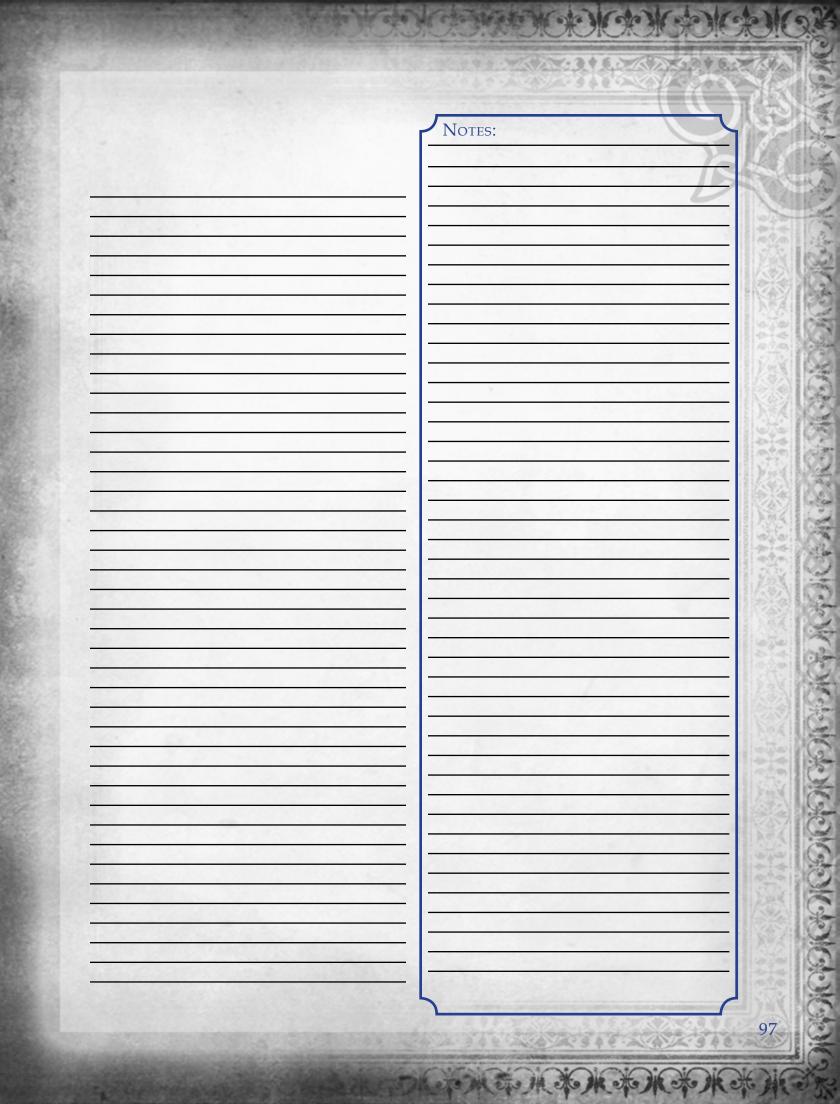
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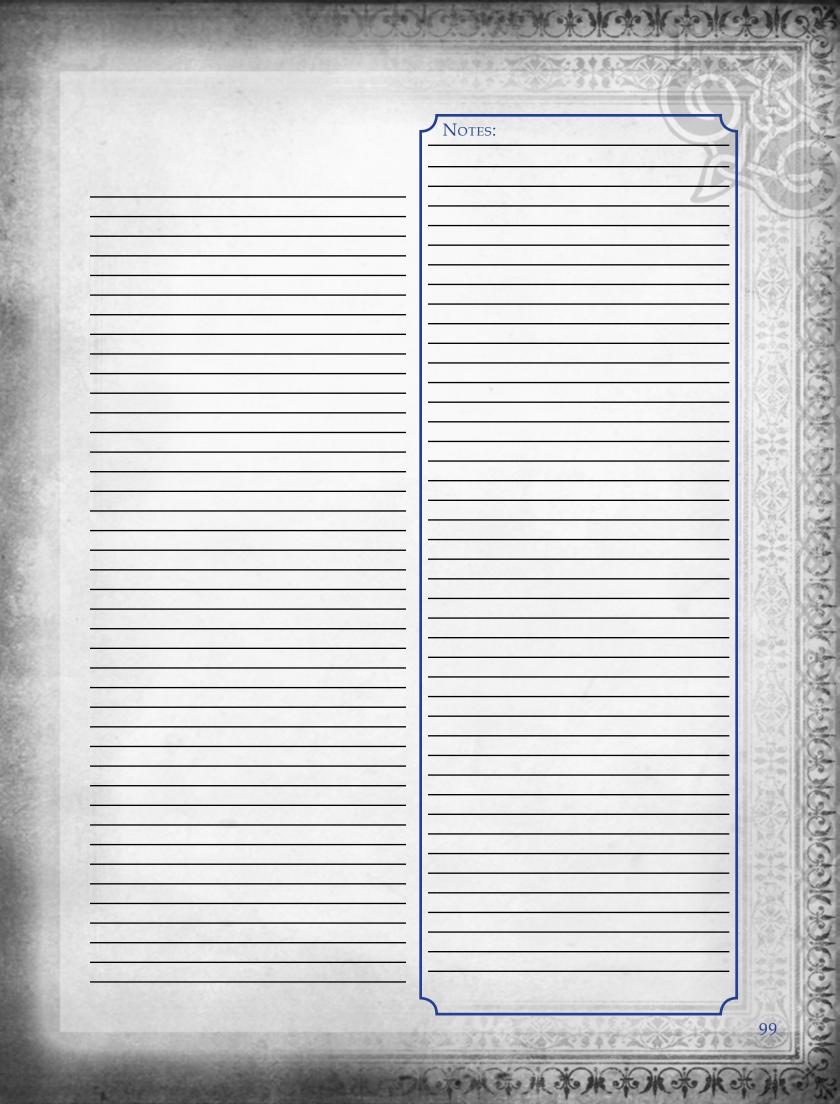
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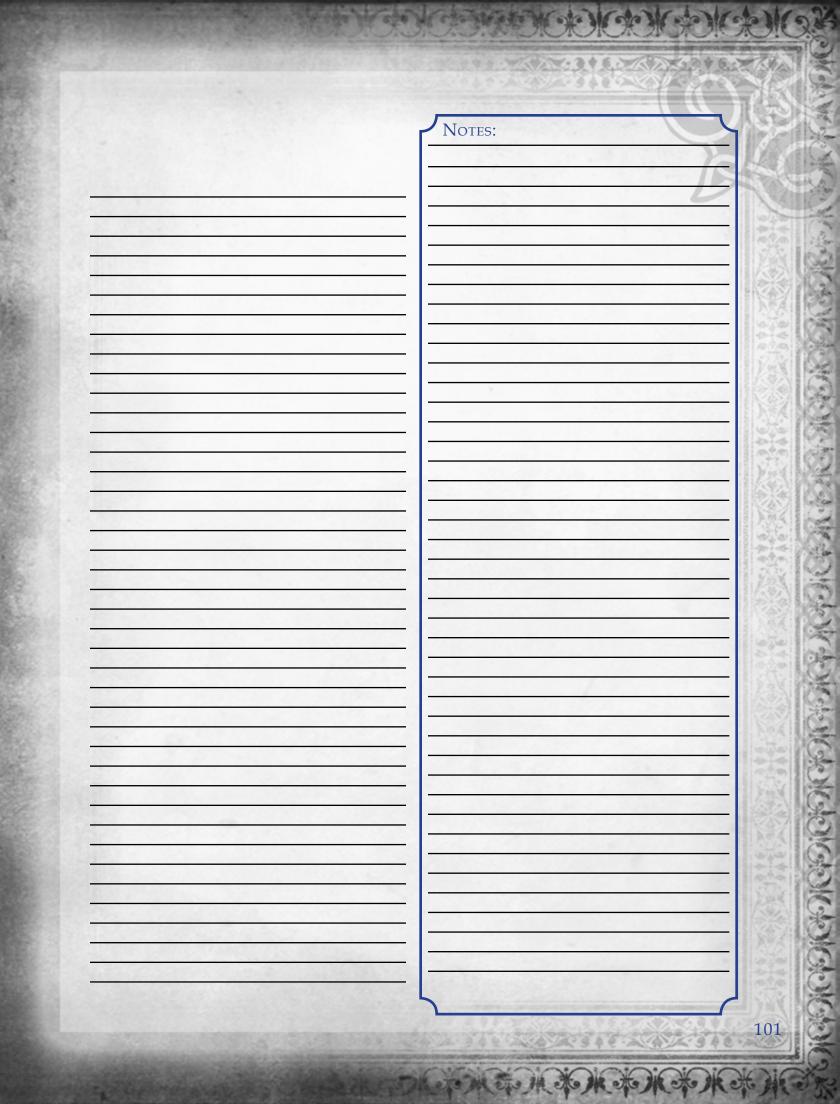
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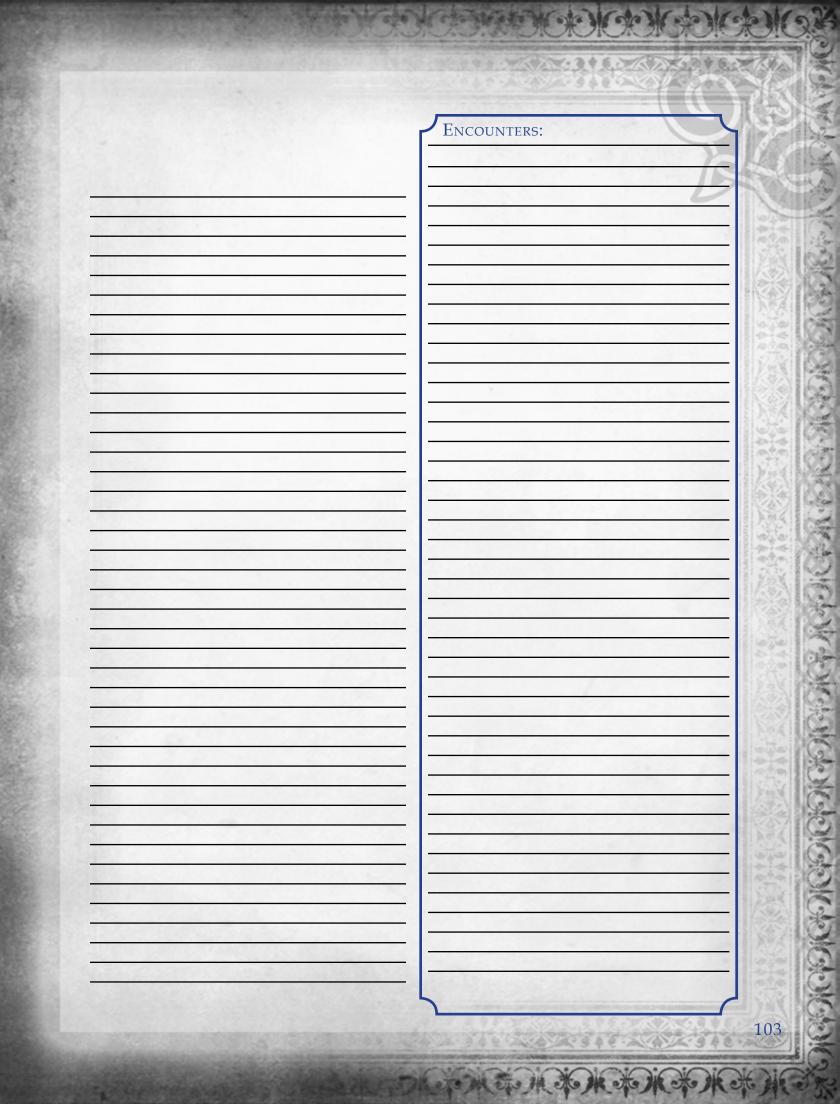


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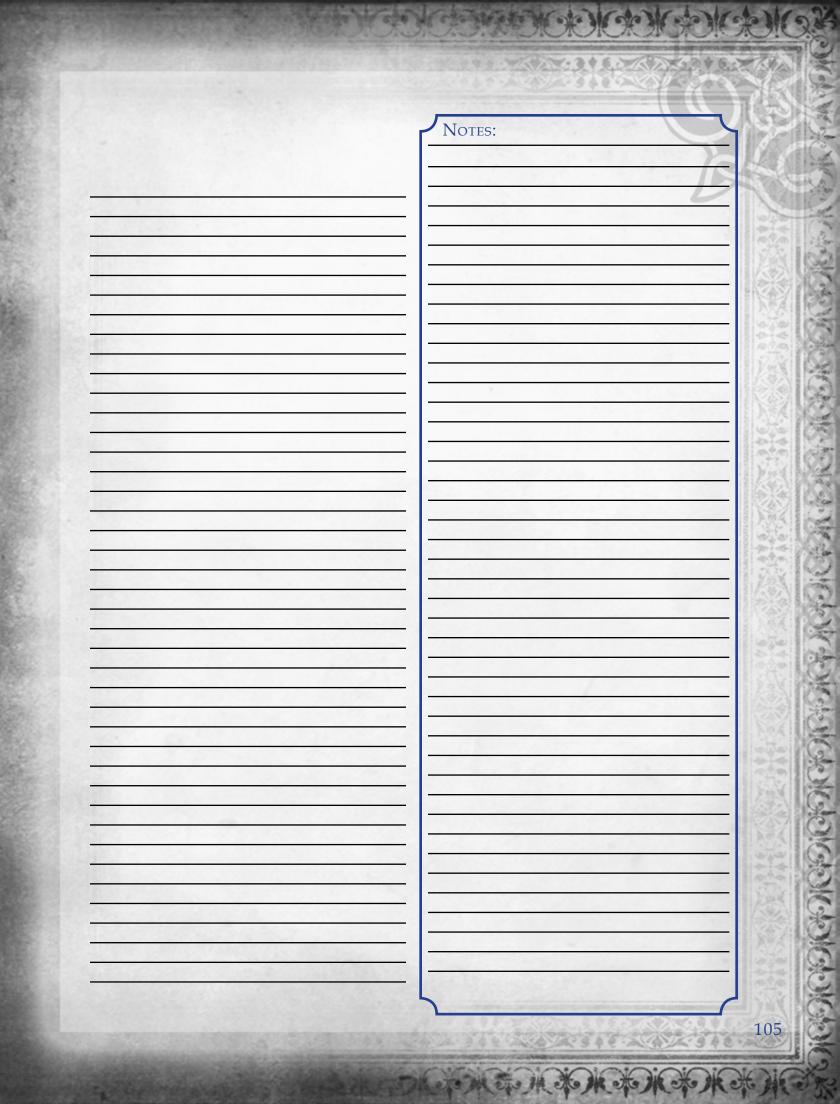
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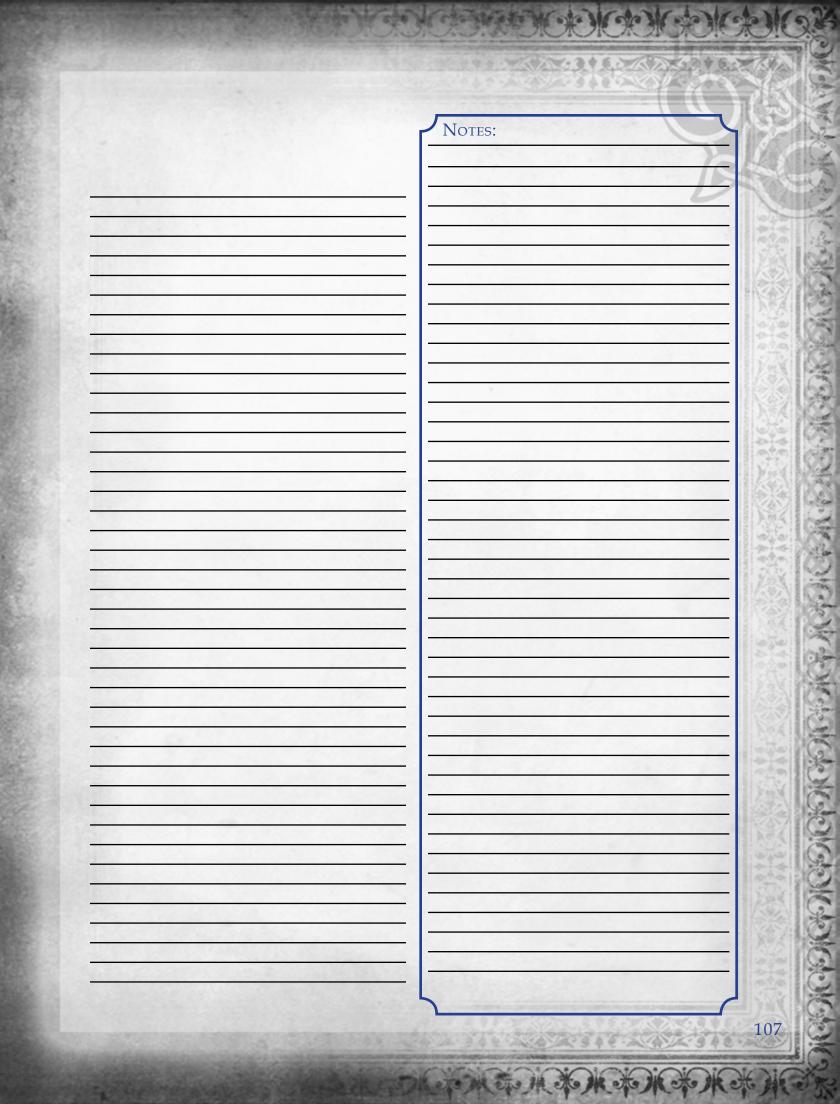
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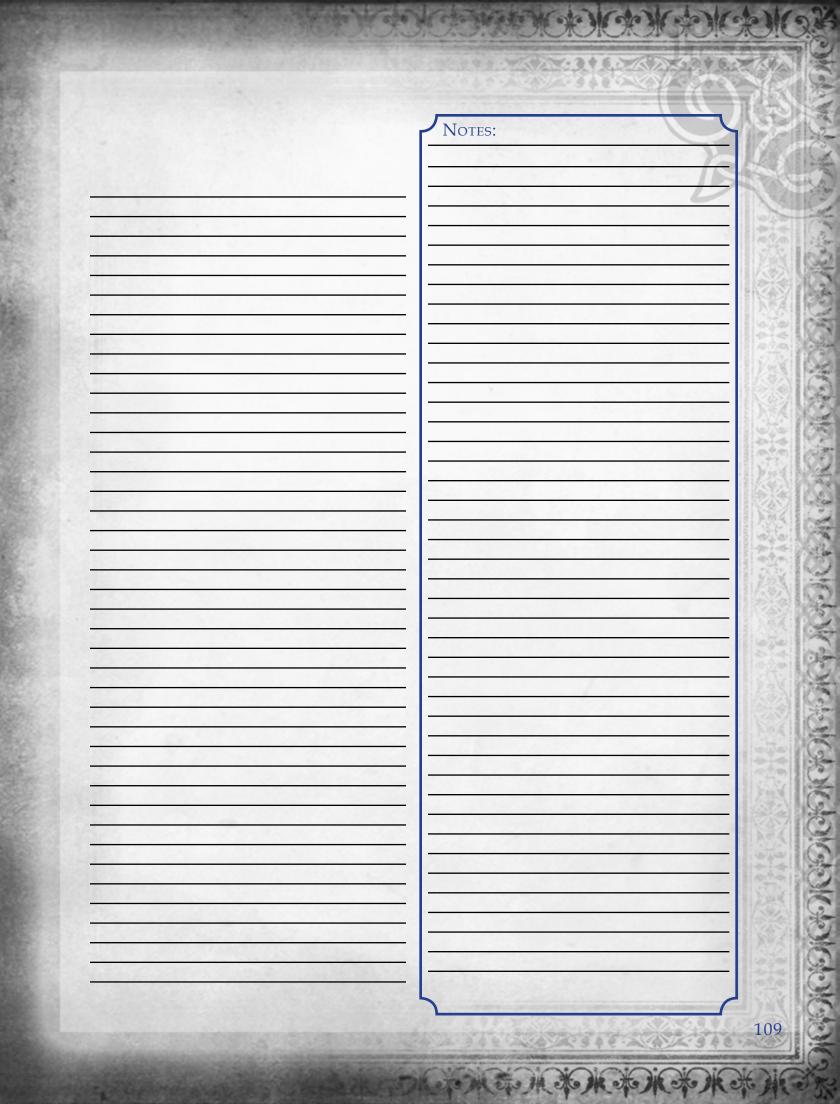


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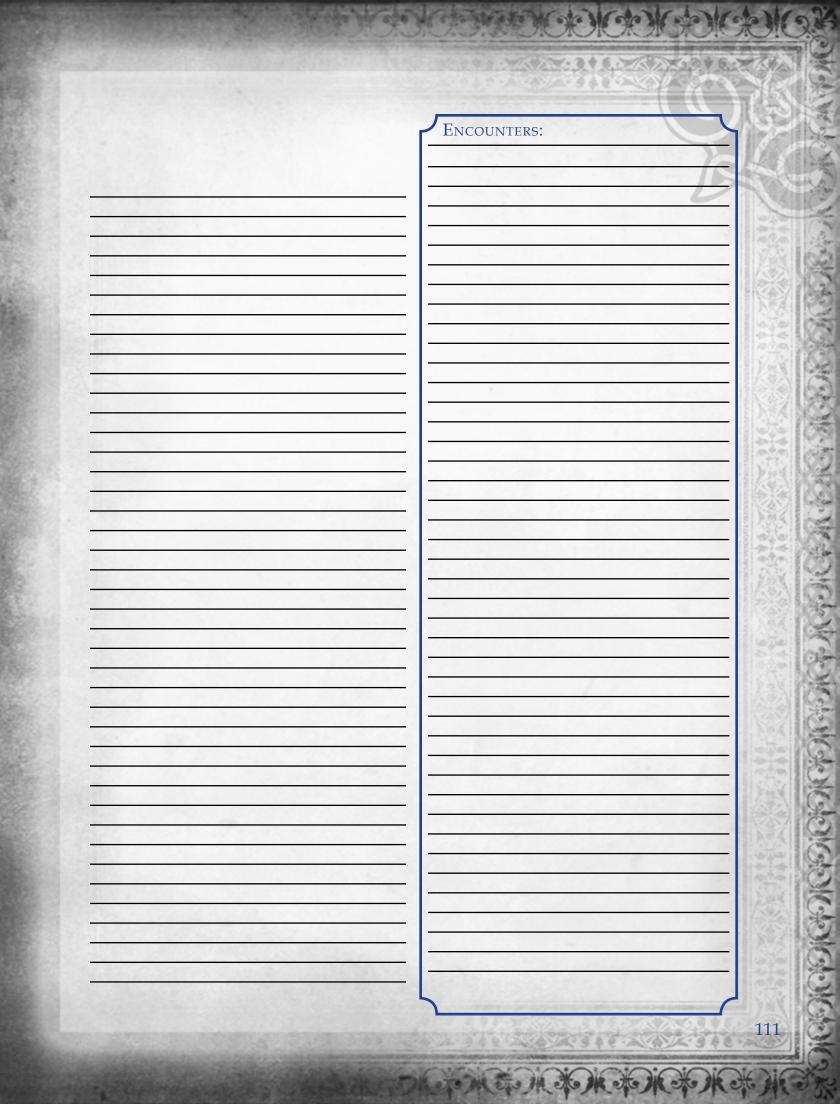


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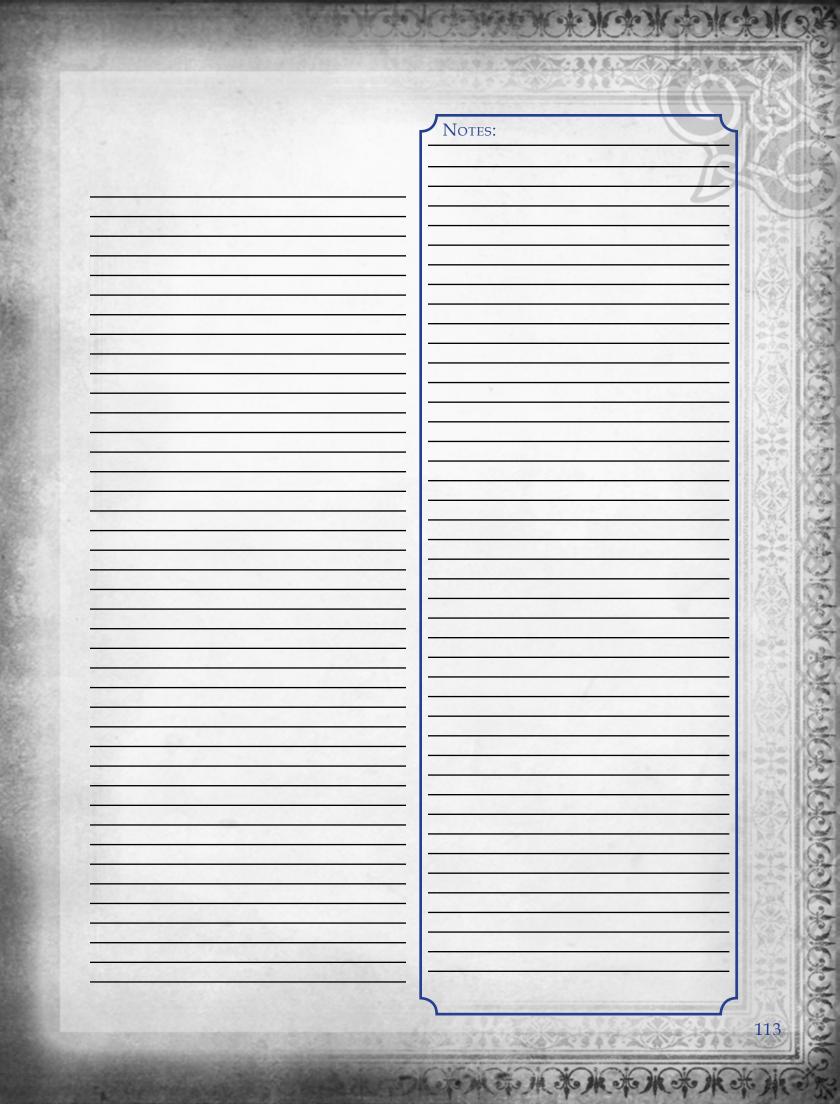
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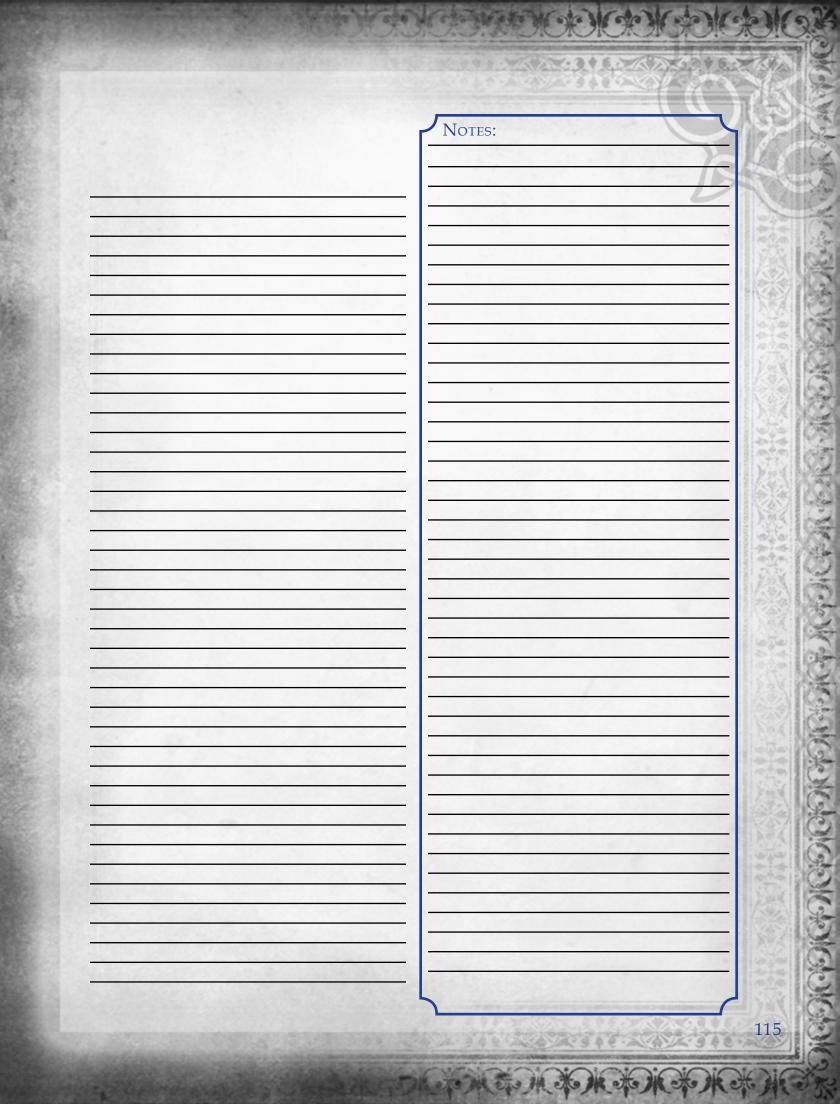
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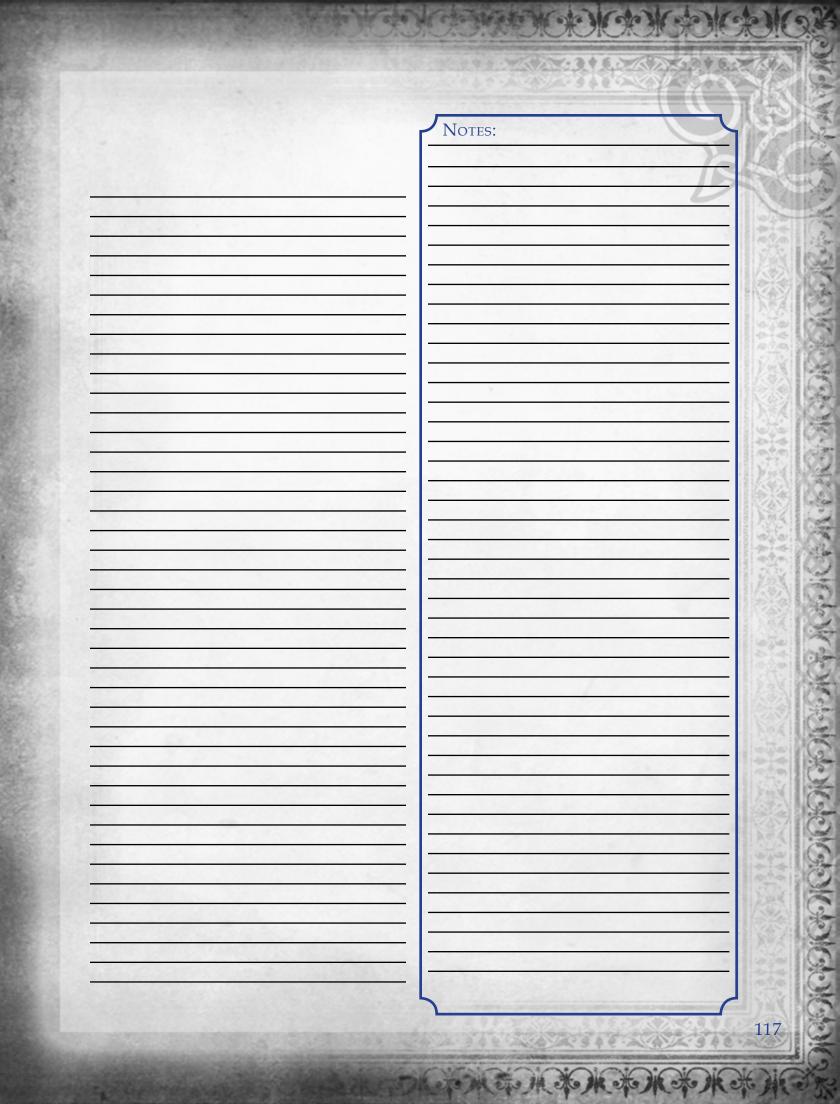
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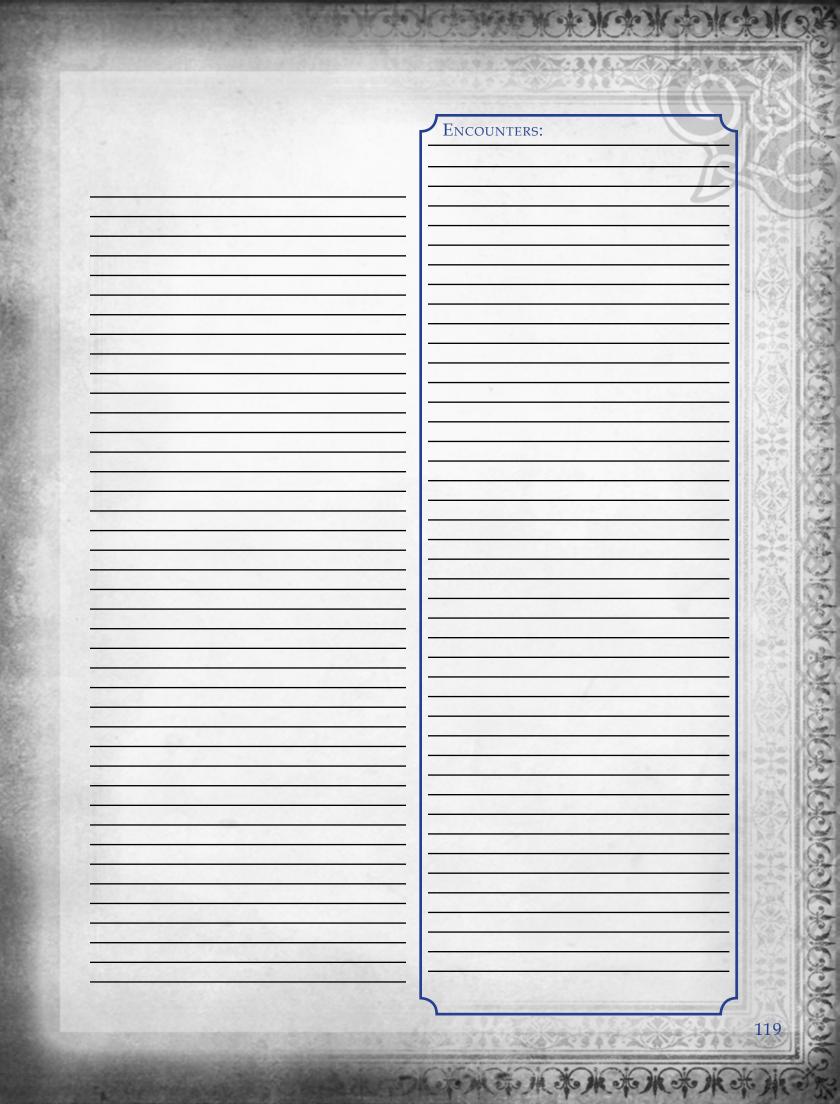
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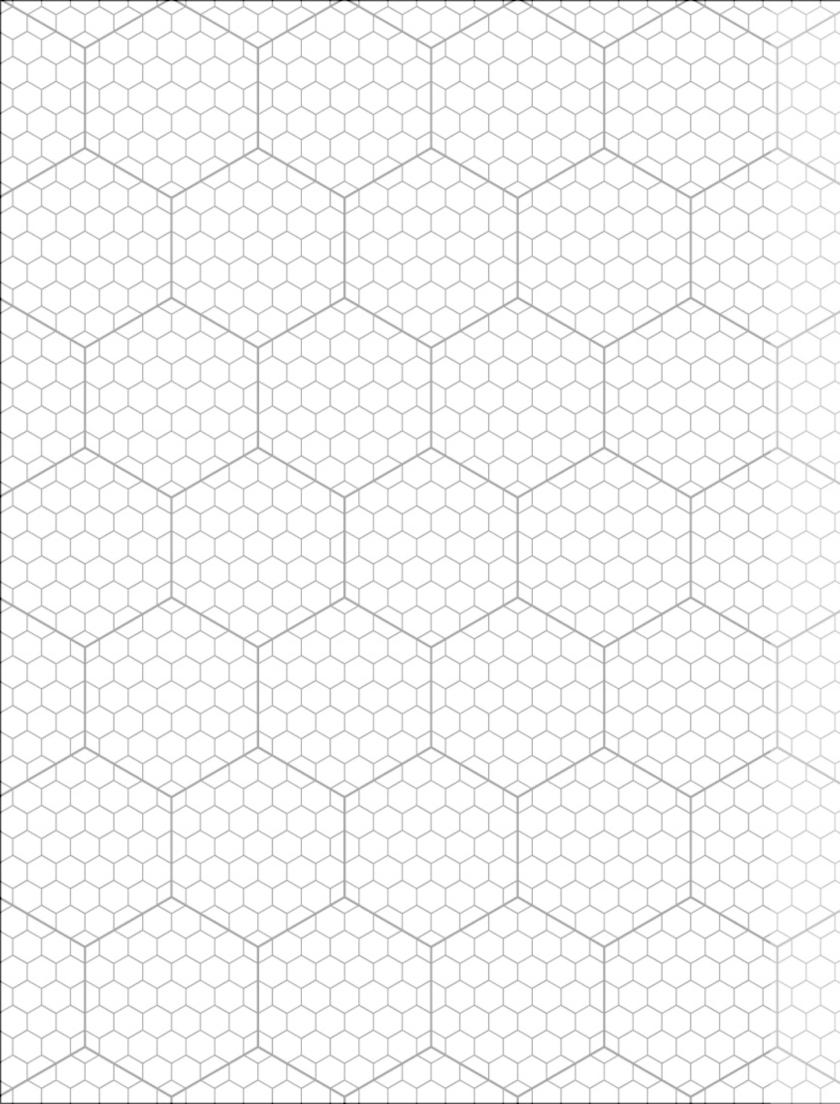
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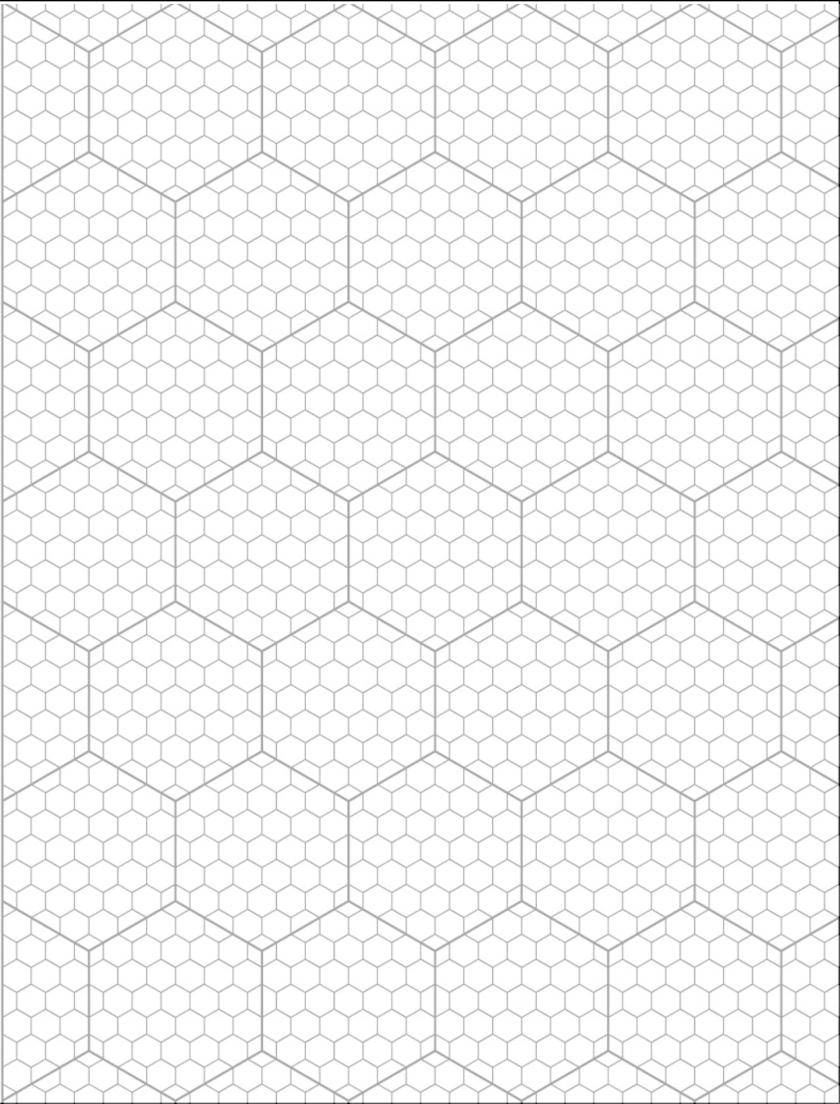
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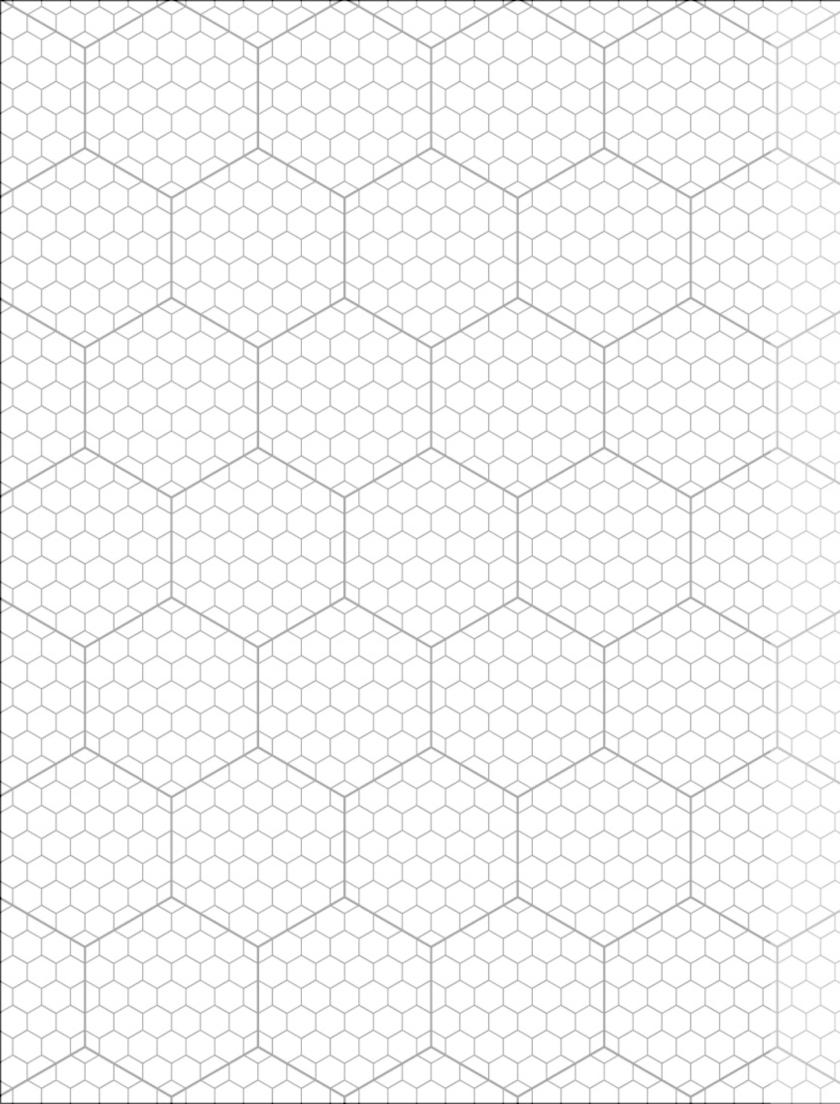
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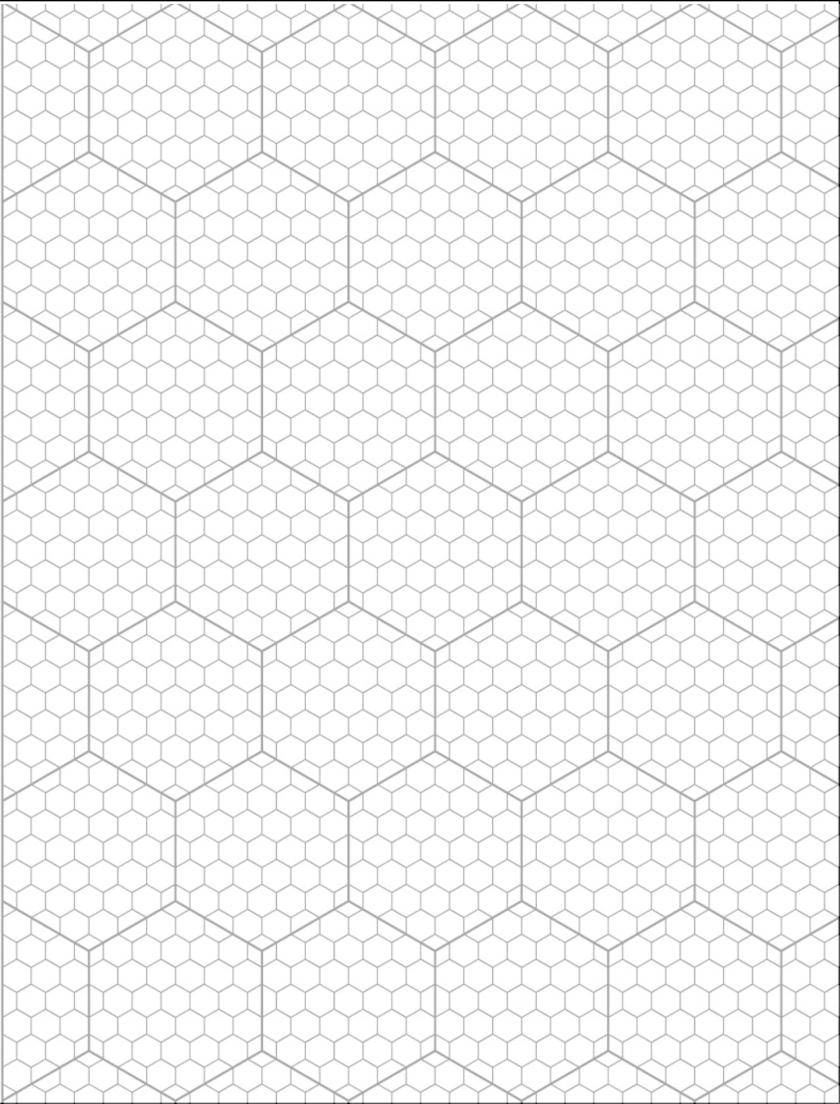
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Welcome, and thanks for picking up the Gamemaster's Adventure Planner!

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, in troduction, 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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