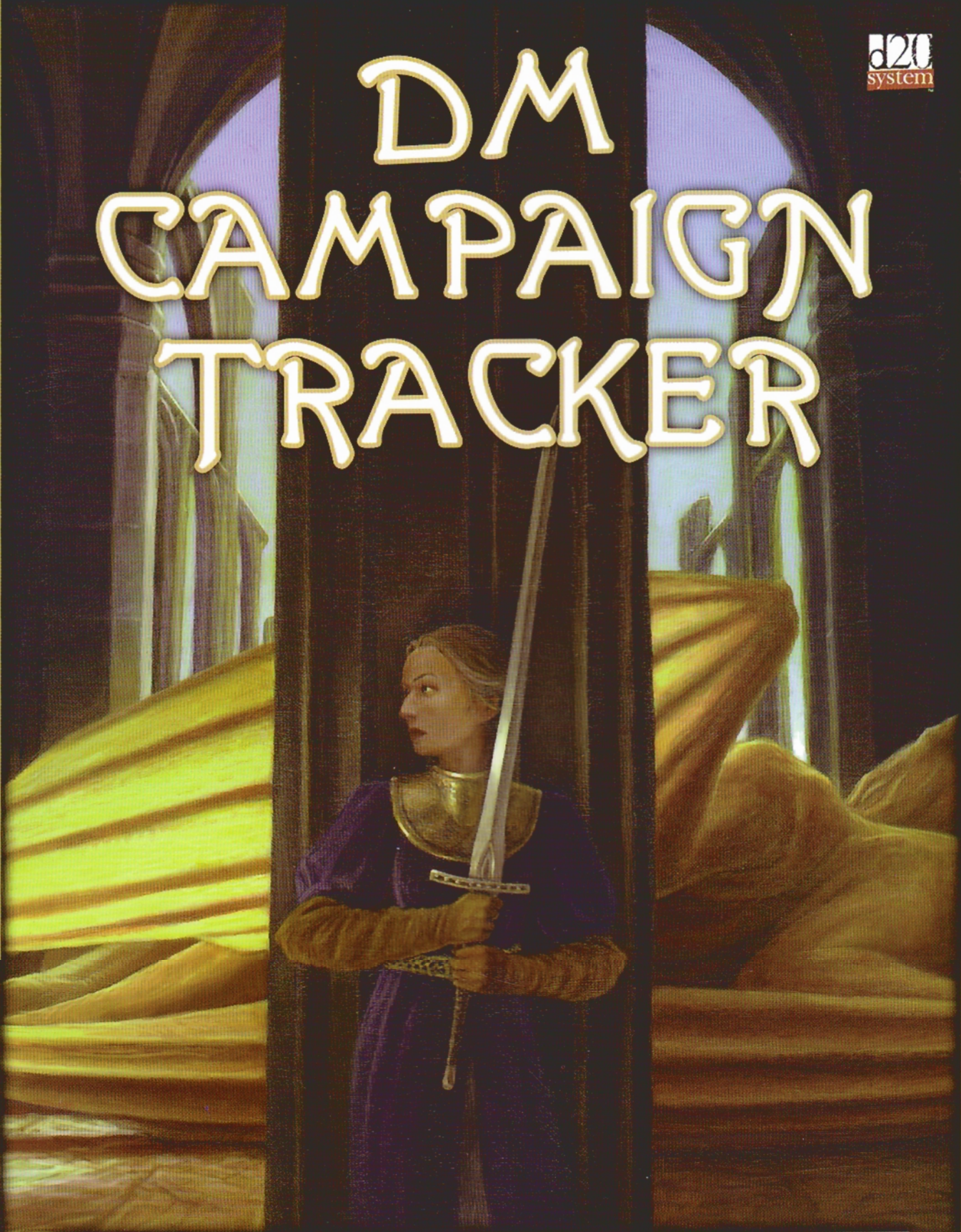


5E  
system

# 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](mailto:goodmangames@mindspring.com). Please be sure to visit our web site at [www.goodman-games.com](http://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 DPC 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	Obssequious/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 DPC 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.

Roll	Proper Names (d20)					Descriptive Suffixes or Prefixes (d20, roll twice)				
	Human	Elf	Dwarf	Gnome/Halfling	Orc	Elf	Dwarf	Gnome/Halfling	Orc	
1	Boris	Rinarius	Droggon	Goblipid	Fangar	Whistle	Lead/Iron/Metal	Round	Axe	
2	Laszlo	Linaliel	Hodri	Poddybob	Gragag	Wind	Blood	Burrow	Crusher	
3	Kent	Silariyes	Khulmarn	Midil	Thurmak	Forest/Leaf	Barrel	Fumble	Blood	
4	Hobard	Aclerias	Thrardix	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	Maargak	Soft	Thunder	Heart	Smasher	
8	Yuran	Nierelis	Darmnok	Bejediped	Thur	Harsh	Goblin/Giant	Babble	Grinder	
9	Zak	Ssyphax	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	Nortinpomp	Kagsal	Horse	Bear	Llobber	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	Anciad	Tormik	Smoillop	G'nok	Deer/Bear	Deep	Double	Dog/Wolf	
18	Ibach	Osydeus	Norgem	Propanop	Kodog	Dove/Hawk	Copper/Steel	Batter	Bat/Boar	
19	Luke	Thimisiak	Arag	Muddlemump	Gugg	Mountain	Pick/Axe	Sparkle	Claw	
20	Morrus	Alica	Khurkuk	Doorfus	Amok	Song	Hammer	Gem	Orc	



# 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
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____




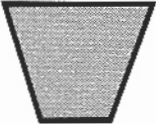







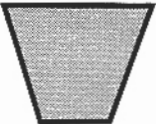
# NPCs


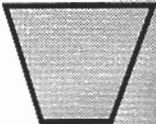
## Major NPCs

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.

<b>NPC Name:</b> _____		<b>Location:</b> _____	
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____	<b>Int:</b> _____	
<b>Deity:</b> _____	<b>Align:</b> _____	<b>Dex:</b> _____	<b>Wis:</b> _____
<b>Gender:</b> _____	<b>Speed:</b> _____	<b>Con:</b> _____	<b>Cha:</b> _____
	<b>Fort:</b> _____	<b>Spell Save DC:</b> _____	
<b>Init Mod:</b> _____	<b>Ref:</b> _____		
	<b>Will:</b> _____		
<b>Feats:</b> _____			
<b>Equipment:</b> _____	AC	Hit Points	
	Tch AC: _____	FF AC: _____	
<b>Skills or Spells:</b> _____	BAB: <input type="text"/>	Grpl: <input type="text"/>	
	1st Atk/Dmg: _____		
	2nd Atk/Dmg: _____		
	3rd Atk/Dmg: _____		
	Personality & Traits		

<b>NPC Name:</b> _____		<b>Location:</b> _____	
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____	<b>Int:</b> _____	
<b>Deity:</b> _____	<b>Align:</b> _____	<b>Dex:</b> _____	<b>Wis:</b> _____
<b>Gender:</b> _____	<b>Speed:</b> _____	<b>Con:</b> _____	<b>Cha:</b> _____
	<b>Fort:</b> _____	<b>Spell Save DC:</b> _____	
<b>Init Mod:</b> _____	<b>Ref:</b> _____		
	<b>Will:</b> _____		
<b>Feats:</b> _____			
<b>Equipment:</b> _____	AC	Hit Points	
	Tch AC: _____	FF AC: _____	
<b>Skills or Spells:</b> _____	BAB: <input type="text"/>	Grpl: <input type="text"/>	
	1st Atk/Dmg: _____		
	2nd Atk/Dmg: _____		
	3rd Atk/Dmg: _____		
	Personality & Traits		

<b>NPC Name:</b> _____		<b>Location:</b> _____	
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____	<b>Int:</b> _____	
<b>Deity:</b> _____	<b>Align:</b> _____	<b>Dex:</b> _____	<b>Wis:</b> _____
<b>Gender:</b> _____	<b>Speed:</b> _____	<b>Con:</b> _____	<b>Cha:</b> _____
	<b>Fort:</b> _____	<b>Spell Save DC:</b> _____	
<b>Init Mod:</b> _____	<b>Ref:</b> _____		
	<b>Will:</b> _____		
<b>Feats:</b> _____			
<b>Equipment:</b> _____	AC	Hit Points	
	Tch AC: _____	FF AC: _____	
<b>Skills or Spells:</b> _____	BAB: <input type="text"/>	Grpl: <input type="text"/>	
	1st Atk/Dmg: _____		
	2nd Atk/Dmg: _____		
	3rd Atk/Dmg: _____		
	Personality & Traits		



<b>NPC Name:</b> _____		<b>Location:</b> _____	
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____	<b>Int:</b> _____	
<b>Deity:</b> _____	<b>Align:</b> _____	<b>Dex:</b> _____	<b>Wis:</b> _____
<b>Gender:</b> _____	<b>Speed:</b> _____	<b>Con:</b> _____	<b>Cha:</b> _____
	<b>Fort:</b> _____	<b>Spell Save DC:</b> _____	
<b>Init Mod:</b> _____	<b>Ref:</b> _____		
	<b>Will:</b> _____		
<b>Feats:</b> _____			
<b>Equipment:</b> _____	AC	Hit Points	
	Tch AC: _____	FF AC: _____	
<b>Skills or Spells:</b> _____	BAB: <input type="text"/>	Grpl: <input type="text"/>	
	1st Atk/Dmg: _____		
	2nd Atk/Dmg: _____		
	3rd Atk/Dmg: _____		
	Personality & Traits		





# DPCs

## Minor DPCs

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

<b>NPC Name:</b> _____	<b>Location:</b> _____
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____ <b>Int:</b> _____
<b>Deity:</b> _____ <b>Align:</b> _____	<b>Dex:</b> _____ <b>Wis:</b> _____
<b>Gender:</b> _____ <b>Speed:</b> _____	<b>Con:</b> _____ <b>Cha:</b> _____
<b>Init Mod:</b> _____ <b>Fort:</b> _____	<b>Spell Save DC:</b> _____
<b>Will:</b> _____	
<b>Feats:</b> _____	 
<b>Equipment:</b> _____	AC _____ Hit Points _____
	Tch AC: _____ FF AC: _____
<b>Skills or Spells:</b> _____	BAB: <input type="text"/> Grpl: <input type="text"/>
	1st Atk/Dmg: _____
	2nd Atk/Dmg: _____
	3rd Atk/Dmg: _____
_____ _____ _____	Personality & Traits

<b>NPC Name:</b> _____	<b>Location:</b> _____
<b>Race/Class/Lvl:</b> _____	<b>Str:</b> _____ <b>Int:</b> _____
<b>Deity:</b> _____ <b>Align:</b> _____	<b>Dex:</b> _____ <b>Wis:</b> _____
<b>Gender:</b> _____ <b>Speed:</b> _____	<b>Con:</b> _____ <b>Cha:</b> _____
<b>Init Mod:</b> _____ <b>Fort:</b> _____	<b>Spell Save DC:</b> _____
<b>Will:</b> _____	
<b>Feats:</b> _____	 
<b>Equipment:</b> _____	AC _____ Hit Points _____
	Tch AC: _____ FF AC: _____
<b>Skills or Spells:</b> _____	BAB: <input type="text"/> Grpl: <input type="text"/>
	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

Special modifier? (see below)	Character	HP	Init	Armor Class	Ability Scores					Combo	
		Max/Current		Base/Touch/FF	Str	Dex	Con	Int	Wis	Cha	
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

## 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.



# 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	_____	_____	_____	_____	_____

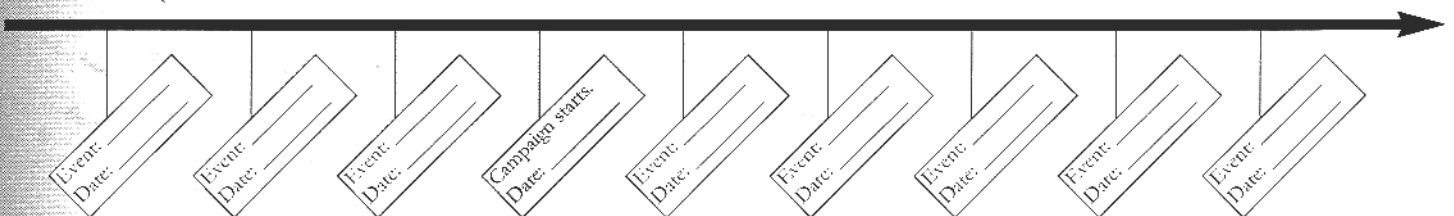
## Daily Calendar

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Week 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Week 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Week 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Week 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Week 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## World timeline











# 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!



## 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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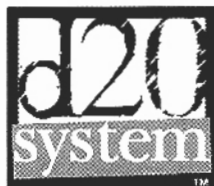
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## Initiative Tracker

Use this space to track initiative results with a dry-erase or magic marker.  
Use a rag to simply wipe the book clean after each combat. Ah, the wonders of lamination!

Count	Activated PC/NPC/Monster	Count	Activated PC/NPC/Monster
30		15	
29		14	
28		13	
27		12	
26		11	
25		10	
24		9	
23		8	
22		7	
21		6	
20		5	
19		4	
18		3	
17		2	
16		1	

Are you caught off guard when your players decide to visit the NPC blacksmith from four sessions ago? Do you have trouble remembering whether an unidentified *potion of bull's strength* is the blue one or the sparkly green one? And when was that dwarven religious holiday again?

A first-of-its-kind playing aid, the campaign tracker is an essential tool for third edition DMs. Gone are the days of paper scraps and loose-leaf notebooks! The DM Campaign Tracker is a carefully designed booklet with spaces to record all information about an ongoing campaign: NPC stats, XP logs, session history, character reference, world info, and more. Just as every player needs a character sheet, every DM needs a campaign tracker!

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