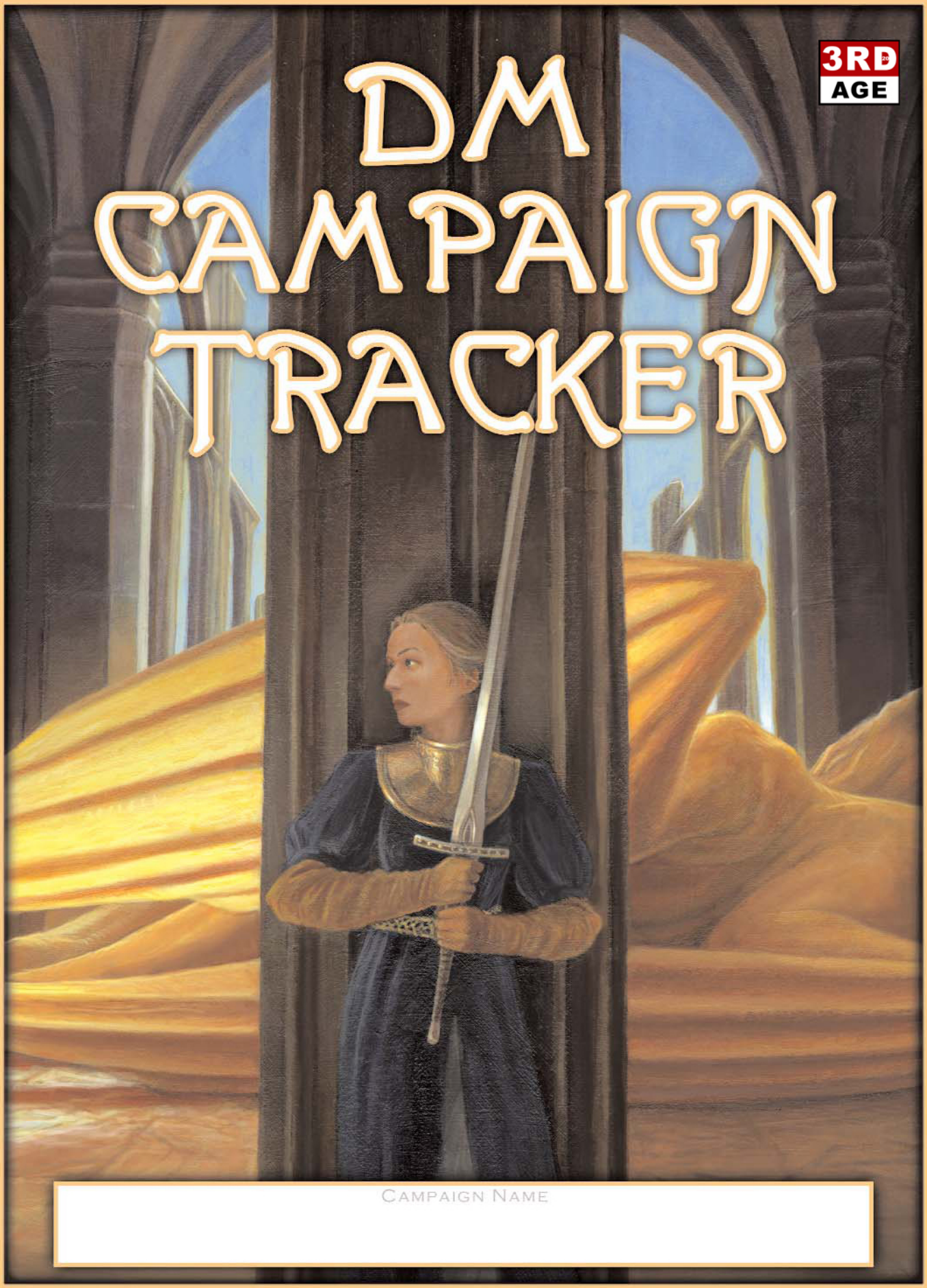
3RD AGE

DM CAMPAIGN TRACKER



Campaign Name

Welcome!

This role playing aid is specially designed to make the DM's life easier. Within this simple 16-page booklet you'll find a page for recording every detail about your ongoing fantasy campaign. No more searching through stacks of paper to find the name of that NPC blacksmith you never thought the players would visit again! No more stuttering incoherently as you try to remember which unidentified potion was *cure light wounds* and which one was poison! And no more silly on-the-fly tavern names!

How to use this book: This book is very easy to use. Start by filling in the name of your campaign on the front cover. Then read over the various pages to record information as needed. You'll note that the most commonly used page – character combat stats – is the centerfold. Other commonly used information is also near the book's center. General reference material is on the inside covers.

Feedback: Was this role playing aid useful to you? Is there anything in your campaign that this book doesn't cover? Please let us know! Send comments to goodmangames@mindspring.com. Please be sure to visit our web site at www.goodman-games.com. Look for other Goodman Games products at a game store near you!

Credits: Concept & Layout – Joseph Goodman; Cover Art – Drew Baker; Interior Art – William McAusland; Graphic Design – Andy Hopp; Proofreader – Ken Hart; Special Thanks – Bryon Dahlgren; Publisher – Goodman Games.

Random NPC Traits

Roll 1d20, then 1d4 for the column, then pick a trait from the options.

Roll	Trait A (1-2 on 1d4)	Trait B (3-4 on 1d4)
1	Scar/tattoo/piercing/birthmark	Wounded/injured/sick
2	Missing tooth/finger/limb	Pustules/boils
3	Sweaty or limps	Squints/stares
4	Bad breath/strong odor/perfume	Chews/smacks lips
5	Shaky/fidgets/twitches/jumpy	Dirty/clean
6	Unusual eyes/ears/teeth/nose	Obsequious/proud
7	Coughs/sneezes/sniffles	Drowsy/bookish
8	Low/high voice	Observant/clueless
9	Slurs/lisps/stutters/enunciates	Artist/hobbyist/gamer
10	Shouts/whispers	Collector/hunter
11	Bad hearing/eyesight	Uses fancy words
12	Bald/hairy/long hair	Miser/spendthrift
13	Albino/unusual skin color	Pessimist/optimist
14	Jewelry/fine clothes/wears rags	Drunkard/teetotaler
15	Underdressed/overdressed	Polite/rude
16	Hates/loves magic	Facial tick/moody
17	Whistles/sings	Aloof/overbearing
18	Posture good/bad	Individualist/conformist
19	Tall/short/skinny/fat	Hot tempered/neurotic
20	Lazy/energetic	Pious/irreverent

Random Tavern Names

The tavern, inn, house, hostel, or lodge of the...

Roll	Adjective	Noun
1	Besieged	Maiden/lady/babe
2	Roaring	Dragon/wyvern
3	Ferocious	Goblin/giant
4	Golden	Goose/rooster
5	Manly/brave/heroic	Cow/bull/dog
6	King's/queen's	Relic/token/oath
7	Ancient/newborn	Flagon/pint/mug/keg
8	Ugly/beautiful/fair	Ale/beer/spirits
9	Loyal/traitorous	Cuckold/knight/miser/pauper
10	Black/yellow/red/blue	Flower/oak/tree
11	Verdant/derelict	Mountain/river
12	Quiet/restful	Nail/bucket
13	Rusty/gleaming	Horseshoe
14	Famous/infamous	Billiards/game/darts
15	Pearly	Adventure
16	Dangerous	Dungeon
17	Amazing	Magician/monk/warrior/priest
18	Weary/tired/footworn	Farmer/peasant/blacksmith
19	Overstuffed/overflowing	Pantry/kitchen/bar
20	(Possessive*)	Conscience

** Roll twice in the noun column and treat the first result as the possessive form. For example, "The Goblin's Flagon," or "The Maiden's Adventure."*

Random NPC Names

Roll once to generate a random name, then roll twice to generate a descriptive suffix and prefix. For human descriptives, roll 1d4 and then roll again on either the (1) elf, (2) dwarf, (3) gnome/halfling, or (4) orc column, then roll 1d4 again for the second word.

	Proper Names (d20)					Descriptive Suffixes or Prefixes (d20, roll twice)			
Roll	Human	Elf	Dwarf	Gnome/Halfing	Orc	Elf	Dwarf	Gnome/Halfing	Orc
1	Boris	Rinarius	Droggon	Goblopid	Fangar	Whistle	Lead/Iron/Metal	Round	Axe
2	Laszlo	Linaliel	Hodri	Poddybob	Grafag	Wind	Blood	Burrow	Crusher
3	Kent	Silariyes	Khulmarn	Midil	Thurmak	Forest/Leaf	Barrel	Fumble	Blood
4	Hobard	Aelerias	Thrardik	Pumble	Crogar	Silver/Gold	Cave	Doze	Halberd
5	Osborne	Thrailitil	Dugnog	Fonker	Gorgrah	Moon/Sun	Builder/Digger	Belly	Breaker
6	Fronien	Malkabite	Throkog	Glimbleglup	Mormak	Light/Night	Stout/Oaken	Frother	Skull
7	Turog	Aranilion	Tugrak	Gorbey	Maaargak	Soft	Thunder	Heart	Smasher
8	Vuran	Nierelis	Darmnok	Bejediped	Thur	Harsh	Goblin/Giant	Babble	Grinder
9	Zak	Sysyphax	Horfog	Soondop	Krog	Blade	Troll/Orc	Stomper	Organ
10	Brad	Thesinius	Bavrog	Froog	Forg-ha	Spear	Stein/Mug	Mumble	Tooth
11	Osocles	Sarinia	Sigrok	Beelop	Kruduk	Flower	Boot	Warm	Eater
12	Ninjut	Wovinilius	Thagorin	Nottinpomp	Kagsal	Horse	Beard	Lobber	Man/Elf
13	Stefan	Masaltin	Kharkus	Caryapip	Sorkon	Drifter	Hearth	Rain	Fang
14	Garrick	Eliel	Fungron	Willywick	Gragnel	Archer/Hunter	Granite/Flint	Puddle	Rock
15	Morten	Rasorilonon	Tuvug	Bellsuk	Brang	Riddle	Slayer/Cleaver	Duck	Killer
16	Kushner	Walisiwil	Brafig	Witherway	Borgrak	Dancer	Hill/Mountain	Stumble	Claw
17	Dahlgren	Aneiad	Tormik	Smofillop	G'nok	Deer/Bear	Deep	Double	Dog/Wolf
18	Ibach	Osydeus	Norgem	Propanop	Kodog	Dove/Hawk	Copper/Steel	Batter	Bat/Boar
19	Luke	Thimisilak	Arag	Muddlemump	Gugg	Mountain	Pick/Axe	Sparkle	Claw
20	Morrus	Aliea	Khurkuk	Doorfus	Amok	Song	Hammer	Gem	Orc

Basic Campaign Information

Campaign name: _____

Publisher (if published setting): _____

DM: _____

Players: _____

_____

_____

Published Resources Allowed in Campaign

Use this space to list campaign sourcebooks, world-neutral sourcebooks, and other material that you are allowing in this campaign, along with page numbers for easy reference. Be sure to include PrCs, spells, feats, and other character options that you've allowed. If you tend to allow everything, use this space to instead list what you **don't** allow. In the "book code" box, use a simple abbreviation for the book's name (e.g., "CGD" for "Complete Guide to Drow," or even a symbol or shape). Then whenever you have another reference to that book in this campaign tracker (such as a town, tavern, or NPC), you just list the book code and page number (as in, "CGD-15").

Book code	Book Title	Publisher	Pages or Material Allowed

World Overview

This page isn't meant to duplicate a gazetteer for your campaign world. Rather, it's a place to record the basics, as well as those things that you'll have to remember on the fly: who rules what kingdom? what's the capital city? etc.

Basic Information

Record information on each major culture here. If your campaign focuses on one kingdom, use this space to record data on different regions.

Kingdom & Capital	Ruler	Political System	Alignment	Population	Religion	Notes

Economics

Fill in the names of the various coinages, and list any other kinds of currency that are commonly accepted.

CP known as: _____ SP known as: _____ GP known as: _____ PP known as: _____

Other common currencies: _____

Major Deities

Record information on major campaign-specific deities. If they come from published works, record their book code and page number.

Deity Name	Alignment	Domains	Favored Weapon	Symbol

Holidays

List your world's important holidays by the season or month in which they occur. Fill out the calendar more completely on the calendar page.

Holiday	Significance	Day, Season, and/or Month

World Overview

Main Geographic Region

Most campaigns focus on one main geographic region, be it a kingdom, continent, or barony. Use this space to record general notes about this region in your campaign. It could be weather, politics, wars, religions, rulers, noble bloodlines, aristocratic crests, or anything else, as long as it's appropriate to your campaign.

Guilds and Organizations

Use this space to keep track of organizations, their leaders, their minions, and their agendas. If the organization comes from a published resource, don't forget to record its book code and page number. Record churches separately in the space below.

Name & Alignment	Location	Leader & Known Members	Agenda & Notes

Churches and Cults

Record ongoing information on important churches and cults. Remember that campaign deities were recorded previously.

Name & Alignment	Location	Leader & Known Members	Deity & Notes

World Overview

Towns and Cities

This isn't meant as a place to record *everything* about each town – leave that for the gazetteer. Instead, this is where you record ongoing game events: the names of NPCs encountered there, the things the PCs did there (was this the place they saved from the dragon or they place they burned to the ground?), and other reminders and notes. Use the Events and Notes column to also record the date of the last PC visit.

Town or City	Important NPCs and Locations (Temples, Libraries, etc.)	Events and Notes

Taverns, Inns, and Shops

Again, this space is for ongoing play notes about taverns, inns, and shops, not full background. Don't forget to record the book code and page number if the tavern/inn/shop comes from a published source.

Tavern, Inn, or Shop	Location	Proprietor and Other NPCs	Events and Notes

Other Locations

Name of Place	Location	NPCs or Monsters	Events and Notes

Rumors, Themes, and Plot Threads

Use this page to record general campaign themes that you are developing, as well as plot threads that you plan to drop in or which simply pop up over the course of an adventure. Also record rumors relevant to each plot thread, or true rumors that have yet to develop into a plot. When you're stuck for a plot hook, come back and pull one from here. The "development" columns are optional; they can be used to plan each plot thread over the course of low, mid, high, and epic level adventures. (For example, a plot hook could evolve from a rumor about a single cultist (low) to the cult's dungeon lair (mid) to the cult's open war in the city streets (high) to its demonic master on another plane (epic).)

	Development			
Rumor, Theme, or Plot Thread	Low	Mid	High	Epic

NPCs

Major NPCs

This campaign tracker has space for two kinds of NPCs: important, recurring NPCs you'll reference frequently, and the rest of them, which includes the blacksmiths and tavern wenches whose names you make up on the fly because they seem so irrelevant but who the players always seem intent on revisiting. Record full character information for major NPCs on these pages, but only name, class/level, and important exceptions for minor NPCs. Be sure to note the NPC's distinguishing characteristics (big nose, bloodshot eyes, etc.) and their relationship to the players – in their last encounter, were they hostile or friendly? Note: You can also use this page to record monster stats, if you prefer.

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

Skills or Spells: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

Skills or Spells: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

Skills or Spells: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

Skills or Spells: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

NPCs

Minor NPCs

NPC Name & Identity	Race	Class/Level	Location	Distinguishing Traits & Notes

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

Skills or Spells: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

NPC Name: _____ Location: _____

Race/Class/Lvl: _____ **Str:** _____ **Int:** _____
Deity: _____ **Align:** _____ **Dex:** _____ **Wis:** _____
Gender: _____ **Speed:** _____ **Con:** _____ **Cha:** _____
Fort: _____ **Spell Save DC:** _____
Init Mod: _____ **Ref:** _____
Will: _____

Feats: _____

Equipment: _____

AC

Hit Points

Tch AC: _____ FF AC: _____

Skills or Spells: _____

BAB: ____ Grpl: ____

1st Atk/Dmg: _____
2nd Atk/Dmg: _____
3rd Atk/Dmg: _____

Personality & Traits

Character

This page isn't supposed to duplicate everything the players have on their character sheets. Attack bonuses, damage, and other rolls that they make remain

Combat

Special modifier? (see below)	Character	HP Max/Current	Init	Armor Class Base/Touch/FF	Ability Scores Str	Dex	Con	Int	Wis	Cha
☐										
☐										
☐										
☐										
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☐										
☐										
☐										

Special Modifiers (Ongoing Spells, Poisons, Curses, etc.)

Check the box beside a character's name if they are subject to special modifiers that you need to remember in play. This could include ongoing spells or magical effects, poisons and curses, magic items, magical traps they triggered whose effects aren't yet clear, or other such things.

Reference

their domain. This page instead lists reference for things you as the DM will have to keep track of, particularly defensive combat stats and passive checks.

Stats

Saving Throws			Speed	Weapon	Skills				
Fort	Ref	Will		In Hand	Listen	Sense Motive	Search	Move Silently	Spot

Non-Combat Stats

Character	Race	Classes & Levels	Alignment & Deity	Notes

Items

Use this page to record magic item charges, magic items that the party has not yet identified, and gems, art objects, and other valuables they have not had appraised.

Item Description & Who Carries It	Place/Adventure Acquired	Value/Abilities	Charges

Wealth

Track party wealth as running total of treasure found in each session. Remember to include gp value of magic items. Compare to the wealth-by-level table to keep the campaign on track.

Current party wealth:

Average per character:

Appropriate Wealth per Character, by Level

Level	Wealth (gp)	Level	Wealth (gp)	Level	Wealth (gp)
2	900	9	36,000	16	260,000
3	2,700	10	49,000	17	340,000
4	5,400	11	66,000	18	440,000
5	9,000	12	88,000	19	580,000
6	13,000	13	110,000	20	760,000
7	19,000	14	150,000		
8	27,000	15	200,000		

Calendar

Basic Timekeeping

Hours per day: _____ Days per week: _____ Weeks per month: _____ Months per year: _____

Monthly Calendar

Fill in the names of the months that correspond to each season in your campaign, with up to 5 months per season. For example, the modern calendar would have December, January, and February for the months of winter, with the 4th and 5th months left blank. Use custom season names if your campaign uses a different system (based around monsoons, the tides, or astrological phases, for example).

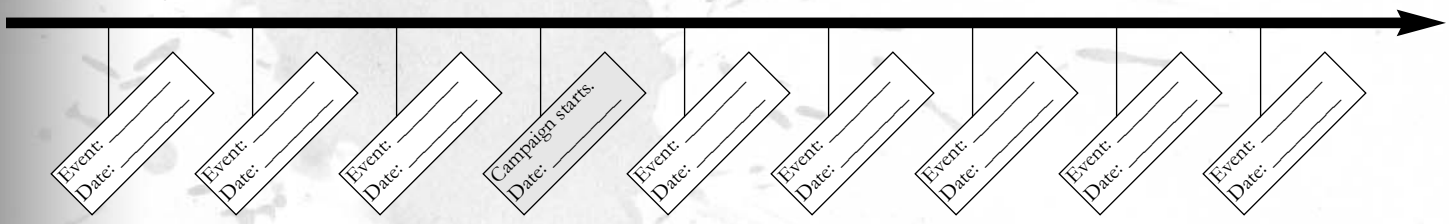
Season	**1st Month**	**2nd Month**	**3rd Month**	**4th Month**	**5th Month**
Winter	_____	_____	_____	_____	_____
Spring	_____	_____	_____	_____	_____
Summer	_____	_____	_____	_____	_____
Fall	_____	_____	_____	_____	_____

Daily Calendar

Fill in the names of the days along the top, then use hatch marks to mark off each day as it passes. Keep the marks small; once you complete one round through the calendar, you can then start again with a second set. Each time a full month passes, record it with a hatch mark next to the appropriate month on the monthly calendar (above). Use the corners of the daily boxes to indicate daily phases of the moon, or other information as appropriate to your campaign. At the start of each game month, review the holidays (recorded on the basic world information page) and note where they will occur on this month's calendar, while at the same time erasing the holidays from last month.

	Day of Week: _____	*Day of Week:* _____	*Day of Week:* _____	*Day of Week:* _____	*Day of Week:* _____	*Day of Week:* _____	*Day of Week:* _____
Week 1							
Week 2							
Week 3							
Week 4							
Week 5							
Week 6							

World timeline



Session History

Fill in one line after each game so you remember where you're at the next week. Be sure to note any ongoing spell effects and character conditions.

Date	Adventures, Events, & Accomplishments	Total XP Earned	Story Break Point

XP Log

Use this and the next page as the definitive reference for each character's current XP. Session dates should match session history on facing page. Fill in the blank lines along the top with character names. For each session date, record how much XP the character gained, how much they spent (to create magic items, golems, or other such things) or lost (due to negative levels or other effects), and the total XP they ended with. Remember, ending XP from last week's session equals starting XP for this week's session.

	Character #1: _____			Character #2: _____			Character #3: _____		
Date	**Gained XP**	**Spent/Lost XP**	**Ending XP**	**Gained XP**	**Spent/Lost XP**	**Ending XP**	**Gained XP**	**Spent/Lost XP**	**Ending XP**

XP Log

Use this and the previous page as the definitive reference for each character's current XP. Session dates should match session history page. Fill in the blank lines along the top with character names. For each session date, record how much XP the character gained, how much they spent (to create magic items, golems, or other such things) or lost (due to negative levels or other effects), and the total XP they ended with. Remember, ending XP from last week equals starting XP for this week's session.

	Character #4: _____			Character #5: _____			Character #6: _____		
Date	**Gained XP**	**Spent/Lost XP**	**Ending XP**	**Gained XP**	**Spent/Lost XP**	**Ending XP**	**Gained XP**	**Spent/Lost XP**	**Ending XP**

Rules Reference

Rules You're Always Forgetting

If it will fit, write down the whole rule. If it won't fit, jot down the book and page number on which the rule appears, so you'll be able to find it easily when it comes up.

Campaign Variants

Are elves and clerics unique in this campaign? Record campaign-specific rules and variants that you'll need to keep in mind during play. Include races, classes, equipment, and spells. If it doesn't come up in play often, you don't need to record it here, but if you're constantly confronting it, write it down!

House Rules

House Rules – Combat

House Rules – Magic and Other Areas

Custom Encounter Table

Fill in the blanks to create a custom encounter table for your own campaign setting. You can also use this section to list which campaign-specific monsters occupy which terrain types in your world. Use the book codes and page numbers for fast reference on where to find their stats.

Roll	Dungeon	Forest	Marsh	Desert	Aquatic	Mountain	Hill	Plains	Tundra	Aerial	Other
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											

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25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

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