

DM'S STANDARD INFORMATION FORM

In Cities

Characters

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Marching Order

[illegible]

Indicate: Lights, separations, invisible, silent,
etc.

L=Lantern; T=Torch; C=Continual Light;
bL=Bullseye Lantern; hL=hooded Lantern; W=magic
weapon that sheds light

Watches

WATC H	CHARACTER	I	A	O
I				
II				
III				
IV				

I = Infravision Y/N

A = Alertness Y/N

O = Observation Y/N

Room Assignments

1. _____

2. _____

3. _____

4. _____

5. _____

Other Information

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

DM'S STANDARD INFORMATION FORM

Road/Dungeon

Characters

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Marching Order

Indicate: Lights, separations, invisible, silent, etc.

L=Lantern; T=Torch; C=Continual Light;
bL=Bullseye Lantern; hL=hooded Lantern; W=magic
weapon that sheds light

Watches

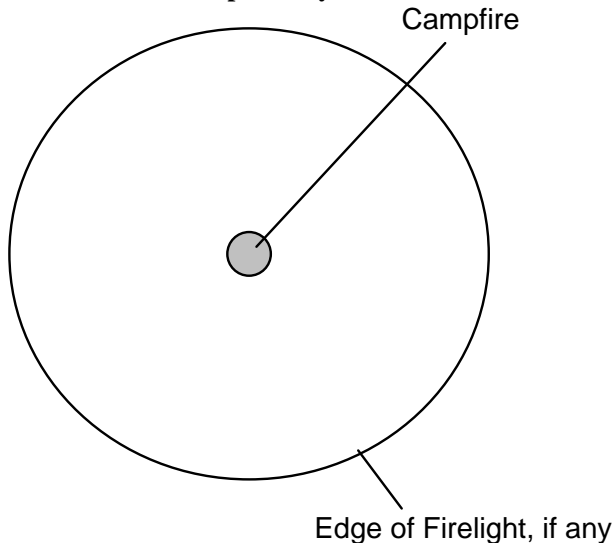
WATC H	CHARACTER	I	A	O
I				
II				
III				
IV				

I = Infravision? Y/N

A=Alertness? Y/N

O = Observation? Y/N

Campsite Layout



Please indicate:

- 1) Where sleeping characters are positioned
- 2) Where guards are positioned
- 3) Where any campfire is located
- 4) Where any tent(s) is/are located
- 5) Where any mount(s) is/are located
- 6) Any pertinent geographical or defensive features (ie. room walls, traps, etc.)

Other Information
