| FACTION NAME | Faction Level | Faction Template | Theme | Alignment |
|---|---|---|---|---|
| | | | | |

| History | Goal |
|---|---|
| | |

## FORMATIONS

*see Faction Features (base template) + Theme Features · one row per formation type; use ranges (e.g. KIF1–5) to group multiples of the same type*

| Numbering | Formation | Composition | Notes |
|---|---|---|---|
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| **TOTAL FORMATIONS:** | | | |

## TREASURE

*see Faction Levels table for hoards (and Treasure features in the template)*

| Owner | Item (Value) | Notes |
|---|---|---|
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*STOPPING POINT — Faction is ready for play. Continue below only if a lair is needed.*

| LAIR | TERRAIN | WALLS & CEILINGS | SENSES | LIGHTING |
|---|---|---|---|---|
| | | | | |

## LAIR AREAS

*see Lair Areas table in template + Additional Lair Areas in your theme*

| Name | Position | Formations | Features | Treasure | Notes |
|---|---|---|---|---|---|
| 1 | | | | | |
| 2 | | | | | |
| 3 | | | | | |
| 4 | | | | | |
| 5 | | | | | |
| 6 | | | | | |
| 7 | | | | | |
| 8 | | | | | |
| 9 | | | | | |
| 10 | | | | | |
| 11 | | | | | |
| 12 | | | | | |
| 13 | | | | | |
| 14 | | | | | |
| 15 | | | | | |
| 16 | | | | | |
| 17 | | | | | |
| 18 | | | | | |
| 19 | | | | | |
| 20 | | | | | |

## LAIR FEATURES

*see Lair Features list in template + Additional Lair Features in your theme*

| Letter | Type | Feature | # | Effect/Notes |
|---|---|---|---|---|
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**FACTION IS FULLY PREPARED FOR PLAY — add room descriptions and additional detail later as needed.**