



Recap

What happened last session?

Did anything progress with the plot in the background? Without the character's knowledge?

Timeline Tracker

Plot Point _____ Expiration ____ (Hours, Days, Weeks)

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Plot Point _____ Expiration ____ (Hours, Days, Weeks)

In-Game time since campaign started ____ (Days, Weeks, Months)



Follow-Up

Players to follow up with before the next session: (This could be to give more info, ask questions or guide.)

- _____ Reason: _____
- _____ Reason: _____
- _____ Reason: _____
- _____ Reason: _____
- _____ Reason: _____

Things to prepare before next session:

- _____
- _____
- _____
- _____
- _____
- _____

Did anything happen in the last session that could have consequences later? (For example, the party stole food from the market, so later they might be called out in public, or they tipped a barkeep really well, so they might see them in fancier clothes or upgrading the bar later.)



NPCs

Random NPC names for next session

Anticipated conversations with NPCs

Name: _____

How NPC feels about the party: _____

Talking points

- _____
- _____
- _____

Name: _____

How NPC feels about the party: _____

Talking points

- _____
- _____
- _____

Name: _____

How NPC feels about the party: _____

Talking points

- _____
- _____
- _____



Shops

Name _____

Owner/Merchant _____

Wares

ITEM	COST	DESCRIPTION

Name _____

Owner/Merchant _____

Wares

ITEM	COST	DESCRIPTION



Inns

Name _____

Owner/Keeper _____

Other Staff

Description of interior _____

Events/Incidents _____

Specific Notes

Rooms

Beds

Cost

Description

Single		
Double		
Quad +		

Food/Drink

Ale		
Wine		
Spirit		
Spirit		



Name _____

Owner/Keeper _____

Other Staff

Description of interior _____

Events/Incidents _____

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Rooms

Beds	Cost	Description
------	------	-------------

Single		
Double		
Quad +		

Food/Drink

Ale		
Wine		
Spirit		
Spirit		



Environment

Use this section to prepare for the party to move around throughout the session. Whether it is between buildings, towns, or in a dungeon.

Weather/Temperature _____

Traffic/Busyness _____

Sights _____

Smells _____

Sounds _____

Random Encounters _____

Proper Nouns related to the location

These could be government leaders, buildings, shops, merchants, etc. for quick reference.

Prepared Descriptions



Encounter Planner

Initiative	Name	AC	HP	Common Attack	+Hit/DC	Damage
Example 16	Wolf	13	11	Bite	+4	2d4+2
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Initiative	Name	AC	HP	Common Attack	+Hit/DC	Damage
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____



Encounter Planner

Initiative	Name	AC	HP	Common Attack	+Hit/DC	Damage
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Initiative	Name	AC	HP	Common Attack	+Hit/DC	Damage
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

