

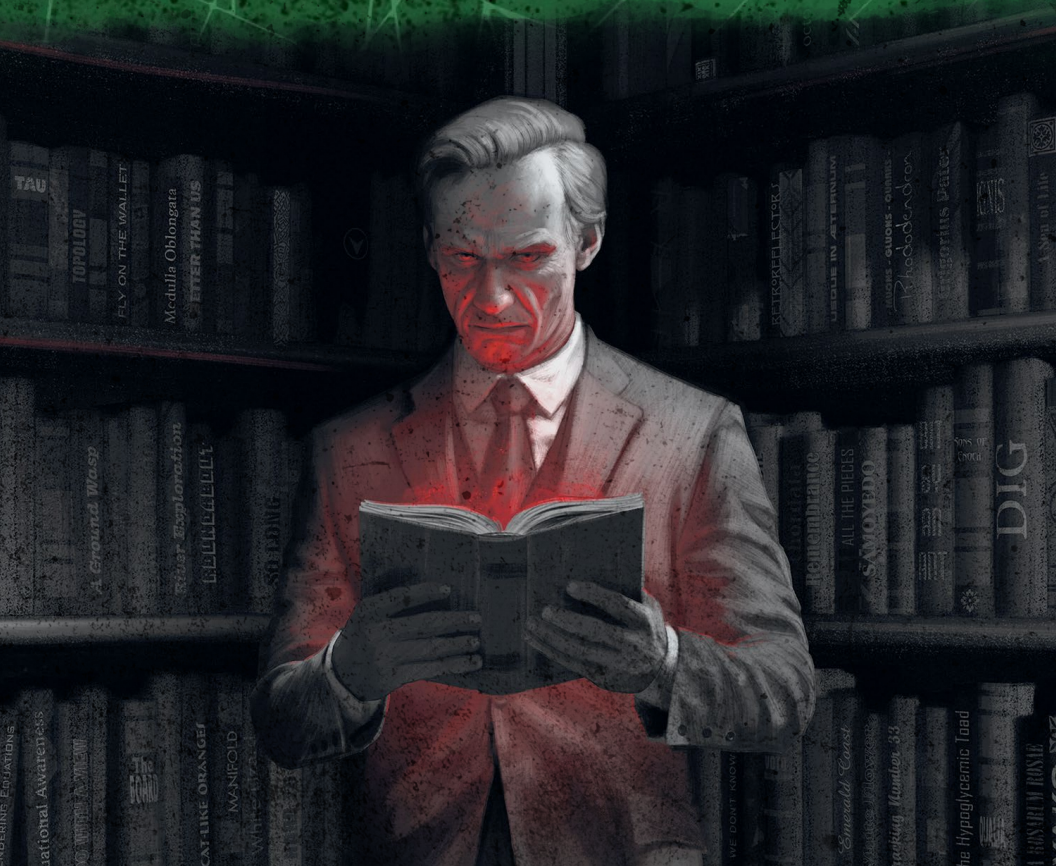


STATEMENT BEGINS . . .



# MY CAMPAIGN

This section is for recording the details of your campaign, and to help you keep track of important places, people, events, and activity related to the Entities. You don't have to fill it all out ahead of time, of course. Use the space as you see fit to develop and keep track of your campaign.



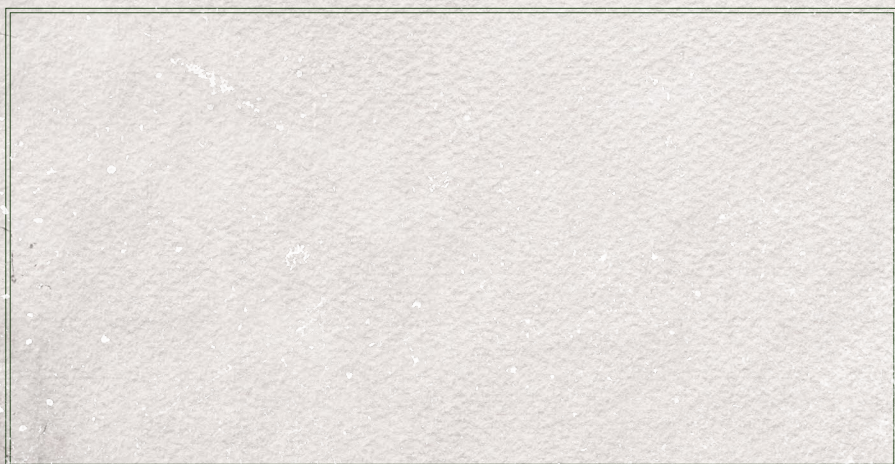
# IMPORTANT PLACES

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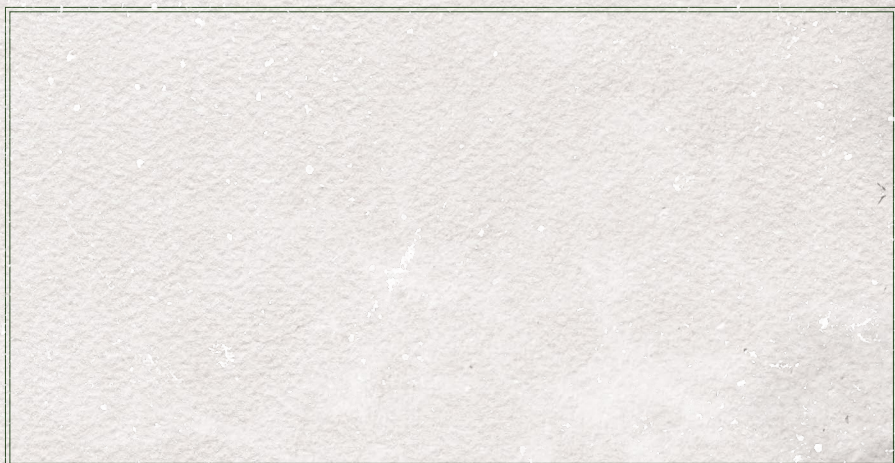
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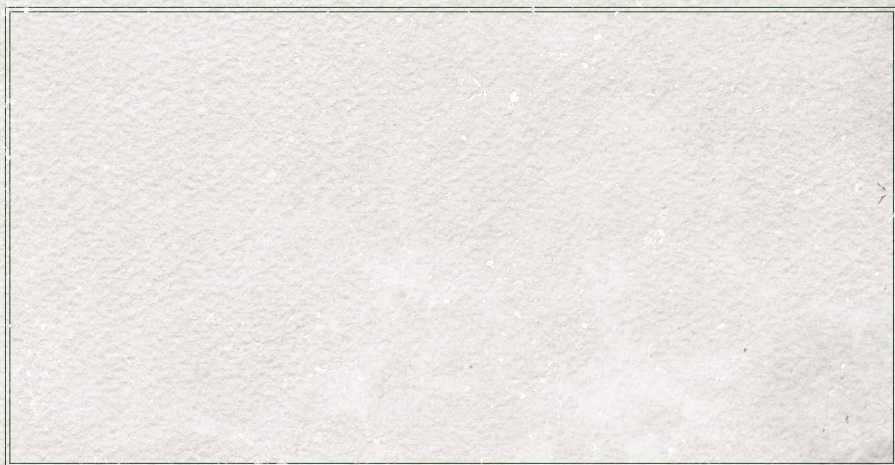
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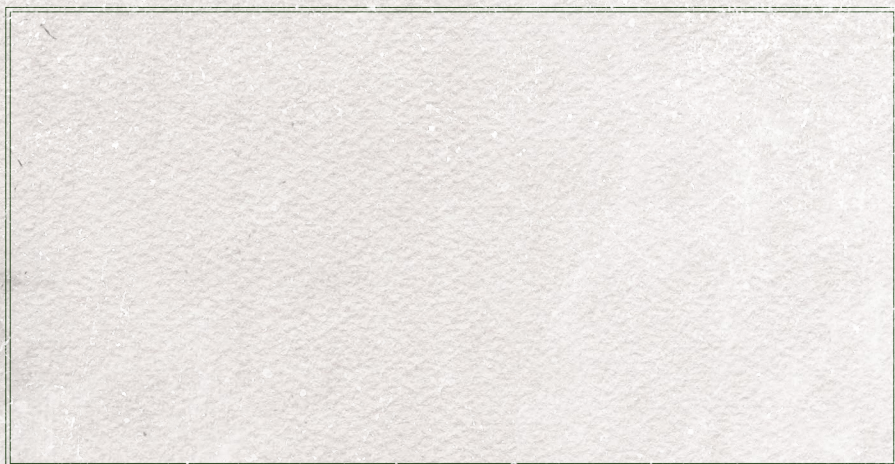
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# MAJOR NPCs



**NAME:**

**RELATED ENTITY:**

**STATS:**

**STRESS GIVEN:**

**IMPORTANT POSSESSIONS:**

**LOCATION:**

**CONNECTION TO PCs:**

**IMPORTANT DETAILS:**

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**NAME:**

**RELATED ENTITY:**

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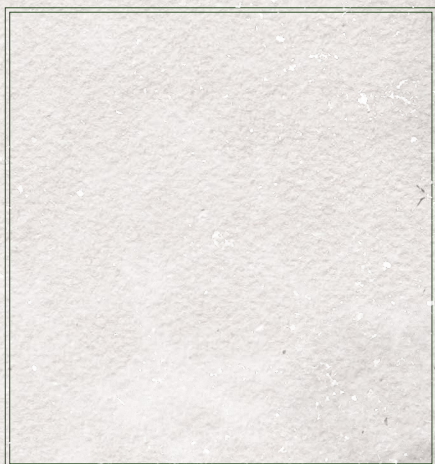
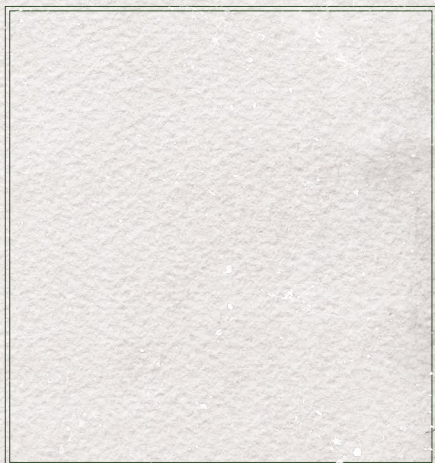
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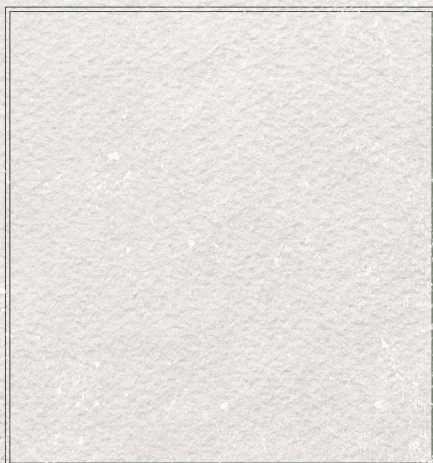
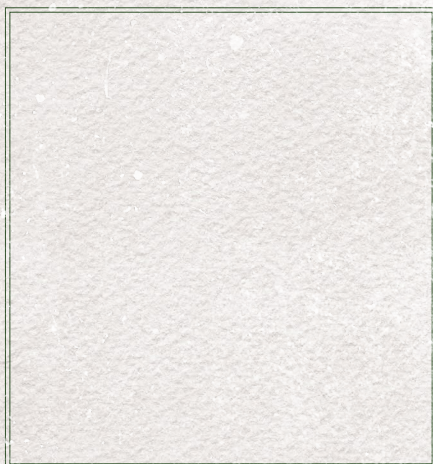
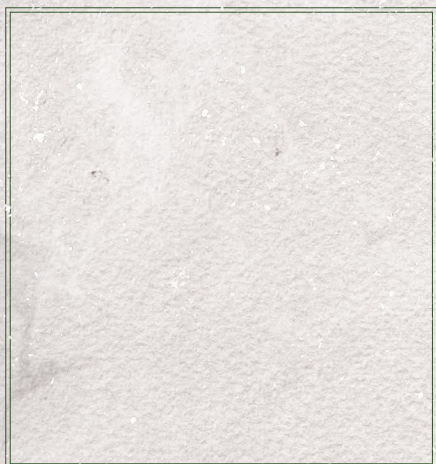
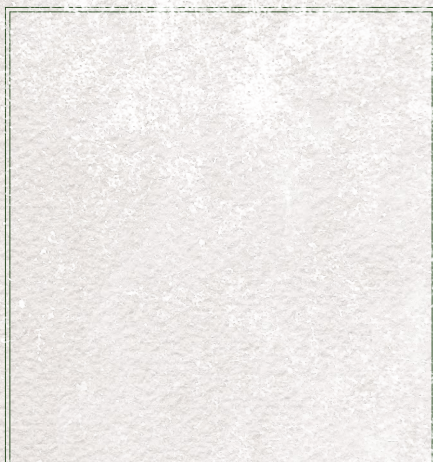
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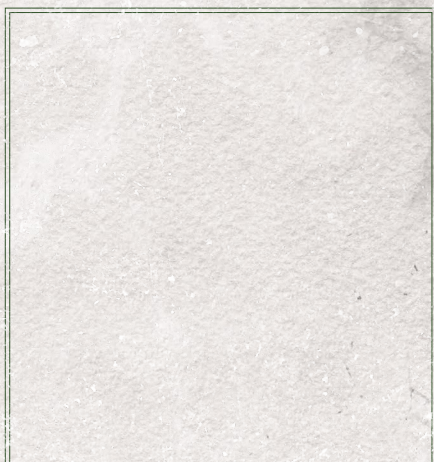
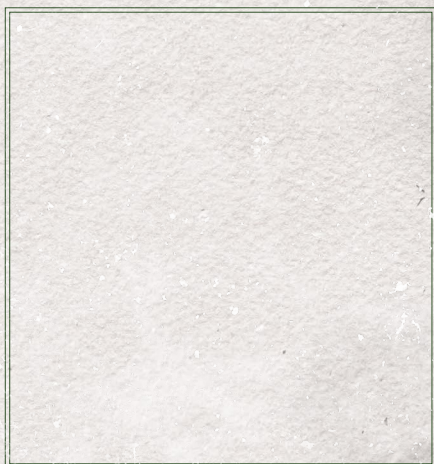
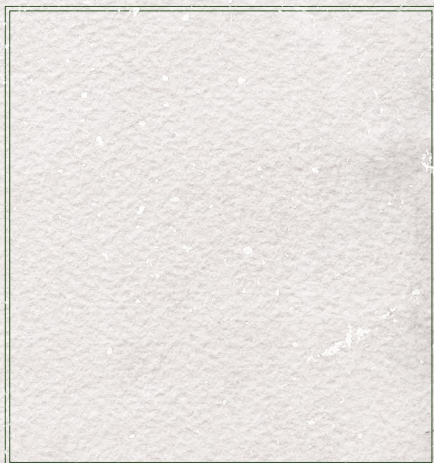
## OTHER NPCs



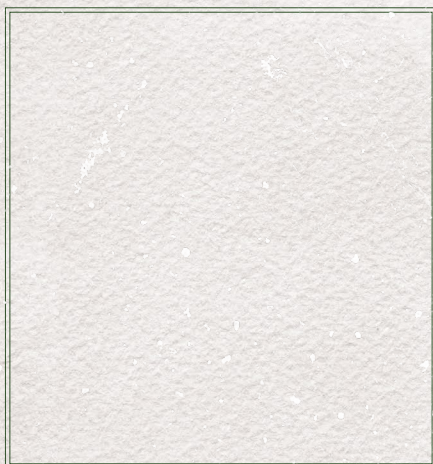
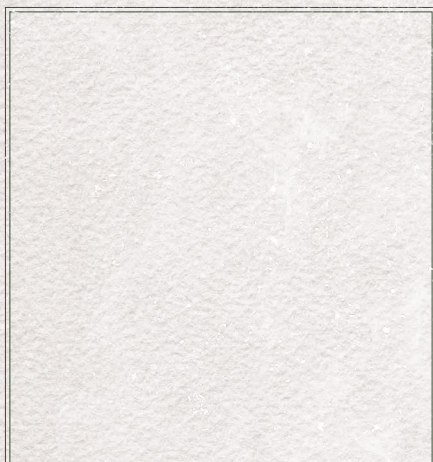
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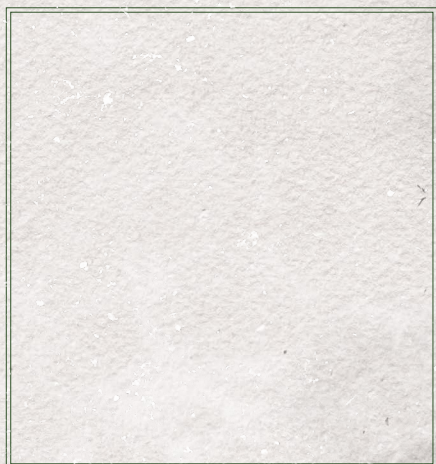
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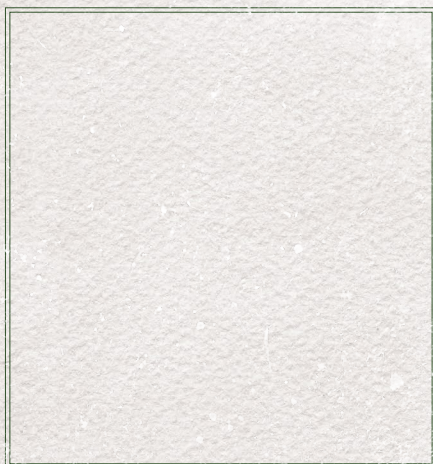
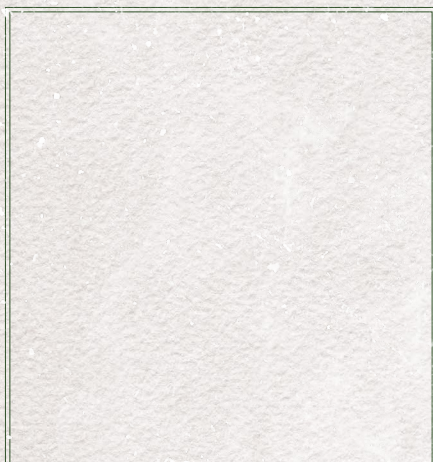
## OTHER NPCs



# OTHER NPCs



# OTHER NPCs





# INVESTIGATIONS

Use this section to record important locales, investigation details, encounters, and anything else you're going to need to prepare for a game session. If it's useful, jot down page numbers from the rulebook or the titles of the podcast episodes that you want to reference.



# INVESTIGATIONS

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# EMERGENCY IDEAS

When you run a game, no matter how much you've prepared, you're going to want to have some material ready on the fly: NPCs, creatures, and places, as well as some cool ideas to fall back on when the PCs go in a direction you didn't expect.

Take some time before each session to come up with a few names for things you might need on the fly. During the session, check them off as you use them and maybe make a note or two to remember how you did so.













# IDEAS



# IDEAS

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# IDEAS



# IDEAS

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# THE PLAYER CHARACTERS

During your first session, you'll want to take good notes about the PCs, including their names, their character sentence, any interesting character arcs or equipment they have, and anything else that you might find useful for future sessions.

As the campaign progresses, use this space to add more notes.



# THE PLAYER CHARACTERS

**NAME:**

**CHARACTER SENTENCE:**

**CHARACTER ARC(S):**

**ARTEFACTS:**

**TOUCHED BY AN ENTITY?**

*ASSOCIATED ENTITY AND SUPERNATURAL ABILITIES UNLOCKED*

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**NOTES:**



# CAMPAIGN LOG

**THIS SECTION IS THE REAL MEAT OF YOUR NOTEBOOK.**

During or immediately after a session, use this section to record what occurred, making careful notes of things you'll want to remember for the next or future sessions: things left undone, Entities that've begun to stir, Avatars that are making their moves, the intrusion gained through various means, and so on.



# CAMPAIGN LOG

**SESSION NUMBER AND DATE:**

**RELEVANT PODCAST EPISODE(S):**

**IMPORTANT EVENTS:**

**NPCs:**

**NOTES FOR NEXT SESSION:**

# CAMPAIGN LOG

SESSION NUMBER AND DATE:

RELEVANT PODCAST EPISODE(S):

IMPORTANT EVENTS:

NPCs:

NOTES FOR NEXT SESSION:

# CAMPAIGN LOG

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# CREDITS

# THE MAGNUS ARCHIVES ROLEPLAYING GAME

Based on *The Magnus Archives* written by Jonathan Sims, directed by Alexander J. Newall,  
and distributed by Rusty Quill.

Powered by the Cypher System designed by  
Monte Cook, Bruce R. Cordell, and Sean K. Reynolds.

**Lead Designe. & Creative Director** Monte Cook  
**Managing Editor** Teri Litorco  
**Editor and Proofreader** Dominique Dickey  
**Art Director** Bear Weiter  
**Layout Design** Javier P. Beltrán

## Artists

Sam Wolfe Connelly, Dharm "Duddum" Khalsa, John Peterson,  
Roberto Pitturru, Kyle A. Scarborough



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