

# Plot Outline

Campaign Name \_\_\_\_\_

Unique Campaign Hook \_\_\_\_\_

GM \_\_\_\_\_

Campaign Theme/Tone \_\_\_\_\_

## Plot

Plot \_\_\_\_\_

Adventure Core Location \_\_\_\_\_

Meeting Location \_\_\_\_\_

Instigation \_\_\_\_\_

Story Goal \_\_\_\_\_

Patron \_\_\_\_\_

Reward \_\_\_\_\_

Relevant Gossip \_\_\_\_\_

Secrets \_\_\_\_\_

Secret Keepers \_\_\_\_\_

## En Route

Getting There \_\_\_\_\_

Clues \_\_\_\_\_

Paths \_\_\_\_\_

Complications \_\_\_\_\_

Twists \_\_\_\_\_

Surprise Ending \_\_\_\_\_

## Villain

Villain \_\_\_\_\_

Villain's Goal \_\_\_\_\_

Hidden Agenda \_\_\_\_\_

Trigger \_\_\_\_\_

Weakness \_\_\_\_\_

Tricks \_\_\_\_\_

Lair \_\_\_\_\_

Affectations \_\_\_\_\_

Henchmen \_\_\_\_\_

Brute \_\_\_\_\_

## Encounters

## Misc

## Generic Flow Diagram

Large Adventure Structure

*Small Adventure  
Structure #1*

*Small Adventure  
Structure #1*

