The Gamemaster's Allies and Adversaries Journal



A Design Journal for Villains, Friends, Non-player Characters, and their Associations

THE GAMEMASTER'S

Allies and Adversaries Journal

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Welcome to the *Gamemaster's Allies and Adversaries Journal* created by **Fat Goblin Games**. This product is designed as a blank journal for you to catalog all the various non-player characters you've created for your campaign world. The book is broken down into 6 chapters.

Major Non-player Characters is for those important NPCs. World-shaking villains, emperors and kings, and mighty wizards. These are the types of characters that shape the lands and it's people for good or bad.

Minor Non-player Characters are important, but typically on a more personal level. They can be allies and family to the player characters, local adversaries and royalty, or just the local innkeeper.

General Non-player Characters are characters that are minor in your campaign, but the players will often meet more than once. These can be travelling merchants, town guards, woodland hermits, talking animals, and so forth.

Simple Non-player Characters are typically one-time encounters or spare personalities you can use in a pinch. Store owners, travellers at the inn, citizens of a village, and anything else you might have created or think you might need one game.

Guilds & Organizations is a catch all for any groups that several NPCs might belong, such as thieves guilds, royal families, adventuring parties, tribes, etc.

The **Family Tree** section provides several blank forms for characters and NPCs that have important family ties to others in the setting. These are Simple, but space is given to expand.

Thank you for picking up this book and we hope you enjoy.





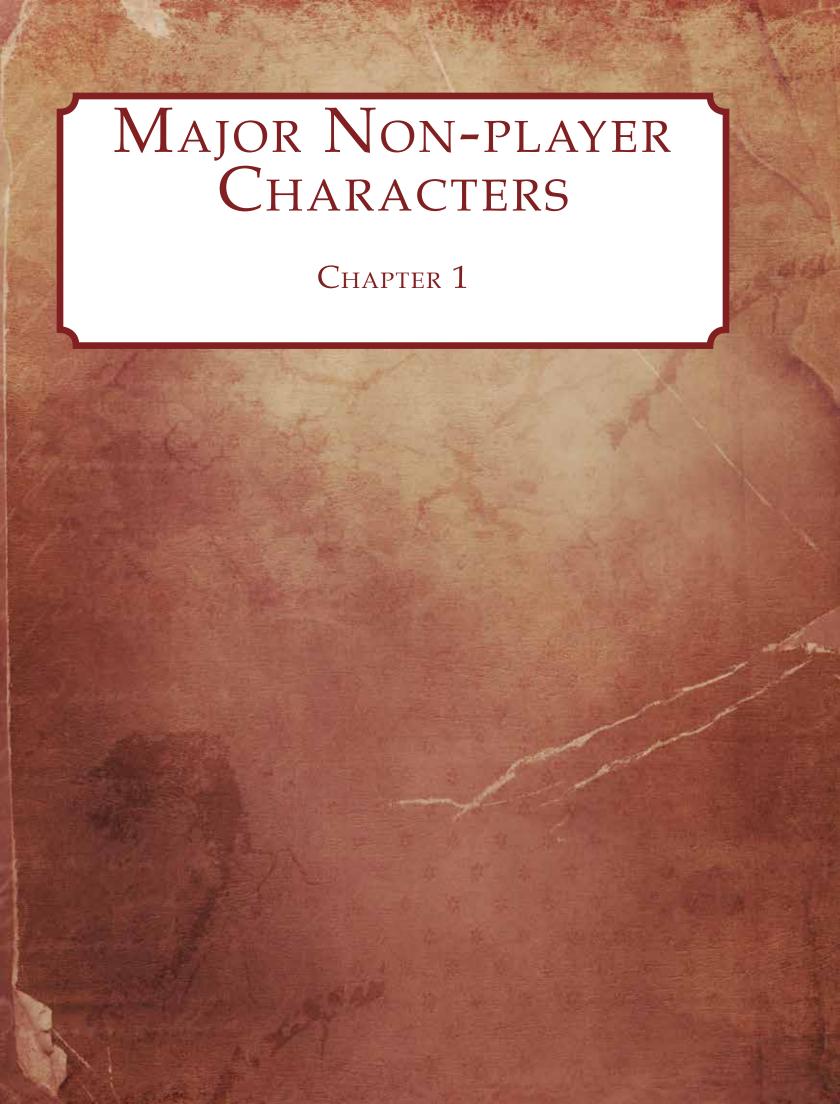
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The Gamemaster's

The Gamemaster's Worldbuildin Journal

From Fat Goblin Games

A Massive Journal for serious Gamemasters and Worldbuilders



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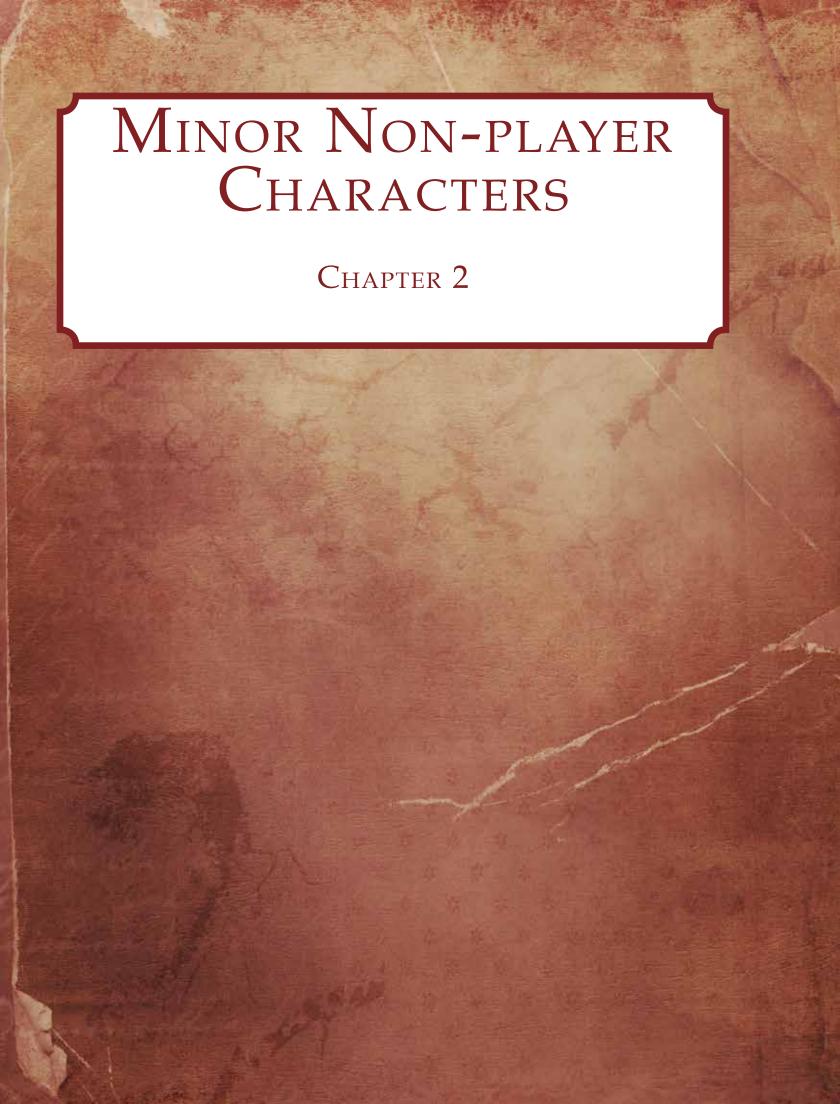
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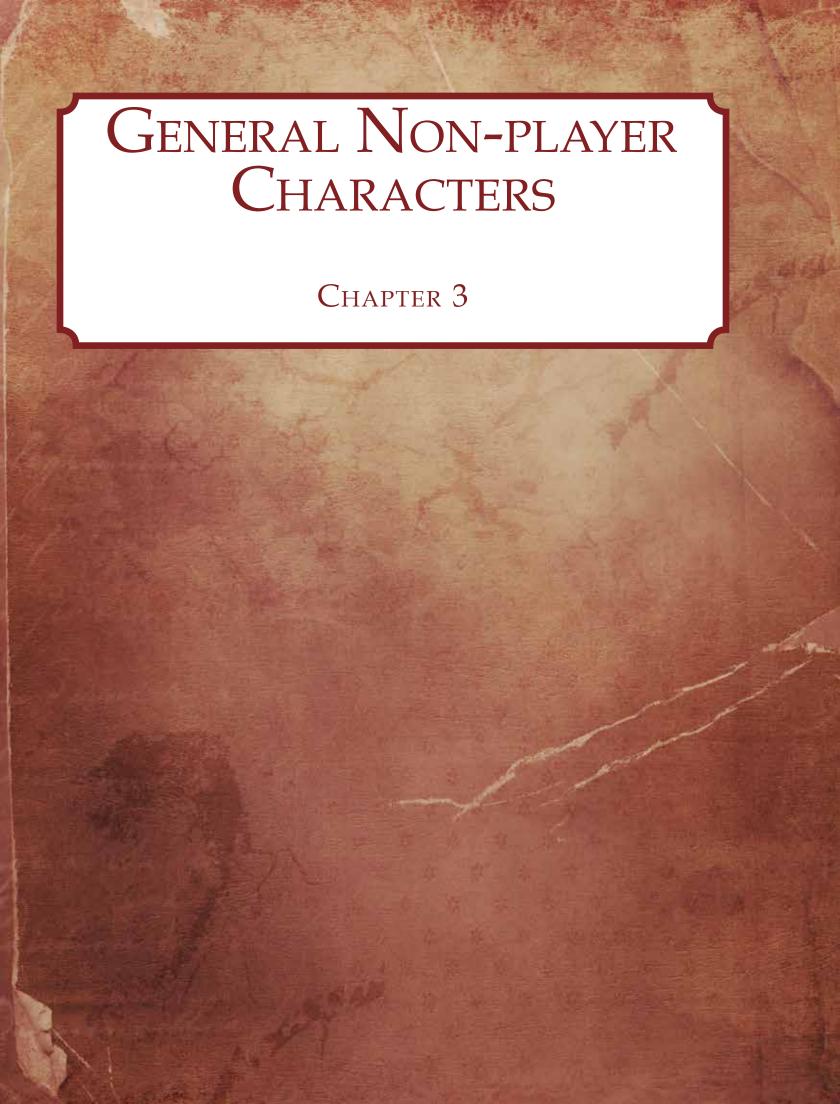
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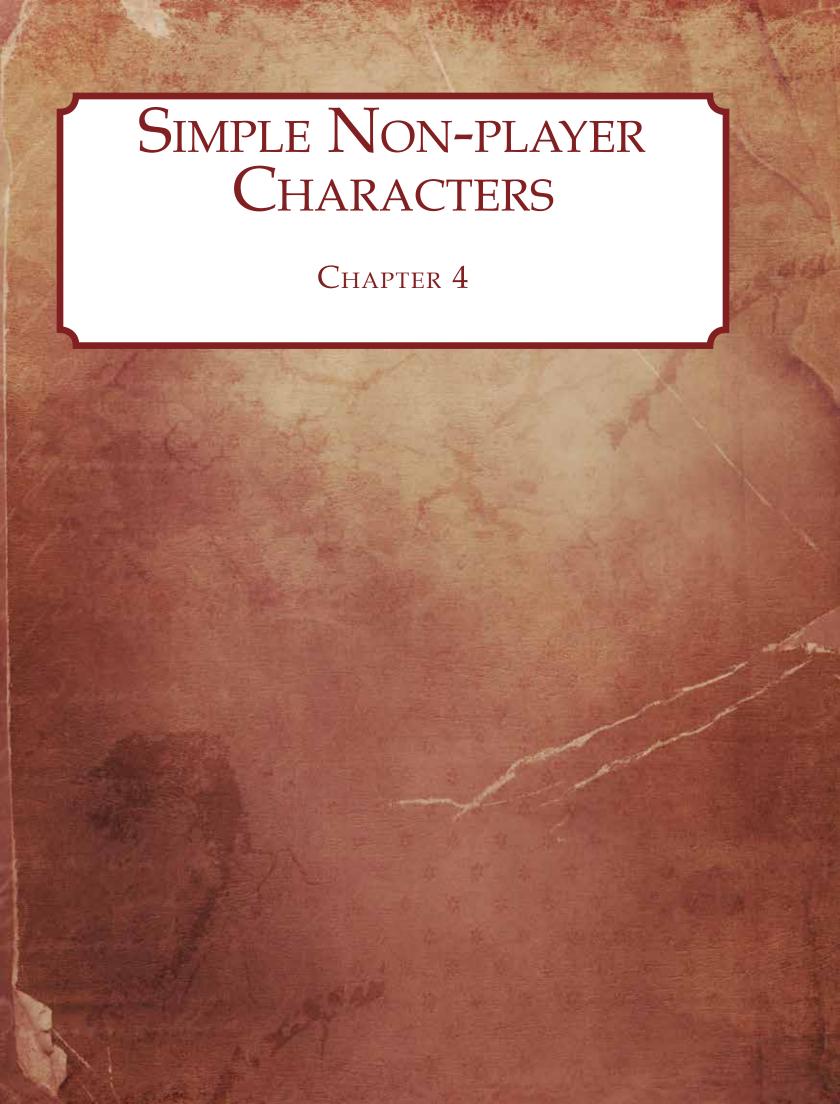
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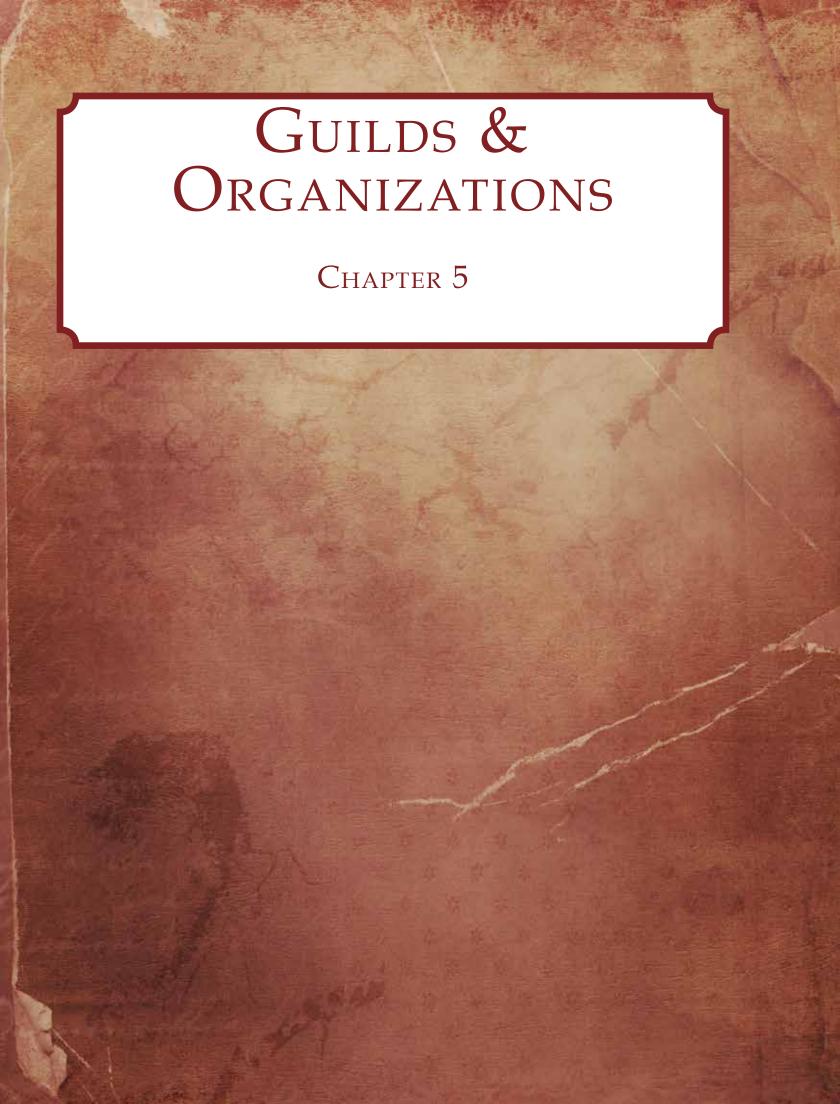
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Minor Organizations

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General Guilds or Organizations

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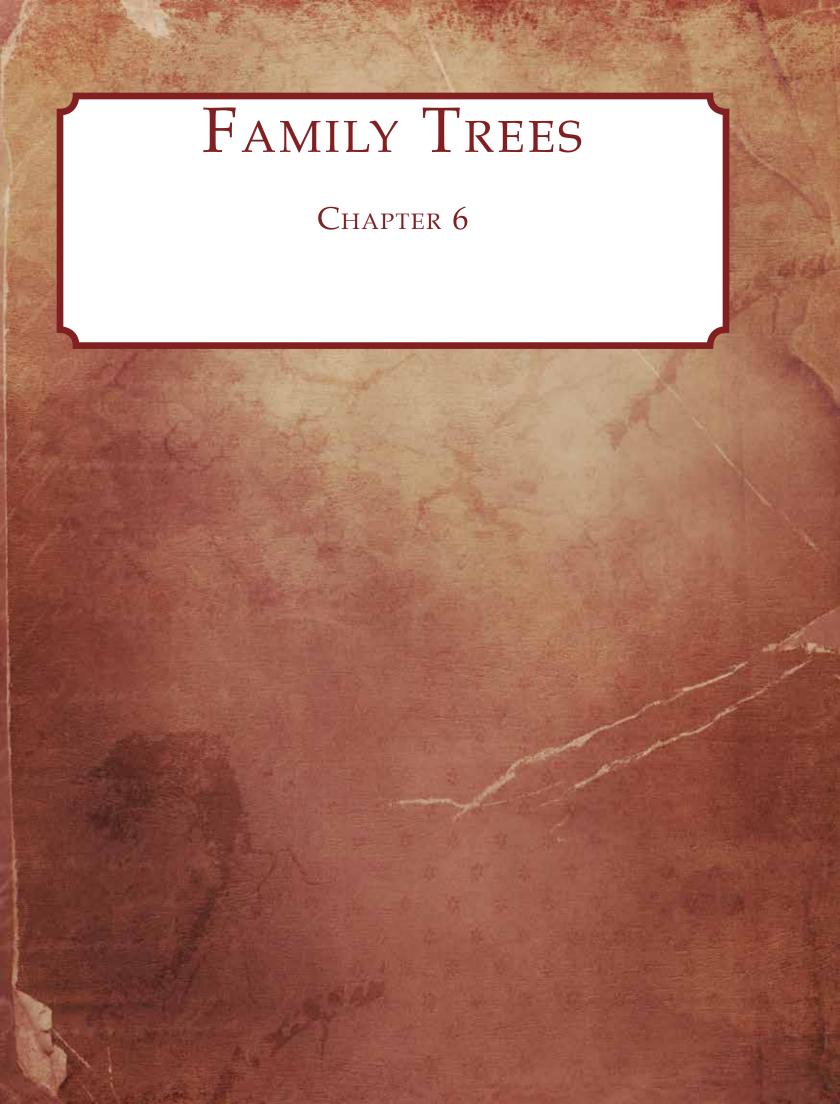
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Great - Grandfather

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Family Tree	Father Name:	Birth Date:	Marriage Date:	Death Place:		Mother	Name:	Birth Place:

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Great - Grandfather

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Family Tree	Father Name:	Birth Date:	Marriage Date:	Death Place:		Mother	Name:	Birth Place:

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Grandmother

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Great - Grandfather

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Great - Grandfather

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Family Tree	Father Name:	Birth Date:	Marriage Date:	Death Place:		Mother	Name:	Birth Place:

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Grandmother

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Great - Grandfather

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Great - Grandfather

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Great - Grandfather

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Family Tree	Father Name:	Birth Date:	Marriage Date:	Death Place:		Mother	Name:	Birth Place:

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Grandmother

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Great - Grandfather

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Freat - Grandfather

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Great - Grandfather

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Great - Grandfather

	Grandfather	Birth Date/Place:
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Eather.	Marriage Date:	Birth Date/Place:
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Family Tree	Father Name:	Birth Date:	Marriage Date:	Death Place:		Mother	Name:	Birth Place:

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Grandmother

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Great - Grandfather

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The Camemaster's

Allies and Adversaries Journal

Welcome to the Gamemaster's Allies and Adversaries Journal created by Fat Goblin Games. This product is designed as a blank journal for you to catalog all the various non-player characters you've created for your campaign world. The book is broken down into 6 chapters.

Major Non-player Characters is for those important NPCs. World-shaking villains, emperors and kings, and mighty wizards. These are the types of characters that shape the lands and it's people for good or bad.

Minor Non-player Characters are important, but typically on a more personal level. They can be allies and family to the player characters, local adversaries and royalty, or just the local innkeeper.

General Non-player Characters are characters that are minor in your campaign, but the players will often meet more than once. These can be travelling merchants, town guards, woodland hermits, talking animals, and so forth.

Simple Non-player Characters are typically one-time encounters or spare personalities you can use in a pinch. Store owners, travellers at the inn, citizens of a village, and anything else you might have created or think you might need one game.

Guilds & Organizations is a catch all for any groups that several NPCs might belong, such as thieves guilds, royal families, adventuring parties, tribes, etc.

The Family Tree section provides several blank forms for characters and NPCs that have important family ties to others in the setting. These are Simple, but space is given to expand.

Thank you for picking up this book and we hope you enjoy.

