



IRON KINGDOMS GAME MASTER ENCOUNTER SHEET

CAMPAIGN NAME _____

ENCOUNTER _____

CREATURES

INITIATIVE ORDER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

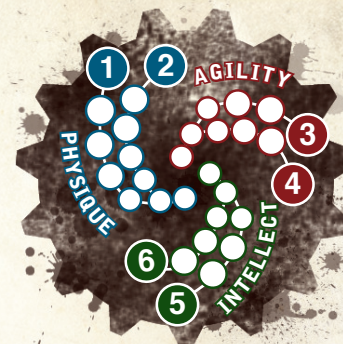
NOTES

1.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
2.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
3.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
4.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
5.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
6.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
7.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
8.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
9.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
10.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
11.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT
12.) NAME: _____	<input type="text"/>	<input type="text"/>
NOTES: _____	VITALITY	STATUS EFFECT

LIFE SPIRALS

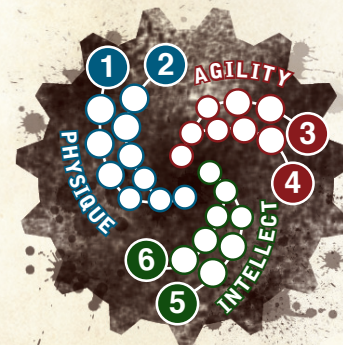
NAME: _____ NAME: _____

EFFECT: _____ EFFECT: _____



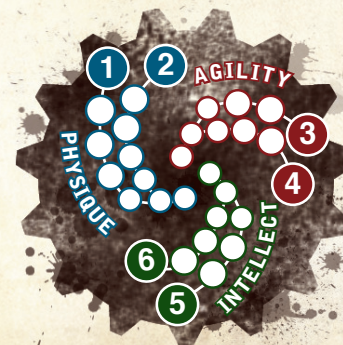
NAME: _____ NAME: _____

EFFECT: _____ EFFECT: _____



NAME: _____ NAME: _____

EFFECT: _____ EFFECT: _____



NAME: _____ NAME: _____

EFFECT: _____ EFFECT: _____