DM CAMPAIGN RECORD

GOODMAN GAMES

CAMPAIGN NAME

NPC GENERATOR

When you need an NPC in a hurry, grab one of each die and roll the entire handful. Consult the following table according to the die:

RACE

ROLL (1D8)	RESULT
1	HUMAN
2	TIEFLING
3	DWARF
4	HALFLING
5	HALF-ELF
6	ELF
7	ELADRIN
8	DRAGONBORN

AGE

ROLL (1D4)	RESULT
1	YOUNG ADULT
2	MATURE
3	OLD
4	VENERABLE

APPEARANCE

ROLL (1D6)	RESULT
1	FERAL
2	NON-DESCRIPT
3	FILTHY
4	CLEAN
5	OUTLANDISH
6	TASTEFUL

SOCIAL CLASS/OCCUPATION

ROLL (1D12)	RESULT
1	Slave
2-3	Unfree – Servant, Criminal, Serf, Outlaw, Border Dweller
3-4	Rural Freeman – Reeve, Sokeman, Tradesman, Huntsman
4-5	Merchant – Caravan Master, Trader, Entertainer
6-8	Townsfolk – Mayor, Alderman, Guildmaster, Journeyman, Tradesman, Skilled Laborer, Laborer, Entertainer
9	Warrior Class – Landless Knight, Mercenary Captain, Man-at-arms, Squire, Watchman
10	Clergy/Arcanis – High Priest, Patriarch, Curate, Adept / Seer, Sage, Soothsayer, Witch
11	Adventurer – Cleric, Fighter, Paladin, Ranger, Rogue, Warlock, Warlord, Wizard
12	Nobility – Emperor, King, Duke, Marquis, Count, Earl, Baron, Knight

PERSONALITY

Roll (1d20)	Result
1	Watchful
2	Boorish
3	Melodramatic
4	Cruel
5	Suspicious
6	Gregarious
7	Kind
8	Haughty
9	Meek
10	Imposing
11	Hostile
12	Aloof
13	Rude
14	Curious
15	Scheming
16	Soft-hearted
17	Barbaric
18	Shy
19	Malevolent
20	Friendly

BASIC CAMPAIGN INFORMATION

Campaign Name: _____

GM: _____

Players: _____

Published Resources Allowed in Campaign

book code	Book Title	Publisher	Pages/Material Allowed

WORLD OVERVIEW

Kingdom & Capital	Ruler	Political System	Alignment	Population	Religion	Notes

CURRENCIES

CP is known as _____ SP is known as _____ GP is known as _____ PP is known as _____

Other common currencies _____

MAJOR DEITIES

Deity Name	Alignment	Beliefs	Symbol

HOLY DAYS

Holy Day	Significance	Day/Season/ and/or Month

WORLD OVERVIEW

GENERAL GEOGRAPHY

GUILDS AND ORGANIZATIONS

Name & Alignment	Location	Leader & Known Members	Plots, Goals & Notes

CHURCHES & CULTS

Name & Alignment	Location	Leader & Known Members	Deity, Plots & Notes

WORLD OVERVIEW

TOWNS & CITIES

Town/City	Important NPCs & Locations	Events & Notes

TAVERNS, INN & SHOPS

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

OTHER LOCATIONS

Name of Place	Location	NPCs or Monsters	Events & Notes

PLOTS, LEGENDS, & VILLAINS

Use this section to note developing plots and themes. If you plan for the PCs to disrupt a cult during their Heroic levels, battle its wicked archpriest during their Paragon years, then put an end to the cult's infernal master in their final Epic levels, this is the place to track it. Weaving multiple plots and subplots together will help to keep the campaign varied and interesting to every PC.

PLOTS, LEGENDS, & VILLAINS	DEVELOPMENT		
	Heroic	Paragon	Epic

MAJOR NPCS

Name _____ **Race** _____

Class/Level _____

Init **Fort** **Passive Insight**

AC **Ref** **Passive Perception**

HP **Will** **Speed**

Attacks/Powers _____

Notes _____

Name _____ **Race** _____

Class/Level _____

Init **Fort** **Passive Insight**

AC **Ref** **Passive Perception**

HP **Will** **Speed**

Attacks/Powers _____

Notes _____

Name _____ **Race** _____

Class/Level _____

Init **Fort** **Passive Insight**

AC **Ref** **Passive Perception**

HP **Will** **Speed**

Attacks/Powers _____

Notes _____

Name _____ **Race** _____

Class/Level _____

Init **Fort** **Passive Insight**

AC **Ref** **Passive Perception**

HP **Will** **Speed**

Attacks/Powers _____

Notes _____

MINOR NPCS

Name/Alias	Race	Class/Level	Location	Notes

Name _____ **Race** _____

Class/Level _____

Init ☐ **Fort** ☐ **Passive Insight** ☐

AC ☐ **Ref** ☐ **Passive Perception** ☐

HP ☐ **Will** ☐ **Speed** ☐

Attacks/Powers _____

Notes _____

Name _____ **Race** _____

Class/Level _____

Init ☐ **Fort** ☐ **Passive Insight** ☐

AC ☐ **Ref** ☐ **Passive Perception** ☐

HP ☐ **Will** ☐ **Speed** ☐

Attacks/Powers _____

Notes _____

PLAYER CHARACTER REFERENCE

Name	Race	Class/Level	Init	AC	HP	Fort	Ref

SPECIAL MODIFIERS & NOTES

Use this section to note special modifiers that come into play. This could include ongoing spells, malign curses, and other such hazards of adventuring.

Will	Passive Insight	Passive Perception	Speed

PC DEATHS

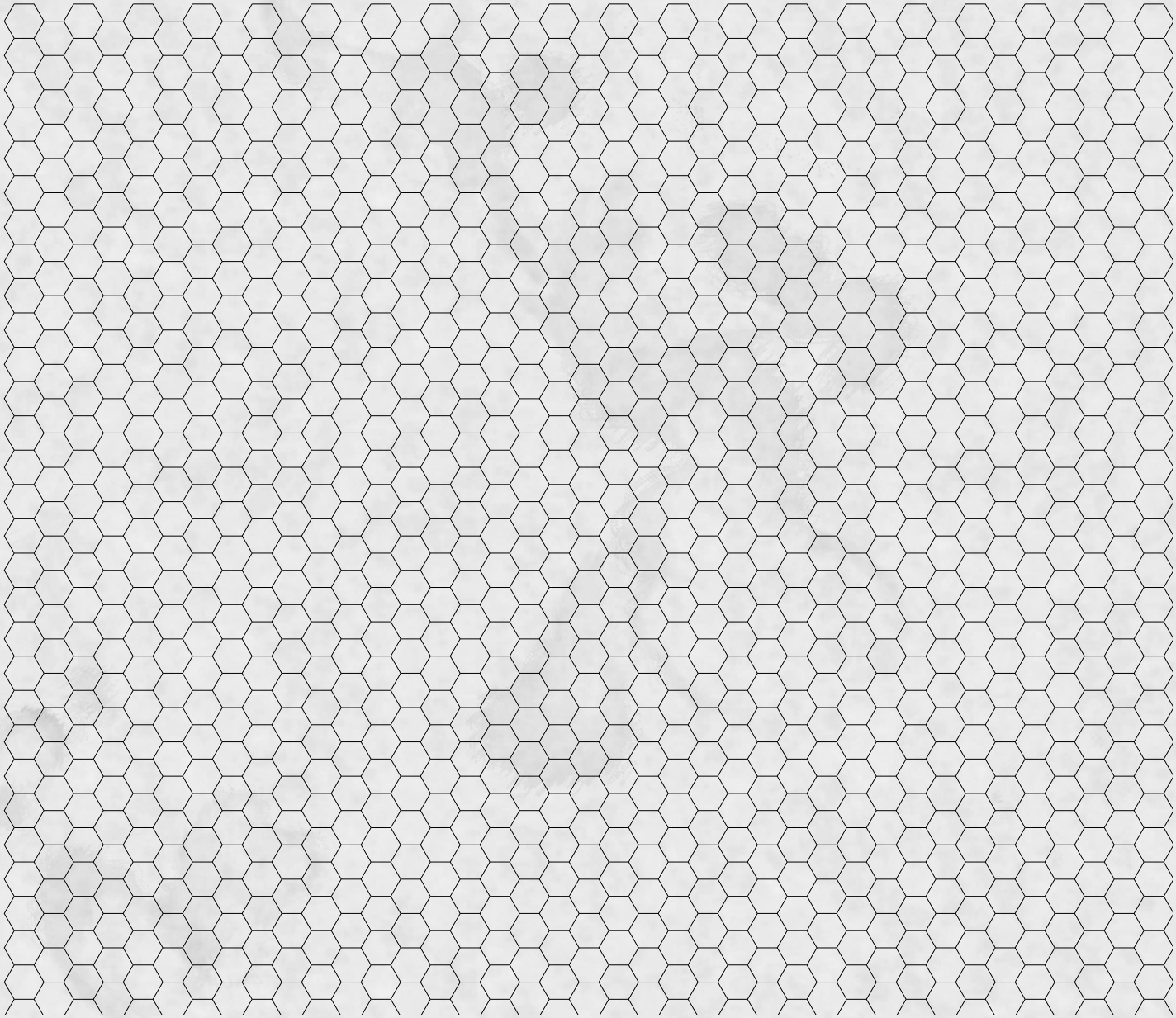
Name	Location	Reason

SETTING MAP

1 HEX = _____

KEY LOCATIONS

MAP KEY



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 of you campaign.

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 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 note phases of the moon. At the start of each game month, review the holy days (recorded on the basic world information page) and note when they will occur on this month's calendar.

	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

Event:						
Date:						

Campaign Begins

Date: _____

SESSION HISTORY

Date	Adventures, Events & Accomplishments	Total XP Earned

SESSION HISTORY

PC Level	Deaths	Returning Villains/Plot Hooks

CUSTOM ENCOUNTER TABLE

Fill in the blanks to create a custom encounter table for your campaign setting. Reference sources by title and page for quick reference.

Roll (1d20)	Dungeon	Forest	Marsh	Desert	Aquatic	Urban
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

Roll (1d20)	Mountain	Hill	Plains	Tundra	Aerial	Wastes
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
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17						
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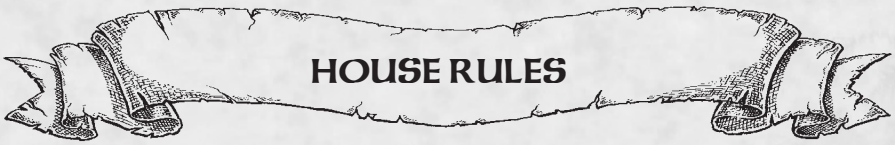
20						



HOUSE RULES

PICK POCKET TABLE

Inevitably one of your PCs will attempt to pick an NPC's pocket. What is inside that coin purse, pouch, or satchel? Use the following tables to find out. First determine the social class or occupation of the victim. Then roll a d20 + Social Class modifier on Table A to determine the type of item stolen. Consult the appropriate Item table and roll 1d100 + Social Class modifier to determine the actual item stolen. Note that NPCs possessing valuables worth stealing will almost always have the resources to recover them!

OCCUPATION/SOCIAL CLASS

Slave: -15

Unfree: -10

Rural Freeman: -10

Merchant: +2

Townsfolk: –

Warrior Class: +2

Clergy/Arcanis: +17

Adventurer: +17

Nobility: +16

TABLE A: ITEM TYPE

Roll (1d20 + Social mod)	Result
6 or less	Nothing – dirt and grime.
7-18	Common, see table B.
19-35	Valuable, see table C.
36+	Special, see table D.

TABLE B: COMMON ITEMS

Roll (1d100 + Social mod)	Result
01-03 or less	Rusty dagger
04-06	Rabbit skin
07-08	Rags/bandages
09-15	Food
16-20	Dice
21-25	Holy charm
26-29	Knife
30-35	Chalk
36-38	Toy whistle
39-40	Clay marble
41-55	Playing cards
56-59	Key
60-63	Wineskin
64-67	Needles and thread
68-72	Comb
73-75	Candle
76-80	Scarf or soft hat
81-85	Ball of twine
86-89	Tinderbox
90-93	Tobacco and pipe
94-100 or more	Reroll on table C

TABLE C: VALUABLE ITEMS

Roll (1d100 + Social mod)	Result
01-03 or less	1d4 cp
04-06	1d6 cp and 1 sp
07-08	1d12 cp and 1d4 sp
09-15	1d8 sp
16-20	1d12 sp
21-25	1d20 sp and 1d4 gp
26-29	1d6 gp
30-35	1d12 gp
36-38	1d20 gp
39-40	Silver bracelet (worth 10 gp)
41-55	Copper torque (worth 5 gp)
56-59	Gold ring (worth 5 gp)
60-63	Silver idol (worth 15 gp)
64-67	Cloak pin (worth 10 gp)
68-72	Note of credit (for 25 gp)
73-75	Silver broach (worth 10 gp)
76-80	Small pouch containing 2d20 + 10 gp
81-85	Platinum earrings (worth 50 gp)
86-89	Signet ring
90-93	1d4 small gems (worth 20 gp each)
94-100 or more	Reroll on table D

TABLE D: SPECIAL

Roll (1d100)	Result
01-03 or less	Bloody dagger
04-06	Half of a treasure map
07-08	Key marked with the royal sigil
09-15	Vial of Deathjump spider venom
16-20	Lich's severed finger (still animated)
21-25	Undead mouse
26-29	Cursed idol of Tiamat
30-35	Shrunken elf head
36-38	Pseudodragon egg (about to hatch)
39-40	Map to the royal treasury
41-55	Ransom note for an eladrin's daughter
56-59	Parchment inscribed with the truename of a demon lord
60-63	Scroll of *raise dead* keyed to an executed murderer
64-67	Sapphire from the queen's crown (worth 200 gp)
68-72	Cover to the Magister's spellbook
73-75	Dwarf scalp (still wet)
76-80	Replica wand of Orcus
81-85	Ceremonial dagger
86-93	Scrap of parchment with the PCs' names crossed out
94-99	PC's brother's severed ear
100	GM's choice

TAVERN NAME GENERATOR

The tavern, inn hostel, or lodge of the …

Roll (1D20)	Adjective	Noun
1	Black/White/Blue	Flagon/Mug/Keg
2	Riddling	Dragon
3	Lovely	Maiden
4	Weeping	Treant
5	Salty	Cauldron
6	Sleeping	Barrel/Keg
7	Dread	Matron
8	Restful	Slayer
9	Wrathful	Wyvern
10	Tired	Gallows
11	Crimson	Unicorn
12	Poor	Bugbear
13	Argent	Dog
14	Hangman's	Brew
15	Waking	Goose/Rooster
16	Bloody	Wyrm
17	Royal	Respite
18	Roaring	Fork
19	Lord's	Axe
20	(Possessive*)	Rose

***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 Lair."**

Credits

Based on the original Campaign Tracker by Joseph Goodman

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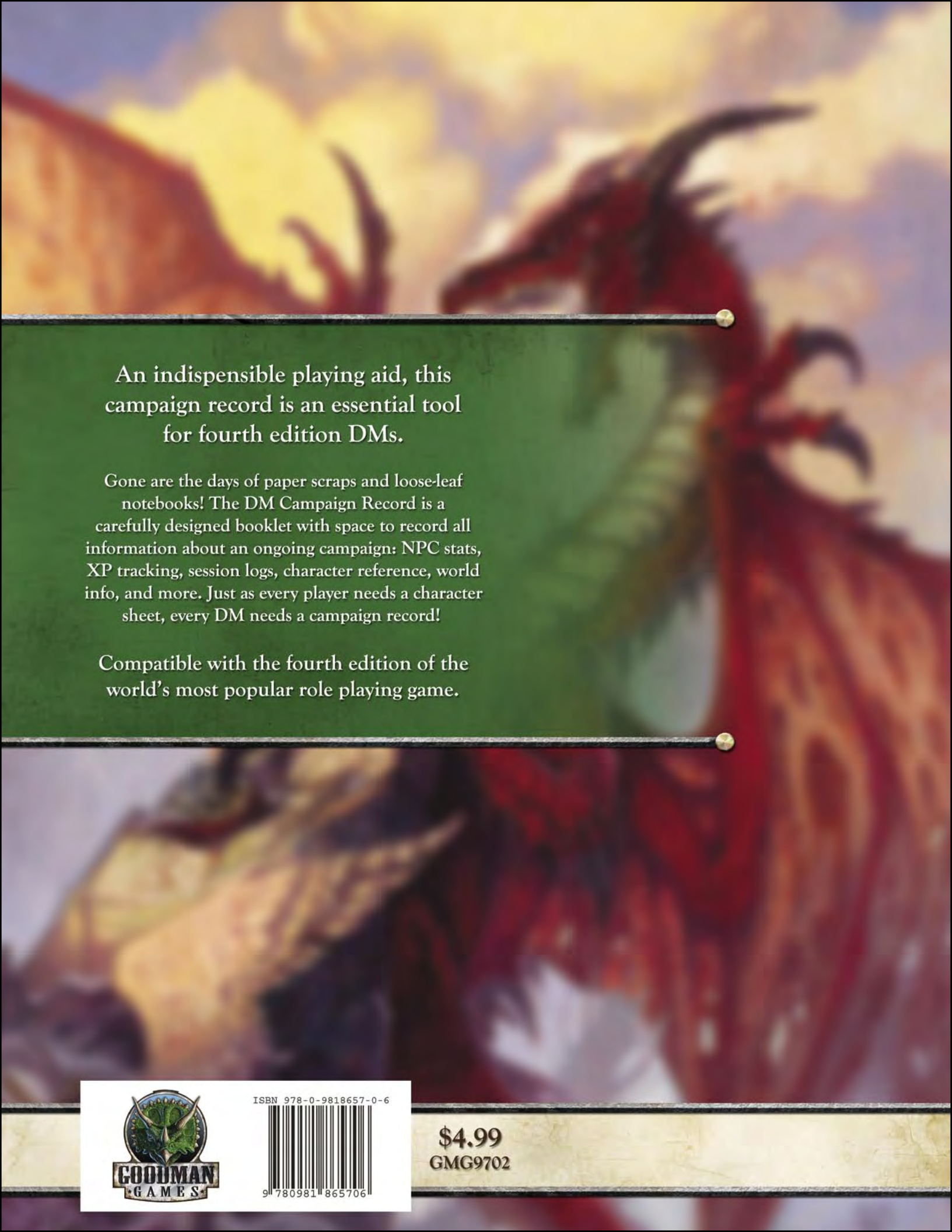

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