DOOMSDAY DAWN GM TRACKING SHEET

While you are running *Doomsday Dawn*, make sure to track your party's progress while you play. The associated surveys will ask questions about the following topics, as well as a number of others that don't require tracking. Please distribute a copy of the Player Tracking Sheet to each player as well.

TRACKING TABLE

	PART 1	PART 2	PART 3	PART 4	PART 5	PART 6	PART 7
1. How long did it take to play this part of *Doomsday Dawn* (not counting preparation or character creation)?							
2. How long did it take to prepare this part of the adventure (time spent reading, gathering materials, etc.)?							
3. How many sessions did it take for you to play through this part of the adventure?							
4. How many Hero Points (in total) did you give out during this part of the adventure?							
5. How many times was a player character reduced to 0 Hit Points during this part of the adventure?							
6. How many player characters were killed during this part of the adventure?							

ADDITIONAL QUESTIONS

The following questions pertain to specific parts of *Doomsday Dawn*. Note that these questions contain spoilers, so don't share them with players.

PART 2: IN PALE MOUNTAIN'S SHADOW

1. Did the player characters beat the rival adventuring party to the site? If so, how much sooner did the PCs arrive?

PART 3: AFFAIR AT SOMBREFELL HALL

1. How many times did a player character cast a *heal* spell that had only one target (1- or 2-action casting)?
2. How many times did a player character cast a *heal* spell that affected more than one target (three action casting)?
3. How many times did a player character use healing abilities other than *heal* (such as an *elixir of life* created by an alchemist, *goodberry*, *heal animal*, *soothe*, etc.)?
4. How many rounds or partial rounds were spent on each combat event? Track all five events separately.

PART 4: THE MIRRORED MOON

1. How many Ally Points, Research Points, and Treasure Points did the PCs earn during this part of the adventure?
2. Did player characters spend all of their Treasure Points? If not, how many remained unspent at the end of this adventure?
3. How many days elapsed before the final encounter occurred?

PART 5: THE HEROES OF UNDARIN

1. In what wave was the first player character reduced to 0 Hit Points?
2. In what wave did the first player character die?
3. In what wave did the last player character die?

PART 7: WHEN THE STARS GO DARK

1. How many rounds elapsed in the final encounter, starting from the moment Ramlock appeared?
2. How many attempts did the players need to defeat the malignant theorems?
3. How many player characters gained the frightened condition while talking to the Ashen Man?

DOOMSDAY DAWN PLAYER TRACKING SHEET

While you are playing *Doomsday Dawn*, make sure to track your character's progress while you play. The associated surveys will ask questions about the following topics, as well as a number of others that don't require tracking.

TRACKING TABLE

	PART 1	PART 2	PART 3	PART 4	PART 5	PART 6	PART 7
1. How long did it take for you to create (or update) your character?							
2. How many times was your character reduced to 0 Hit Points during this part of the adventure?							
3. How many times did your character reach 0 Resonance Points during play of this part of the adventure*?							
4. How many times did your character critically fail the check while overspending Resonance Points during play of this part of the adventure*?							
5. How many times did your character run out of spell slots during play of this part of the adventure*?							
6. How many times did your character run out of Spell Points during play of this part of the adventure*?							
7. How many Hero Points did you use during this part of the adventure?							

* Do not count any times that occurred while the group was camping or otherwise at rest. Only times that occurred during the adventuring day should be considered. For example, if a character casts a spell after a fight and runs out of spell slots, but the group has another encounter before resting, that would count. Any events that occur after the final encounter of the day should not be counted.