

CONSPIRACY OR LOCATION:**TRAITS:**

Adventure elements*:

Mythos elements*:

Central threat considerations — What does it want? How does it go about getting what it wants? How does this want affect the area and its inhabitants? What happens if the threat gets what it wants and what evidence of its activity does it leave behind? Who is most affected by this threat — either directly or tangentially? How does it conceal its activity from the workaday world? What are the resources — both human and supernatural — that it employs to effectively achieve this concealment?

***ELEMENT TYPES:** Perils & Horrors (i.e., the central threat) — Evidence & Atmosphere — Places & Pitfalls — Allies & Contacts — Enemies & Rivals

1. Networks (e.g., circles of influence, organizations, factions, third parties)**2. Archives (e.g., libraries, newspapers, records)**

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3. Rumors (obtained with Streetwise and random encounters, newspapers, etc.)**4. Objects (e.g., ledgers, diaries, cargo crates, postage, matchbooks, artifacts)**

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5. NPCs (e.g., potential friends or enemies, hirelings, bystanders)**6. Surveillance (affected by timelines, encounters, stakeouts, stings, etc.)†**

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7. Puzzles (e.g., map fragments, incomplete decryptions, untranslated writings)**8. Expertise (clues discovered with Knowledge, Science, special skills, etc.)**

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†In a wilderness, Surveillance becomes "Reconnaissance" (affected by natural terrain, Tracking, Stealth, etc.)

PLOT HOOKS (INCLUDING PLOT TYPES & INTERESTED THIRD PARTIES)**REFERENCES (E.G., BOOKS, FILMS) & ADDITIONAL NOTES**

CAMPAIGN OVERVIEW*

***Campaign overview considerations**—What types of adventurers are best suited to this campaign? Are any unique skill sets particularly advantageous? What is the common bond between adventurers in the setting (e.g., obsession with the occult, survival, missing time, one big last score)? Why do they continue exploring or investigating even as the threats escalate? What is the big central threat or Ancient One at the center of the conspiracy (which may change as it evolves)? What is the overall feel of the setting (e.g., adventure versus horror)? How well known is the mythos and how is it kept hidden? Are there any special rules or game structures involved? What is the setting's central pitch—or what does it most resemble? Are there any references for the players to help them understand the setting?

ADVENTURE & MYTHOS ATLAS

Area	Location Traits	Notes
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ORGANIZATIONS, FACTIONS & IMPORTANT NPCs

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TIMELINE EVENTS

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PLOT HOOKS (INCLUDING PLOT TYPES & INTERESTED THIRD PARTIES)

REFERENCES (E.G., BOOKS, FILMS) & ADDITIONAL NOTES

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