

Tabletop campaign / session notes

Plan a starting situation and a few flexible leads. After play, record what happened and which threads the players want to follow.

Campaign / session no.

Date / players

Opening situation

Where the players begin / what is happening now

CHARACTERS TO BRING IN

Name / what they want:

How they might react:

PLACES & CLUES

Place / detail to describe:

Clue / where it can be found:

Possible leads / encounters

Lead / situation

What could change

Reference / notes

After the session

What actually happened / unresolved threads / players' next plan

Next session / opening idea

Notes / map reference