Free printable play pack

A small place to begin a world: blank hex maps, room for the story, and a creature you have not drawn yet.

IN THIS PACK

02 **Hex map M001**
A map faces its ruled narrative page.

03 **Narrative N001**
Write a scene or a record of the journey.

04 **Hex map M002**
Begin a second region or a closer detail.

05 **Dot-grid N002**
Bullets, relationships, timelines and loose notes.

06 **Creature C001**
A blank sketch box with a treatment beside it.

07 **Square-grid N003**
Rooms, objects, plans or another kind of map.

08 **Narrative N004**
Continue the story and keep the return links.

PRINT AND CONNECT

Print at Actual Size / 100%, centered on US Letter. These pages are 8.25 × 11 in. Use long-edge duplex printing if you want the intended facing map / note spreads.

Write a feature letter on a map and its meaning in the outer rail. M001/A points to feature A. For an exact cell, use M001:06.09; odd columns read the left row scale and even columns the right. Write a note ID beside the source feature, and the feature address on the note.

Sample addresses are independent of the print journal. If you combine them, add S/ to sample references, such as S/M001/A. Use your own RPG rules for play.

M001

REGION / SITE _____ 1 HEX = / UNIT _____

DETAIL OF _____ TIME / SEASON _____

KEY + NOTES

○ _____

_____

○ _____

_____

○ _____

_____

○ _____

_____

○ _____

_____

○ _____

_____

EXITS

E1 from _____

to map:hex

_____

E2 from _____

to map:hex

_____

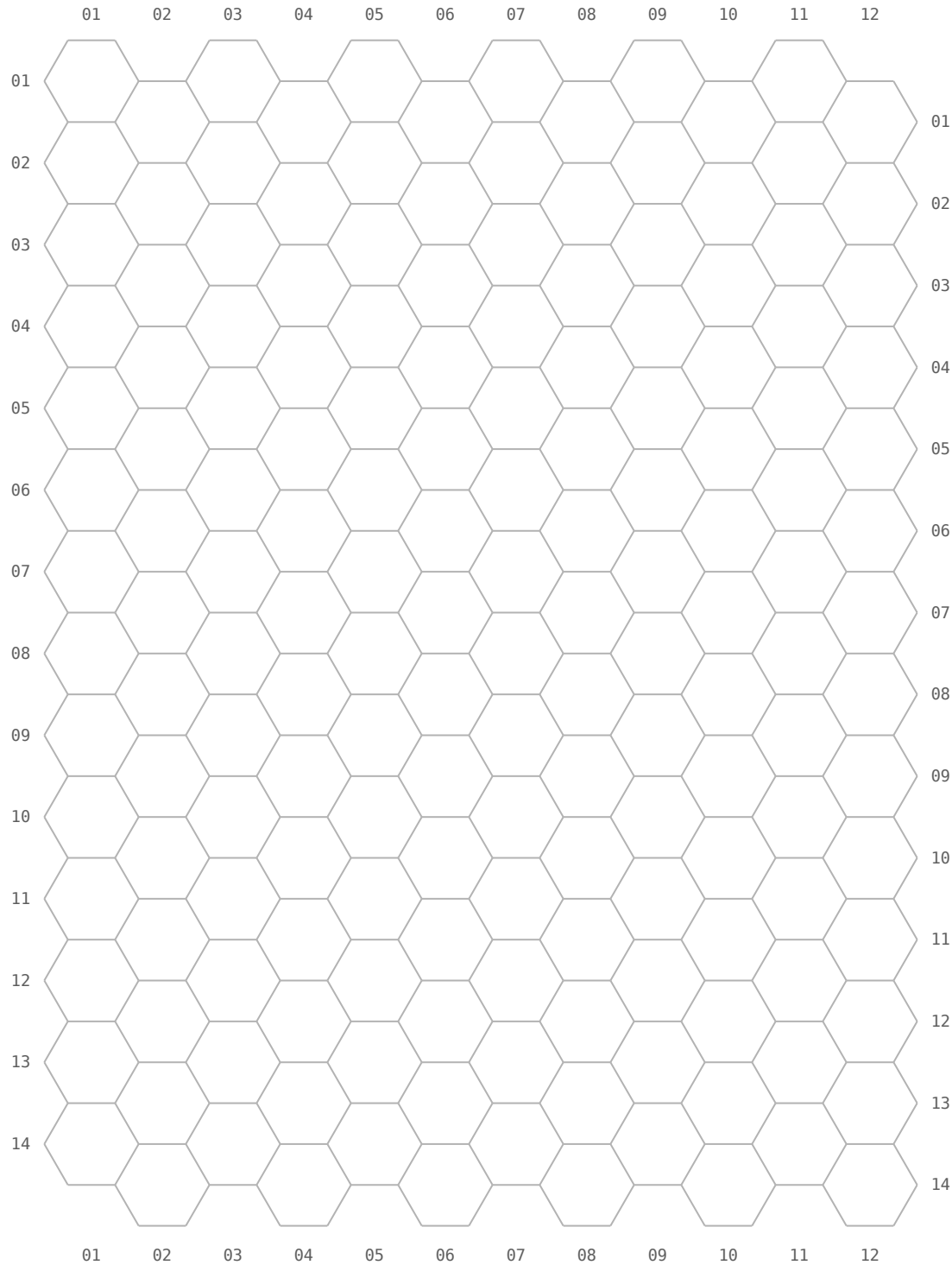
E3 from _____

to map:hex

_____

N ↑

ROTATE IF NEEDED



ODD COLUMNS: LEFT ROW SCALE / EVEN: RIGHT

NOTES / LOG / PAGE _____ CONTINUES ON _____

Feature: M001/A • Exact cell: M001:06.09 • Exits: E1, E2, E3

Narrative record

TITLE / SCENE

SESSION / DATE

LINKED MAP / FEATURE / LOG / CREATURE

CONTINUED FROM

CONTINUES TO

M002

REGION / SITE _____ 1 HEX = / UNIT _____

DETAIL OF _____ TIME / SEASON _____

KEY + NOTES

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

EXITS

E1 from _____

to map:hex

E2 from _____

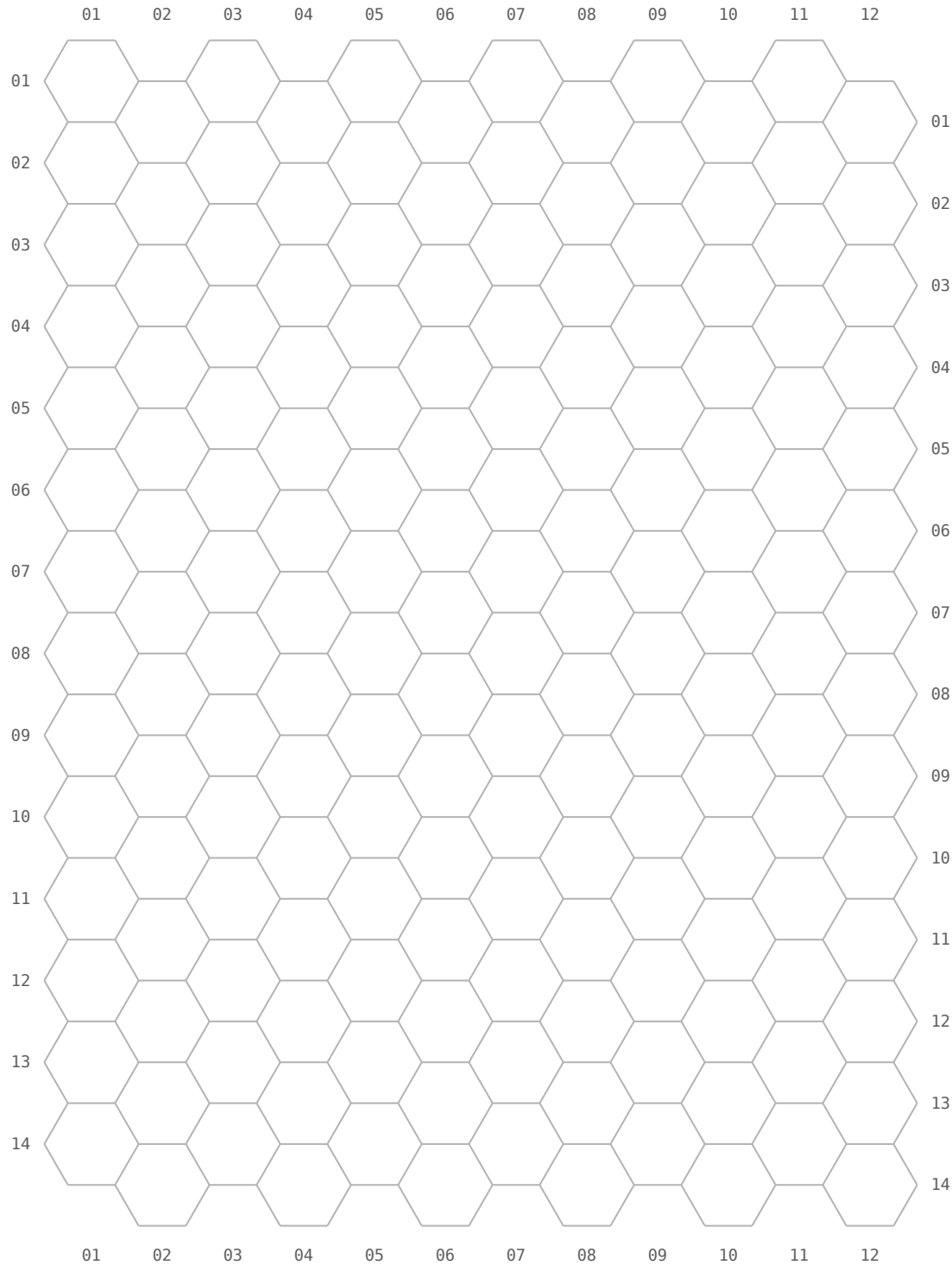
to map:hex

E3 from _____

to map:hex

N ↑

ROTATE IF NEEDED



ODD COLUMNS: LEFT ROW SCALE / EVEN: RIGHT

NOTES / LOG / PAGE _____ CONTINUES ON _____

Feature: M002/A • Exact cell: M002:06.09 • Exits: E1, E2, E3

Dotted field notes

TITLE / SCENE

SESSION / DATE

LINKED MAP / FEATURE / LOG / CREATURE

CONTINUED FROM

CONTINUES TO

Creature study

NAME / WORKING TITLE

SEEN AT MAP / FEATURE

NARRATIVE / LOG REFERENCE

CLAIM STATUS / SOURCE

SKETCH

TREATMENT + NOTES

-
-
-
-
-
-
-
-

ENCOUNTER / BEHAVIOR / ABILITIES / OPEN QUESTION

RELATED CREATURE / NOTE

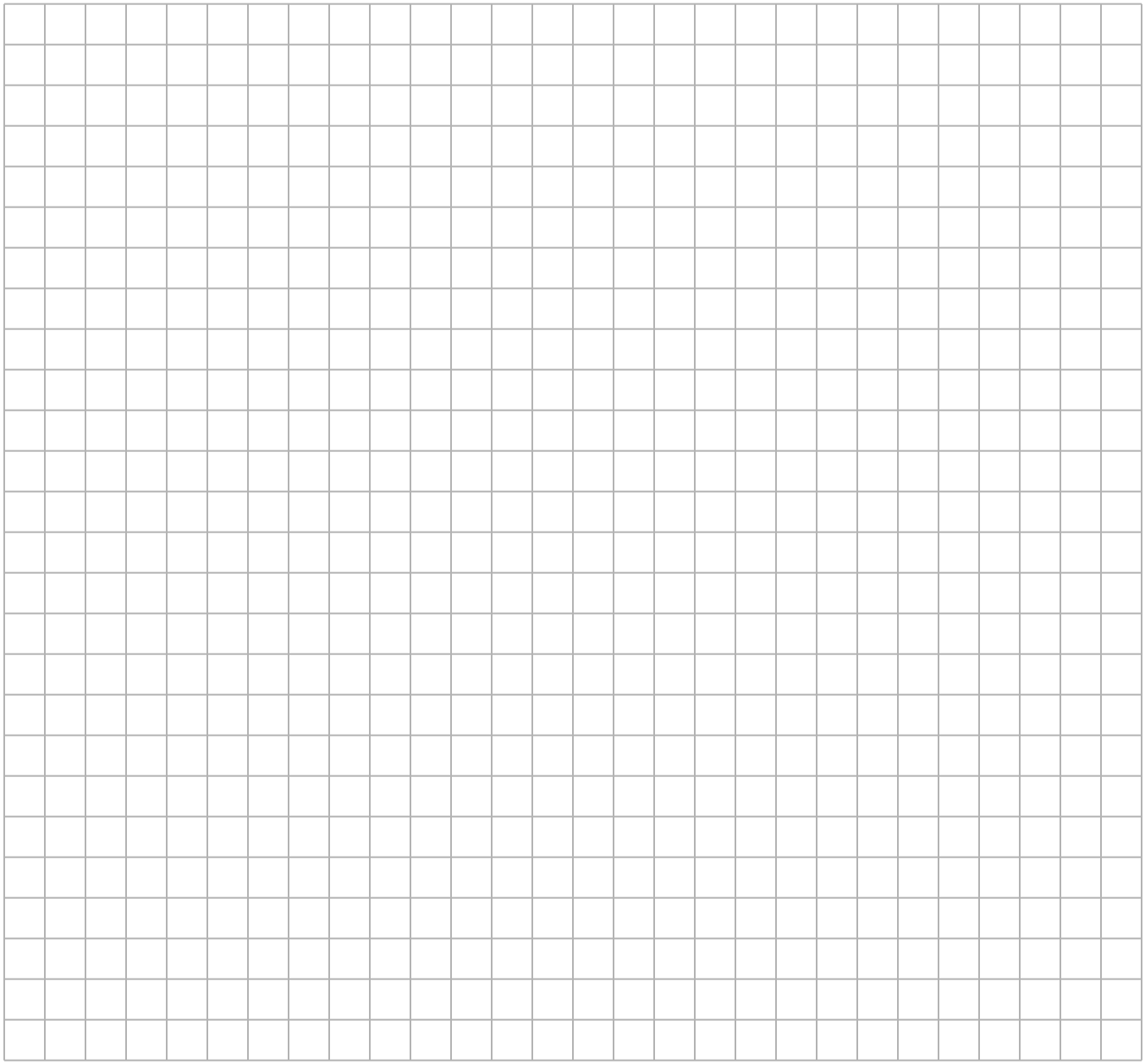
NEXT APPEARANCE / PAGE

Square-grid notes

TITLE / SCENE

SESSION / DATE

LINKED MAP / FEATURE / LOG / CREATURE



CONTINUED FROM

CONTINUES TO

Narrative record

TITLE / SCENE

SESSION / DATE

LINKED MAP / FEATURE / LOG / CREATURE

CONTINUED FROM

CONTINUES TO