

## Encounter #: Description or Name of the encounter

**Production Note:** *Notes on anything special needed, like where to setup etc.*

**Number of NPC's:** *How many NPC's are needed in the encounter*

**Magic:** *A quick listing of anything that radiates magic in the encounter*

**Good/Evil:** *What detects as good or evil*

**Supernatural/Cursed:** *What detects as Supernatural and/or Cursed*

**Boon / Bane:** *Provide the results of a CL2 "Forsee" spell for the most likely question or issue that might arise in the encounter.*

**GM NOTE:**

- *Any special notes for the GM that they need to pay special attention to*

*Text of the encounter*

**NPC NOTE:**

- *Any special notes for the NPC's, such as how they should fight in the encounter, information that they need to pass on to PC's.*

**NPC Stats:**

Description	Cls/Lvl	Armor	Damage	LP	SP	Other
<i>NPC Name</i>	<i>Class and level</i>	<i>Total</i>	<i>Total</i>	<i>Life points</i>	<i>S/A/S points</i>	<i>Any special abilities or spells they should put up. Also include things like why they have extra or less hit points / armor / damage</i>

**WATHIT:** *If not included in the chart above, provide both the greatest strength, and the greatest weakness of the NPC, along with any of information of significance - as per the Ranger 4 ability "Wathit".*

**Magic Items:** *A list of all magic items in the encounter with savvies, level, GP value and recoverable/non-recoverable status.*

**Treasure:** *Any mundane treasure*

**Props:**

Description:	Provider:
<i>This will include all props needed, including any weapons, flags, bean bags etc</i>	<i>Usually listed as SHED or GP Purchase</i>