



Random DPC Craits

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

Roll	Trait A (1-2 on 1d4)	
1	Scar/tattoo/piercing/birthmark	
2	Missing tooth/finger/limb	
3	Sweaty or limps	
4	Bad breath/strong odor/perfume	
5	Shaky/fidgets/twitches/jumpy	
6	Unusual eyes/ears/teeth/nose	
7	Coughs/sneezes/sniffles	
8	Low/high voice	
9	Slurs/lisps/stutters/enunciates	
10	Shouts/whispers	
11	Bad hearing/eyesight	
12	Bald/hairy/long hair	
13	Albino/unusual skin color	
14	Jewelry/fine clothes/wears rags	
15	Underdressed/overdressed	
16	Hates/loves magic	
17	Whistles/sings	
18	Posture good/bad	
19	Tall/short/skinny/fat	
20	Lazy/energetic	

Trait B (3-4 on 1d4) Wounded/injured/sick Pustules/boils Squints/stares Chews/smacks lips Dirty/clean Obsequious/proud Drowsy/bookish Observant/clueless Artist/hobbyist/gamer Collector/hunter Uses fancy words Miser/spendthrift Pessimist/optimist Drunkard/teetotaler Polite/rude Facial tick/moody Aloof/overbearing Individualist/conformist Hot tempered/neurotic Pious/irreverent

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 Cavern Dames

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	Uglv/beautiful/fair	Ale/beer/spirits
9	Loyal/traitorous	Cuckold/knight/miser/paupe
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/prie
18	Weary/tired/footworn	Farmer/peasant/blacksmith
19	Overstuffed/overflowing	Pantry/kitchen/bar
20	(Possessive*)	Conscience

Random DPC Dames

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

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	Aclerias	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	Bayrog	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	Carvapip	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	Alica	Khurkuk	Doorfus	Amok	Song	Hammer	Gem	Orc

BASIC CAMPAIGN INFORMACION

Campaign name	11	
Publisher (if pul	blished setting):	4
DM:		
Players:		
	12	

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
St Har Mo			
		and the second of	
		a second	
		21	
		a de la d Referencia	
	2014 - 100 - 2014 - 201	7	
	ing and a second s		
9.54		4	
			n de la companya de l
		19 N	
		- îr.	

MORLD 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.

	ital Ruler	Political System	Alignment	Population	Religion	Note
· .						
						·
•		Ecc	oņomics			
		other kinds of currency tha				
		n as:			PP known as:	
ter common curre	ncies:	······································				
		Majo	r Deities			3 13
ord information on ma	jor campaign-specific deiti	es. If they come from publis		ir book code and page r	umber,	
Deity Name	Alignment	Domains		Favored Weapon	Symt	ool
	<u></u>					
	# 					
			olidays			
	t holidays by the season or	D D C month in which they occur.	blidays Fill out the calendar r	nore completely on the		
your world's important Holida	t holidays by the season or	D D C month in which they occur.	olidays	nore completely on the	calendar page.	Month
	t holidays by the season or	D D C month in which they occur.	blidays Fill out the calendar r	nore completely on the		Month

MORLD 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
Structure And Structure Control of Structure Con			
 An and a second s			
	······		
 A set of the set of	(Churches and Cults	
Record ongoing information on import		nember that campaign deities were recorded previously.	
Name & Alignment	Location	Leader & Known Members	Deity & Notes
		2 2	
		, 	
	n <u> </u>		

MORLD OVERVIEW

Cowns and Cifies

This isn't meant as a place to record *crerithing* 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
	34	
i.		
	25 S	

Caverns, 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
		<u></u>	
2			
2			 University of the second s
			4 Constant
	Off	per Inocations	
Name of Place	Location	NPCs or Monsters	Events and Notes

Rumors, Chemes, And Ploc Chreads

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).)

		Developm	ent "	
Rumor, Theme, or Plot Thread	Low	Mid	High	Epic
				1. S.
				· · · · · · · · · · · · · · · · · · ·
4 · · · · ·		1 - <u>1</u>	·	
	and the second se			4
			-	
		<		
	1			
			and the second	
			n	
				-
	A			
Constraints and an an annual frame of the second s Second second seco	Aller and all all all all all all all all all al	T.		
The second se				
				'Se
	47		- State of the second s	-
Control Con	di series de la companya de la compa			No. 200.
A set of the set of		Care -		-
	9 - C	203	and four defer	
	C. State and			
		-	1975 March 1976	¢
		. utransmith		
	and and a	ALL REAL	1. C	
	1. W			
A second se				

DPCs

Major DPCs

This campaign tracker has space for two kinds of NPCs: important, rectiring 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:		Locat	ion:	NPC Name:		Loca	tion:
Race/Class/Lvl:		Str:	_ Int:	Race/Class/Lvl:		Str:	Int:
Deity:							Wis:
Gender:	Speed:	Con:	_ Cha:	Gender:			
Init Mod:		_ Spell Save [DC:	Init Mod:	Fort:	Spell Save	DC:
IIIII MOG	Will:			, I IIII WOO	Will:		
Feats:			\setminus /	Feats:			\backslash /
		$- \setminus /$	\setminus /			$- \land /$	\setminus /
F au via na amb		$ \vee$		E-min and		$ \vee$	
Equipment:		- AC	Hit Points	Equipment:		— AC	Hit Points
		Tch AC:				Tch AC:	FF AC:
Skills or Spells:	100, 2009-01-0-1	BAB:	Grpl:	Skills or Spells:		BAB:	Grpl:
		- 1st Atk/Dma				- lot Atly/Doo ou	
		 2nd Atk/Dmg; 				— 2nd Atk/Dmg	1:
	-	- 3rd Atk/Dmg:				- 3rd Atk/Dmg	
		Person	allty & Traits				nality & Traits
		_					
		-					
		—				—	
NPC Name: Race/Class/Lvl: Deity: Gender: Init Mod: Feats:	Align: Speed: Fort: Ref: Will:	Str: Dex: Con: Spell Save E	_ Int: Wis: Cha:	NPC Name: Race/Class/Lvl: Deity: Gender: Init Mod: Feats:	Align: Speed: Fort: Ref: Will:	Str: Dex: Con: Spell Save	_ Int: Wis: Cha:
Equipment:		- AC	Hit Points	Equipment:		- AC	Hit Points
		Tch AC:	FF AC:			Tch AC:	FF AC:
Skills or Spells:	VIII VIIII	BAB:	Grpl:	Skills or Spells:		ВАВ:	Grpl:
		— 1st Atk/Dmg: — 2nd Atk/Dmg: — 3rd Atk/Dmg:				— 1st Atk/Dmg: — 2nd Atk/Dmg — 3rd Atk/Dmg:	
		Person	ality & Traits			Persor	nality & Traits

DPCs

ALEXAN A

Minor DPCs

NPC Name & Identity	Race	Class/Level	Location	Distinguishing Traits & Notes
Service Se				
			-	
		- 1000		Location - Location - Mar
and a second s				
		100 C	10.0070	
Depart (Ferrir				
2000 - 2000				And
Sangalan				
				New Constant Constant of Constant
Beneficial Annual Control Cont				
				- Barrier - Barr
		1000		
Angel Strand Stran				

NPC Name:		Loco	ation:
Race/Class/Lvl:			Int:
Deity: Gender:	Speed:	Con:	Cha: Cha: > DC:
Init Mod:			
Feats:		200200000000000000000000000000000000000	
Equipment:	- 11470 I	AC	Hit Points
		Tch AC:	FF AC:
Skills or Spells:	1979-1979 1979-1979	BAB:	Grpl:
		— 1st Atk/Dmg — 2nd Atk/Dm — 3rd Atk/Dmg	g:
		Perso	onality & Traits
	- UNIT-		
 A second s			

CHARACCER

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

fur?	Character	НР	Init	Armor Class			Ability	Scores		, Com	6
Specia) mõdifierē (see belnw)		Max/Curre	ent	Base/Touch/FF	Str	Dex	Con	Int	Wis	Cha	
s, ≥]										
	1										
										 Contraction of the second secon	
]									 Constanting and a second second	
	1									 The control of the cont	
	, ,									 An office and the second second	
		·									
]									Annual Control of	Hard Hard
	1									Construction of the second secon	
	1									B) De la construcción de la c	Personal Providence
]										
										Control and an and a second seco	
			<u>/</u>								

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

heir 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.

aving Throws	Speed	Weapon			Skills		
Ref Will	-		Listen	Sense Motive	Search	Move Silently	y Spot
 Second Second Sec							
A set of the set of th							
Construction Co							
 A second de la construcción de la cons							
	Pace		Combat S		vent & Dr	sity.	Notes
	Race		Combat S ses & Levels		nent & De	ity	Notes
	Race				nent & De	:ity	Notes
	Race				nent & De	:ity	Notes
	Race					:ity	Notes
	Race				hent & Do	:ity	Notes
	Race					2ity	Notes
	Race					:ity	Notes

Icems

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,
	. A ¹		
	And the second s		
	And the second		
1. (A)			
A-15 7 M			
ji i			
/			

MEALCE

8

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	1.3	110,000	20	760,000
7	19,000	14	150,000		
8	27,000	15	200,000		

CALEDDAR

Basic Cimekeeping

Hours per day: _____ Days per week: _____ Weeks per month: _____ Months pcr ycar: _____

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).

1st Month	2nd Month	3rd Month	4th Month	5th Month
		· · · · · · · · · · · · · · · · · · ·	<u></u>	··

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 Wieck:	Day of Wirek:	Da) of Weeks	Day of Week:	Da) of Week:	Digi of Weeki
Week 1							
Week 2							
Week 3							
Wreek, 4							
Week 5							
Week. 6							

Corld fimeline

Session Hiscorg

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, Eve	nts, & Accomplishments	1	Total XP Earned	Story Break Point
- marine - marine					And
	an a				
					A Province of the second secon
				The second se	
				And a second sec	
		And a Constant of the second o		and the second second	
		An end of the second se			
The same and a straight				1. A.	
			17 A	1	
	Audioation Boolean Boo		Tea - 11	le .	
8		Handback and South	-me		
Sectores 197			F		
		2. Surg colds "Te Mendode and Balling and Annual Section Se	- E	907 1	
3, 20		Normality of the second		are .	
		namenia (* 1999) na seredi e Vinter (* 1999) 1999 - Maria Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria Maria Maria Maria Maria Maria Maria Maria 2009 - Maria Maria 2009 - Maria M			
4					
S. S.	A HANNER AND A HANNE	10 10 10 10 10 10 10 10 10 10 10 10 10 1		2. <u>8</u>	
	Particular and a	alle de sera		4	
	in the second se	л — — — — — — — — — — — — — — — — — — —		-ta ***	
	er 12				
an pr		5 - 2 million			
· · · · ·	19 N			-ideoptions	
	ā.			÷	
	2	· · ·		and the second s	

XP Lo6

Use this and the next page as the definitive reference for each character's current NP. 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 NP 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 NP they ended with. Remember, ending XP from last week's session equals starting NP for this week's session.

Write Gained Spent/Lost Ending Gained Spent/Lost Ending Gained Spent/L XP	ost Ending XP
With the second seco	

XP Lo6

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.

	Chara	acter #4:		Chara	acter #5:		Chara	acter #6:	
Date	Gained XP	Spent/Lost XP	XP	Gained XP	Spent/Lost XP	Ending XP	XP		Ending XP
								100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100	A set of the set of th
,							,		
									 Provide control of the second s
		S.							
							,		
									Constanting
									 A substantial - Model and a substantial - Model and substantial - Model and subst
									 A provide the second sec

Rales Reference

Rules Jou'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.

			22	×				
			â				1. · · ·	
		·	- ALE					
	1							
	l.	.85.						· · · · ·
	P11 - 4.1	1012						
	27	197						
			*					
	3			A THE REPORT OF THE PARTY OF TH				
						Ĵ.	4	
				2		Ť.	×	
						3 [°]		
						÷		
				, f		17		
	~				j.	T		
	*							. ,
	20 · · · · · · · · · · · · · · · · · · ·						1	· · · · ·
					, i		C 1	
	a data a	- y 5 2		2				
		-	2	· · · · · ·		A LONG TO THE R.		
	and country	day.						
		1013						
		profile bar	8 300 m					Sec /
	and a second sec		517					
	the local second s		Rife.	1			~	
				à .	37			
			and a second sec	Campaiai	n/Variant	8	-	
	Construction and the second se							
			S. S				All second and	
					y Variant		and the second s	
Are alves and claries w	alours in this	nnaion) Par		-8	and the second se		ind during play Include more o	lasses equipment
Are elves and clerics u	nique in this ca	npaign? Rec	ord campaig	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c	lasses, equipment,
Are elves and clerics u and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec 1y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec 19 often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics u and spells. If it doesn't	nique in this ca t come up in pl:	npaign? Rec 19 often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec iy often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pl	npaign? Rec iy often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c write it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec iy often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics u and spells. If it doesn't	nique in this ea t come up in pli	npaign? Rec iy often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics u and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec vy often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics un and spells. If it doesn't	nique in this car t come up in pl	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this car t come up in pl	npaign? Rec y often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c write it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ear	npaign? Rec iy often, you	ord campaig don't need (n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c write it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pl	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this car t come up in pl	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in mi	ind during play. Include races, c vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pl	npaign? Rec y often, you	ord campaig don't need i	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ear	npaign? Rec y often, you	ord campaig don't need 1	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	ind during play. Include races, c	lasses, equipment,
Are elves and clerics un and spells. If it doesn't	nique in this ear	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pli	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pl	npaign? Ree ay often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Ree y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	lasses, equipment,
Are elves and clerics us and spells. If it doesn't	nique in this ear	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ear	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ear	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Ree y often, you	ord campaig don't need :	n-specific rules and v to record it here, but	ariants that you'll nee	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ear	npaign? Rec y often, you	ord campaig don't need t	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ear	npaign? Rec y often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly o	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ear	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly o	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Ree ay often, you	ord campaig don't need :	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly o	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need t	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	npaign? Ree ay often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics us and spells. If it doesn't	nique in this ca t come up in pla	mpaign? Ree uy often, you	ord campaig don't need :	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	
Are elves and clerics un and spells. If it doesn't	nique in this ca t come up in pla	npaign? Rec ay often, you	ord campaig don't need i	n-specific rules and v to record it here, but	ariants that you'll nee if you're constantly c	ed to keep in m confronting it, v	vrite it down!	

Douse	Rales
House Rules – Combat	House Rules – Magic and Other Areas
d. 1 mar Autor Bana	
	and Brann Strain An ann an Anna ann ann ann ann ann ann a
	2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 -

940)

Custom Encounter Cable

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					and all the					- 1 Martin	
14				147							
15	- Replaced										
16											
17											
18											
19											
20											

This printing of DM Campaign Tracket is done under the Open Gaming License, the D20 System Trademark License, the D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast, Iac. Subsequent printings will incorporate final versions of the license, guide and document.

Designation of Product Identity: The following items are breeby designated as Product Identity in accordance with Section I(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, Sestion History, and XP Log: all capitalized terms and proper nouns, also including but not limfield to names of characters, areas, lactions, and creatures; and all attwork, stories, storylines, plots, thematic clements, symbols, depictions, and illustrations: except such elements that output, appear in the System Refuture Document.

Designation of Open Content: Subject to the Product identify designation above, the following portions of DM Campaign Tracker are designated as Open Gaming Corient: the full text of pages 1:16, except for all art work, and such place names, character names, artwork, and terminology which relates to declarated Product Identity. No atwirk is open content.

Sume of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1990, 2000 Wizards of the Chast, Inc. The remainder of these OGC portions of these book are brieby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "DM Campaign Tracker by Joseph Goodman, Copyright 2004 Groodman Games (contact grootmangames@mindspring.com, or see www.goodman_games.com)." DM Campaign Tracker to copyright © 2003 Goodman

Games, All rights reserved.

Dungcons & Dragons ® and Wizards of the Coast ® are Registered Trademarks of Wizards of the Coast, and are used with Permission. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are

used according to the terms of the d20 System License version 1.0. A copy of this license can be found at www.wizards.com. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1/0a

The following text is the property of Wizards of the Coast, I.e., and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"), All Rights Reserved 1. Definitions. (o?"Commbutors" 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, mod-ification, 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, tenlease, 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 prio 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, (c) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, story lines, plots, thematic elements, dialogue, incidents, lan-guage, arrwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photograph-ic and other visual or audio representations; names and descriptions of characters, snells, enchantments, personal 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" mean

the logos, names, mark, sign, motio, designs that are used by a Contribution to identify inself or its products or the associated products contributed to the Open Game License by the Contributor (§110ker) "itself" or "Using" means to use, Distributer (§110ker), "itself" or "Using" means to use, Distributer, copy, edit, format, modify, translate and intervise, create Derivative Material of Open Game Content (it) "You" or "Your" means the locusee 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 us described by the License useful. No other terms or conditions may be applied.

Schweisend Acceptance: By Ilsing 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 heense 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 Lacase. 6.Nnice of License Copyright: You must update the

6.Nnice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the state text of the COPYRIGHT NOTICE of uny Open Game Content You are copying, modifying or distributing, and You must add the rifle, 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 induction as to compatibility, overget as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to inducate compatibility or coadaptability 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 Preduct Identity. The owner of any Product Identity ased in Open Game Content shall retain J julity, if the and interest and not that Preduct Identity. 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 Epitning the License: Wizards or us 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.

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

12 Inability to Comply: If it is impossible for Yuu 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.

1.8 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 unenfurceable, 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.; Authors Jonathan Iweet, Monte Cook, Skip Wilhams, hased on original material by E. Gary Gygas and Dave Arneson.

DM Campaign Tracker by Joseph Gisodman, Copyright 2004 Goodman Ganes (contact goodmangames@mindspring.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	r 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
ZΔ		5
19		4
18		3
17		2
16		1
2000	THE REPORT OF THE REPORT OF	A 100 2 2.5

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!



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

GOODMAN GAMES

SKU GMG 9700