

The Gamemaster's
Worldbuilding
Journal



THE GAMEMASTER'S Worldbuilding Journal

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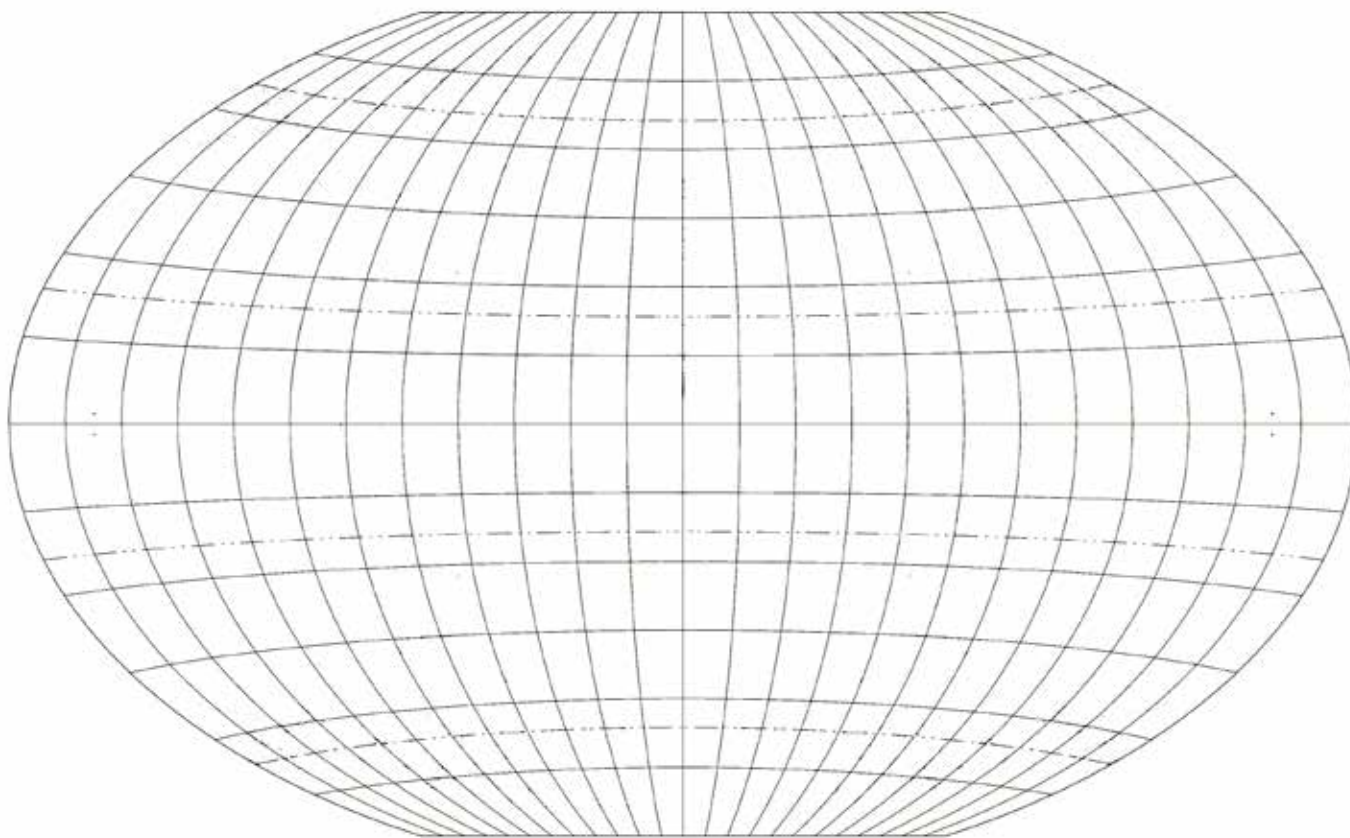


ABOUT FAT GOBLIN GAMES

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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World Name

Major Continents

Major Oceans

Time and Seasons

Hours of the Day

Days of the Week

CALENDAR

[illegible]

Seasonal Festivals

Festival Name

Festival Name

Festival Name

Festival Name

Climate

Northeast

Northwest

Southeast

Southwest

Interior

Languages

[illegible]

World Events

EVENT NAME

Event Description:

NPCs Involved:

Location:

EVENT NAME

Event Description:

NPCs Involved:

Location:

EVENT NAME

Event Description:

NPCs Involved:

Location:

This image shows a full page of blank, lined paper. It features approximately 28 horizontal black lines spaced evenly across the page, typical of standard notebook paper. The lines are thin and extend from the left edge to the right edge. There are no margins, text, or other markings on the page.

Region - Country

Location:

Capital:

Government:

Leader/Ruler:

Important People:

Major Groups:

Major Enemies:

Notes:

Region - Country

Location:

Capital:

Government:

Leader/Ruler:

Important People:

Major Groups:

Major Enemies:

Notes:

Deity

Name:


God of:

Domains:

Weapon of Choice:

Symbol:

Holy Symbol



HISTORY

[illegible]

Deity Portrait

Deity Portrait

Religions

[illegible]

Deity

Name:

God of:

Domains:

Weapon of Choice:

Symbol:

Holy Symbol

HISTORY

Clerics:

Restrictions/Expectations:

Other:

Deity Portrait

Religions

Religion Name:

Worship Deity/Object:

Areas Worshiped:

Worshiped by:

Organization Structure:

Church Symbol

Prayers:

Tithes/Rituals:

Notes:

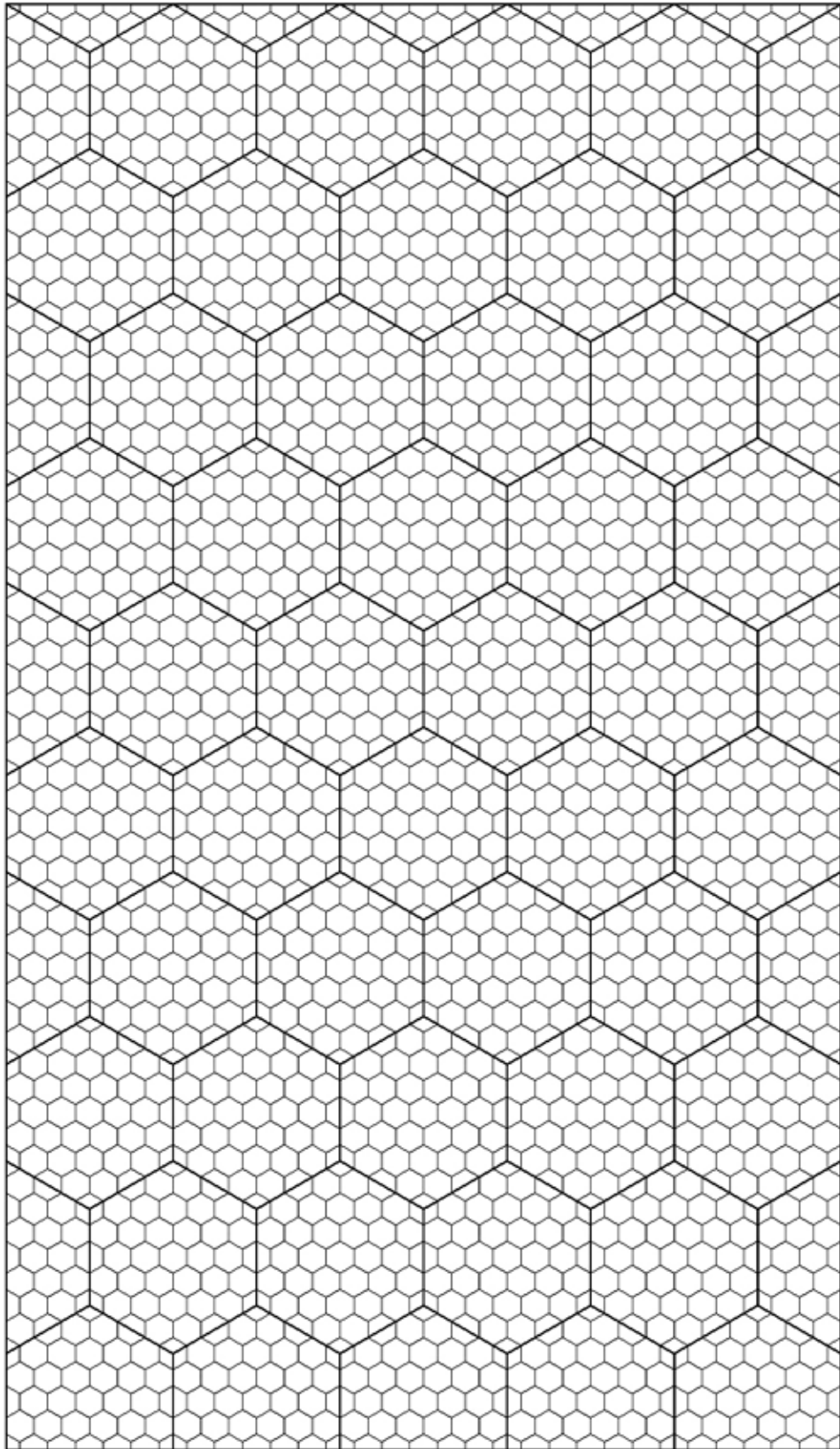
Legendary Items

[illegible]

Realm Map

Hex Scale = _____

KEY

[illegible]

Region/Kingdom Name

Capital City:

Population:

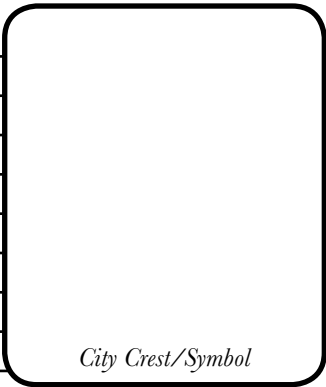
Government:

Religions:

Imports:

Exports:

Description:



City Crest/Symbol

[illegible]

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Major Geographic Features

Name:

Location:

Important NPCs:

Description:[illegible]A full-page sheet of white graph paper with a light gray grid. The grid consists of small squares. There are four thicker vertical lines that divide the page into five columns of different widths. A single thicker horizontal line divides the page in half vertically. The corners of the page feature decorative blue rounded shapes.

Flora

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City and Countryside

RURAL LIFE

This image shows a single 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.

CITY LIFE

This image shows a single 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.

Families

MARRIAGE

[illegible]

CHILDREN

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

OLD AGE

[illegible]

Agriculture and Industry

FARMING/ FISHING

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.

CRAFTING

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.

TRADE

[illegible]


MERCHANTS

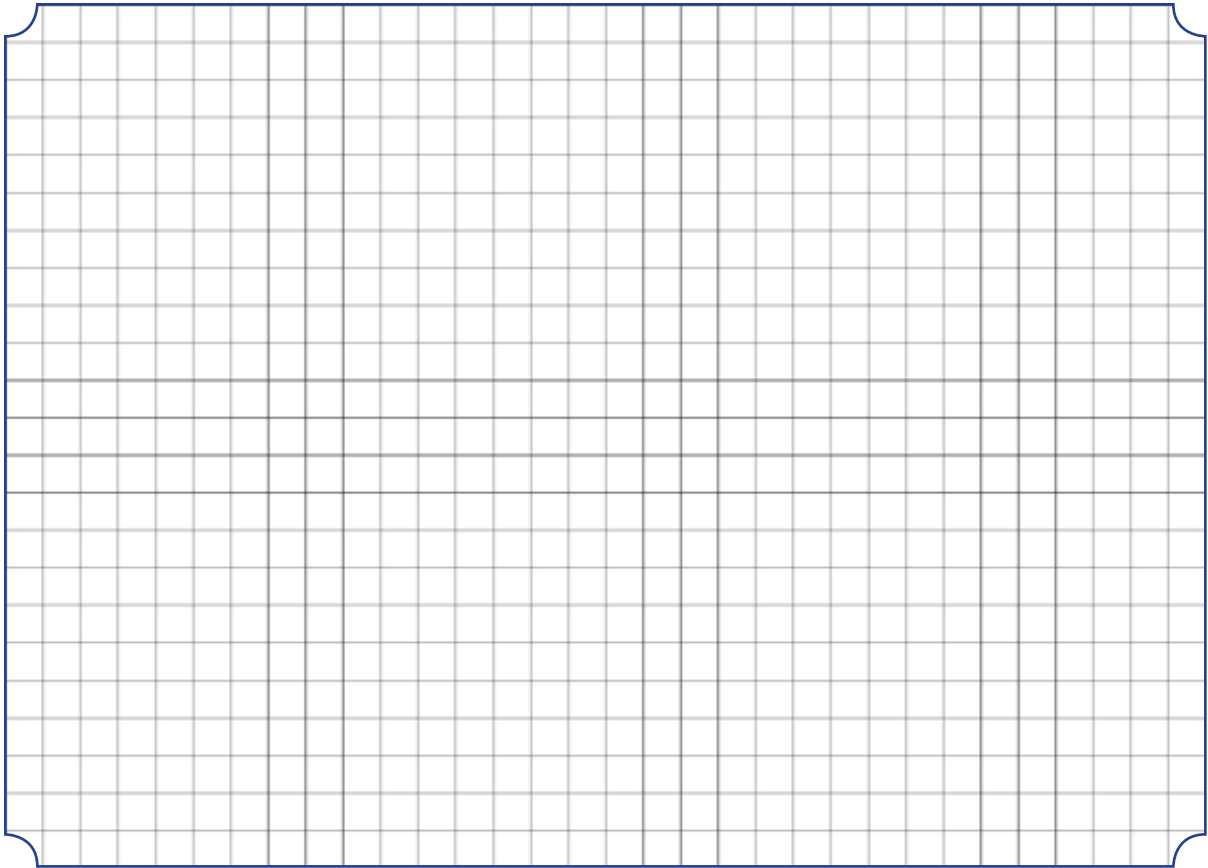
This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

MINING

[illegible]

Major City

| | |
|---------------------|---|
| Name: |  |
| Government: | |
| Population: | |
| Religions: | |
| Imports: | |
| Exports: | |
| Description: | |
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BUSINESS NAME:

Owner:

Business Type:

Notes:

BUSINESS NAME:

Owner:

Business Type:

Notes:

BUSINESS NAME:

Owner:

Business Type:

Notes:

BUSINESS NAME:

Owner:

Business Type:

Notes:

CITYWIDE EVENTS

Event Name: _____
Notes: _____

Event Name: _____
Notes: _____

Event Name: _____
Notes: _____

Event Name: _____
Notes: _____

Event Name: _____
Notes: _____

Event Name: _____
Notes: _____

This image shows a full page of blank, lined paper. It features approximately 20 evenly spaced horizontal black lines across its entire width, typical of notebook or legal stationery. The background is a solid off-white color, and there are no margins, text, or other markings present.

Small Town/Village

Name: _____

Government: _____

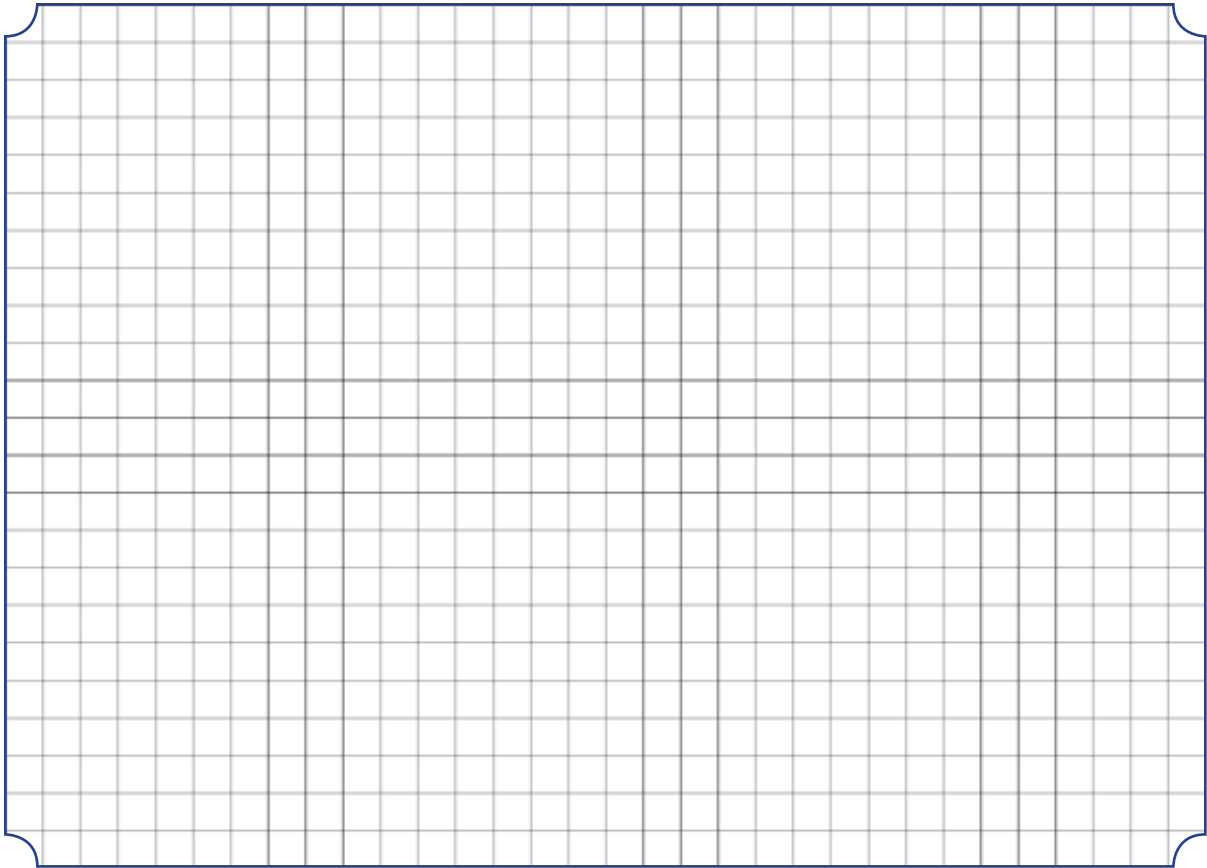
Population: _____

Religions: _____

Imports: _____

Exports: _____

Description: _____



BUSINESS NAME:

Owner:

Business Type:

Notes:

BUSINESS NAME:

Owner:

Business Type:

Notes:

Event Name:

Notes:

Event Name:

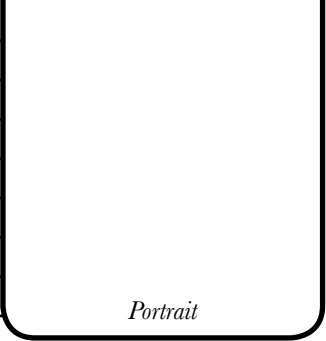
Notes:

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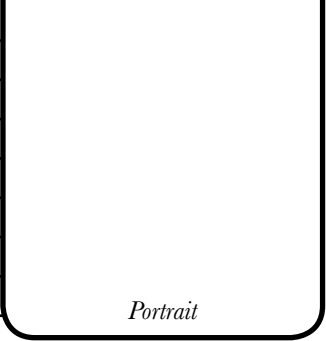
Trade Routes

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| Route Name: |
| <i>Route Start:</i> |
| <i>Route End:</i> |
| Towns/Villages Along Route |
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| Common Goods/Caravans Encountered: |
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| Patrolled: |
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| Geographic/Special Features: |
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| Tolls: |
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Major NPC

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| Name: |  |
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| Gender: | |
| Deity: | |
| Equipment: | |
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| Commonly Found At: | |
| Notes: | |
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Major NPC

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Guilts or Organizations

[illegible]

GUILD/ORGANIZATION:

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| Leader: | <div>Group Symbol</div> |
| Base of Operations: | |
| Members: | |
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| Goals: | |

GUILD/ORGANIZATION:

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| Leader: | <div>Group Symbol</div> |
| Base of Operations: | |
| Members: | |
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| Goals: | |

GUILD/ORGANIZATION:

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| Leader: | <div>Group Symbol</div> |
| Base of Operations: | |
| Members: | |
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| Goals: | |

Minor NPC

Name:

Race:

Gender:

Deity:

Commonly Found At:

Notes:

Minor NPC

Name:

Race:

Gender:

Deity:

Commonly Found At:

Notes:

Minor NPC

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Commonly Found At:

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Minor NPC

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Commonly Found At:

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Minor NPC

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Race:

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Commonly Found At:

Notes:

Minor NPC

Name:

Race:

Gender:

Deity:

Commonly Found At:

Notes:

Adventures and Plots

SYNOPSIS:

NPCs Involved:

Hooks/Triggers:

Location:

SYNOPSIS:

NPCs Involved:

Hooks/Triggers:

Location:

SYNOPSIS:

NPCs Involved:

Hooks/Triggers:

Location:

Books used in World Design

Title:

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Title:

Publisher:

Notes:

Campaign Outline

Campaign Name:

Campaign Synopsis:

Published Setting:

Publisher:

CAMPAIGN EVENTS

Event

Trigger

ADVENTURES PLANNED

Title

Publisher (If Any)

Campaign Villain:

Campaign Climax:

Site-Based Encounters

Encounter Location:

Encounter Difficulty:

Encounter Type:

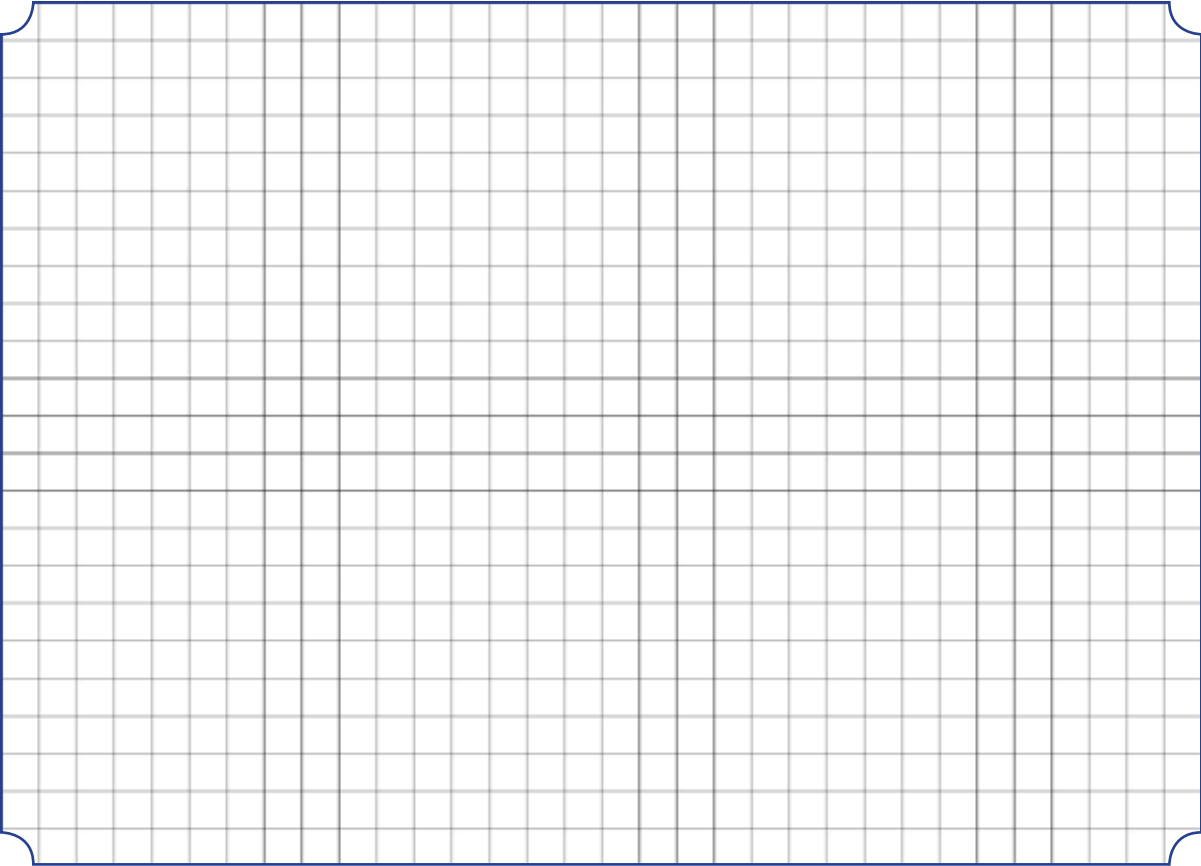
Notes:

Goals:

Rewards:

Encounter Summary:

Encounter Triggers:



LOCATION:

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LOCATION:

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Taverns and Inns

[illegible]

Shops and Markets

[illegible]

Cave - Dungeon Map

Area Name:

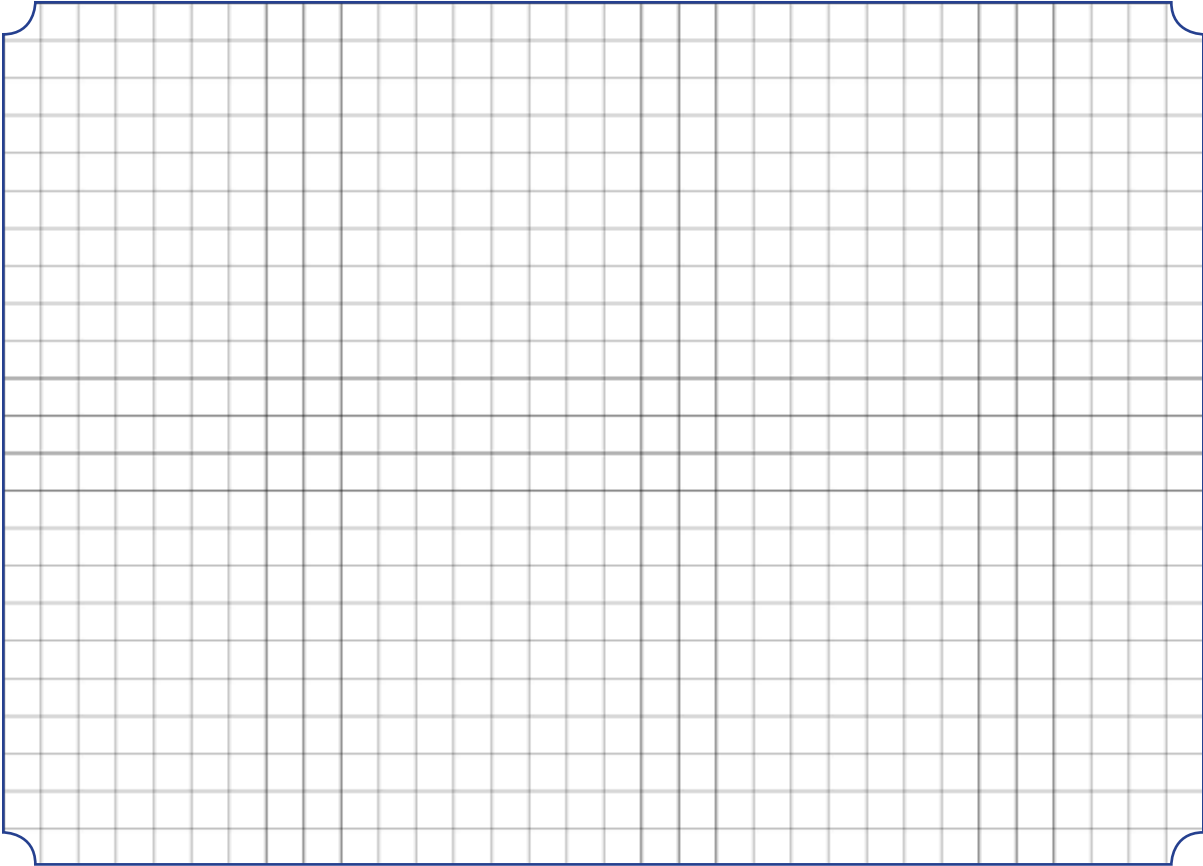
Location:

Level:

Intelligent Inhabitants:

Monsters:

Notes:



Geographic Feature

Location Name:

Common Knowledge:

Inhabitants:

Notes:



Stronghold/ Castle

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| Location: | Size: |
| Description: | |
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SPECIAL ROOMS & FEATURES

| Name | Size | Cost |
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AUGMENTATIONS

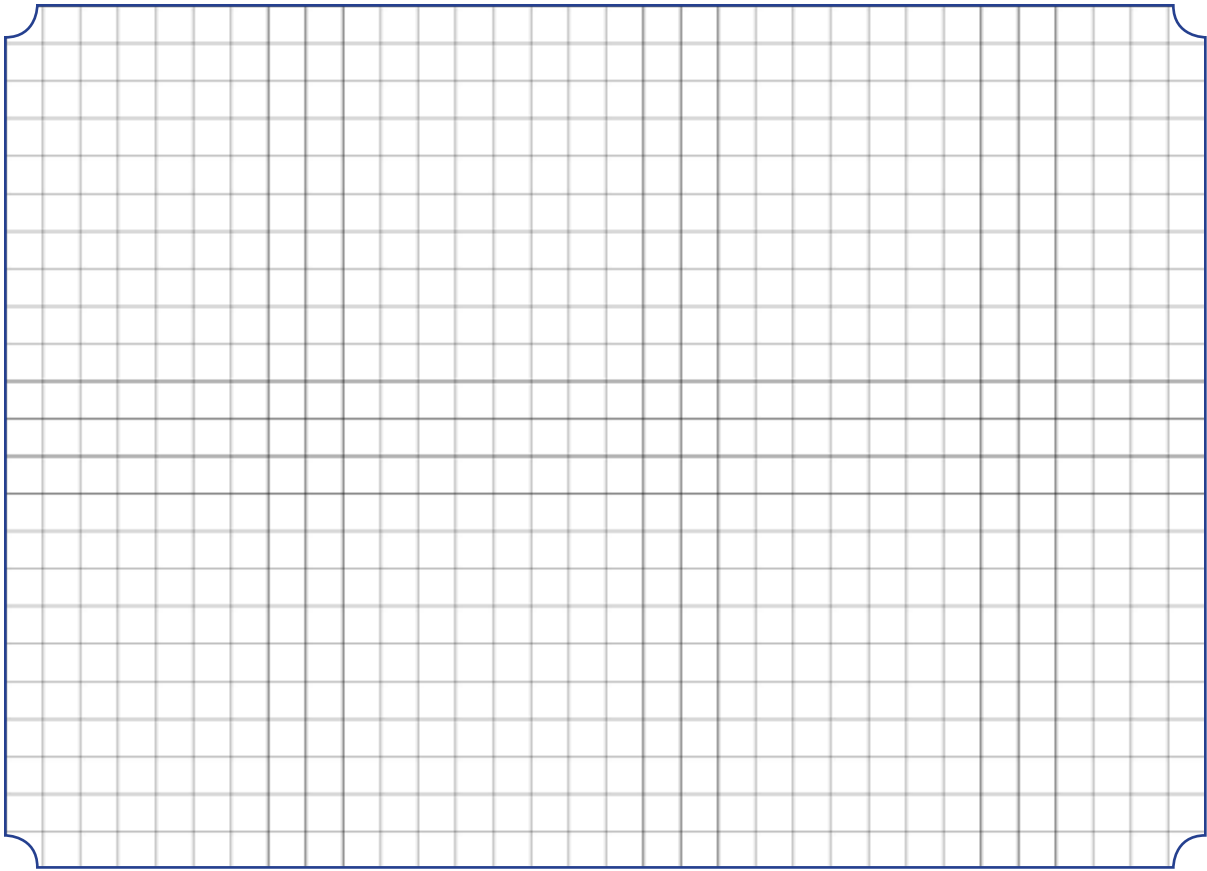
| Name | Effect | Cost |
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TROOPS HOUSED

| Type | Wages | Number |
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STAFF HOUSED

| Type | Wages | Number |
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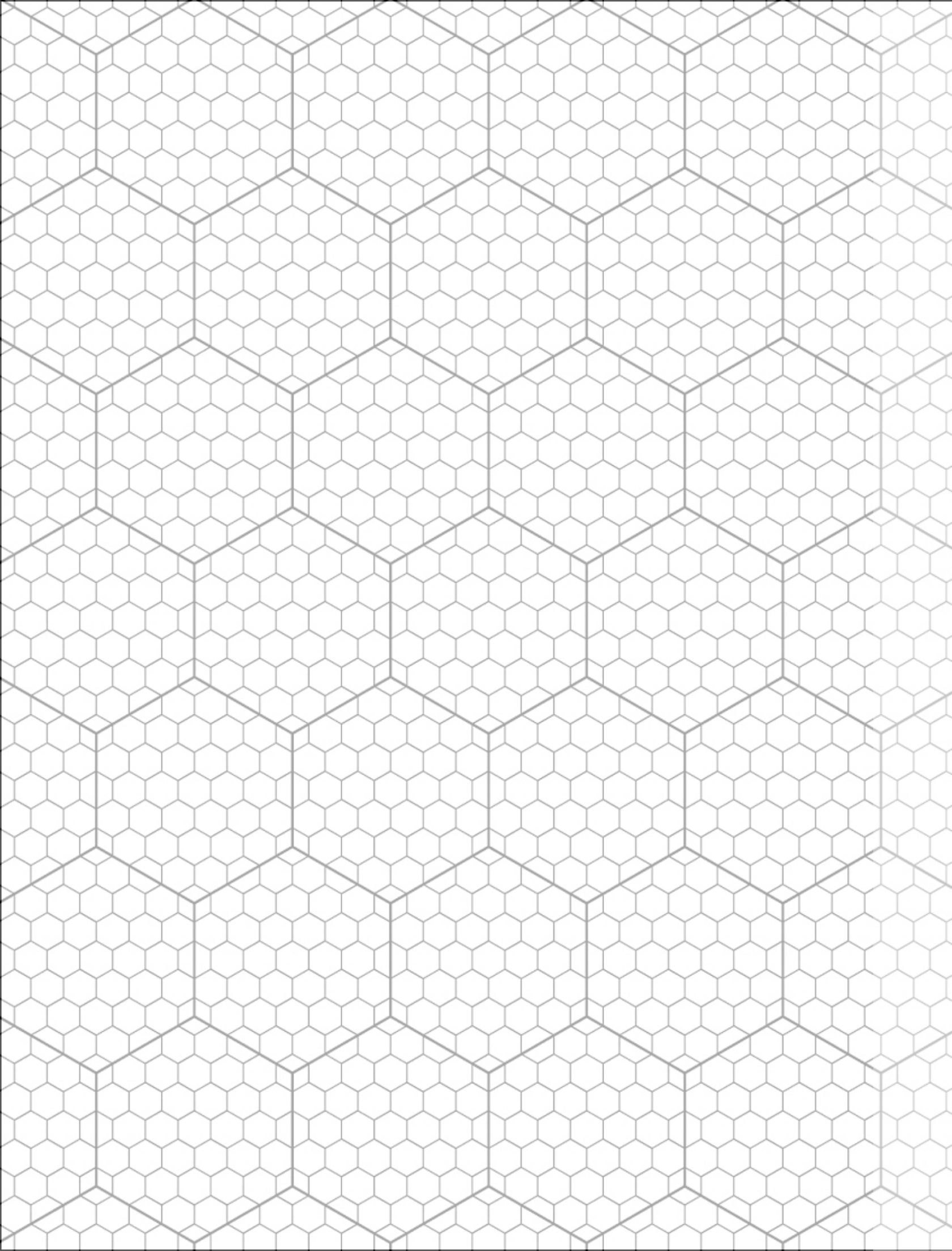


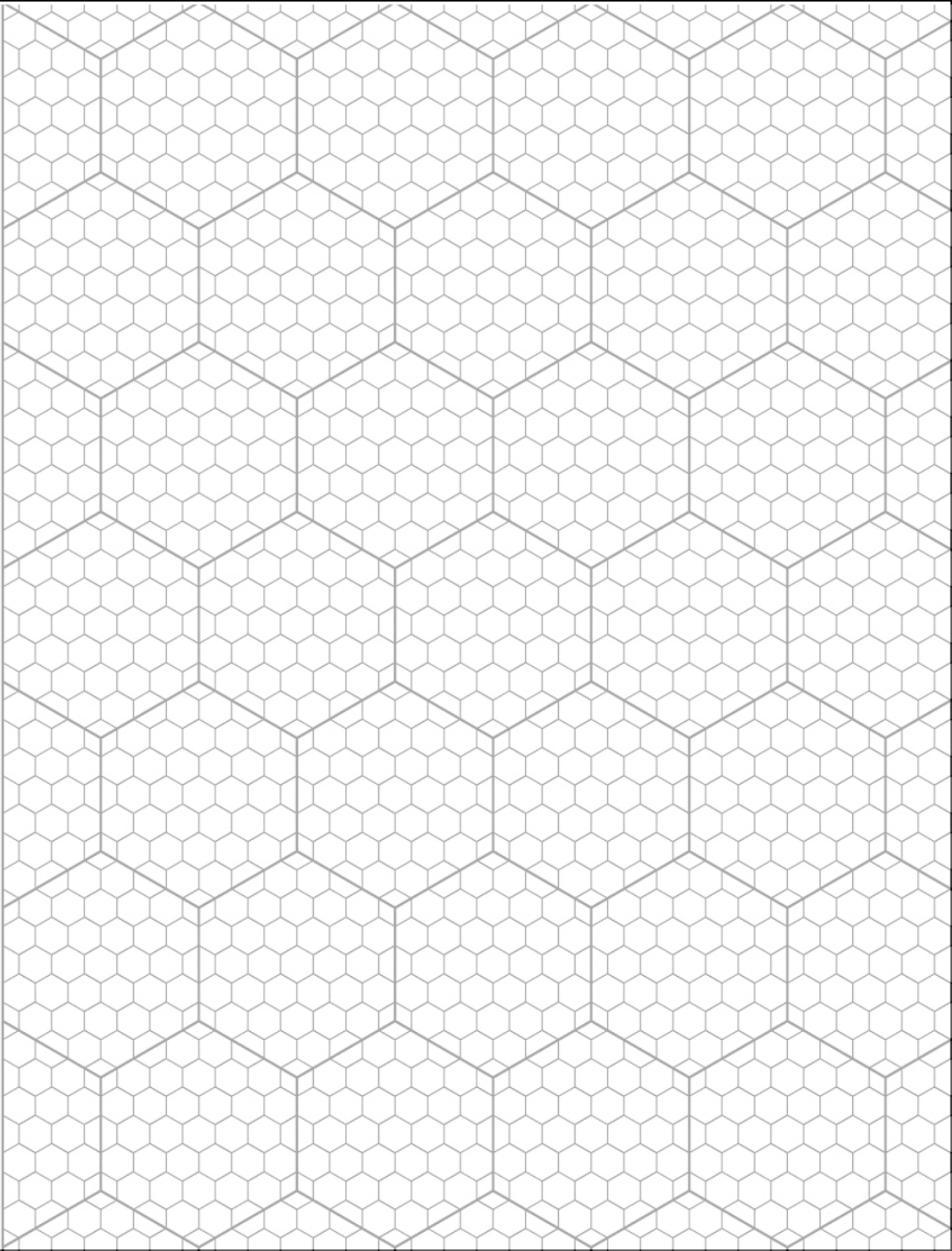
Tribes/Clans

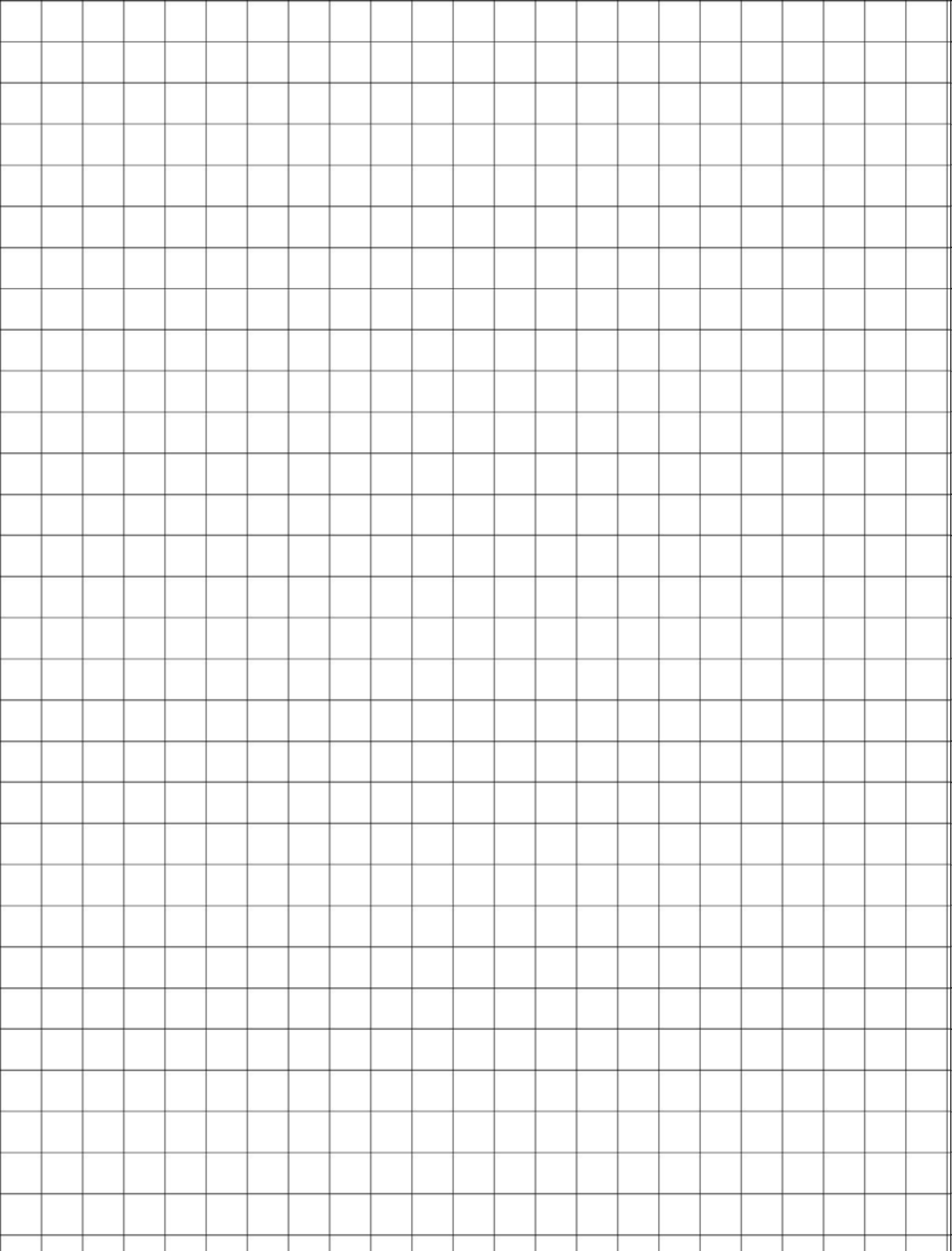
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| Group Name: | | <div></div> <div>Tribe/Clan Symbol</div> |
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| Important Members: | | |
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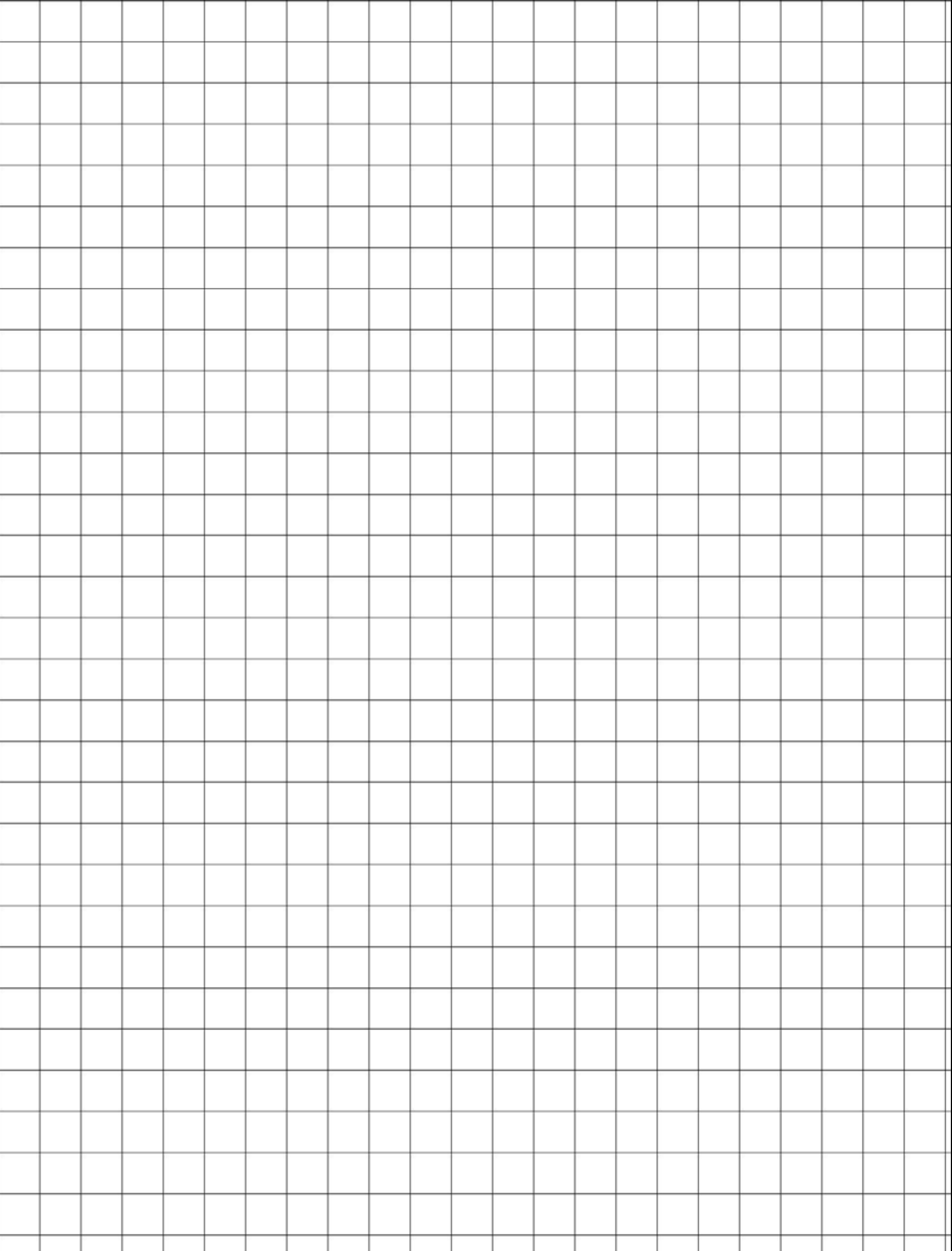
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| Group Name: | | <div></div> <div>Tribe/Clan Symbol</div> |
| Leader: | | |
| Size: | Location: | |
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The Gamemaster's Worldbuilding Journal

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The Gamemaster's Worldbuilding Journal is a collection of forms, documents, and entries to help guide and organize your world. Design countries or kingdoms, fill in maps of towns and dungeons, and list out those important characters waiting to meet the next adventurer come calling.

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