This tool is in	ended for use on a 1920x1	080 resolution monitor on fulls	creen												
Changelog			Known Bugs												
v3.5			Combat Tracker	sometimes doesn't loa	d Player's info, just	delete the name,	'Il reset it.								
Added Creatur	e Forge		DON'T DELETE	THE FIRST CELL											
Removed Crea	ture Creator														
v3.1															
Remade Playe															
Change function	nality of Combat tracker to u	se new Player Sheet													
v2.4															
Added Automa	ic Spell Save DC Back in														
v2.3															
Recommended	Screen Size added														
Updated Initiat															
	up to 10 PCs and Allies														
	NPC Generator until Finishe	1													
v2.2															
Features															
Changelog Cre															
Rudimentary N	PC Generator Added														

In Session	Character	Player	Race	XP	Level	Class	Subclass	Spell Attack	Spell	Background			Passive		STR			D	EX			CON			INT			,	WIS			CHA	
in Session	Character	Player	Race	AP	Leve	Class	Subclass	Modifier	Save DC	background	пР	AC	Perception	Score	Saving T	hrow	Scor	e Sa	ving Thr	ow S	Score	Saving Th	row	Score	Saving	Throw	Scc	ore S	Saving The	row	Score	Saving Th	row
	Valena	Rika	Human	2687	3 3	Druid	Circle of the Land	+4	12	Hermit	21	11	12	11 (+0)	(0)		12 (+	1)	(+1)	n 14	4 (+2)	(+2)	П	9 (-1	(+1)		15 (	(+2)	(+4)		7 (-2)	(-2)	
				13 XP until level 4		141 1 1		-	-							1-1	-	1		_			_	1			H			_	1		H
$\checkmark$	Abidan	Michael	Tiefling	3714 2786 XP until level 5	4 3	Warlock Barbarian	Hexblade	+5	13	Criminal	21	15	10	11 (+0)	(0)		13 (+	1)	(+1)	_ 12	2 (+1)	(+1)		10 (+0	(0)		10 (	(+0)	(+2)	☑ 1	7 (+3)	(+5)	$\checkmark$
				3714	2	Fighter		-	-							+	+	+		+				+	_	+	Н	_			+		H
$\checkmark$	Cyafel	Arius	Tiefling	2786 XP until level 5	4 2			+6	14	Charlatan	25	15	11	16 (+3)	(+5)	$  \mathbf{\nabla}  $	13 (+	1)	(+1)	□  12	2 (+1)	(+3)	$\checkmark$	10 (+0	(0)		8 (	(-1)	(-1)		9 (+4)	(+4)	
-	Salleek	Scott	Aaracokra	2779	3	Blood Hunter	Profane Soul	+5	13	Scholar	22	16	10	11 (+0)	(0)		18 (+		(+6)	=	0 (+0)	(0)		16 (+3	(15)		10 (	(10)	(0)		3 (-1)	7.40	
$\checkmark$	Salleek	Scott	Aaracokra	Level Up Avalible	1°			-	-	Scriolar	22	16	10	11 (+0)	(0)		10 (+	47	(+6)	Δ I I	(+0)	(0)		10 (+3	(+5)	~	1010	(+0)	(0)	Ш.	(-1)	(-1)	
$\overline{\mathbf{v}}$	Arthur Wittson	Trevor	Human	2587	3 3	Druid	Circle of the Shepard	+6	14	Noble	24	12	14	15 (+2)	(+2)		14 (+	2)	(+2)	15	5 (+2)	(+2)		9 (-1	(+1)		18 (	(+4)	(+6)	<b>☑</b> 1	3 (+1)	(+1)	
				113 XP until level 4				-	-								`	1	` '	_	. ,	` '	ם	,	1 1		11,	` 1	,	_	` '	` '	
$\overline{\mathbf{v}}$	Remy	Vivi	Warforged	2837 3663 XP until level 5	4 4	Fighter	Champion	+2	10	Soldier	28	19	10	19 (+4)	(+6)	abla	11 (+	0)	(0)	□ 15	5 (+2)	(+4)	$\checkmark$	11 (+0	(0)		11 (	(+0)	(0)		6 (+3)	(+3)	
				0	1	Bard		+5	13								+	+		+	+			+			Н	_			+		H
	Galkan		Red Dragonborn	300 XP until level 2	1			-	-	Entertainer	9	13	9	12 (+1)	(+1)		14 (+	2)	(+4)	✓ 13	3 (+1)	(+1)		12 (+1	) (+1)		8 (	(-1)	(-1)		6 (+3)	(+5)	
	Jilla		Tiefling	0	. 1	Wizard		+5	13	Sailor	8	11	13	8 (-1)	(-1)		13 (+		(+1)	<u>.</u>	4 (+2)	(+2)		16 (+3	(+5)	-	12 (		(+3)	-	2 (+1)	(+1)	
	Jilla		Helling	300 XP until level 2	1' 🗆			-	-	Salloi	L°	""	13	0 (-1)	(-1)		13 (+	"	(+1)	<u>ا ا</u>	4 (+2)	(+2)	ш	10 (+3	(+5)		12	(+1)	(+3)	<u> </u>	2 (* 1)	(+1)	
	Levi Hresgrave		Human		20 20	Fighter	Champion	+6	14	Soldier	204	18	19	20 (+5)	(+11)		16 (+	3)	(+3)	18	8 (+4)	(+10)	$\overline{v}$	11 (+0	(0)		16 (	(+3)	(+3)		1 (+0)	(0)	
	-			Max Level				-	-							1-1	-	1		_			_	1			H			_	1		_
	Harris Kalsan		Human	14000 XP until level 6	5 5	Bard	College of Valor	+7	15	Folk Hero	50	12	16	13 (+1)	(+1)		15 (+	2)	(+5)	✓ 14	4 (+2)	(+2)		16 (+3	(+3)		16 (	(+3)	(+3)		9 (+4)	(+7)	$\overline{\mathbf{v}}$
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	Cla	ss Info				XP Per Session	Sessions to Lvl Up	Party L	evels	XP at Current Lvl	XP to Next Lvl	Total XP To Lvi
Add H	Homebrew Class		1 These C	olumns		110	оссолоно не дин ор	3	4	2700	1100	3800
Class	Subclass		Hit Dice		Throws	90		3	3	900	900	1800
Artificer		INT		CON	INT							
Barbarian				STR	CON		10					
Bard		CHA		DEX	CHA							
Blood Hunter		INT		DEX	INT							
Cleric		WIS		WIS	CHA							
Druid		WIS		INT	WIS	Roll Info						
Fighter	Eldritch Knight	INT		STR	CON	Stat	Character	Highes	t Score	Modifier	Average Roll	Highest Roll
Monk				STR	DEX	STR	Remy		9	5	16	25
Paladin		CHA		WIS	CHA	DEX	Salleek		8	4	15	24
Ranger		WIS		STR	DEX	CON	Arthur Wittson		5	3	14	23
Rogue	Arcane Trickster	INT		DEX	INT	INT	Salleek		6	3	14	23
Sorcerer		CHA		CON	CHA	WIS	Arthur Wittson	_	8	4	15	24
Warlock		CHA		WIS	CHA	CHA	Cyafel		9	5	16	25
Wizard		INT		INT	WIS	Roll Difficulty Ga						
VVIZUIG					1110	Difficulty	DC	Minim	ım Roll I	Needed	Chance to Roll	
						Easy	10	WIIIIII	iii itoii i	5		80%
						Medium	15			10		55%
						-						
						Hard Difficult	20 25			15 20		30% 5%
						Difficult	1 25			20		57
							VP 01					
						01	XP Ch		l	Б		
						Creatures	Easy	Norma		Deadly		
						1	450	700				
						2	100	200	450			
						3		100	200			
						4	50	100	-			
						5	50	100	100	200		
						6	25	50	100	100		
						7	25	50	50	100		
						8	25	50	50	100		
						9	10	25	50	100		
						10	10	25	50	50		
						11	10	25	25	50		
						12	10	25	25	50		
						13	10	25	25			
						14	10	25	25	50		
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	Initiative Tracker													
		Initiative Order		PC/Allies	Player	Enemies	DE	X	Initiative	AC	Max HP	Current HP		
1				Abidan	Michael		13	+1		15	21			
2				Arthur Wittson	Trevor		14	+2		12	24			
3				Cyafel	Arius		13	+1		15	25			
4				Remy	Vivi		11	+0		19	28			
5				Salleek	Scott		18	+4		16	22			
6							-	-		-	-			
7							-	-		-	-			
8							-	-		-	-			
9							-	-		-	-			
10							-	-		•	-			
11							-	-		-	-			
12							-	-		-	-			
13							-	-		-	-			
14							-	-		-	-			
15							-	-		-	-			
16	Salleek						-	-		-	-			
17	Arthur Wittson						-	-		-	-			
18	Abidan						-	-		-	-			
19	Cyafel						-	-		-	-			
20	Remy						-	-		-	-			

				Encount	er Builder						
Number of Players Per Level	Encoun	ter Difficu	Ity XP Bud			Amount	Creature or CR of Creature	CR		ХР	
	Easy		Normal	Hard	Deadly						
3 4			750 300	1,125 450	1,500 800						
	199		000	100	000	Budget	Difficulty		Actual XP	Adju	sted XP
						2,300	Deadly	Totals			
								Difficulty	,		
							XP Awarded After Encounter			No Combat	
Totals Nan			1,050	1,575 Type	2,300			Envir	onment	Unfinished	0 XP
Total Creatures	117			Туре			Senses		esert		cending
Hobgoblin Warlord			Humanoid			Darkvision 60				6	2300
Mammoth			Beast			-				6	2300
Young White Dragon			Dragon			Blindsight 30, Dar	kvision 120			6	2300
Brontosaurus Gorgon			Beast Construct			Darkvision 60				5	1800 1800
Oaken Bolter			Construct			Darkvision 60				5	1800
Revenant			Undead			Darkvision 60				5	1800
Shambling Mound			Plant			Blindsight 60				5	1800
Troll			Giant			Darkvision 60				5	1800
Unicorn			Celestial			Darkvision 60				5	1800
Werebear Wood Woad			Humanoid Plant			- Darkvision 60				5	1800 1800
Young Remorhaz			Monstrosity	у		Darkvision 60, Tre	emorsense 60			5	1800
Yuan-Ti Pit Master		- 1	Monstrosit			Darkvision 120				5	1800
Banshee			Undead			Darkvision 60				4	1100
Barghest			Fiend			Blindsight 60, Dar	kvision 60			4	1100
Cirallon			Celestial	.,		Truesight 120				4	1100
Girallon Gnoll Fang of Yeenoghu			Monstrosity Humanoid	у		Darkvision 60  Darkvision 60				4	1100 1100
Hobgoblin Devastator			Humanoid			Darkvision 60				4	1100
Iron Cobra			Construct			Darkvision 60				4	1100
Orc Blade of Ilneval			Humanoid			Darkvision 60				4	1100
Stegosaurus			Beast			-				4	1100
Stone Defender			Construct			Darkvision 60				4	1100
Wereboar Weretiger			Humanoid Humanoid			Darkvision 60				4	1100 1100
Yeth Hound			Fey			Darkvision 60				4	1100
Yuan-Ti Mind Whisperer			Monstrosity	y		Darkvision 120				4	1100
Yuan-Ti Nightmare Speaker			Monstrosity			Darkvision 120				4	1100
Displacer Beast			Monstrosity	у		Darkvision 60				3	700
Flail Snail Green Hag			Elemental Fey			Darkvision 60, Tre Darkvision 60	emorsense 60			3	700 700
Hobgoblin Captain			Humanoid			Darkvision 60				3	700
Manticore			Monstrosity	y		Darkvision 60				3	700
Orc Red Fang of Shargaas			Humanoid			Darkvision 60				3	700
Owlbear			Monstrosity			Darkvision 60				3	700
Phase Spider			Monstrosity	у		Darkvision 60				3	700
Redcap Vampiric Mist			Fey Undead			Darkvision 60  Darkvision 60				3	700 700
Veteran			Humanoid			-				3	700
Werewolf			Humanoid							3	700
Winter Wolf			Monstrosity			-				3	700
Yeti		-	Monstrosity			Darkvision 60				3	700
Yuan-Ti Malison			Monstrosity			Darkvision 60 Darkvision 60, Tre	omorronco 60			2	700 450
Ankheg Awakened Tree			Monstrosity Plant	у		- Darkvision 60, Tre	emoraense ou			2	450 450
Bandit Captain			Humanoid			-				2	450
Berserker			Humanoid			-				2	450
Centaur			Monstrosity	у		-				2	450
Darkling Elder			Fey			Blindsight 30, Dar	kvision 120			2	450
Druid			Humanoid Monstrooit			- Darkvision 60				2	450 450
Ettercap Giant Boar			Monstrosity Beast	у		- Darkvision 60				2	450 450
Giant Constrictor Snake			Beast			Blindsight 10				2	450
Giant Elk			Beast			-				2	450
Gnoll Pack Lord			Humanoid			Darkvision 60				2	450
Grick			Monstrosity			Darkvision 60				2	450
Griffon Grung Elite Warrior			Monstrosity Humanoid	у		Darkvision 60				2	450 450
Guard Drake			Dragon			Darkvision 60				2	450
Hobgoblin Iron Shadow			Humanoid			Darkvision 60				2	450
Lizardfolk Shaman			Humanoid			-				2	450
Meenlock			Fey			Darkvision 120				2	450
Ogre			Giant			Darkvision 60				2	450
Orc Eye of Gruumsh			Humanoid Humanoid			Darkvision 60				2	450 450
Orc Hand of Yurtrus			numanoid			Darkvision 60				2	450

						Encount	ter Builder					
Number of Players Per Level			Encounter Diffici	ulty XP Bud	get		Amount	Creature or CR of Creature	CR		XP	
			asy	Normal	Hard	Deadly						
3	-		75	750	1,125	1,500						
2	3	1	50	300	450	800	Budget	Difficulty		Actual XP	Adiu	sted XP
							2,300	Deadly	Totals	ACTUAL AF	Auju	steu AF
							,,,,,,,	1	Difficulty			
								XP Awarded After Encounter			No Combat	
	tals		25	1,050	1,575	2,300			Farite		Unfinished	0 VD
Total Creatures	Nan		17		Type Type			Senses		esert	CR	XP cending
Orog	•			Humanoid	21		Darkvision 60				2	450
Pegasus				Celestial			-				2	450
Polar Bear				Beast			-				2	450
Saber-Toothed Tiger Shadow Mastiff				Beast Monstrosity	,		- Darkvision 60				2	450 450
Swarm of Poisonous Snakes				Beast			Blindsight 10				2	450
Vegepygmy Chief				Plant			Darkvision 60				2	450
Wererat				Humanoid			Darkvision 60				2	450
Yuan-Ti Broodguard				Humanoid			Darkvision 60				2	450
Bronze Scout Brown Bear				Construct Beast			Darkvision 60				1	200 200
Bugbear				Humanoid			Darkvision 60				1	200
Choker				Aberration			Darkvision 60				1	200
Deinonychus				Beast			-				1	200
Dire Wolf				Beast			- Davidadia 00				1	200
Dryad Giant Hyena				Fey Beast			Darkvision 60				1	200 200
Giant Hyena Giant Spider				Beast			Blindsight 10, Dar	rkvision 60			1	200
Giant Toad				Beast			Darkvision 30				1	200
Gnoll Flesh Gnawer				Humanoid			Darkvision 60				1	200
Goblin Boss				Humanoid			Darkvision 60				1	200
Grung Wildling				Humanoid Giant			- Darkvision 60				1	200 200
Half-ogre Harpy				Monstrosity	,		-				1	200
Kobold Dragonshield				Humanoid	<u>'</u>		Darkvision 60				1	200
Kobold Scale Sorcerer				Humanoid			Darkvision 60				1	200
Meazel				Humanoid			Darkvision 120				1	200
Nilbog Quickling				Humanoid			Darkvision 60  Darkvision 60				1	200 200
Thorny				Fey Plant			Darkvision 60				1	200
Tiger				Beast			Darkvision 60				1	200
Yuan-Ti Pureblood				Monstrosity	1		Darkvision 60				1	200
Gnoll Hunter				Humanoid			Darkvision 60				0.5	100
Ice Mephit Orc				Elemental Humanoid			Darkvision 60  Darkvision 60				0.5	100 100
Orc Nurtured One of Yurtrus				Humanoid			Darkvision 60				0.5	100
Satyr				Fey			-				0.5	100
Scout				Humanoid			-				0.5	100
Skulk				Humanoid			Darkvision 120				0.5	100
Swarm of Insects Vine Blight				Beast Plant			Blindsight 10 Blindsight 60				0.5	100 100
Worg				Monstrosity	,		Darkvision 60				0.5	100
Giant Owl				Beast			Darkvision 120				0.25	50
Gnoll Witherling				Undead			Darkvision 60				0.25	50
Winged Kobold				Humanoid			Darkvision 60				0.25	50
Bandit Blood Hawk				Humanoid Beast			-				0.125 0.125	25 25
Kobold				Humanoid			Darkvision 60				0.125	25
Tribal Warrior				Humanoid			-				0.125	25
Commoner				Humanoid			-				0	10
Owl				Beast			Darkvision 120				0	10
L												

Number of Playor Per Level   Effect   September   Ministry   Min				Encount	er Builder						
Number of Players Per Level   Easy   Normal   Hard   Deadly		Encounter Difficu	ilty XP Bud	lget			Creature or CR of Creature	CR		XP	
3   4   375   750   1,125   1,500		Easy			Deadly						
2   3   150   300   450   800	3 4	375	750	1,125	1,500						
	2 3	150	300	450	800						
2,300   Deadly   Difficulty							Difficulty	Totals	Actual XP	Adju	sted XP
No Combat   Totals   525   1,050   1,575   2,300   XP Awarded After Encounter   Name   Type   Space   Environment   CR   XP   XP   XP   XP   XP   XP   XP   X						2,300	Deadly				
Totals   525   1,050   1,575   2,300   XP Awarded After Encounter   Unfinished   0								Difficulty		No Combat	
Name Type Sones Environment CR XP	Totals	525	1.050	1.575	2.300		XP Awarded After Encounter				
			1,000		_,		_	Envir	onment		
							Senses				cending

			Encount	er Builder						
Number of Die	Encounter Difficu	ılty XP Buc	iget		Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level	Easy	Normal	Hard	Deadly						
3 4	375	750	1,125	1,500						
2 3	150	300	450	800	Budget	Difficulty		Actual Va	A 2"	ested VD
					2,300	Difficulty  Deadly	Totals	Actual XP	Adju	sted XP
					,,,,,,,	1=9	Difficulty		<u> </u>	
						XP Awarded After Encounter			No Combat	
Totals Name		1,050	1,575 Type	2,300			Envir	onment	Unfinished CR	0 XP
Total Creatures	117		Туре			Senses		esert	Des	cending
									1	
					-					

			Encoun	er Builder							
		Encounter Diffic	ulty XP Buc	iget	mootili	Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level		Easy	Normal	Hard	Deadly						
3		4 375	750	1,125	1,500						
2		3 150	300	450	800						
						Budget	Difficulty	Totals	Actual XP	Adju	isted XP
						2,300	Deadly				
								Difficulty		No Combat	
Tota	ale	ls 525	1,050	1,575	2,300	•	XP Awarded After Encounter			Unfinished	
		ime	.,000	Type	2,000			Envir	onment	CR	XP
Total Creatures		117		Туре			Senses		esert		cending
•		,									
	_										
	_										

			Encount	er Builder						
Number of Die	Encounter Difficu	ilty XP Bud	lget		Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level	Easy	Normal	Hard	Deadly						
3 4	375	750	1,125	1,500						
2 3	150	300	450	800	Budget	Difficulty		Actual Va	A	ested VD
					2,300	Difficulty  Deadly	Totals	Actual XP	Adju	sted XP
					,		Difficulty			
						XP Awarded After Encounter			No Combat	
Totals Name		1,050	1,575 Type	2,300			Envir	onment	Unfinished CR	0 XP
Total Creatures	117		Туре			Senses		esert	Des	cending
	_					_				
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				Encount	er Builder					
	Encounter Difficu	ilty XP Bud	iget		Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level	Easy	Normal	Hard	Deadly						
3 4	375	750	1,125	1,500						
2 3	150	300	450	800	D					
					Budget	Difficulty	Totals	Actual XP	Adju	sted XP
					2,300	Deadly	Difficulty			
									No Combat	
Totals	525	1,050	1,575	2,300		XP Awarded After Encounter			Unfinished	0
Name			Type			Senses	Envir	onment	CR	XP
Total Creatures	117		Туре			-	De	esert	Des	cending
l										

				Encount	er Builder					
Number (CD)	Encounter Difficu	ılty XP Buc	iget		Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level	Easy	Normal	Hard	Deadly						
3 4	375	750	1,125	1,500						
2 3	150	300	450	800	Budest	Dies in		4 / 175		
					Budget 2,300	Difficulty  Deadly	Totals	Actual XP	Adju	sted XP
					2,300	Deauly	Difficulty	,		
						VD 4 1 146 E 4	,		No Combat	
Totals	525	1,050	1,575	2,300		XP Awarded After Encounter			Unfinished	
Nan			Type			Senses		onment	CR	XP
Total Creatures	117		Туре				D€	esert	Des	cending
										•

					Encoun	er Builder					
		Encounter Difficu	ulty XP Bud	get		Amount	Creature or CR of Creature	CR		ХР	
Number of Players Per Level		Easy	Normal	Hard	Deadly						
3		375	750	1,125	1,500						
2			300	450	800						
						Budget	Difficulty	Totals	Actual XP	Adju	sted XP
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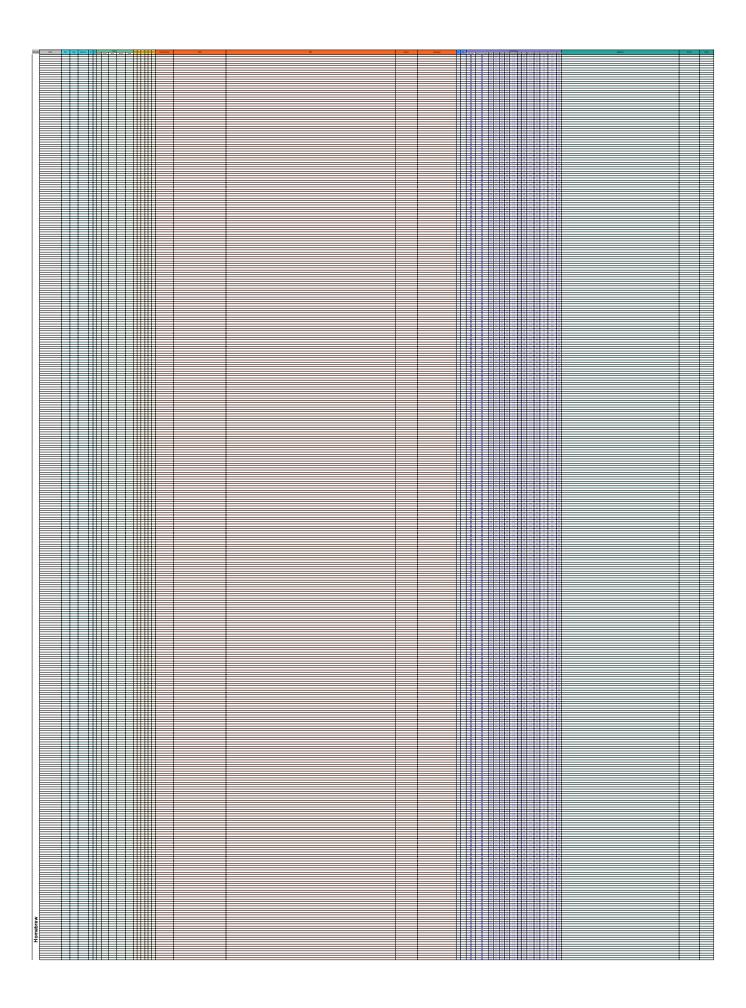
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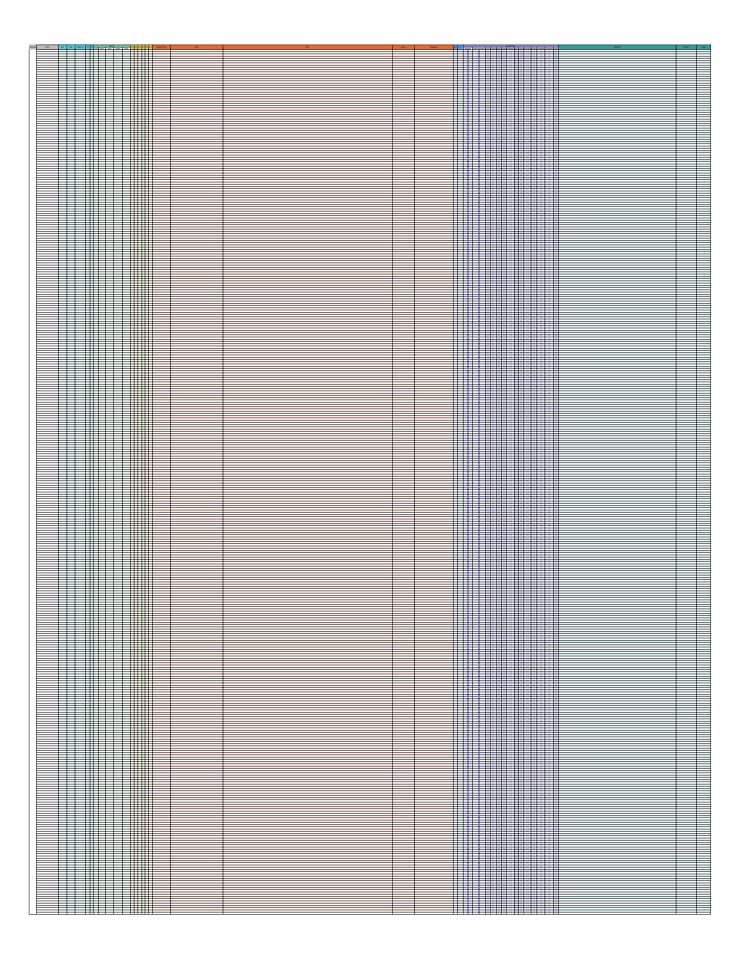
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				Rand	om Encounter Table
Roll	Difficulty	Quantity	CR	XP	XP Awarded
1	Easy	1	2	450	1x CR2 creature gives 90xp to each of 5 characters
2	Easy	2	0.5	100	2x CR1/2 creatures gives 40xp to each of 5 characters
3	Easy	3	0.25	50	3x CR1/4 creatures gives 30xp to each of 5 characters
4	Normal	1	3	700	1x CR3 creature gives 140xp to each of 5 characters
5	Normal	2	1	200	2x CR1 creatures gives 80xp to each of 5 characters
6	Normal	3	0.5	100	3x CR1/2 creatures gives 60xp to each of 5 characters
7	Hard	1	4	1,100	1x CR4 creature gives 220xp to each of 5 characters
8	Hard	2	2	450	2x CR2 creatures gives 180xp to each of 5 characters
9	Hard	3	1	200	3x CR1 creatures gives 120xp to each of 5 characters
10	Deadly	1	6	2,300	1x CR6 creature gives 460xp to each of 5 characters

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Name ▲	Size ♦	Type 🔷	Tags	Alignment 💠	Challenge 💠	XP ♦	Source 🔷
Abominable Yeti	Huge	Monstrosity		CE	9	5000	mm 306
Adult White Drag	Huge	Dragon		CE	13	10000	mm 101
Ancient White Di	Gargantuan	Dragon		CE	20	25000	mm 100
Bandit	Medium	Humanoid		Any non-lawful	1/8	25	mm 343
Bandit Captain	Medium	Humanoid		Any non-lawful	2	450	mm 344
Berserker	Medium	Humanoid		Any chaotic	2	450	mm 344
Bheur Hag	Medium	Fey		CE	7	2900	vgm 160
Blood Hawk	Small	Beast		Unaligned	1/8	25	mm 319
Boneclaw	Large	Undead		CE	12	8400	mtf 121
Brown Bear	Large	Beast		Unaligned	1	200	mm 319
Commoner	Medium	Humanoid		Any	0	10	mm 344
Dire Troll	Huge	Giant		CE	13	10000	mtf 243
Druid	Medium	Humanoid		Any	2	450	mm 346
Elder Tempest	Gargantuan	Elemental		N	23	50000	mtf 200
Flind	Medium	Humanoid	gnoll	CE	9	5000	vgm 153
rost Giant	Huge	Giant	g	NE	8	3900	mm 155
rost Giant Everl	-	Giant	frost giant	CE	12	8400	vgm 148
rost Salamande	_	Elemental	1100t giuiit	Unaligned	9	5000	mtf 223
Giant Owl	Large	Beast		N	1/4	50	mm 327
Gnoll Flesh Gnav		Humanoid	gnoll	CE	1	200	vgm 154
Gnoll Hunter	Medium	Humanoid	gnoll	CE	1/2	100	vgm 154
Gnoll Witherling		Undead	gnon	CE	1/4	50	vgm 155
Griffon	Large	Monstrosity		Unaligned	2	450	mm 174
Guard Drake	Medium			Unaligned	2	450	vgm 158
		Dragon Giant		_	1	200	mm 238
Half-ogre	Large Small	Elemental		Any chaotic NE	1/2	100	mm 215
ce Mephit Kobold			kobold		•	25	
	Small	Humanoid	Kobola	LE NE	1/8 7	2900	mm 195 mtf 233
Lost Sorrowswor		Monstrosity			-		mtr 233 mm 332
Mammoth	Huge	Beast		Unaligned	6	2300	
Manticore	Large	Monstrosity		LE	3	700	mm 213
Nightwalker	Huge	Undead		CE	20	25000	mtf 216
Ogre	Large	Giant		CE	2	450	mm 237
Orc	Medium	Humanoid	orc	CE	1/2	100	mm 246
Orc Eye of Gruun		Humanoid	orc	CE	2	450	mm 247
Orog	Medium	Humanoid	orc	CE	2	450	mm 247
Owl	Tiny	Beast		Unaligned	0	10	mm 333
Polar Bear	Large	Beast		Unaligned	2	450	mm 334
Remorhaz	Huge	Monstrosity		Unaligned	11	7200	mm 258
Revenant	Medium	Undead		N	5	1800	mm 259
Roc	Gargantuan	Monstrosity		Unaligned	11	7200	mm 260
Saber-toothed Tig	Large	Beast		Unaligned	2	450	mm 336
Scout	Medium	Humanoid			1/2	100	mm 349
Shoosuva	Large	Fiend	demon	CE	8	3900	vgm 137
Storm Giant Quii	Huge	Giant	storm giant	CG	16	15000	vgm 151
ribal Warrior	Medium	Humanoid			1/8	25	mm 350
roll	Large	Giant		CE	5	1800	mm 291
/ampiric Mist	Medium	Undead		CE	3	700	mtf 246
/eteran	Medium	Humanoid			3	700	mm 350
Werebear	Medium	Humanoid	human, shapech	NG	5	1800	mm 208
Winged Kobold	Small	Humanoid	kobold	LE	1/4	50	mm 195

Winter Eladrin	Medium	Fey	elf	CN	10	5900	mtf 197
Winter Wolf	Large	Monstrosity		NE	3	700	mm 340
Yeti	Large	Monstrosity		CE	3	700	mm 305
Young Remorhaz		Monstrosity		Unaligned	5	1800	mm 258
Young White Dra	_	Dragon		CE	6	2300	mm 101
Orc	Medium	Humanoid	orc	CE	1/2	100	mm 246
Orc Nurtured On		Humanoid	orc	CE	1/2	100	vgm 184
Satyr	Medium	Fey		CN	1/2	100	mm 267
Scout	Medium	Humanoid			1/2	100	mm 349
Skulk	Medium	Humanoid		CN	1/2	100	mtf 227
Swarm of Insects		Beast		Unaligned	1/2	100	mm 338
Vine Blight	Medium	Plant		NE	1/2	100	mm 32
Worg	Large	Monstrosity		NE	1/2	100	mm 341
Bronze Scout	Medium	Construct		Unaligned	1	200	mtf 125
Brown Bear	Large	Beast		Unaligned	1	200	mm 319
Bugbear	Medium	Humanoid	goblinoid	CE	1	200	mm 33
Choker	Small	Aberration	0-2	CE	1	200	mtf 123
Deinonychus	Medium	Beast		Unaligned	1	200	vgm 139
Dire Wolf	Large	Beast		Unaligned	1	200	mm 321
Dryad	Medium	Fey		N	1	200	mm 121
Giant Hyena	Large	Beast		Unaligned	1	200	mm 326
Giant Spider	Large	Beast		Unaligned	1	200	mm 328
Giant Toad	Large	Beast		Unaligned	1	200	mm 329
Gnoll Flesh Gnav	_	Humanoid	gnoll	CE	1	200	vgm 154
Goblin Boss	Small	Humanoid	goblinoid	NE NE	1	200	mm 166
Grung Wildling	Small	Humanoid	grung	LE	1	200	vgm 157
Half-ogre	Large	Giant	grung	Any chaotic	1	200	mm 238
Harpy	Medium	Monstrosity		CE	1	200	mm 181
Kobold Dragonsł		Humanoid	kobold	LE	1	200	vgm 165
Kobold Scale Sor		Humanoid	kobold	LE	1	200	
Meazel	Medium	Humanoid	meazel	NE NE	1	200	vgm 167 mtf 214
Nilbog	Small	Humanoid	goblinoid	CE	1	200	
Quickling	Tiny		gobiiiloid	CE	1	200	vgm 182 vgm 187
	Medium	Fey Plant				200	vgiii 187 vgm 197
Thorny Tiger	Large	Beast		N Unaligned	1	200	mm 339
				CG		200	mm 133
Young Faerie Dra Yuan-ti Purebloo		Dragon		NE NE	1	200	
		Humanoid	yuan-ti	CG			mm 310
Adult Faerie Drag	•	Dragon			2	450 450	mm 133
Ankheg	Large	Monstrosity		Unaligned			
Awakened Tree	Huge	Plant		Unaligned	2	450	mm 317
Bandit Captain	Medium	Humanoid		Any non-lawful	2	450	mm 344
Berserker	Medium	Humanoid		Any chaotic	2	450	mm 344
Centaur	Large	Monstrosity		NG	2	450	mm 38
Darkling Elder	Medium	Fey		CN	2	450	vgm 134
Druid	Medium	Humanoid		Any	2	450	mm 346
Ettercap	Medium	Monstrosity		NE	2	450	mm 131
Giant Boar	Large	Beast		Unaligned	2	450	mm 323
Giant Constricto	-	Beast		Unaligned	2	450	mm 324
Giant Elk	Huge	Beast		Unaligned	2	450	mm 325
Gnoll Pack Lord		Humanoid	gnoll	CE	2	450	mm 163
Grick	Medium	Monstrosity		N	2	450	mm 173

Grung Elite Warr	Small	Humanoid	grung	LE	2	450	vgm 157
Guard Drake	Medium	Dragon	8 8	Unaligned	2	450	vgm 158
Hobgoblin Iron S		Humanoid	goblinoid	LE	2	450	vgm 162
Lizardfolk Shama		Humanoid	lizardfolk	N	2	450	mm 205
Meenlock	Small	Fey		NE	2	450	vgm 170
Ogre	Large	Giant		CE	2	450	mm 237
Orc Eye of Gruun	_	Humanoid	orc	CE	2	450	mm 247
Orc Hand of Yurt		Humanoid	orc	CE	2	450	vgm 184
Orog	Medium	Humanoid	orc	CE	2	450	mm 247
Pegasus	Large	Celestial		CG	2	450	mm 250
Shadow Mastiff		Monstrosity		NE	2	450	vgm 190
Swarm of Poison		Beast		Unaligned	2	450	mm 338
Vegepygmy Chief		Plant		N	2	450	vgm 197
Wererat	Medium	Humanoid	human, shapech		2	450	mm 209
Will-o-wisp	Tiny	Undead	naman, snapeen	CE	2	450	mm 301
Yuan-ti Broodgua	•	Humanoid	yuan-ti	NE	2	450	vgm 203
Displacer Beast		Monstrosity	yaan n	LE	3	700	mm 81
Flail Snail	Large	Elemental		Unaligned	3	700	vgm 144
Green Hag	Medium	Fey		NE	3	700	mm 177
Hobgoblin Capta		Humanoid	goblinoid	LE	3	700	mm 186
Orc Red Fang of S		Humanoid	orc	CE	3	700	vgm 185
Owlbear			oic	Unaligned	3	700	mm 249
	Large	Monstrosity		_	3	700	mm 334
Phase Spider	Large Small	Monstrosity		Unaligned CE	3	700	
Redcap	Medium	Fey Undead		CE	3	700	vgm 188 mtf 246
Vampiric Mist Veteran	Medium	Humanoid		CE	3	700	mm 350
	Medium		1	CE			
Werewolf Yuan-ti Malison	Medium	Humanoid	human, shapech		3	700 700	mm 211 mm 309
Banshee	Medium	Monstrosity Undead	shapechanger, yu	CE	4	1100	mm 23
		Fiend	ahan sahan sar	NE NE	4	1100	vgm 123
Barghest Couatl	Large Medium	Celestial	shapechanger	LG	4	1100	wgm 125 mm 43
Girallon	Large	Monstrosity	11	Unaligned	4	1100	vgm 152
Gnoll Fang of Yee		Fiend	gnoll	CE	4	1100	mm 163
Hobgoblin Devas		Humanoid	goblinoid	LE	4	1100	vgm 161
Iron Cobra	Medium	Construct		Unaligned	4	1100	mtf 125
Orc Blade of Ilne		Humanoid	orc	CE	4	1100	vgm 183
Stegosaurus	Huge	Beast		Unaligned	4	1100	vgm 140
Stone Defender	Medium	Construct	1 1	Unaligned	4	1100	mtf 126
Wereboar	Medium	Humanoid	human, shapech		4	1100	mm 209
Weretiger	Medium	Humanoid	human, shapech		4	1100	mm 210
Yeth Hound	Large	Fey	, .	NE	4	1100	vgm 201
Yuan-ti Mind Wh		Monstrosity	shapechanger, yu		4	1100	vgm 204
Yuan-ti Nightmar		Monstrosity	shapechanger, yu		4	1100	vgm 205
Brontosaurus	Gargantuan	Beast		Unaligned	5	1800	vgm 139
Gorgon	Large	Monstrosity		Unaligned	5	1800	mm 171
Oaken Bolter	Medium	Construct		Unaligned	5	1800	mtf 126
Revenant	Medium	Undead		N	5	1800	mm 259
Shambling Moun	_	Plant		Unaligned	5	1800	mm 270
Troll	Large	Giant		CE	5	1800	mm 291
Unicorn	Large	Celestial		LG	5	1800	mm 294
Werebear	Medium	Humanoid	human, shapech	NG	5	1800	mm 208

Wood Woad	Medium	Plant		LN	5	1800	vgm 198
Yuan-ti Pit Maste	Medium	Monstrosity	shapechanger, yu	NE	5	1800	vgm 206
Hobgoblin Warld	Medium	Humanoid	goblinoid	LE	6	2300	mm 187
Giant Ape	Huge	Beast		Unaligned	7	2900	mm 323
Grick Alpha	Large	Monstrosity		N	7	2900	mm 173
Korred	Small	Fey		CN	7	2900	vgm 168
Lost Sorrowswor	Medium	Monstrosity		NE	7	2900	mtf 233
Oni	Large	Giant		LE	7	2900	mm 239
Shadow Dancer	Medium	Humanoid	elf	N	7	2900	mtf 225
Venom Troll	Large	Giant		CE	7	2900	mtf 245
Yuan-ti Abomina	Large	Monstrosity	shapechanger, yu	NE	7	2900	mm 308
Corpse Flower	Large	Plant		CE	8	3900	mtf 127
Shoosuva	Large	Fiend	demon	CE	8	3900	vgm 137
Young Green Dra	Large	Dragon		LE	8	3900	mm 94
Flind	Medium	Humanoid	gnoll	CE	9	5000	vgm 153
Rot Troll	Large	Giant		CE	9	5000	mtf 244
Treant	Huge	Plant		CG	9	5000	mm 289
Autumn Eladrin	Medium	Fey	elf	CN	10	5900	mtf 195
Guardian Naga	Large	Monstrosity		LG	10	5900	mm 234
Spring Eladrin	Medium	Fey	elf	CN	10	5900	mtf 196
Summer Eladrin	Medium	Fey	elf	CN	10	5900	mtf196
Winter Eladrin	Medium	Fey	elf	CN	10	5900	mtf 197
Young Gold Drag	Large	Dragon		LG	10	5900	mm 115
Hungry Sorrows	Medium	Monstrosity		NE	11	7200	mtf 232
Spirit Troll	Large	Giant		CE	11	7200	mtf 244
Eidolon	Medium	Undead		Any	12	8400	mtf 194
Gray Render	Large	Monstrosity		CN	12	8400	mtf 209
Yuan-ti Anathem	Huge	Monstrosity	shapechanger, yu	NE	12	8400	vgm 202
Dire Troll	Huge	Giant		CE	13	10000	mtf 243
Retriever	Large	Construct		LE	14	11500	mtf 222
Adult Green Drag	Huge	Dragon		LE	15	13000	mm 94
Adult Gold Drago	Huge	Dragon		LG	17	18000	mm 114
Nagpa	Medium	Humanoid	nagpa	NE	17	18000	mtf 215
Ancient Green D	Gargantuan	Dragon		LE	22	41000	mm 93
Zaratan	Gargantuan	Elemental		N	22	41000	mtf 201
Ancient Gold Dra	Gargantuan	Dragon		LG	24	62000	mm 113

XP Ch	art	XP Thresh	old By Character Leve	el			Encounter Multipli	Character Advancement			
Challenge	XP	Character I area	Encount	er Difficu	lty		Number of Monsters	Mulitplier	Experience Points	Level	Proficiency Bonus
0	10	Character Level	Easy	Medium	Hard	Deadly	1	1	0	1	+2
0.125	25	1	25	50	75	100	2	1.5	300	2	+2
0.25	50	2	50	100	150	200	3	2	900	3	+2
0.5	100	3	75	150	225	400	4	2	2700	4	+2
1	200	4	125	250	375	500	5	2	6500	5	+3
2	450	5	250	500	750	1,100	6	2	14000	6	+3
3	700	6	300	600	900	1,400	7	2.5	23000	7	+3
4	1,100	7	350	750	1,100	1,700	8	2.5	34000	8	+3
5	1,800	8	450	900	1,400	2,100	9	2.5	48000	9	+4
6	2,300	9	550	1,100	1,600	2,400	10	2.5	64000	10	+4
7	2,900	10	600	1,200	1,900	2,800	11	3	85000	11	+4
8	3,900	11	800	1,600	2,400	3,600	12	3	100000	12	+4
9	5,000	12	1,000	2,000	3,000	4,500	13	3	120000	13	+5
10	5,900	13	1,100	2,200	3,400	5,100	14	3	140000	14	+5
11	7,200	14	1,250	2,500	3,800	5,700	15	4	165000	15	+5
12	8,400	15	1,400	2,800	4,300	6,400			195000	16	+5
13	10,000	16	1,600	3,200	4,800	7,200	Fraction to Decin	nal	225000	17	+6
14	11,500	17	2,000	3,900	5,900	8,800	Creature CR	Decimal	265000	18	+6
15	13,000	18	2,100	4,200	6,300	9,500	1/8	0.125	305000	19	+6
16	15,000	19	2,400	4,900		10,900	1/4	0.25	355000	20	+6
17	18,000	20	2,800	5,700	8,500	12,700	1/2	0.5			
18	20,000										
19	22,000										
20	25,000										
21	33,000										
22	41,000										
23	50,000										
24	62,000										
25	75,000										
26	90,000										
27	105,000										
28	120,000										
	135,000										
30	155,000										

	Dice Numbers	:									Monster S	taticstics E	By Challen	ge Rating			
Die	Creature Size	Average	Max					De	fensive-	-	Offensive				Effective HP Based on Resistances and		
d4	Tiny	3	4	- 0	CR	Prof. Bonus	ΔC	Δνα ΗΡ	HP Min	HP May	Attack Bonus		mage/Rou		Save DC		
d6	Small	4	6					Avgiii		III IIIUX	Attack Bollus	Avg Dmg	Min Dmg	Max Dmg		Resistance Multiplier	Immunity Multiplier
d8	Medium	5	8		0	2	13	4	1	6		1	0	1	13	-	
d10	Large	6	10	0.	.125	2	13	21	7	35	3	3	2	3	13	-	
d12	Huge	7	12	(	0.25	2	13	43	36	49	3	5	4	5	13	-	
d20	Gargantuan	11	20		0.5	2	13	60	50	70	3	7	6	8	13	-	
					1	2	13	78	71	85	3	12	9	14	13	2	2
					2	2	13	93	86	100	3	18	15	20	13	2	2
					3	2	13	108	101	115	4	24	21	26	13	2	2
					4	2	14	123	116	130	5	30	27	32	14	2	2
					5	3	15	138	131	145	6	36	33	38	15	1.5	2
					6	3	15	153	146	160	6	42	39	44	15	1.5	2
					7	3	15	168	161	175	6	48	45	50	15	1.5	2
					8	3	16	183	176	190	7	54	51	56	16	1.5	2
					9	4	17	198	191	205	7	60	57	62	16	1.5	2
					10	4	17	213	206	220	7	66	63	68	16	1.5	2
					11	4	17	228	221	235	8	72	69	74	17	1.25	
					12	4	17	243	236	250	8	78	75	80	17	1.25	
					13	5	18	258	251	265	8	84	81	86	18	1.25	1.5
					14	5	18	273	266	280	8	90	87	92	18	1.25	1.5
					15	5	18	288	281	295	8	96	93	98	18	1.25	1.5
					16	5	18	303	296	310	9	102	99	104	18	1.25	1.5
					17	6	19	318	311	325	10	108	105	110	19	1	1.25
					18	6	19	333	326	340	10	114	111	116	19	1	1.25
					19	6	19	348	341	355	10	120	117	122	19	1	1.25
					20	6	19	378	356	400	10	132	123	140	19	1	1.25
					21	7	19	423	401	445	11	150	141	158	20	1	1.25
					22	7	19	468	446	490	11	168	159	176	20	1	1.25
					23	7	19	513	491	535	11	186	177	194	20	1	1.25
					24	7	19	558	536	580	12	204	195	212	21	1	1.25
					25	8	19	603	581	625	12	222	213	230	21	1	1.25
					26	8	19	648	626	670	12	240	231	248	21	1	1.25
					27	8	19	693	671	715	13	258	249	266	22	1	1.25
					28	8	19	738	716	760	13	276	267	284	22	1	1.25
					29	9	19	783	761	805	13	294	285	302	22	1	1.25
					30	9	19	828	806	850	14	312	303	320	23	1	1.25

							Creatu	re Forge	е						Markdown	
Size		Med	lium	Туре	Construc	ct	Alignme	ent	Unaligne	d			Exp	ected CR		>*Medium Construct, Unaligned*
Armor C	Class	12		Des	ired Hit P	oints	Spe	eed	Avg HP	Effect	tive HP		2			>
Hit Poin	ıts	32(8d8-	8)		32		30	Oft.	32	;	32	Sa	ve DC	True CR		> - **Armor Class** 12
ST	r R	DE	ΕX	С	ON	IN	IT	W	/IS	С	HA	15	INT	2		> - **Hit Points** 32(8d8-8)
10	(+0)	16	(+3)	8	(-1)	20	(+5)	14	(+2)	10	(+0)	2	IIVI	(450 XP)		> - **Speed** 30ft.
Condit	ion Immu	unities	Dama	ge Imm	unities	Re	esistance	es	Vuli	nerabili	ties		0	kills		,
	Blinded			Acid			Acid			Acid			3	KIIIS		> STR DEX CON INT WIS CHA
$\sim$	Charmed	d		Bludge	oning		Bludgeo	ning		Bludge	oning			Acrobatics	3	> :: :: :: :: ::
	Deafene	ġ		Cold			Cold			Cold				Animal Handling	2	> 10 (+0) 16 (+3) 8 (-1) 20 (+5) 14 (+2) 10 (+0)
<b>✓</b>	Frightene	ed		Fire			Fire			Fire				Arcana	5	>_
	Grappled	p		Force			Force			Force				Athletics	0	> - **Skills**
	Incapacit	tated		Lightnir	ng		Lightnin	g	<b>~</b>	Lightnir	ng			Deception	0	> - **Condition Immunities** Charmed, Frightened, Poisoned, Stunned
	Paralyze	d		Necroti	c		Necrotic	;		Necroti	С			History	5	> - **Damage Immunities** Poison, Psychic
	Petrified			Piercin	g		Piercing	1		Piercing	9			Insight	2	> - **Damage Resistances**
<	Poisoned	d	>	Poison			Poison			Poison				Intimidation	0	> - **Damage Vulnerabilities** Lightning
	Prone		>	Psychic	С		Psychic			Psychic	;			Investigation	5	> - **Senses** Passive Perception 12, Darkvision 60ft.
	Restraine	ed		Radian	t		Radiant			Radian	t			Medicine	2	> - **Languages**
<	Stunned			Slashin	ıg		Slashing	)		Slashin	g			Nature	5	> - **Challenge** 2 (450 XP)
	Unconsc	cious		Thunde	er		Thunder	r		Thunde	r			Perception	2	<u>&gt;</u>
Darkvisio	on	60	Blindsig	ht		Tremor \$	Sense		Truesigh	t				Performance	0	> ### Actions
					Mounted	l Dagger								Persuasion	0	>
Ту	ре	To Hit	Reach	Attack	Modifier		Damag	је Туре		Die	Size			Religion	5	> ***Mounted Dagger.*** *Melee Weapon Attack:* +5 to hit, reach 30/60ft., one target. *Hit* 6 (1d4+3) Piercing
Melee		5	30/60	DEX		Piercing				d4				Sleight of Hand	3	>
Dmg/F	Round		Damage	e String			N	lumber o	of Attacks	;				Stealth	3	>
6	3		6 (10	14+3)					2					Survival	2	>

Special   Spec	All prices are in Gold Stand	dard											
Second   Part	Food and Drink		Lifestyle Expe	1969	Meals and	Lodging (per da	0	Simple Melee	Weapons				
Specific	Item									Weigh	t Properties		
Part   Color   Part   Color   Part   Color	Ale (gallon)				Squalid								
Name	Ale (mug)			0.0		0.006	0.01	Denner					
Second   Control   Contr	Banquet (per person)												
Authors   Company   Comp	Bread, loaf	0.002	Modest		1 Comfortat	e 0.05	0.08	Handase					
Marche   Column   Marche   M	Cheese, hunk		Comfortable		2 Wealthy								
Name   Section	Meat, chunk						4						
No.   Control   Part											-		
Second   S	Wine, fine (bottle)										Versatile (1d8)		
Second   S													
Cond   Description   Cond   Description   Cond   Description   Cond   Description   Cond   Description   Cond   Description   Cond													
Section   Sect													
Section   Sect	Weapon	Cost Damage	Weight	Properties									
Light   1.5   1.	Simple Melce Weapons												
Section   Sect	Clah	1 sp 1d4 bludgeer	ning 2 lb.	Light									
April	Dagger												
April	Senateliah												
All	Handase												
Additional	lavelin												
### 1	Light Hammer												
April	Mace												
Light   1/2   1/	Duarterstaff			Versatile (1d8)									
Part	Sirkle												
spik Amende Wester   Spir did proving   Spir   Administration from the Greek Indicates to the Management of the Committee of	Socar												
Administration   Sign				, and the same transfer	1								
System   S	Crossbow, light		5 lb.	Ammunition (range 80/320), leading two-handed	_								
Sep   Majoring   Sh.   Antennita Internitation Antennitation Antennita	Dart												
Section   Company   Company   Section   Sect	Shortbow												
Section   Sect	Sing												
Manage   M	Martial Melec Weapons			,	1								
1	Battleaxe	10 gp 1d8 slashing	4 lb.	Versatile (1d10)	_								
int	Fluid												
Second	Glaive			Heavy, reach, two-handed									
All part	Greatane												
Read   10 cg   10 cm	Greatewood												
20	Halberd												
Section   Sect	Lance												
1	Longoword												
Sign   Margining   4.5.	Marel												
	Morningstar												
Sign   Margining   Sh.   Flavour	Dike.			Heavy, reach, two-handed									
A	Region												
A	Scimitar												
Age   Agriculty   Age   Agriculty   Age   Thereo (resp. 20/60) versalle (AB)	Shortword												
CEA   Sg   sill princing   2h.	Trident												
Attanama 18 ga da Andreago 2 h. Versetife (stos) (ag. 2 ga ga da Andreago 2 h. Versetife (stos) (ag. 2 ga ga da Andreago 2 h. Piesses, respective (stos) (ag. 2 ga ga da Andreago 2 ga da Andreago 2 ga da Andreago 2 ga ga da Andreago 2 ga	War Pick			-									
2 gr defending   3 h.   Finance, reads	farhammer			Versatile (sdao)									
scial Acapta Naques  min sep 1 viersus 1 b. Annualina from a short hodge  min sep 2 viersus 2 b. Annualina from a short hodge  man sep 3 p 4 princip 2 b. Annualina from a short hodge  An	Whip												
pages 100 pr 1 priming 11 h. Annumelius Genera Allechia Maring bloods, band 15 priming 100 priming 100 h. Annumelius Genera Allechia Maring bloods, band 15 priming 100 priming 100 h. Annumelius Genera Maring Maring 100 priming 100 pri	Martial Ranged Weapons			1	1								
molesse, band Spg ind princing 3 h. Annumentan former \$10,000 halfs being solders, barry \$20 pp of the princing 40 h. Annumentan former \$10,000 halfs being being being being \$10 period princing 40 h. Annumentan former \$10,000 halfs being being being \$10,000 halfs being \$10,00	tlongun		ilb.	Ammunition (range 24/100), leading									
subsers, kersys — \$10.00 sklip princing = 40 h. Assumation from a root and here is should glader — \$10.00 sklip princing = 40 h. Assumation from a root and here is should glader — \$10.00 sklip princip princ	Crossbow, hand												
uphor: 50 gg 168 piercing 2 lb. Ammunitien frame 140 5001 heavy, two-handed	Crossbow, heavy												
	Lonebow												
	Net	typ -	3 lb.	Special, thrown (range 5/15)									

VIP		gry Tomato		6511010311412132841111	0997116111					
65	1 A	Race	Kobold							
110	2 n	Subrace	-							
103	3 g	Class	Artificer							
114	4 r	Subclass								
121	5 y									
32	6									
84	7 T									
111	8 o		Races		s	ubra	ices	С	lasses	Subclass
109	9 m	10	Aarakocra		10	0 5	Fallen	0	Commoner	
97	10 a	13	Aasimar		10	5 8	Protector	7	Artificer	
116	11 t	15	Bugbear		10	9 5	Scourge	14	Barbarian	
111	12 o		Centaur		25	0	Duergar		Bard	
	13		Changeling		25	5 5	Duergar Hill	27	Blood Hunter	
	14		Dragonborn		25		Mountain		Cleric	
	15		Dwarf		28		Avariel		Druid	
	16		Elf		28		Drow		Fighter	
	17		Firbolg		28		Eladrin		Monk	
	18		Genasi		20	4	Grugach		Paladin	
	19		Gith		28 28	<u> </u>	High			
					20	J	i iigii		Ranger	
	20		Gnome		28		Sea		Rogue	
	21		Goblin		28		Shadar-kai		Sorcerer	
	22		Goliath		28		Wood		Warlock	
	23		Grung		33		Air	96	Wizard	
	24		Half-Elf		33	3 6	Earth Fire			
	25		Halfling							
	26		Hobgoblin		33		Water			
	27		Human		35	۽ 0	Githyanki			
	28		Kalashtar				Githzerai			
	29		Kenku		38	و 0	Forest Rock			
	30		Kobold		38	5 5	Rock			
		66	Lizardfolk				Svirfneblin			
		68	Loxodon			0				
		71	Minotaur		48	3 1	Drow			
		73	Orc		48	6 1	Moon/Sun			
		76	Shifter		48	9	Wood			
		78	Simic Hybrid		50	0 0	Lightfoot Stout Ghostwise			
		81	Tabaxi		50	5 \	Stout			
		83	Tiefling		50	9 Ï	Ghostwise			
		86	Tortle		76		Beasthide			
		88	Triton		76	2	Cliffwalf			
			Vedalken		76	4 4	Longstride			
			Warforged		76	5 5	Longtooth			
			Yuan-Ti Purebloo	od	76		Razorclaw			
					76		Wildhunt			
					70					