Game Log

General Info:

This is only a TEMPLATE!

To make your own copy of this template go to "File > Make a copy".

Only you will be able to edit/see such a copy, it is fully yours.

(You need a google acc for this.)

There is a newer version of this doc [here](https://docs.google.com/document/d/1mKJ_fTg9ncnLRR327In_We3xvFj_rEgrOXtQ91zSwpY/copy?usp=drivesdk)!

# Session 0 - dd.mm.yyyy

## Starting Notes

- Lorem ipsum.

- Remember to chill.

## Session Log

### Players

Irl-Name: **CharName**, Race, Class Level, XP

Mike: **Bob**, Human, Fighter 3, 1000xp

### In Game Outline

Day, Time to Day, Time

Place to Place

### NPCs & Locations

- Name, Roll, ...

### Timeline

##### dd.mm “Fullmoon”

- Lorem ipsum

- Chased a werewolf

##### dd.mm

Foo Bar

### Gains

* Gold, Loot and other stuff
* A map
* A Wagon
* Some valuable info

### Losses

* Money for the Inn
* ...

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Game Plan

# Active Plots

Usually there are about 3 to 4 different plots active at the same time and while some get resolved others take their place. Some plots have a bigger scope than others, you might see them as main and side or sub quests.

## Plot A - Evil evilness of Doom

### Quest / Problem / Threat

The central problem or task of this plot.

The princess is missing!

There was a murder at the docks!

The King is being brainwashed!

### Hooks & Quest Givers

* How can this Plot be noticed and so on?

### Mystery

* Something unknown about the quest ...
* Why? Where? When? Who? How? What?

### Connections

* Some connection to some PC or Plot

### Background Info

* Some info on what really happened and maybe what the real motivation for the BBEG is...

### Twists / Surprises (optional)

* It’s a trap!!
* Surprise! smart bad guys!
* The murderer is (not) always the gardener!

### Comedy (optional)

* some funny moments

### Drama (optional)

* some dramatic moment

### Reward

* Loot, ...

### Consequences/Risks

* If Plot isn’t Resolved
* The world ends

### Setting: NPCs & Locations

What’s important for this plot?

### Current State of Action

##### State dd.mm

* PCs are here and did that
* BBEG in the process of doing that

## Plot B - Super Evil Shit

### Quest / Problem / Threat

The central problem or task of this plot.

### Hooks & Quest Givers

* How can this Plot be noticed and so on?

### Mystery

* Why? Where? When? Who? How? What?

### Connections

* This could be a sub-plot of Plot A

### Background Info

* Some info what really happened ...

### Timeline

##### dd.mm (The murder)

Lorem ipsum.

##### dd.mm (The fake murder... whatever)

Lorem ipsum.

### Twists

* It’s a trap!!
* Surprise! smart bad guys!
* The murderer is (not) always the gardener!

### Comedy

* some funny moments

### Drama

* some dramatic moment

### Reward

* Loot, ...

### Consequences

* The world ends

### Setting: NPCs & Locations

What’s important for this plot?

### Current State of Action

##### State dd.mm

* PCs are here and did that
* BBEG in the process of doing that

# Active Plot Points

scenes, encounters, and so on

## Somewhere Somewhen (Plot A)

Only on Sundays at night or when ever. Some restriction or extra info on when and where this plot point can take place.

Here you can put anything that you need to present your players: the scene, **rollable tables, descriptions, tactical encounter notes, dungeon maps and keys and basically everything else there is**

### Some Subsection

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam.

##### An other Subsubsection

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam.

### A Skill Challenge

Why not. [Matthew Colville](https://www.youtube.com/watch?v=GvOeqDpkBm8&list=PLlUk42GiU2guNzWBzxn7hs8MaV7ELLCP_&index=24) tfw.

|  |
| --- |
| **Negotiations with the King** Skill Challenge DC5/3  Negotiation with the king...  ***5 Successes.*** He’s ok with it.  ***3 Failures.*** He locks the PCs up. Example Skills: ***Skill1 DC 15 → 1 Succ.***Lorem.  ***< 5 → 2 Fails.*** Dolor.  ***Skill2 DC 10 → 1 Succ.*** Ipsum.  ***> 20 → adv*** on next check. Dolor. |

## Into the Wild (General)

*Lorem ipsulm...*

#### Random Stuff

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **d12** | **Stuff** |  | **d12** | **Stuff** |
| 1 | 10d4 Orcs show up |  | 7 | Rocks fall everyone dies |
| 2 | 1 Unicorn flies by on a rainbow made of blood |  | 8 | Lich-Tiamat-Clone attacks with an army of shadow dragons |
| 3 | It rains 200d10 gold |  | 9 | You find a rock that kinda looks like a dog |
| 4 | Tiamat attacks, now! |  | 10 | 30 Killer ravens attack |
| 5 | Portal to the Abyss |  | 11 | Secret wish spell |
| 6 | Thunderstorm, but with llamas |  | 12 | Random TPK, go and start a new game |

## Cellar under the Inn (Plot B)

*“Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore.”*

##### 

##### 1 Lorem

*Lorem.*

Ipsum.

##### 1.1 Lorem

*Lorem.*

Ipsum.

##### 2 Lorem

*Lorem.*

Ipsum.

##### 2.1 Lorem

*Lorem.*

Ipsum.

##### 2.2 Lorem

*Lorem.*

Ipsum.

## In Doom City (Plot A)

#### Notice: Bounty For Rats (Plot B)

“Giant rats have been sighted throughout the city. Anyone bitten by a giant rat should visit a temple for ministration and prayer.

The city hereby offers a silver coin for each giant rat slain within its walls. To receive payment, evidence must be delivered to the watch captain at the docks between highsun and dusk.

- Lord Doom of Doom”

### Adult Red Dragon

Huge dragon, chaotic evil

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor Class** 19 (natural armor) **Hit Points** 256 (19d12 + 133) **Speed** 40ft., climb 40ft., fly 80ft. | | | | | |
| **STR**  **27 (+8)** | **DEX**  **10 (+0)** | **CON**  **25 (+7)** | **INT**  **16 (+3)** | **WIS**  **13 (+1)** | **CHA**  **21 (+5)** |
| **Saving Throws** Dex +6, Con +13, Wis +7, Cha +11  **Skills** Perception +13, Stealth +6  **Damage Immunities** fire  **Condition Immunities** -  **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23  **Languages** Common, Draconic  **Challenge** 17 (18,000 XP) | | | | | |
| ***Legendary Resistance (3/Day).*** If the dragon fails a saving throw, it can choose to succeed instead. Actions ***Multiattack.*** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.  ***Bite.*** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.  ***Claw.*** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.  ***Tail.*** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.  ***Frightful Presence.*** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.  ***Fire Breath (Recharge 5–6).*** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. Legendary Actions The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.  ***Detect.*** The dragon makes a Wisdom (Perception) check.  ***Tail Attack.*** The dragon makes a tail attack.  ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed. | | | | | |

# Past Plot Points

## On the Highway to Hell (P. A, C)

dd.mm time - when this happened

Just move the original plot point down here after the players played through it. Lorem ipsum dolor!

# Past Plots

Plots of the past

## Plot X - Super Evil Shit of the Past

### Quest / Problem

The central problem or task of this plot.

### Hooks & Quest Givers

* How can this Plot be noticed and so on?

### Mystery

* Why? Where? When? Who? How? What?

### Connections

* This could be a sub-plot of Plot A

### Background Info

* Some info what really happened ...

### Timeline

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### Twists

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* Surprise! smart bad guys!
* The murderer is (not) always the gardener!

### Comedy

* some funny moments

### Drama

* some dramatic moment

### Reward

* Loot, ...

### Consequences

* The world ends

### NPCs & Locations

What’s important for this plot?

### Current State of Action

##### State dd.mm

* BBEG is dead

Credits

This [Campaign Log Template](https://drive.google.com/open?id=1D5I1R0AvNgovM0pz5JFi-RLgg8ePE6TB2uIOaH_xH_I) and the [Format Template](https://drive.google.com/open?id=1huB-66vOkFWU3bjw_oE8CRLB4EDVajGB22VFGwTC-4s) are made by [/u/YaAlex](https://www.reddit.com/user/YaAlex/) and were posted [here](https://www.reddit.com/r/DnDBehindTheScreen/comments/8nj270/my_campaignsessionplotlog_a_google_docs_template/).

**Thank you for using this!**

**For any Questions/Comments/etc just send me a message or comment anywhere!**

**Have Fun! :D**