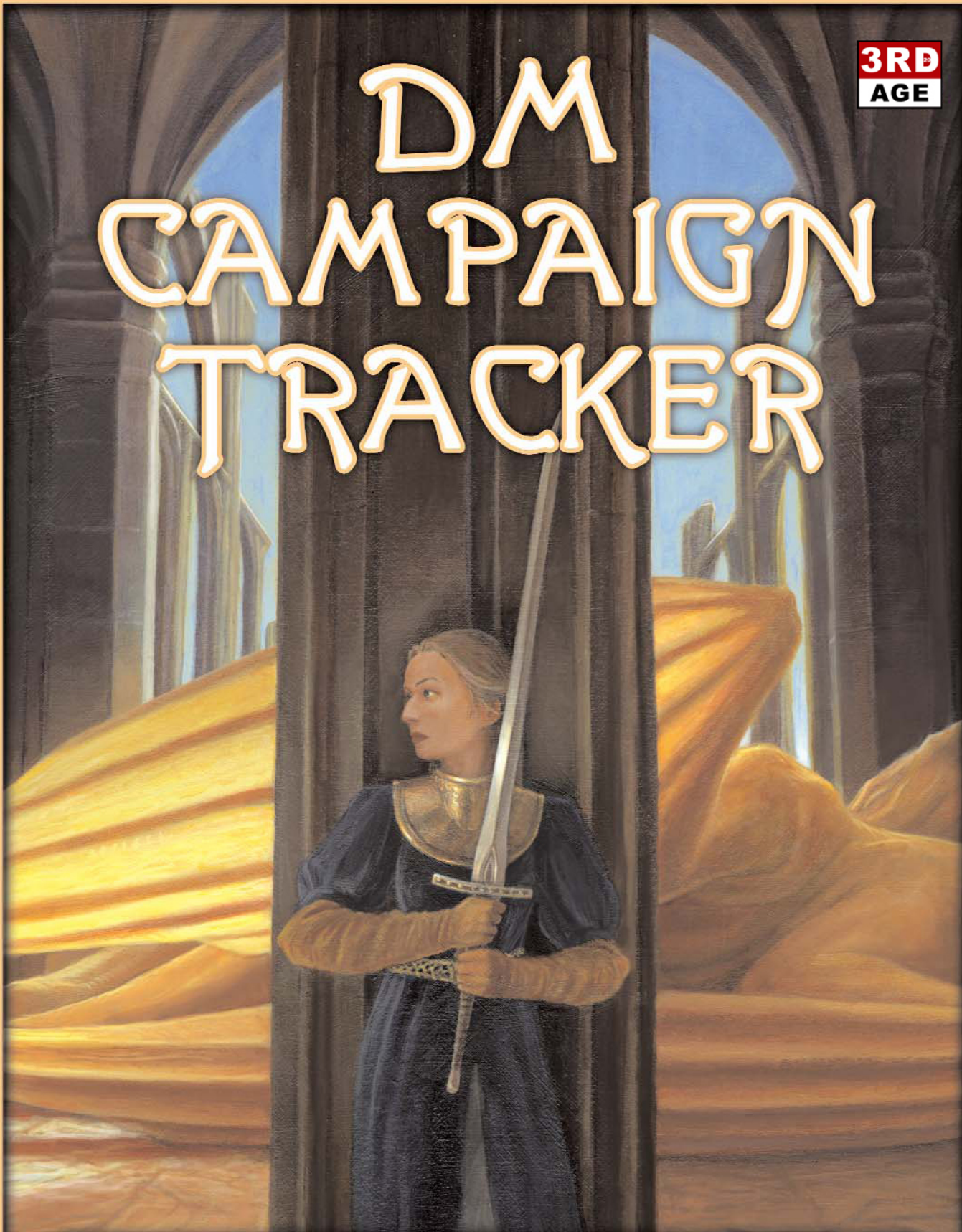


**3RD**  
**AGE**

# 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](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	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	Wearry/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	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	Gorghrah	Moon/Sun	Builder/Digger	Belly	Breaker
6	Frönien	Malkabite	Throkog	Glimbleglup	Mormak	Light/Night	Stout/Oaken	Frother	Skull
7	Turog	Aranilion	Tugrak	Gorbey	Maargak	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	Frog	Forg-ha	Spear	Stein/Mug	Mumble	Tooth
11	Osocles	Sarinia	Sigrok	Beelop	Kruduk	Flower	Boot	Warm	Eater
12	Ninjut	Woviniulus	Thagorin	Nottinpomp	Kagsal	Horse	Beard	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	Borghrak	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	Alicia	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
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____





# 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).)

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

---



---



---



---



---



---



---



---



---

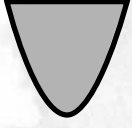





---


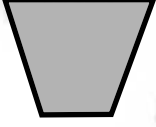
# NPCs

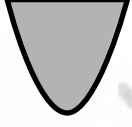

## Major NPCs

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.

<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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

**NPC Name:** \_\_\_\_\_ **Location:** \_\_\_\_\_

**Race/Class/Lvl:** \_\_\_\_\_ **Str:** \_\_\_\_\_ **Int:** \_\_\_\_\_

**Deity:** \_\_\_\_\_ **Align:** \_\_\_\_\_ **Dex:** \_\_\_\_\_ **Wis:** \_\_\_\_\_

**Gender:** \_\_\_\_\_ **Speed:** \_\_\_\_\_ **Con:** \_\_\_\_\_ **Cha:** \_\_\_\_\_

**Init Mod:** \_\_\_\_\_ **Fort:** \_\_\_\_\_ **Spell Save DC:** \_\_\_\_\_

**Will:** \_\_\_\_\_

**Feats:** \_\_\_\_\_

**Equipment:** \_\_\_\_\_

**Skills or Spells:** \_\_\_\_\_

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:** \_\_\_\_\_

**Init Mod:** \_\_\_\_\_ **Fort:** \_\_\_\_\_ **Spell Save DC:** \_\_\_\_\_

**Will:** \_\_\_\_\_

**Feats:** \_\_\_\_\_

**Equipment:** \_\_\_\_\_

**Skills or Spells:** \_\_\_\_\_

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		Init	Armor Class			Ability Scores				
	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	_____	_____	_____	_____	_____

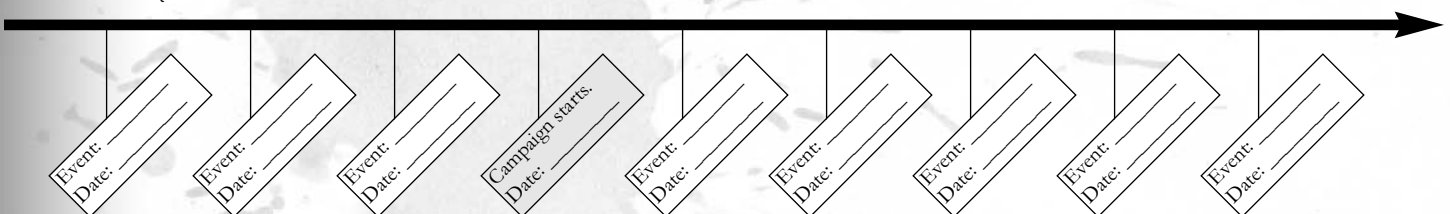
## Daily Calendar

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											

This printing of DM Campaign Tracker is done under the Open Gaming License, the D&D System Trademark License, the D&D System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide and document.

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0. Any and all DM Campaign Tracker logos and identifying marks and trade dress; the terms DM Campaign Tracker, Campaign Tracker, Session History, and XP Log; all capitalized terms and proper nouns, also including but not limited to names of characters, areas, factions, and creatures; and all artwork, stories, storylines, plots, thematic elements, symbols, depictions, and illustrations; except such elements that already appear in the System Reference Document.

**Designation of Open Content:** Subject to the Product Identity designation above, the following portions of DM Campaign Tracker are designated as Open Game Content: the full text of pages 1-16, except for all artwork, and such place names, character names, artwork, and terminology which relates to declared Product Identity. No artwork is open content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "DM Campaign Tracker" by Joseph Goodman, Copyright 2004 Goodman Games (contact goodmangames@minispring.com, or see www.goodman-games.com)." DM Campaign Tracker is copyright © 2003 Goodman Games. All rights reserved.

**Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.**

**OPEN GAME LICENSE Version 1.0a**  
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Author: Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DM Campaign Tracker by Joseph Goodman, Copyright 2004 Goodman Games (contact goodmangames@minispring.com, or see www.goodman-games.com)



\$4.99 usa

## Initiative Tracker

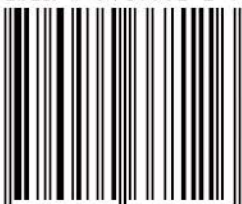
Use this space to track initiative results with a dry-erase or magic marker.  
Use a rag to simply wipe the book clean after each combat. Ah, the wonders of lamination!

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?

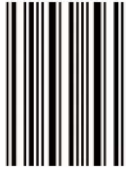
A first-of-its-kind playing aid, the campaign tracker is an essential tool for third edition DM's. Gone are the days of paper scraps and loose-leaf notebooks! The DM Campaign Tracker is a carefully designed booklet with spaces to record all information about an ongoing campaign: NPC stats, XP logs, session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

ISBN 0-9746681-1-7



9 780974 668116

90000>



Requires the use of the  
Dungeons & Dragons, Third Edition Core  
Books, published by Wizards of the Coast, Inc.

SKU GMG 9700



[www.goodman-games.com](http://www.goodman-games.com)