

ROLL & PLAY

Campaign Builder

Players: _____

World Name: _____

Campaign Length: _____

Key Themes: _____

Create worlds, adventures and maps with this easy-to-use Campaign Builder! Use it alongside your Roll & Play books to quickly generate thrilling storylines that you and your players will love. References are given to pages from **The Game Master's Fantasy Toolkit**, as well as the two bonus random tables included in this document. (A) = Settlement Names; (B) = Villainous Strategies.

1 Starting Area

The starting region is called (A):

The town the players start in is called (A):

and it is known for (p20):

The town's economy is based on (p20):

The townsfolk's lifestyles are [1d4]:

- 1. Poor
- 2. Modest
- 3. Comfortable
- 4. Wealthy

The town is run by (p21):

The person in charge is called (p6-7):

The tavern is named (p30):

and the barkeep is called (p6-7):

The talk of the town is (p24):

2 Organisations

The nearby magical society is called (p14):

and is run by a mage called (p6-7):

There is a criminal network called (p15):

their leader goes by (p25):

A local religious group is called (p15):

and their high priest is (p6-7):

TOP TIP: All these boxes help add depth and detail to your world, but you don't need to feature everything in your first session.

3 Divinity

The god of love and family is (p6-7):

The god of nature and weather is (p6-7):

The god of knowledge and secrets is (p6-7):

The god of fire and warfare is (p6-7):

4 The Quest

The players start on: Level

The adventure begins when (p16):

The party are given a quest by (p6-7):

they are an ally because (p10):

The party are needed because (p17):

TOP TIP: It's important to think about how the villain directly links to the quest. Are they the cause of the quest giver's problems, or do they just benefit from them? Does the villain know the party and/or quest giver well, or are they a threat from another kingdom?

5 The Villain

The party are in conflict with (p6-7 or 52):

who plans to (B):

their personality is (p51):

their backstory is (p11):

Other Notes

TOP TIP: Different elements of your Campaign Builder can inspire the steps of your adventure. For example, simple quests centring around town gossip or a criminal network may leave clues about the villain, but they might not be revealed until a much later game!

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6 Map Making

The closest village to the starting town is (A):

A magical location nearby is (p22):

A non-magical landmark nearby is (p22):

The major city in the region is called (A):

To the north of the starting town there is a [1d4]:

- 1. Affluent town
- 2. Snow-capped mountain
- 3. Calm river
- 4. Overgrown forest

Notes about the north:

To the east of the starting town there is a [1d4]:

- 1. Cultural village
- 2. Deep canyon
- 3. Sandy beaches
- 4. Dormant volcano

Notes about the east:

To the south of the starting town there is a [1d4]:

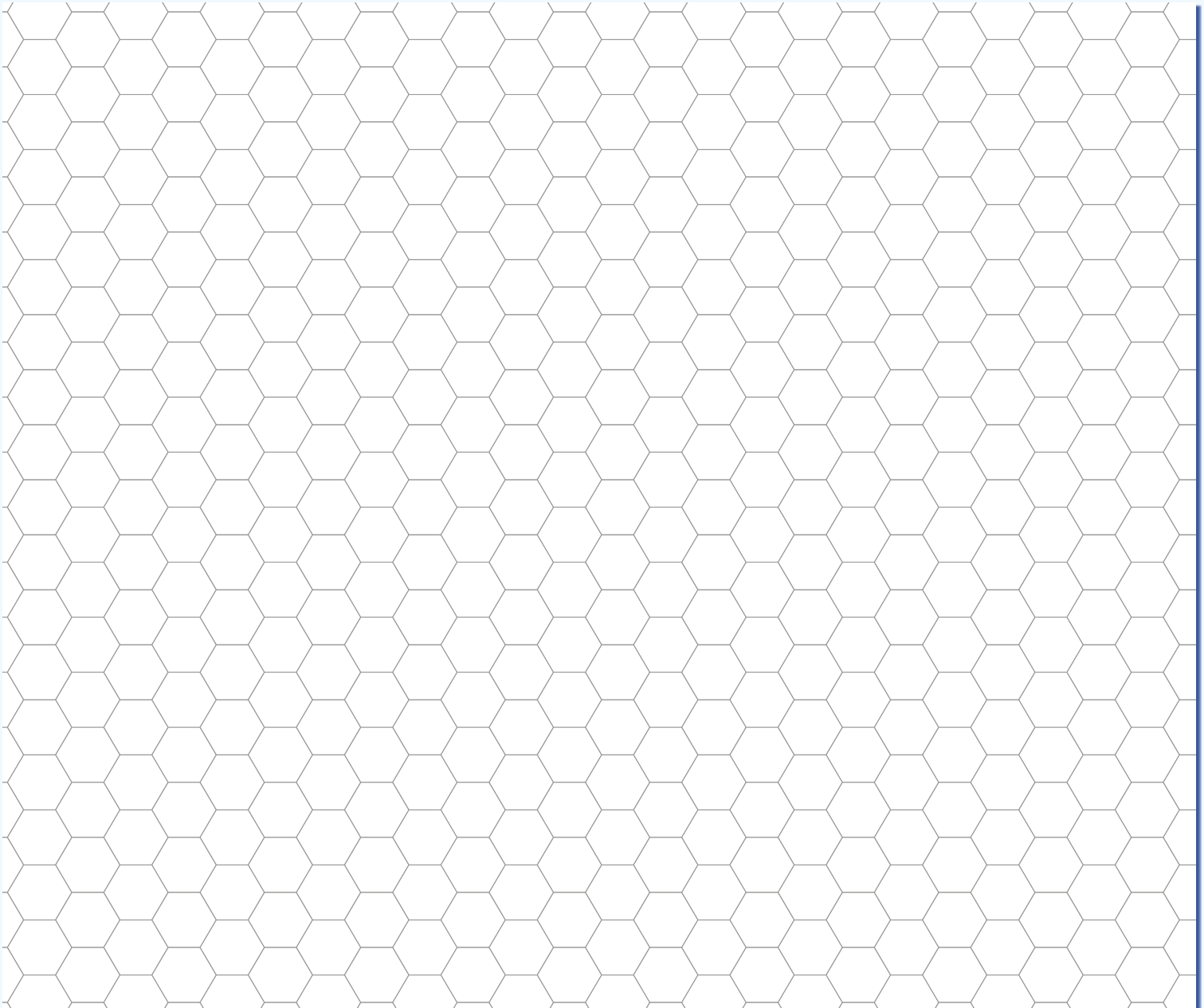
- 1. Poor village
- 2. Muggy swamp
- 3. Scenic lake
- 4. Wizard's tower

Notes about the south:

To the west of the starting town there is a [1d4]:

- 1. Coastal town
- 2. Luscious field
- 3. Dead woodland
- 4. Submerged cave

Notes about the west:



Settlement Names

Nothing brings a town to life more than a name bursting with personality. Roll on the tables below to come up with names for the villages, towns and cities within your world – from the humble farming village of Oastheim to the sprawling, stone spires of Speartower.

Village and Town names:

- | | |
|------------|-------------|
| 1. Dusk | 1. -bury |
| 2. Stone | 2. -ford |
| 3. Wald | 3. -ham |
| 4. Water | 4. -stadt |
| 5. Maus | 5. -field |
| 6. Apple | 6. -dorf |
| 7. Green | 7. -river |
| 8. Beech | 8. -stead |
| 9. Crop | 9. -worth |
| 10. Branch | 10. -shire |
| 11. Oast | 11. -dale |
| 12. Sheaf | 12. -don |
| 13. Birn | 13. -heim |
| 14. Coal | 14. -firth |
| 15. Sand | 15. -gate |
| 16. Badger | 16. -lee |
| 17. Dawn | 17. -valley |
| 18. Cotton | 18. -weiler |
| 19. Otter | 19. -moss |
| 20. Hart | 20. -pen |



2d20

City and Region names:

- | | |
|-------------|-------------|
| 1. Winter | 1. -borough |
| 2. Verd | 2. -furt |
| 3. Azul | 3. -berg |
| 4. Oaken | 4. -tower |
| 5. Opal | 5. -castle |
| 6. Steed | 6. -hill |
| 7. Spear | 7. -ovia |
| 8. Flag | 8. -charter |
| 9. Rook | 9. -burgh |
| 10. Glass | 10. -ania |
| 11. Kalt | 11. -spire |
| 12. Ocean | 12. -stone |
| 13. Trist | 13. -port |
| 14. Pike | 14. -mount |
| 15. Wolfen | 15. -slav |
| 16. Bracken | 16. -nara |
| 17. Ruhm | 17. -weald |
| 18. Sword | 18. -heart |
| 19. Rat | 19. -rest |
| 20. Sodden | 20. -crown |



2d20

Villainous Strategies

The antagonist has their eyes set on some truly evil goals, now they just need to create a plan to get them there... Roll on this table two or three times to come up with a strategy for your nefarious villain.

A step towards their dreadful goals

1. Convince the party to travel to a dangerous area, hopefully never to return.
2. Replace a crucial member of the town's council, gaining decision making power.
3. Pay some bandits to cause a distraction, drawing guards away from something valuable.
4. Find a hidden archway leading to the celestial realm.
5. Create hidden headquarters in the sewers, out of sight.
6. Infiltrate the city guard to gain access to otherwise restricted areas of the library.
7. Pay labourers to begin digging at the site of a once great city.
8. Poison the town's food supply, causing its people to become weak and vulnerable.
9. Seek the advice of a powerful fortune teller, to gain foresight into future events.
10. Gain access to a nearby dragon's hoard, and all the fortune and magic it holds.
11. Harness air, earth, fire and water elementals.
12. Convince the locals to pray to a new, powerful deity.
13. Head to the site of a great battle and summon a small army of ghouls and undead.
14. Find three relic keys from across the kingdom, study them and unlock their power.
15. Awaken the four gargoyles that sit upon the ruins of a great, long-forgotten shrine.
16. Become a more powerful being by forcing a wizard to perform ancient magic.
17. Gain the friendship of the frost giants in the North.
18. Make a deal with a wicked hag to arrange a meeting with an otherworldly entity.
19. Defeat a well-known menace to gain the trust of the town's inhabitants and council.
20. Release the once imprisoned 'Solnixu, The Blue-Eyed One' from their spellbound cage.