THE SECRET ART OF NOTETAKING

THE COMPLETE CAMPAIGN JOURNAL

THE DM LAIR

Credits

Lead Designers: Zac Chaney, Luke Hart, Ashley "Sunny" Jones
Lead Writer: Zac Chaney
Editors: Ashley "Sunny" Jones
Project Management: Zac Chaney
Art Direction: Zac Chaney
Cover Illustrator: Scott Purdy
Special Edition Cover Illustrator: Danni Arriaga
Interior Illustrator: Isiah Bradley
Publisher: Luke Hart
Graphic Designer: Handiwork Games

www.thedmlair.com

ISBN: 978-1-7370518-5-5

© 2023 The DM Lair

info@thedmlair.com

The Secret Art of Notetaking: The Complete Campaign Journal, Copyright © 2023, Luke Hart, The DM Lair, LLC. All rights reserved.

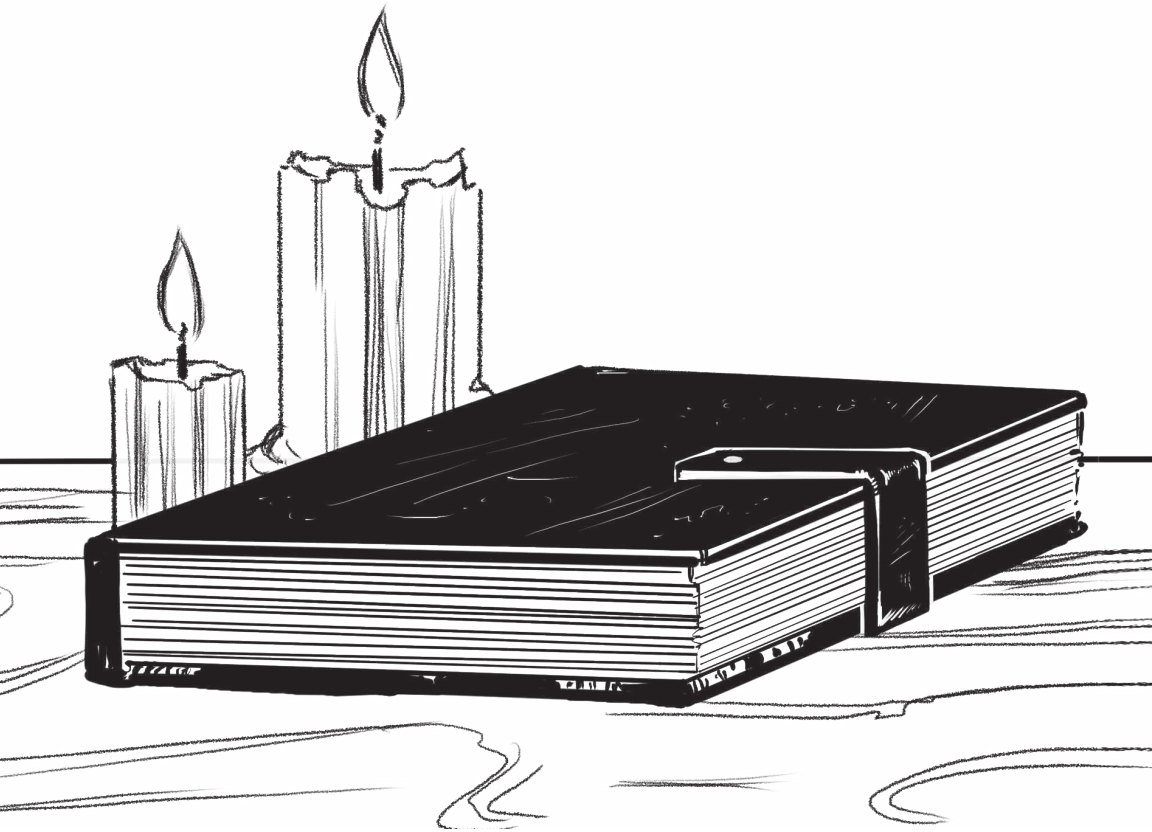
Contents

Introduction to the Session Journal 4
Calendar 5
Calendar Example 6
Blank Calendar Templates 7-43
Session Journal 44
Session Journal Example 45-48
Blank Session Journal Templates 49-373
Future Plot Points 374
Future Plot Points Example 375-377
Blank Future Plot Points Templates 378-408

Introduction to the Session Journal

Welcome to the session journal! These pages contain a system that you can use to help keep track of your games from session to session as easily as possible. To use them to their fullest, we recommend writing the elements down shortly after each session ends; that way, nothing important gets missed. You may want to write these in pencil, so that you can make changes as new developments occur.

The prompts throughout this book are intended to be a way to jog your memory and help you write down the exciting extra nuggets from your games that will help you create a memorable campaign. After all, your *players* may not remember that tavern they threatened to burn down. . . but if you write it down, *you* certainly will!



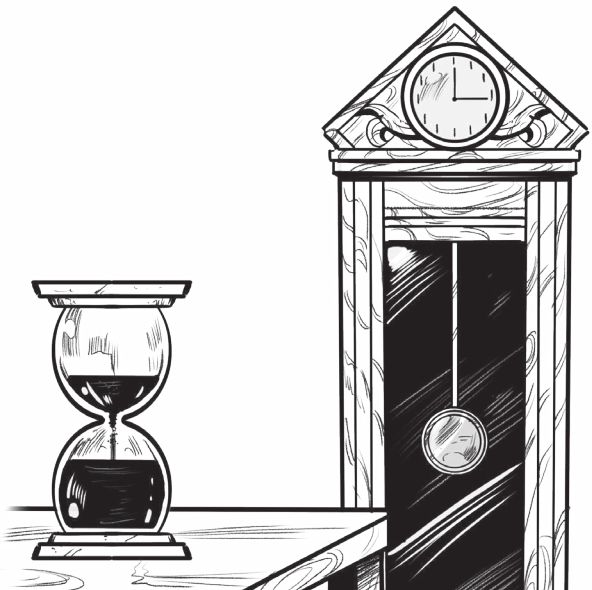
CALENDAR

This section is your calendar for the game world. It provides an easy-to-follow format where you can take notes on what happened each day. These notes should be no more than a two-sentence broad overview of what happened; that way, you can get a big picture of daily occurrences at a glance. If more detail is required, it should be jotted down on a daily journal page.

Why take high-level calendar notes? First, it aids you when planning out future adventures and events in your campaign or keeping track of mechanics such as resting that have cooldown periods. Next, tracking days and showing the march of time promotes verisimilitude for players. Finally, every game master has at one time or another had to field questions such as, "When did we encounter Lord Paxton's lackey out on the mountainside again?"

Each page contains 10 rows of space, which will generally be enough to represent one week in a game world (some settings use 7 days per week, and some use 10, but worlds that use more than 10 tend to be outliers). The small column on the far left is designed so that when a day ends, you can mark it off as complete.

Note: This is intended for your game world, not as the schedule for your games. While you certainly could use it that way if you wanted to, it's meant to keep track of in-game days.



Month: *Tulys*

	Date	What Happened?
✓	12	*Downtime*
✓	13	*Downtime*
✓	14	*Downtime*
✓	15	*Downtime*
✓	16	*Began traveling to the Black Caverns. Discovered a group of highwaymen following them along the road but did not engage.*
✓	17	*Set an ambush for the highwaymen at a convenient spot. The highwaymen were captured alive and are now the characters' prisoners.*
✓	18	*Arrived at the Black Caverns. The characters set about their mission.*
	19	
	20	
	21	

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

Month: _____

	Date	What Happened?

SESSION JOURNAL

The daily journal pages are designed for you to write notes on what happened during each game session. They are not meant to be an in-depth repository of every single roll that happened as such detailed notes are rarely useful in the grand scheme of running a campaign; instead, focus on the big picture and consider things such as what actions the characters and NPCs took, and what the results of those actions were.

Why keep a session journal? First and foremost, so that you remember what happened in your last game session and can maintain a seamless, ongoing narrative and game for your players. Few things smart more than when the game master forgets what happened in their own campaign... Finally, game master journaling also serves to help you plan future events and adventures in your campaign. As you review the journaling prompts, you'll notice that not only do they help you keep track of what already happened, but they also help you consider what may happen in the future.

Included are four prompts for you to answer after each session. Sometimes you may have more to say in certain areas than others, and occasionally you may not have anything to include in a given prompt. Write as much or as little as you feel is appropriate. **Remember:** this book serves you, not the other way around.

In a broad sense, what happened during the game session?

The characters set off on their journey to the black caverns after they took a week of downtime to rest, level up, and resupply. Along the way, they encountered a group of highwaymen that followed them for a day until the characters set an ambush for them. Rather than simply killing the would-be thieves, the characters took the men prisoner and loudly discussed what would happen to them upon their return to the city. However, rather than turning directly back to the city, they decided to press onward to the Black Caverns. The highwaymen had no choice but to accompany them on the journey, and one of them started to bond with Ally. At the Black Caverns, the characters began hacking their way through the thick foliage that oozed a viscous black fluid all over their blades. After a while, they found that their blades were beginning to rust as though they had been left out in the elements for years.

What were the three most important choices the characters made?

The characters chose to keep the highwaymen alive and take them prisoner. Ally began bonding with one of the highwayment.

The characters took the highwaymen with them to the black caverns rather than bringing them back to the city.

The characters did not realize the black fluid rusting their weapons for a long while. Most of their weapons are now corroded.

How did the NPCs (both allies and enemies) react to these choices? How might they react in the future?

Only the highwaymen had a chance to react to any choices. While they were immediately grateful for not being killed, they think the characters are soft and may be potential marks if they can get freed. The one that has bonded with Ally has already begun making progress on this.

The constable in the city is probably going to appreciate the bandits being apprehended. If they play their cards right, the characters may be able to start smoothing over the fact they burned the tavern to the ground a few weeks ago. Of course, if things go wrong and they end up looking like they are allied with the bandits then things could go sour quick.

What campaign, group, or personal goals did the characters accomplish, if any?

The characters each had a week of downtime while they leveled up. During that week, only Barbos took the time to accomplish a personal goal. He continued working on his magnum opus, a collection of all the magic he has encountered in the world. He completed 50 pages over the span of a week; his book (with his current knowledge) is about one-third done.

Ally took the time to begin bonding with one of the highwaymen they captured. This was in service to her vow of compassion that she took after the murder in her backstory. The gods that she devoted herself to are pleased with her choices.

The group purchased another business in the city. They've hired Leon to run it. Leon's one of the people that was displaced by the fire the group started a few weeks ago and is quite happy to have a new job, though he's a bit reluctant to work for the people who cost him his old one.

The characters started to find hints about what's going on in the region. It's still a bit unclear to them and they're having trouble piecing it all together but they are aware that Lord Dagthul is amassing a large force and that he almost certainly has ill intentions with it.

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

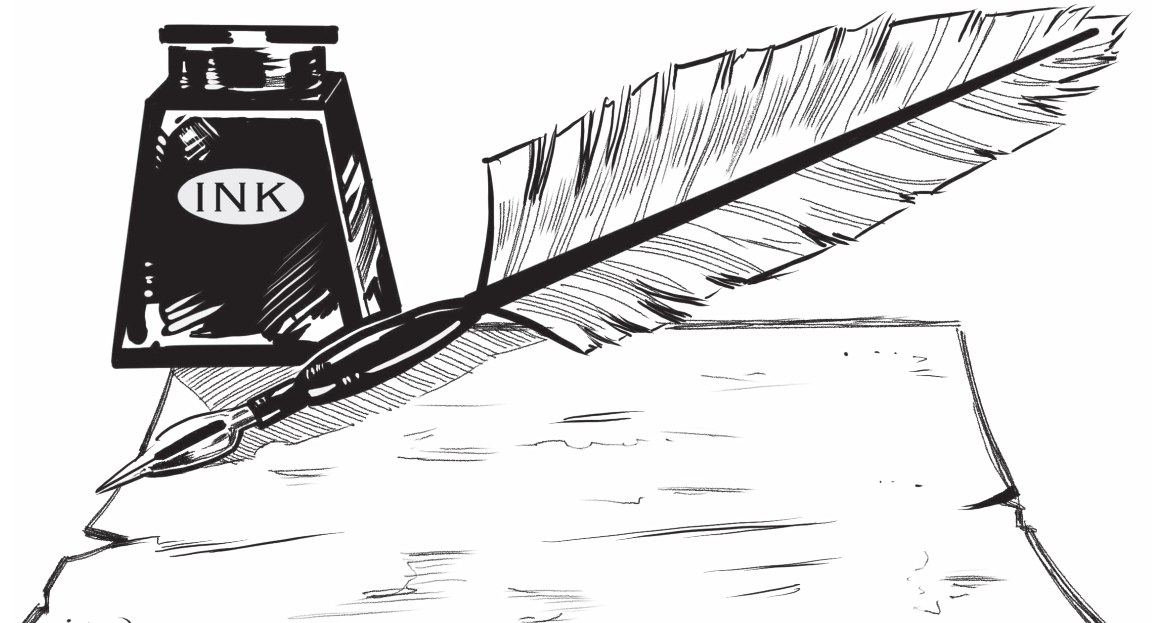
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

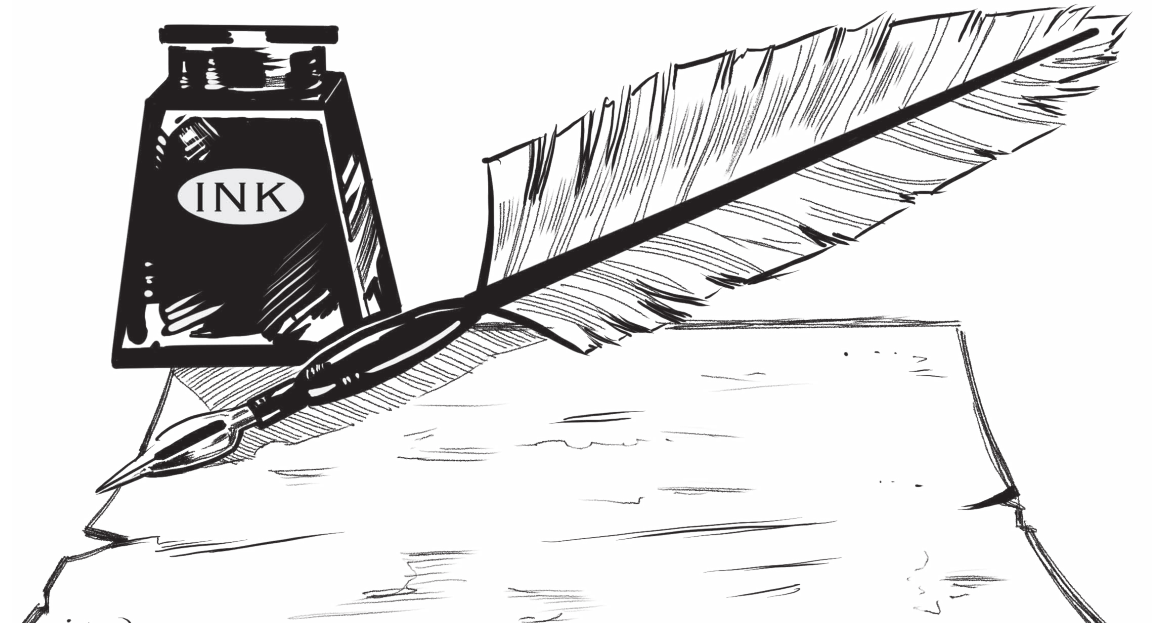
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

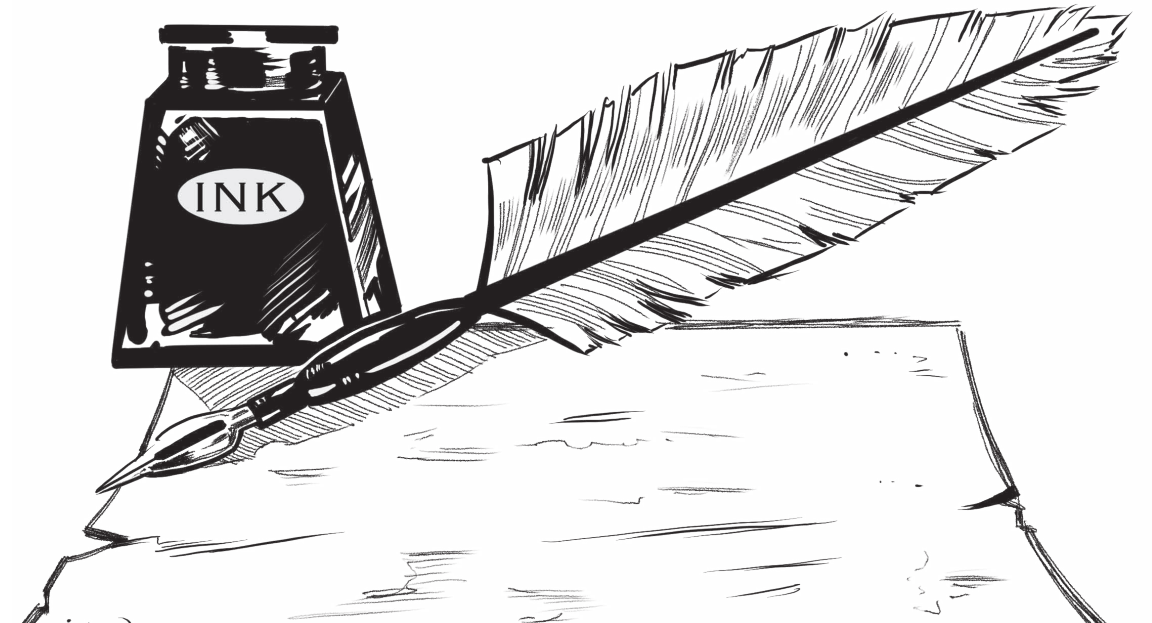
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

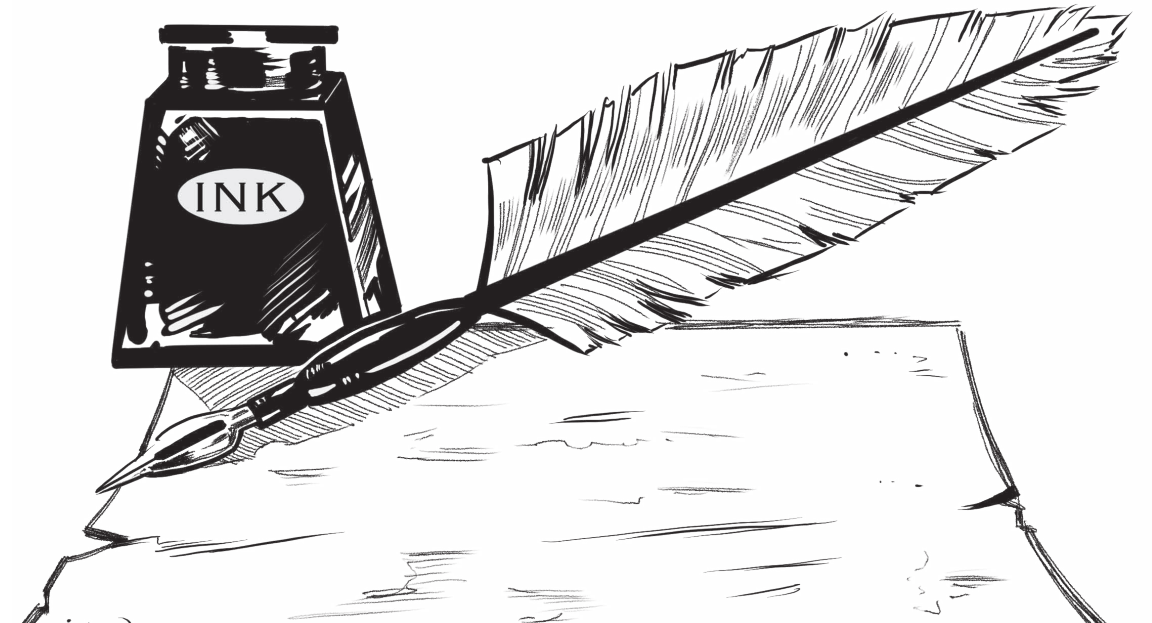
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

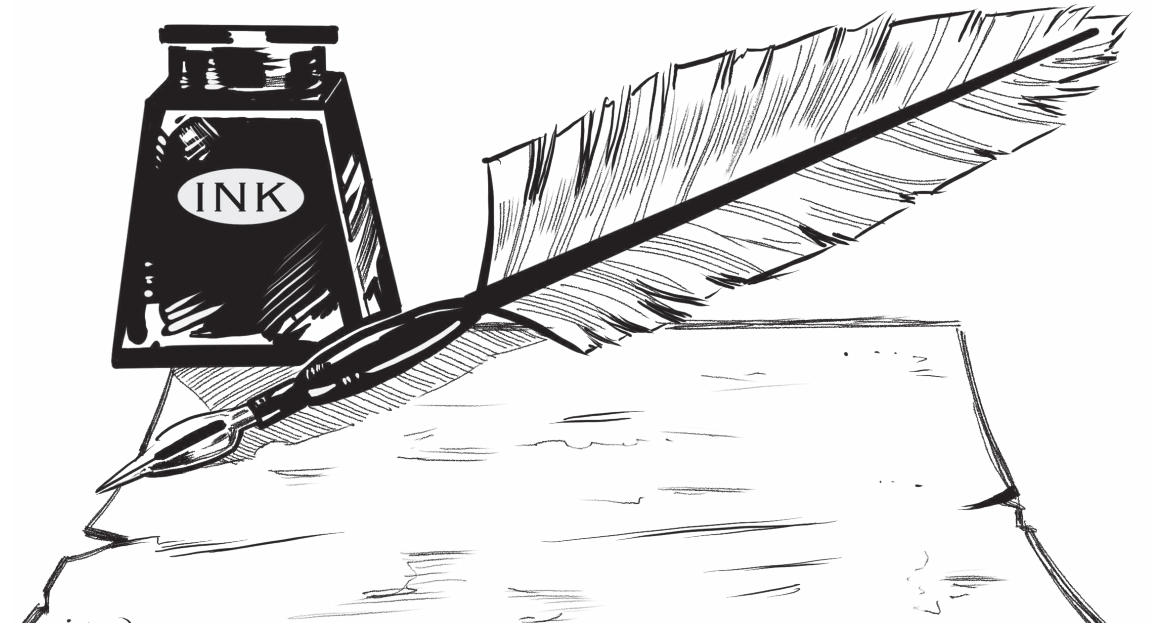
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

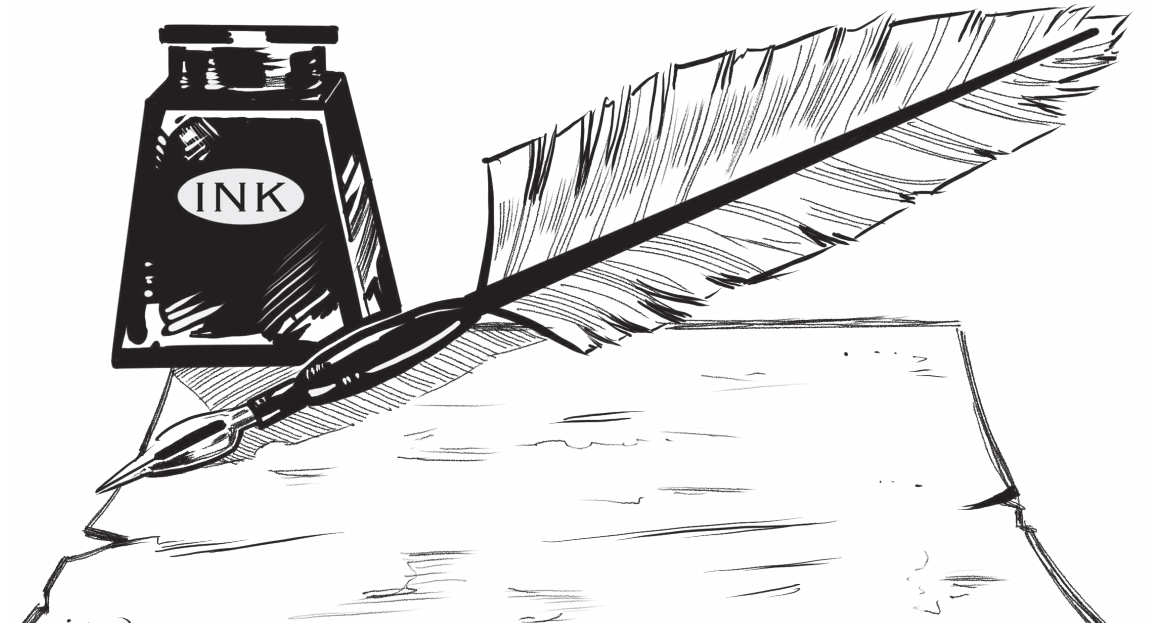
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

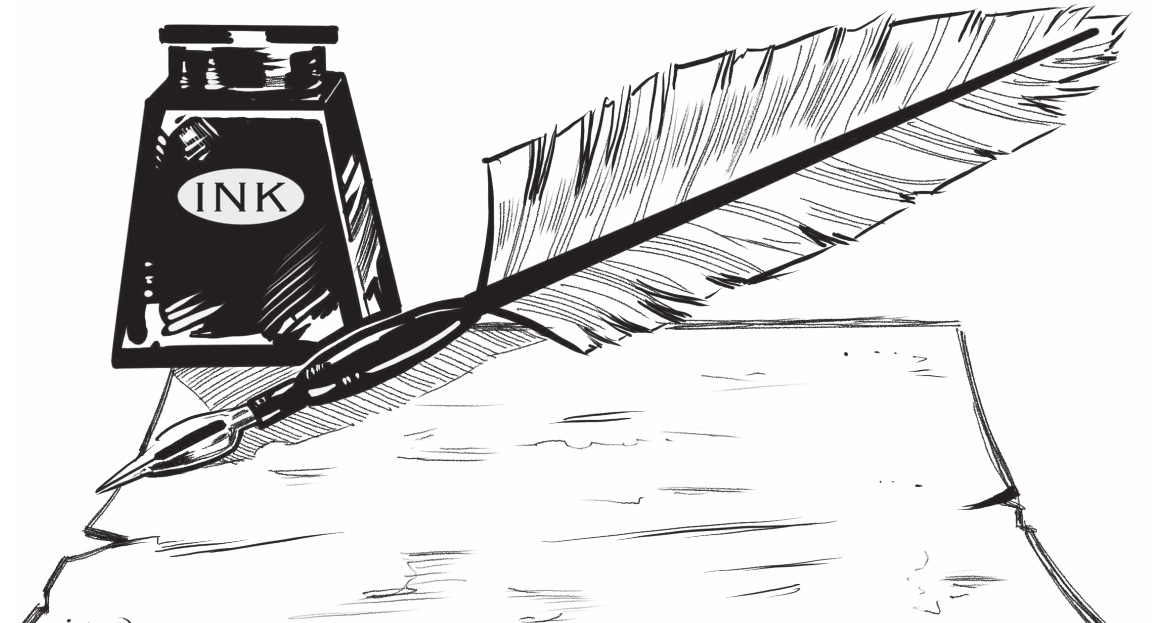
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

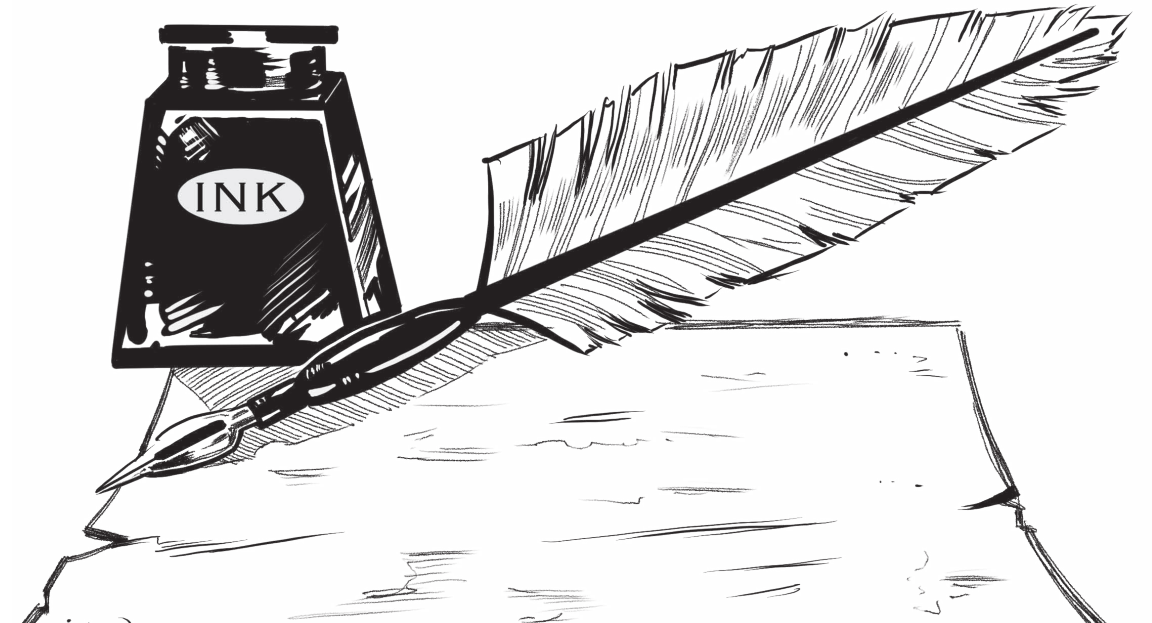
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

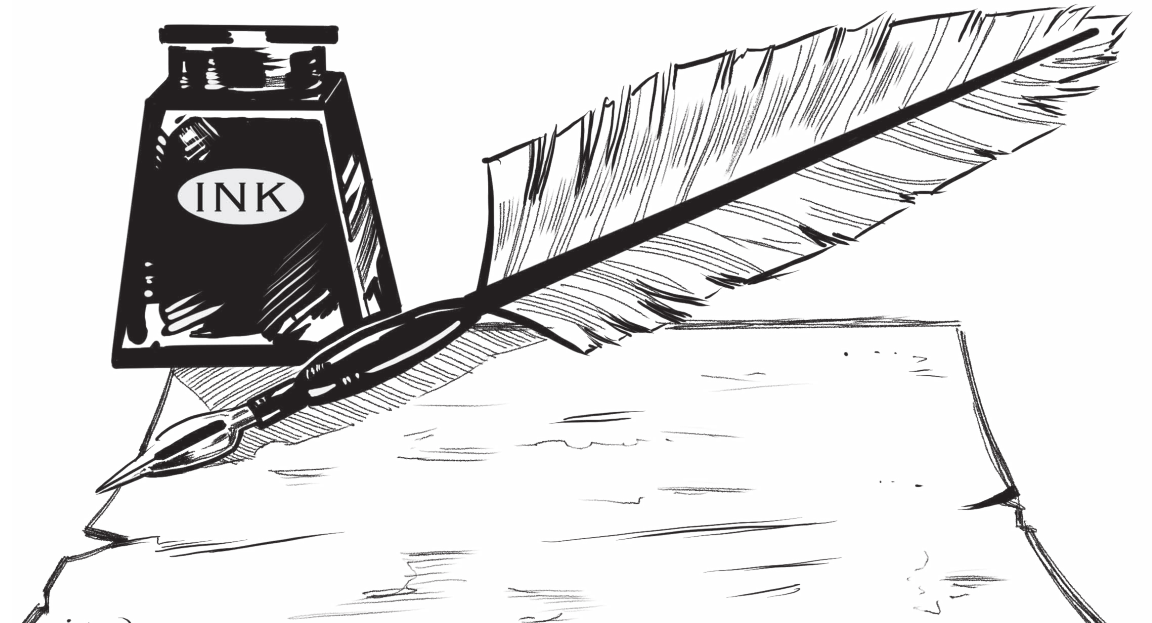
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

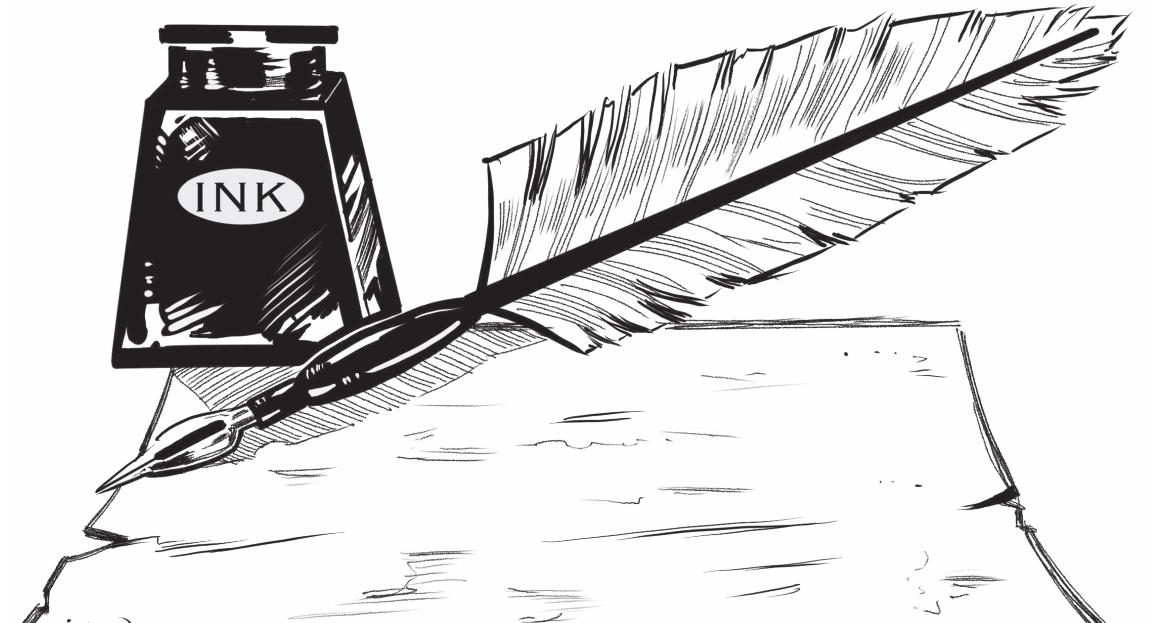
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

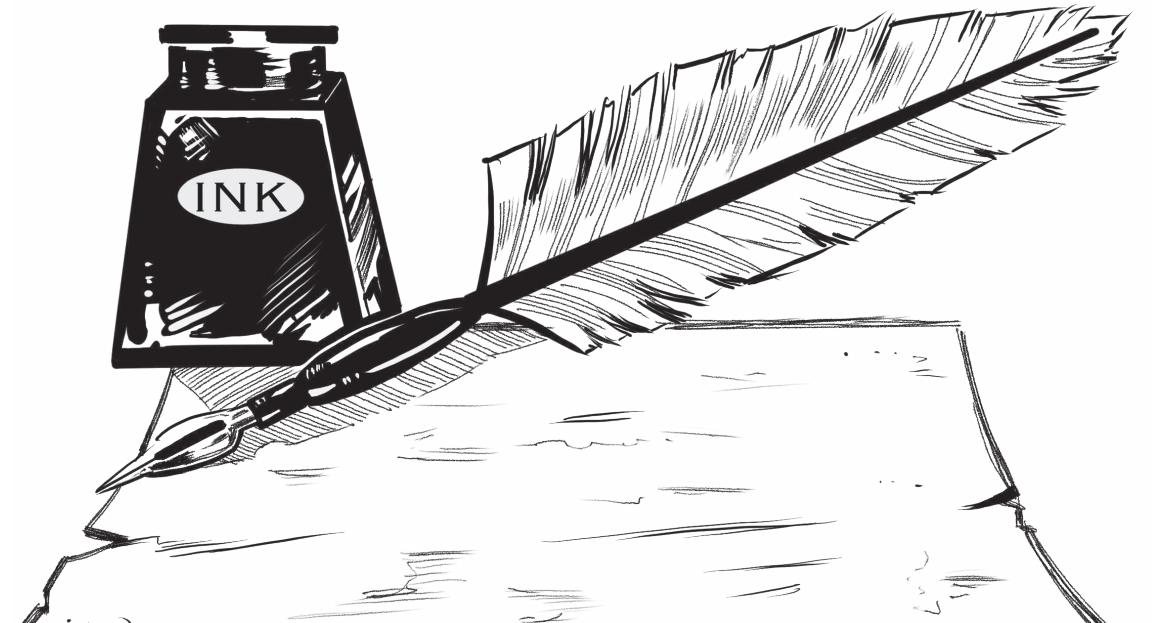
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

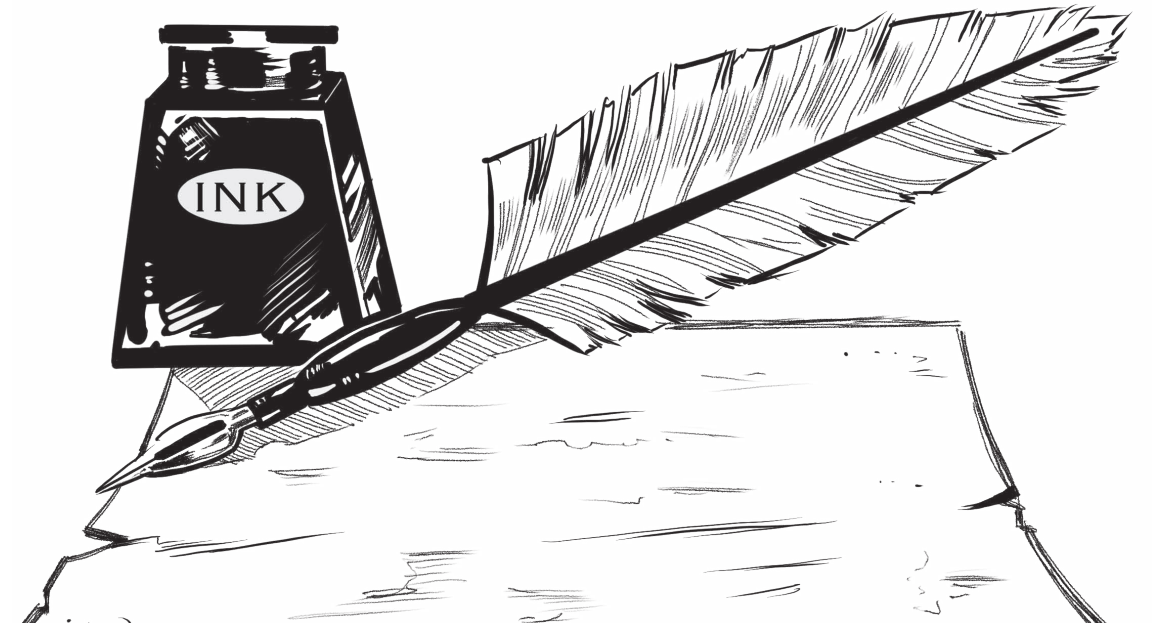
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

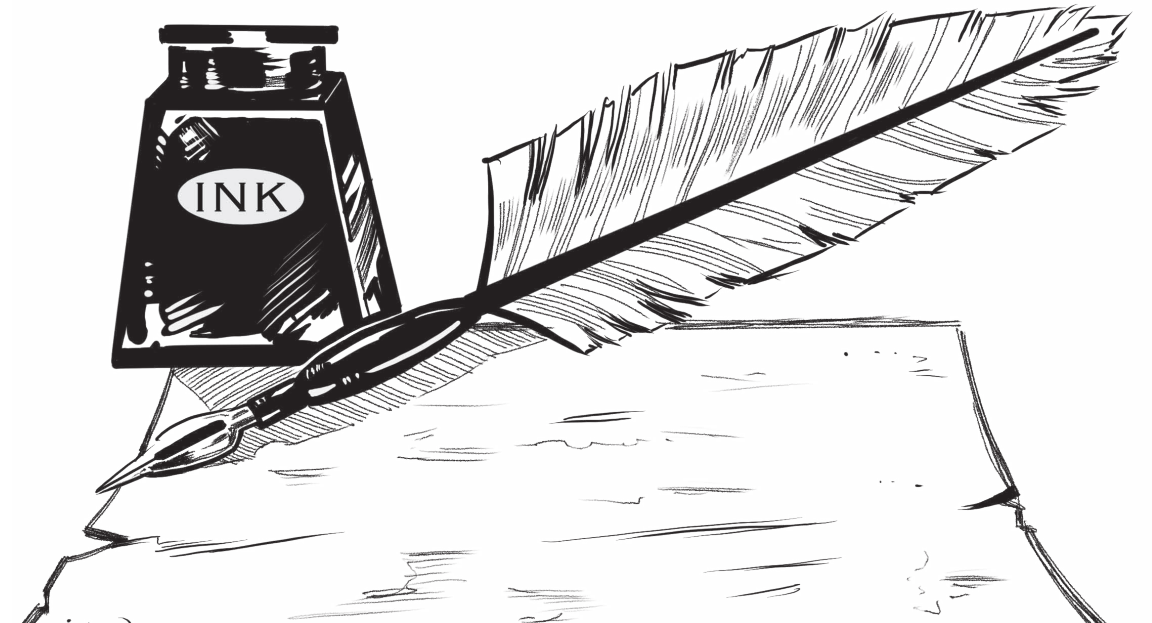
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

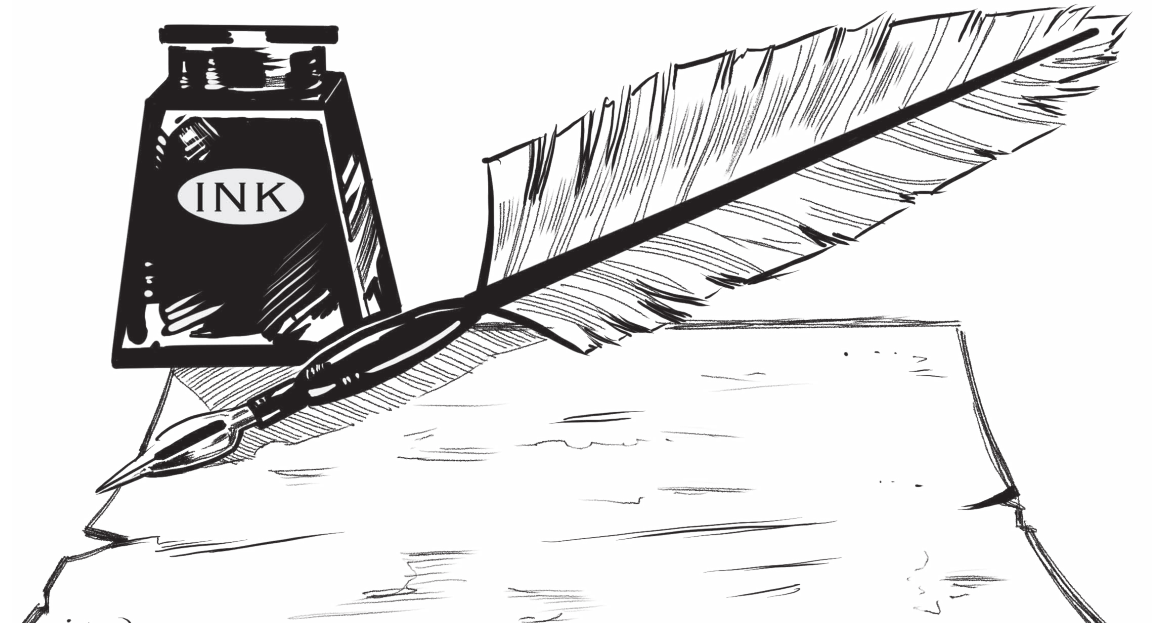
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

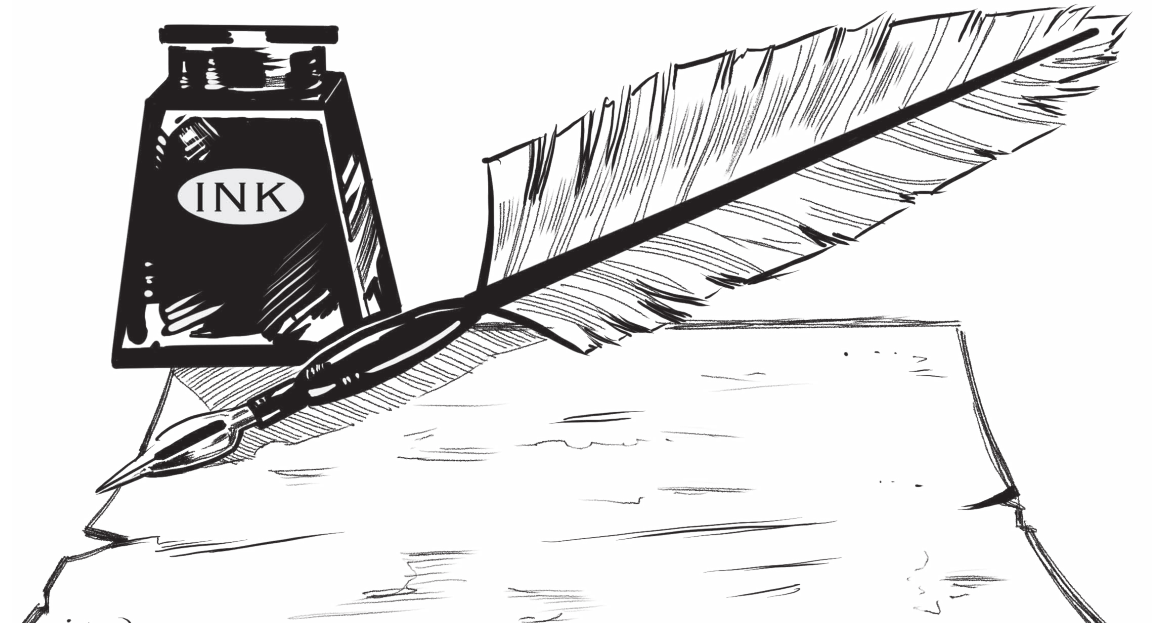
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

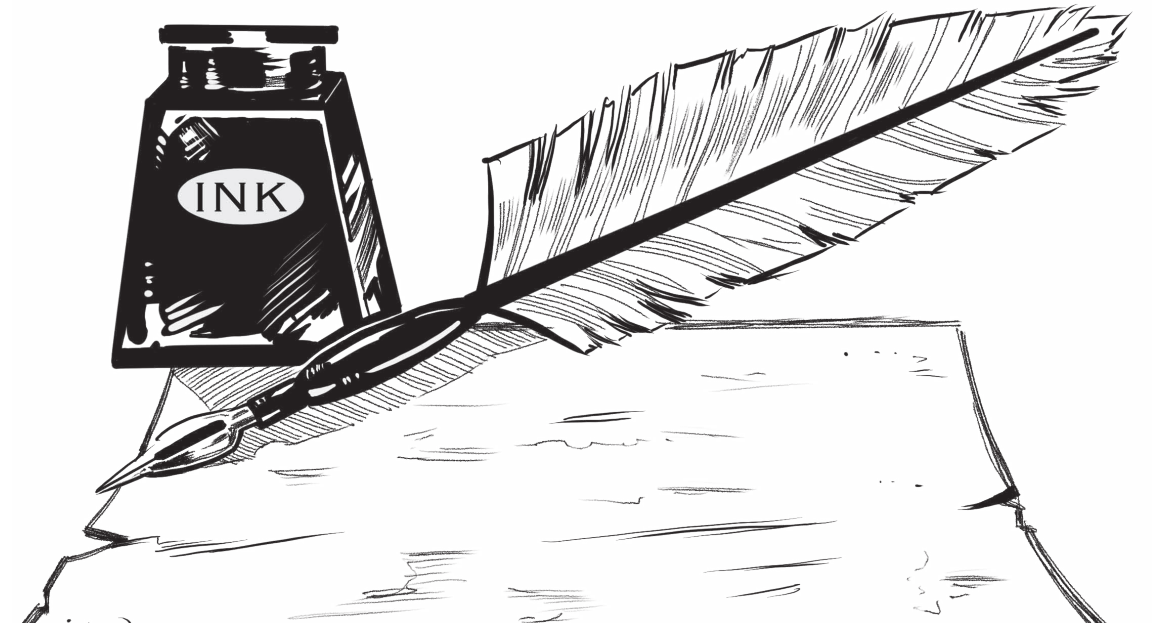
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

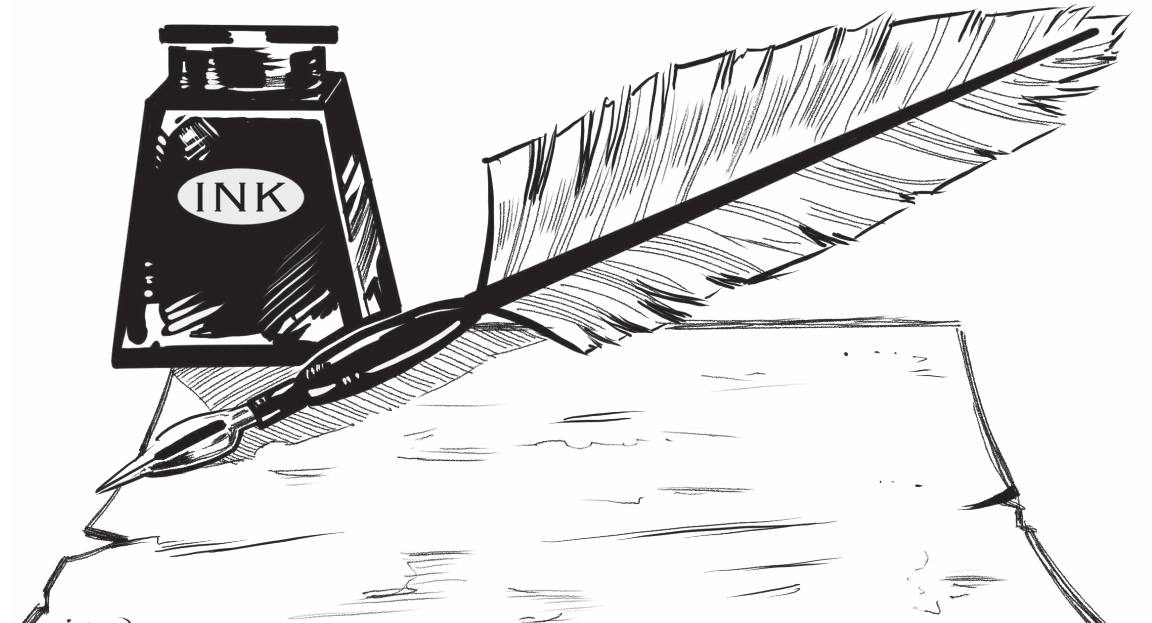
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

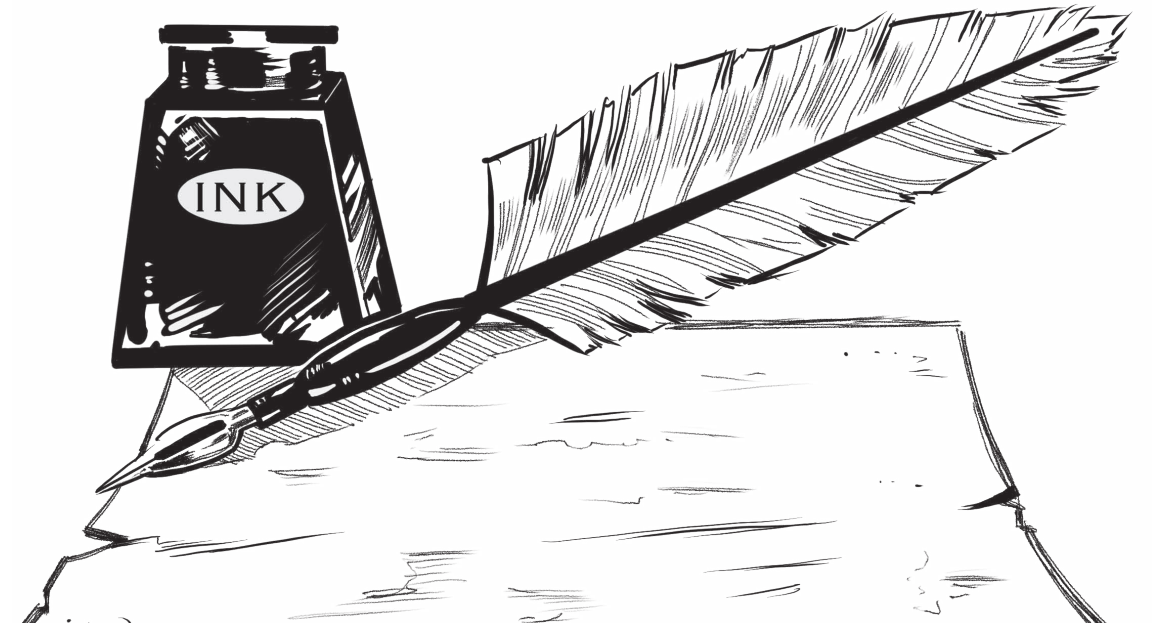
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

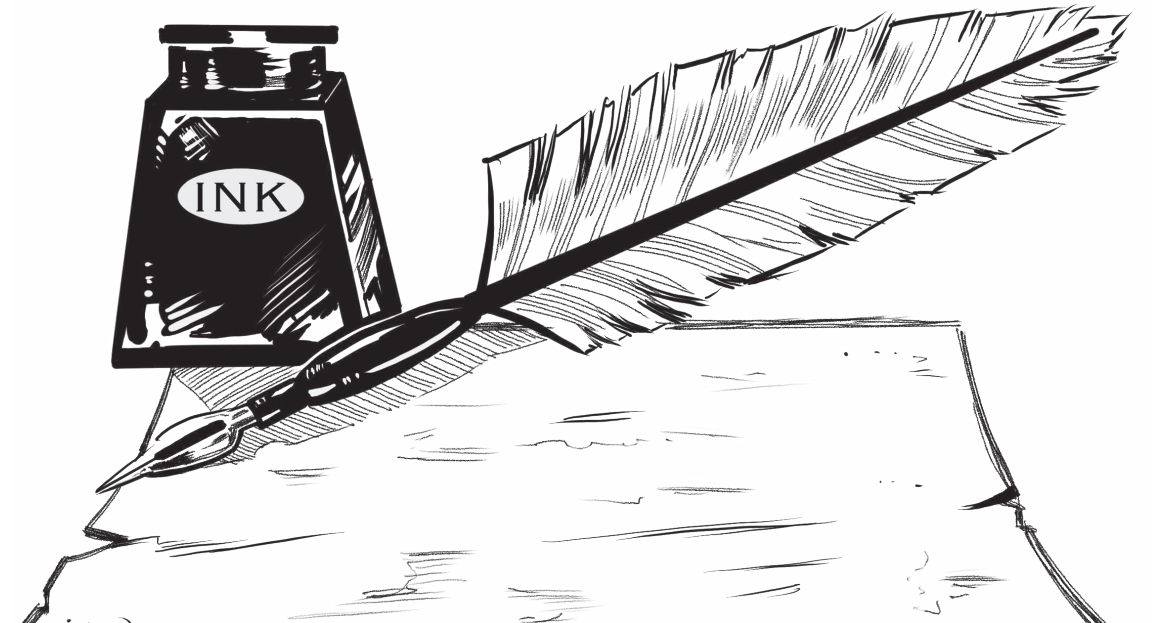
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

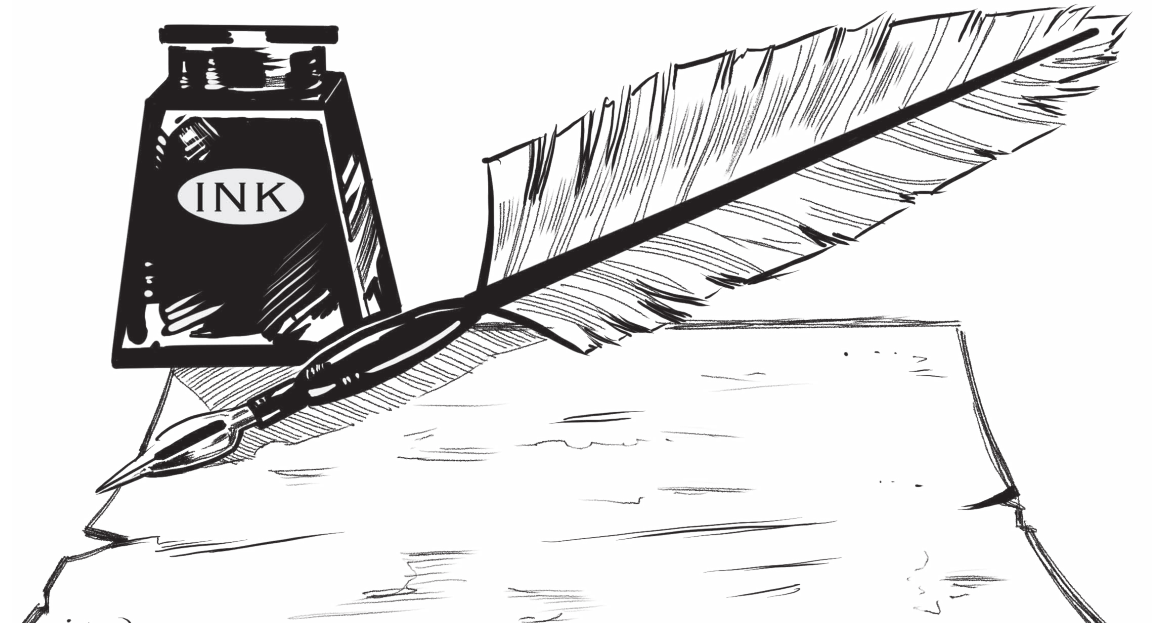
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

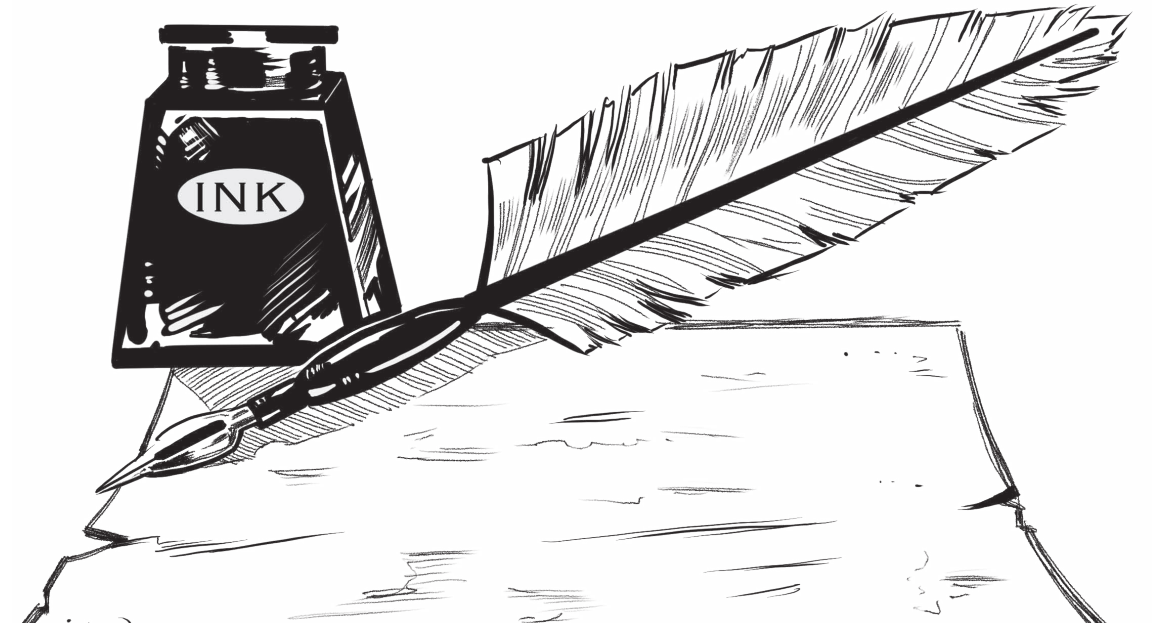
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

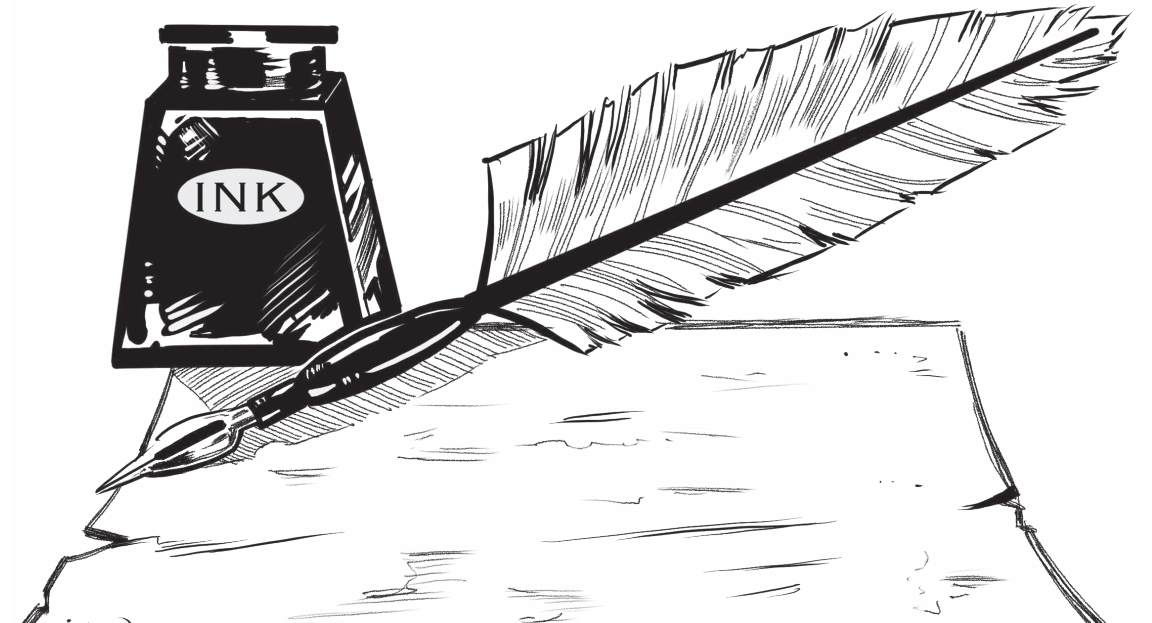
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

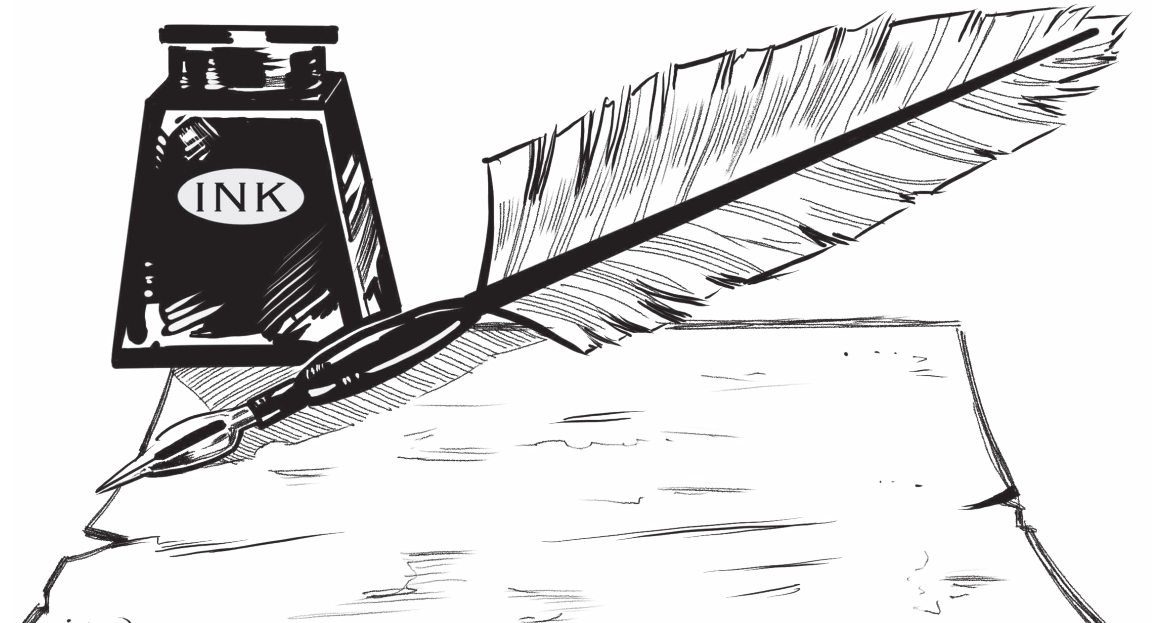
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

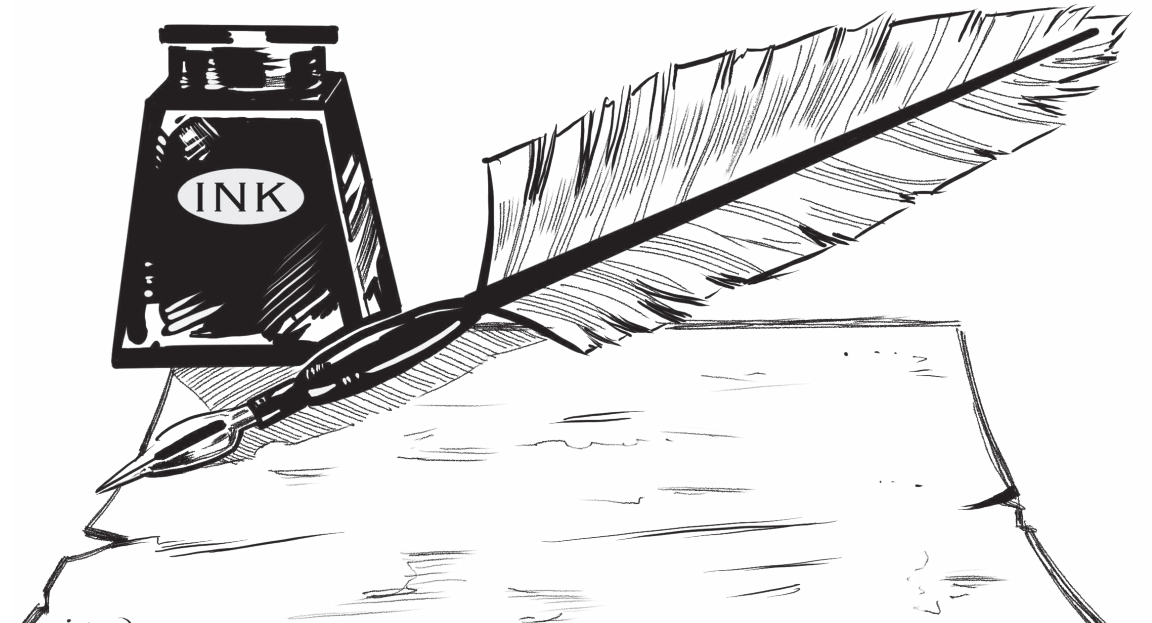
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

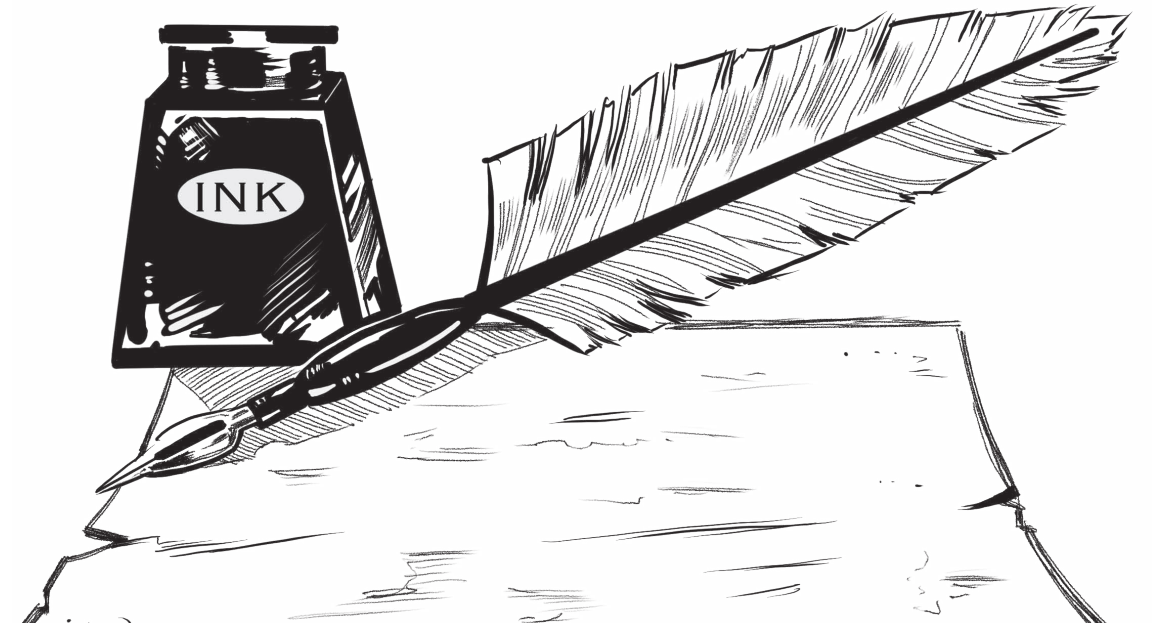
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

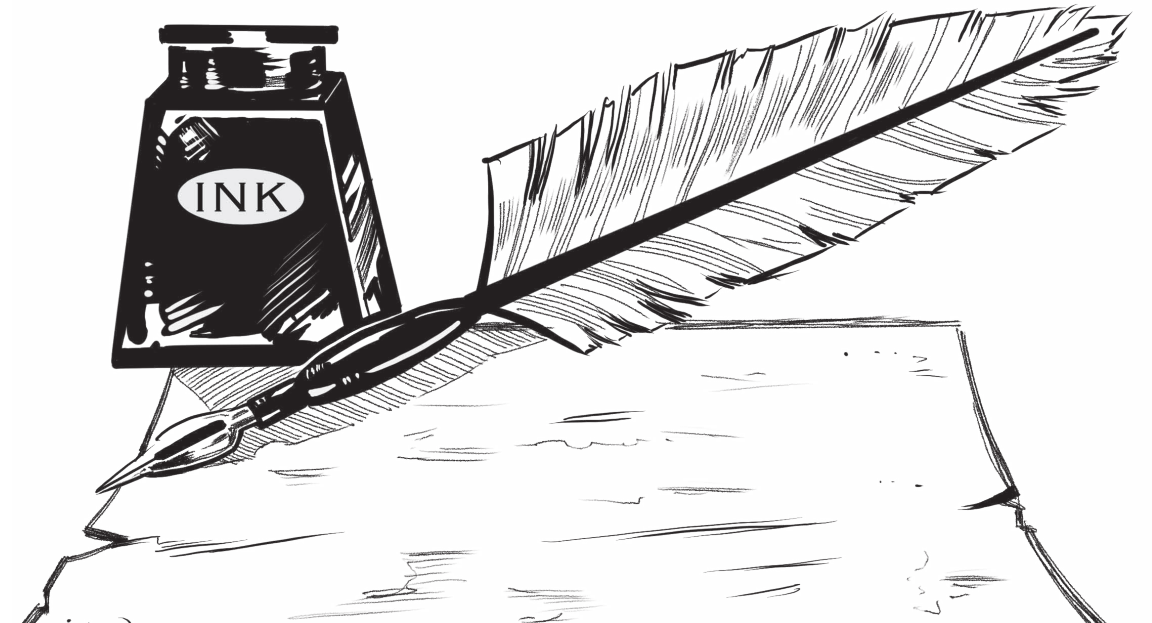
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

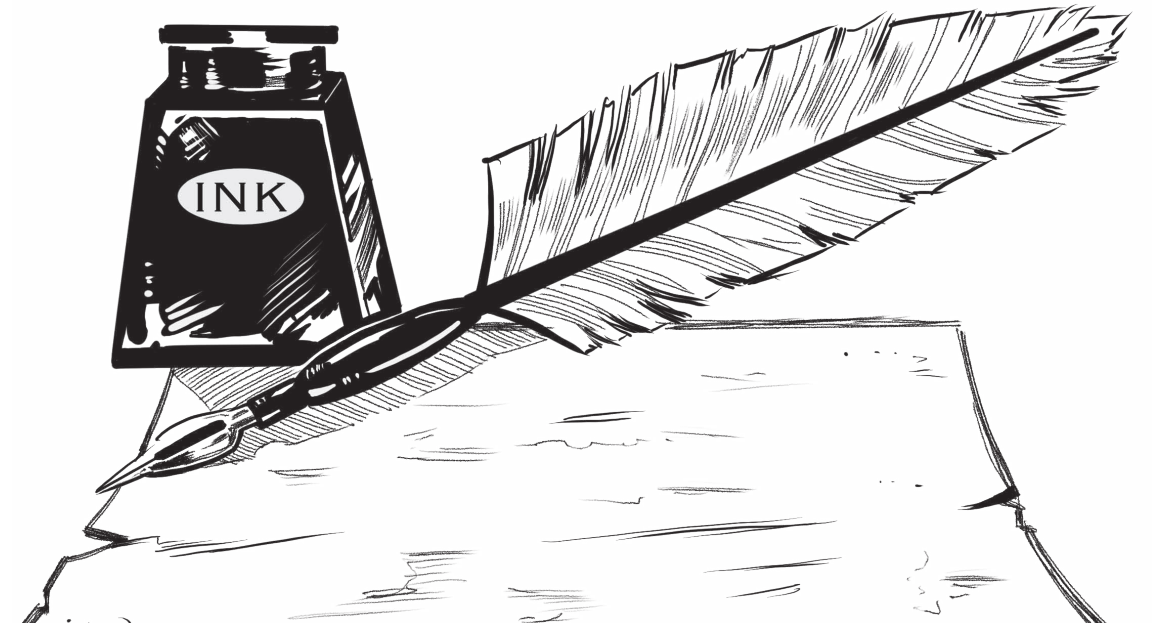
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

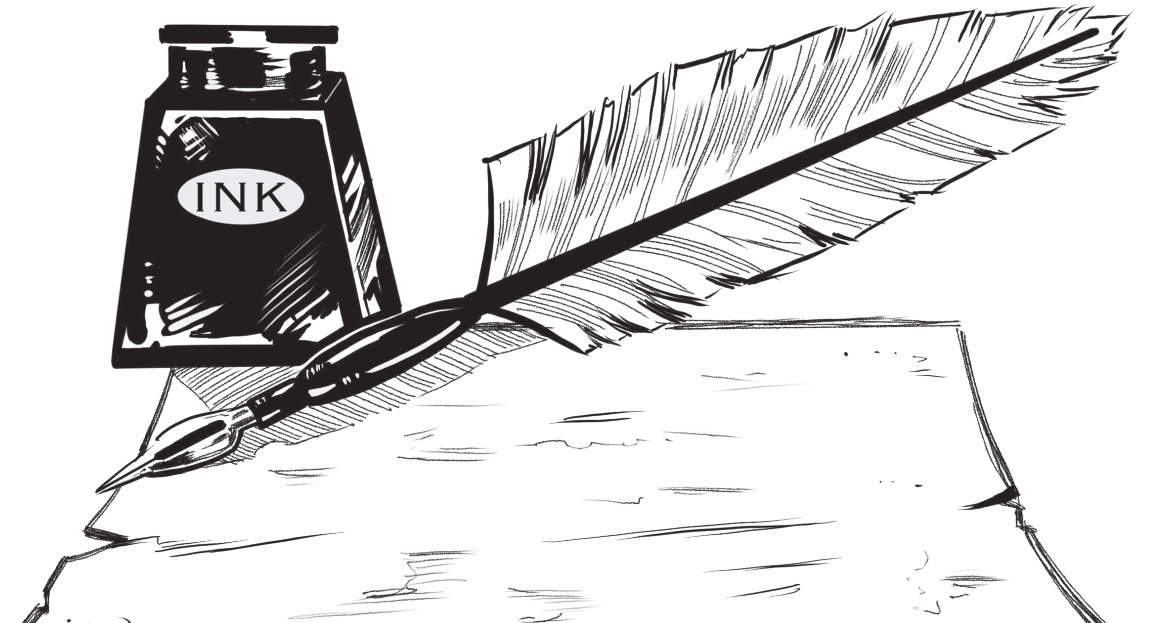
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

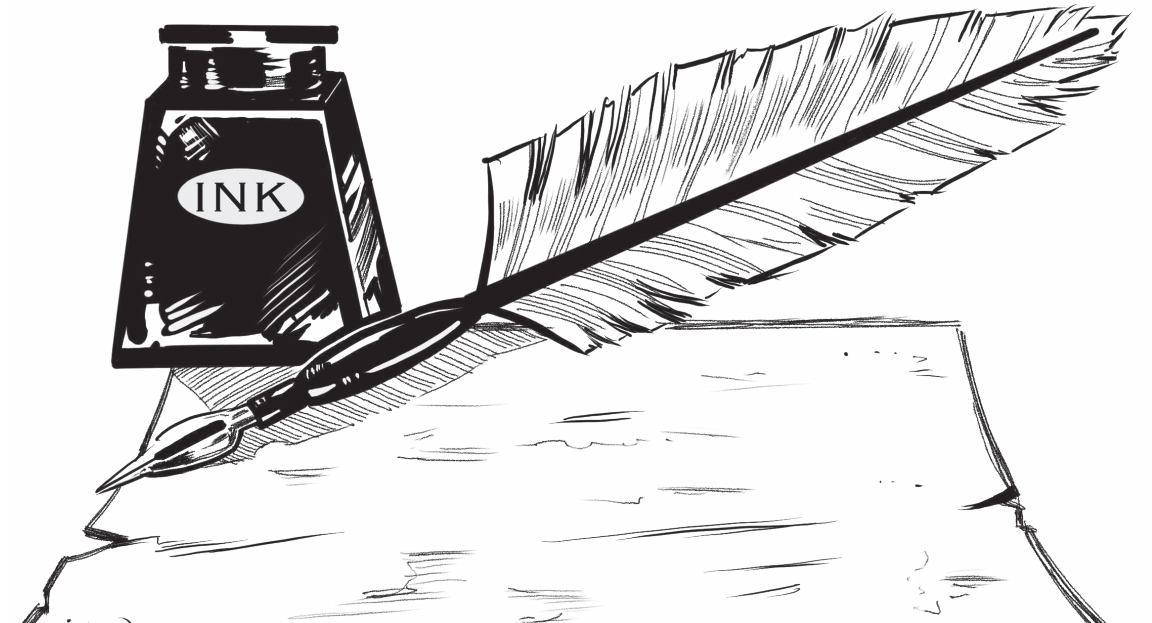
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

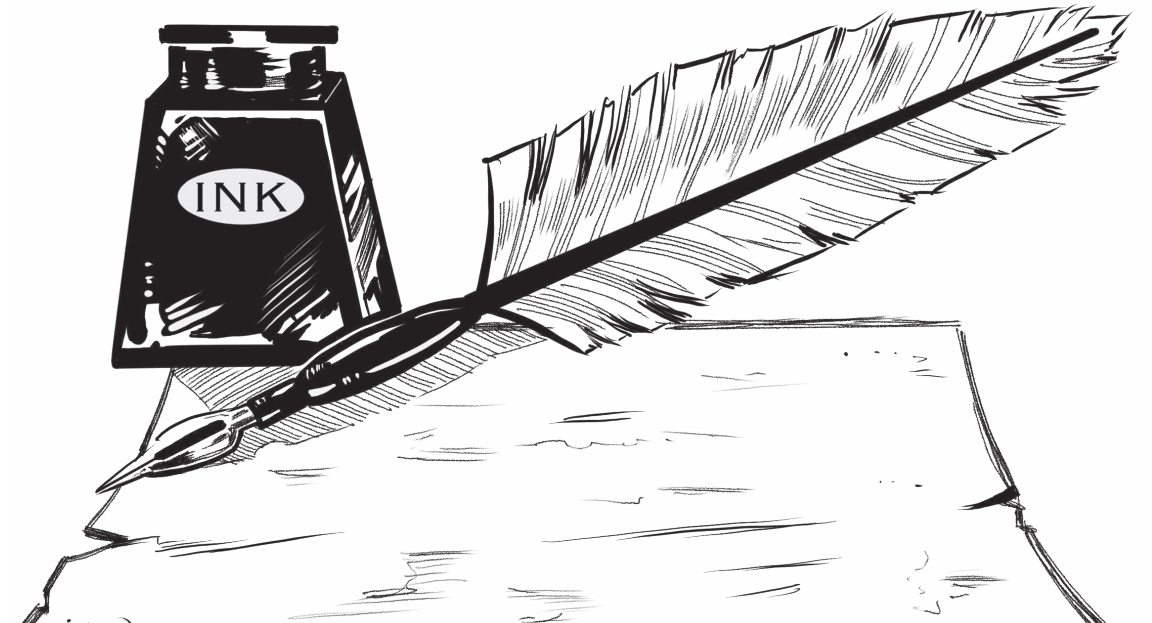
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

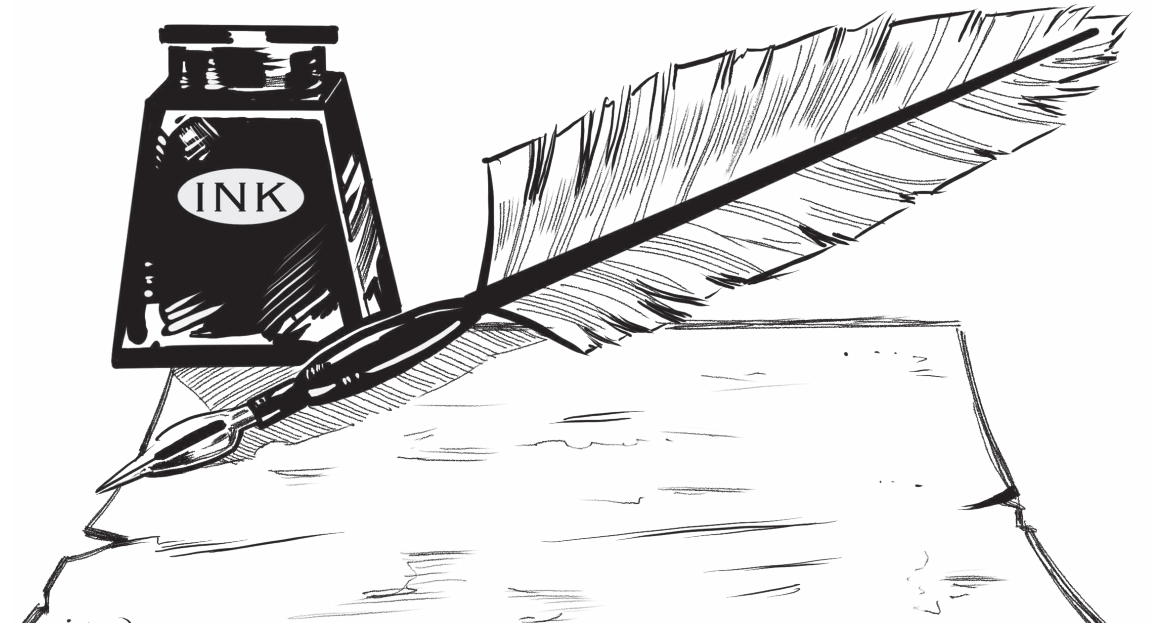
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

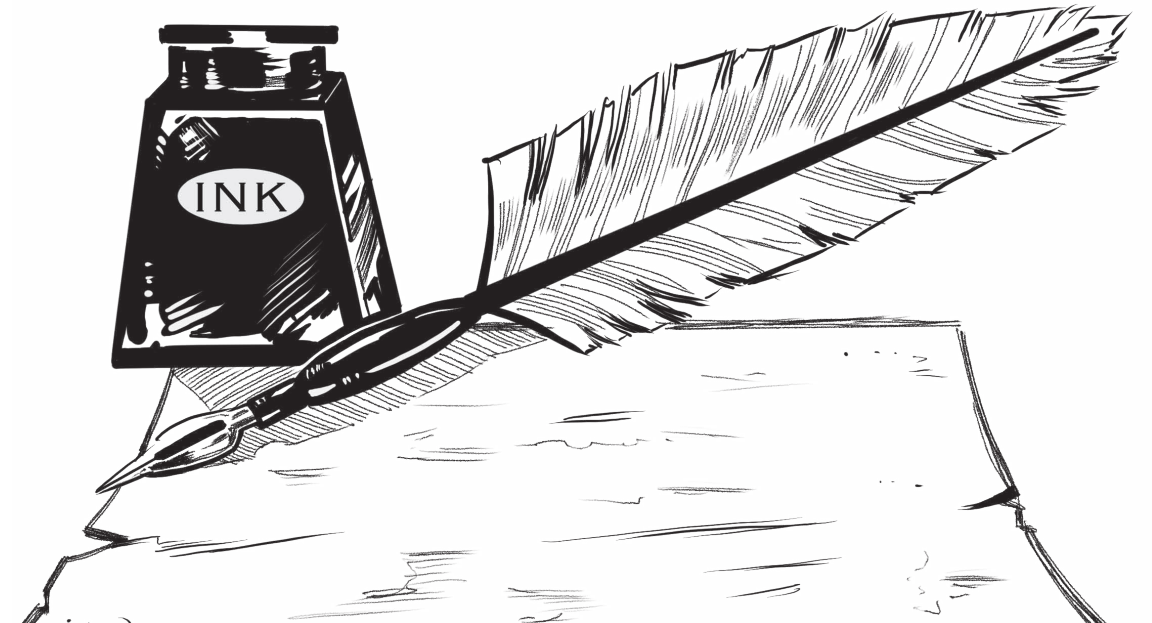
What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)



In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

Session Journal

(Date of Session Here)

In a broad sense, what happened during the game session?

What were the three most important choices the characters made?

How did (or might) the NPCs (both allies and enemies) react to these choices? How might they react in the future?

What campaign, group, or personal goals did the characters accomplish, if any?

FUTURE PLOT POINTS

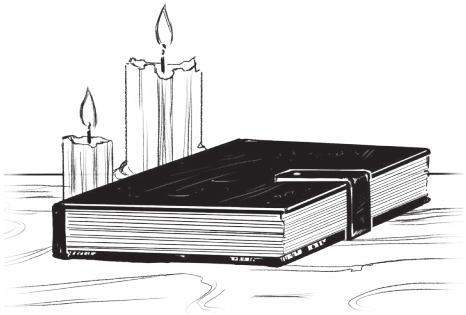
Future plot points are things that may happen in the game as a result of character actions or decisions. They are a mechanism you can use to make your world feel like a living breathing world where character actions have meaningful consequences, equally good, neutral, and bad. Future plot points also serve as an organic device to flesh out parts of your campaign that are yet to come. Furthermore, they allow you to introduce scenarios and adventures that players are likely to have a more personal interest and stake in since they grew out of something their characters did in the past.

After every game session, try to write down at least one future plot point. The guiding prompt to use when considering future plot points is "What is likely to happen in the game world as a result of a key character decision or action?" With future plot points, think about adventures and important events that are likely to result. And remember, it's your role as the game master to introduce *conflict* and *drama* in the game; a narrative without either is lifeless and dull.

Once you have a list of future plot points, we recommend visiting it frequently when planning out adventures and events in your campaign to consider if anything you noted down should be next on the agenda.

As a final remark, it's quite likely that 90% of future plot points will go unused, and that's okay! Part of the game master process is curating these plot points and choosing only the best ones to incorporate into the ongoing campaign.

The section that follows is meant for you to write down the various future plot points that you may use. Since notes related to future plot points can be quite short or quite long, we've included lined paper to allow you to make the best use of this space.



Rescuing Dragar's Soul

- *Dragar drew a card from the Deck and his soul was sucked into and trapped within an iron golem that is in Zityrth's lair. His soul now animates it, and Dragar is forced to serve Zityrth.*
- *The iron golem must be destroyed to release Dragar's soul. Or a Wish spell must be used.*
- *Dragar's comatose body is in Khoss Ghurkux, being take care of by Dragar's brother, Kamren.*

The Search for Dragar's Mother

- *Kaamran is Dragar's twin brother - allow Player to determine class if desires to play him at some point. Only can play one at a time, though.*
- *Kaamran found he way back home from the plane he was taken to, only to find their mother and home gone. He discovered his mother had been taken away by an elven female named Elellas N'Elenvar for reasons he didn't learn.*
- *He then sought out the cleric who had taken Dragar and Kaamran to separate planes. Finding him, he forced the cleric to reveal which plane Dragar had been taken to.*
- *Kaamran was able to go to the Dark Shards and is now seeking his brother. His hope is that both of them together can rescue their mother.*
- *Their mother is being held by Elellas N'Elenvar (elven female) who is one of the adventurers that slew Zityrth's children. Kaamran doesn't know where they can find her.*

The Queen of Worms (Sweetie Annette Smokewiggle)

- *The group defeated the black dragon and the Darkness in the Evermoors. Defeating these two powerful entities has allowed the Queen of Worms (a hag who controls many purple worms) to expand her power throughout the region. She is now turning her attention to the city to overthrow it and become even more powerful and increase her dominion even more. The heroes warned the city authorities of the threat, then traveled back to their home base.*

- *The Queen of Worms (originally a hag) has achieved a secondary and more powerful form now.*
- *She is attended by purple worms and hags of various types.*
- *Cassim had a vision while in the Dark Shards of the Queen of Worms and her pack of purple worms approaching the city to attack it.*
- *The Queen of Worms and her packs of purple worms have now taken over much of the North, imperiling the realm.*

Cassim's Tie to the Queen of Worms

- *Because Cassim drank the platter of blood and spit from the Queen of Worms, she can see through his eyes whenever she wants. And occassionally, Cassim will have glimpses through her eyes and what she's seeing.*

The Mad Titan - Horoshim the Fallen

- *While in the Mere, the group awakened a dormant titan from a long-dead deity.*
- *It went mad, marched off to the north, and leveled a town.*
- *The City Guard arrived along with several groups of adventurers to combat it, but it escaped with magic. It is currently on the loose in the realm.*
- *There is a sliver of an elder power within the titan, fueling its power.*
- *The Mad Titan has defeated the animated statues and laid waste to the city which now lies deserted and in ruins. The Mad Titan lies in wait in the ruins.*

Lost Memories - The group gave up certain cherished memories to enter the Dark Shards. Some will have grave consequences.

- *Tarak - the unicorn, meaning Sword is now unguarded as the unicorn ceased to exist.*
- *Cassim - his meeting the Horned God; he no longer remembers where his power comes from.*

- When Cassim had his memory of meeting the Horned God destroyed, the Dark Ones tried to destroy the Horned God as well, and nearly succeeded. Instead, the Horned God was cast from the heavens into the Dark Shards along with Cassim, and much of his power was stripped. The Horned God will seek out Cassim as he rests, knowing him to be one of his faithful. He explains what happened (but doesn't know it was because of Cassim's memory) and that he is now trapped in the Dark Shards. The Horned God wishes to join with Cassim, making him his avatar, so that once they escape the Dark Shards Cassim might help him rebuild his church. The Horned God joined with Cassim who is now his avatar and two elk-like antlers sprouted from his head. Cassim now has constant agony and pain due to the melding with the Horned God.

- Rohan - Petra making him an adventurer. Petra has ceased to exist and no one is running the franchise back in Waterdeep.
- Kolvar - His monastery. He has no knowledge of it and learned his skills as a monk somewhere else.
- Kayo - All the loot they got from the hydra they killed.