

Initiative Tracker												
Initiative Order				PC/Allies	Player	Enemies	DEX		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						-	-		-	-	

Random 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

Year	Month	Day	Hour	Minute	Second	Activity	Location	Personnel	Remarks	Priority	Status	Category	Sub-Category	Code	Notes
2023	Jan	01	08	00	00	Start of shift	Control Room	Operator A	Normal operations	Low	Active	Operational	Control Room	CR-001	
2023	Jan	01	08	05	00	System check	Control Room	Operator A	Checking all systems	Low	Active	Operational	Control Room	CR-002	
2023	Jan	01	08	10	00	Power up	Control Room	Operator A	Powering up systems	Low	Active	Operational	Control Room	CR-003	
2023	Jan	01	08	15	00	Monitoring	Control Room	Operator A	Monitoring system status	Low	Active	Operational	Control Room	CR-004	
2023	Jan	01	08	20	00	Minor alert	Control Room	Operator A	Minor system alert	Low	Active	Operational	Control Room	CR-005	
2023	Jan	01	08	25	00	Investigation	Control Room	Operator A	Investigating alert	Low	Active	Operational	Control Room	CR-006	
2023	Jan	01	08	30	00	Resolution	Control Room	Operator A	Alert resolved	Low	Active	Operational	Control Room	CR-007	
2023	Jan	01	08	35	00	Monitoring	Control Room	Operator A	Continuing monitoring	Low	Active	Operational	Control Room	CR-008	
2023	Jan	01	08	40	00	System check	Control Room	Operator A	Another system check	Low	Active	Operational	Control Room	CR-009	
2023	Jan	01	08	45	00	Power up	Control Room	Operator A	Powering up more systems	Low	Active	Operational	Control Room	CR-010	
2023	Jan	01	08	50	00	Monitoring	Control Room	Operator A	Monitoring system status	Low	Active	Operational	Control Room	CR-011	
2023	Jan	01	08	55	00	Minor alert	Control Room	Operator A	Minor system alert	Low	Active	Operational	Control Room	CR-012	
2023	Jan	01	09	00	00	Shift change	Control Room	Operator A	End of shift	Low	Active	Operational	Control Room	CR-013	
2023	Jan	01	09	00	00	Start of shift	Control Room	Operator B	Start of shift	Low	Active	Operational	Control Room	CR-014	
2023	Jan	01	09	05	00	System check	Control Room	Operator B	Checking all systems	Low	Active	Operational	Control Room	CR-015	
2023	Jan	01	09	10	00	Power up	Control Room	Operator B	Powering up systems	Low	Active	Operational	Control Room	CR-016	
2023	Jan	01	09	15	00	Monitoring	Control Room	Operator B	Monitoring system status	Low	Active	Operational	Control Room	CR-017	
2023	Jan	01	09	20	00	Minor alert	Control Room	Operator B	Minor system alert	Low	Active	Operational	Control Room	CR-018	
2023	Jan	01	09	25	00	Investigation	Control Room	Operator B	Investigating alert	Low	Active	Operational	Control Room	CR-019	
2023	Jan	01	09	30	00	Resolution	Control Room	Operator B	Alert resolved	Low	Active	Operational	Control Room	CR-020	
2023	Jan	01	09	35	00	Monitoring	Control Room	Operator B	Continuing monitoring	Low	Active	Operational	Control Room	CR-021	
2023	Jan	01	09	40	00	System check	Control Room	Operator B	Another system check	Low	Active	Operational	Control Room	CR-022	
2023	Jan	01	09	45	00	Power up	Control Room	Operator B	Powering up more systems	Low	Active	Operational	Control Room	CR-023	
2023	Jan	01	09	50	00	Monitoring	Control Room	Operator B	Monitoring system status	Low	Active	Operational	Control Room	CR-024	
2023	Jan	01	09	55	00	Minor alert	Control Room	Operator B	Minor system alert	Low	Active	Operational	Control Room	CR-025	
2023	Jan	01	10	00	00	Shift change	Control Room	Operator B	End of shift	Low	Active	Operational	Control Room	CR-026	
2023	Jan	01	10	00	00	Start of shift	Control Room	Operator C	Start of shift	Low	Active	Operational	Control Room	CR-027	
2023	Jan	01	10	05	00	System check	Control Room	Operator C	Checking all systems	Low	Active	Operational	Control Room	CR-028	
2023	Jan	01	10	10	00	Power up	Control Room	Operator C	Powering up systems	Low	Active	Operational	Control Room	CR-029	
2023	Jan	01	10	15	00	Monitoring	Control Room	Operator C	Monitoring system status	Low	Active	Operational	Control Room	CR-030	
2023	Jan	01	10	20	00	Minor alert	Control Room	Operator C	Minor system alert	Low	Active	Operational	Control Room	CR-031	
2023	Jan	01	10	25	00	Investigation	Control Room	Operator C	Investigating alert	Low	Active	Operational	Control Room	CR-032	
2023	Jan	01	10	30	00	Resolution	Control Room	Operator C	Alert resolved	Low	Active	Operational	Control Room	CR-033	
2023	Jan	01	10	35	00	Monitoring	Control Room	Operator C	Continuing monitoring	Low	Active	Operational	Control Room	CR-034	
2023	Jan	01	10	40	00	System check	Control Room	Operator C	Another system check	Low	Active	Operational	Control Room	CR-035	
2023	Jan	01	10	45	00	Power up	Control Room	Operator C	Powering up more systems	Low	Active	Operational	Control Room	CR-036	
2023	Jan	01	10	50	00	Monitoring	Control Room	Operator C	Monitoring system status	Low	Active	Operational	Control Room	CR-037	
2023	Jan	01	10	55	00	Minor alert	Control Room	Operator C	Minor system alert	Low	Active	Operational	Control Room	CR-038	
2023	Jan	01	11	00	00	Shift change	Control Room	Operator C	End of shift	Low	Active	Operational	Control Room	CR-039	
2023	Jan	01	11	00	00	Start of shift	Control Room	Operator D	Start of shift	Low	Active	Operational	Control Room	CR-040	
2023	Jan	01	11	05	00	System check	Control Room	Operator D	Checking all systems	Low	Active	Operational	Control Room	CR-041	
2023	Jan	01	11	10	00	Power up	Control Room	Operator D	Powering up systems	Low	Active	Operational	Control Room	CR-042	
2023	Jan	01	11	15	00	Monitoring	Control Room	Operator D	Monitoring system status	Low	Active	Operational	Control Room	CR-043	
2023	Jan	01	11	20	00	Minor alert	Control Room	Operator D	Minor system alert	Low	Active	Operational	Control Room	CR-044	
2023	Jan	01	11	25	00	Investigation	Control Room	Operator D	Investigating alert	Low	Active	Operational	Control Room	CR-045	
2023	Jan	01	11	30	00	Resolution	Control Room	Operator D	Alert resolved	Low	Active	Operational	Control Room	CR-046	
2023	Jan	01	11	35	00	Monitoring	Control Room	Operator D	Continuing monitoring	Low	Active	Operational	Control Room	CR-047	
2023	Jan	01	11	40	00	System check	Control Room	Operator D	Another system check	Low	Active	Operational	Control Room	CR-048	
2023	Jan	01	11	45	00	Power up	Control Room	Operator D	Powering up more systems	Low	Active	Operational	Control Room	CR-049	
2023	Jan	01	11	50	00	Monitoring	Control Room	Operator D	Monitoring system status	Low	Active	Operational	Control Room	CR-050	
2023	Jan	01	11	55	00	Minor alert	Control Room	Operator D	Minor system alert	Low	Active	Operational	Control Room	CR-051	
2023	Jan	01	12	00	00	Shift change	Control Room	Operator D	End of shift	Low	Active	Operational	Control Room	CR-052	

Name ▲	Size ◇	Type ◇	Tags	Alignment ◇	Challenge ◇	XP ◇	Source ◇
Abominable Yeti	Huge	Monstrosity		CE	9	5000	mm 306
Adult White Dragon	Huge	Dragon		CE	13	10000	mm 101
Ancient White Dragon	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
Frost Giant	Huge	Giant		NE	8	3900	mm 155
Frost Giant Everlasting	Huge	Giant	frost giant	CE	12	8400	vgm 148
Frost Salamander	Huge	Elemental		Unaligned	9	5000	mtf 223
Giant Owl	Large	Beast		N	1/4	50	mm 327
Gnoll Flesh Gnawer	Medium	Humanoid	gnoll	CE	1	200	vgm 154
Gnoll Hunter	Medium	Humanoid	gnoll	CE	1/2	100	vgm 154
Gnoll Witherling	Medium	Undead		CE	1/4	50	vgm 155
Griffon	Large	Monstrosity		Unaligned	2	450	mm 174
Guard Drake	Medium	Dragon		Unaligned	2	450	vgm 158
Half-ogre	Large	Giant		Any chaotic	1	200	mm 238
Ice Mephit	Small	Elemental		NE	1/2	100	mm 215
Kobold	Small	Humanoid	kobold	LE	1/8	25	mm 195
Lost Sorrowsworn	Medium	Monstrosity		NE	7	2900	mtf 233
Mammoth	Huge	Beast		Unaligned	6	2300	mm 332
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	Medium	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 Tiger	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 Quick	Huge	Giant	storm giant	CG	16	15000	vgm 151
Tribal Warrior	Medium	Humanoid			1/8	25	mm 350
Troll	Large	Giant		CE	5	1800	mm 291
Vampiric Mist	Medium	Undead		CE	3	700	mtf 246
Veteran	Medium	Humanoid			3	700	mm 350
Werebear	Medium	Humanoid	human, shapechanger	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	Large	Monstrosity		Unaligned	5	1800	mm 258
Young White Dra	Large	Dragon		CE	6	2300	mm 101
Orc	Medium	Humanoid	orc	CE	1/2	100	mm 246
Orc Nurtured On	Medium	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	Medium	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		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 Gnaw	Medium	Humanoid	gnoll	CE	1	200	vgm 154
Goblin Boss	Small	Humanoid	goblinoid	NE	1	200	mm 166
Grung Wildling	Small	Humanoid	grung	LE	1	200	vgm 157
Half-ogre	Large	Giant		Any chaotic	1	200	mm 238
Harpy	Medium	Monstrosity		CE	1	200	mm 181
Kobold Dragonsh	Small	Humanoid	kobold	LE	1	200	vgm 165
Kobold Scale Sor	Small	Humanoid	kobold	LE	1	200	vgm 167
Meazel	Medium	Humanoid	meazel	NE	1	200	mtf 214
Nilbog	Small	Humanoid	goblinoid	CE	1	200	vgm 182
Quickling	Tiny	Fey		CE	1	200	vgm 187
Thorny	Medium	Plant		N	1	200	vgm 197
Tiger	Large	Beast		Unaligned	1	200	mm 339
Young Faerie Dra	Tiny	Dragon		CG	1	200	mm 133
Yuan-ti Purebloo	Medium	Humanoid	yuan-ti	NE	1	200	mm 310
Adult Faerie Drag	Tiny	Dragon		CG	2	450	mm 133
Ankheg	Large	Monstrosity		Unaligned	2	450	mm 21
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	Huge	Beast		Unaligned	2	450	mm 324
Giant Elk	Huge	Beast		Unaligned	2	450	mm 325
Gnoll Pack Lord	Medium	Humanoid	gnoll	CE	2	450	mm 163
Grick	Medium	Monstrosity		N	2	450	mm 173

Grung Elite Warrior	Small	Humanoid	grung	LE	2	450	vgm 157
Guard Drake	Medium	Dragon		Unaligned	2	450	vgm 158
Hobgoblin Iron Shield	Medium	Humanoid	goblinoid	LE	2	450	vgm 162
Lizardfolk Shaman	Medium	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	Medium	Humanoid	orc	CE	2	450	mm 247
Orc Hand of Yurt	Medium	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	Medium	Monstrosity		NE	2	450	vgm 190
Swarm of Poison	Medium	Beast		Unaligned	2	450	mm 338
Vegepygmy Chief	Small	Plant		N	2	450	vgm 197
Wererat	Medium	Humanoid	human, shapech	LE	2	450	mm 209
Will-o-wisp	Tiny	Undead		CE	2	450	mm 301
Yuan-ti Broodguard	Medium	Humanoid	yuan-ti	NE	2	450	vgm 203
Displacer Beast	Large	Monstrosity		LE	3	700	mm 81
Flail Snail	Large	Elemental		Unaligned	3	700	vgm 144
Green Hag	Medium	Fey		NE	3	700	mm 177
Hobgoblin Captain	Medium	Humanoid	goblinoid	LE	3	700	mm 186
Orc Red Fang of S	Medium	Humanoid	orc	CE	3	700	vgm 185
Owlbear	Large	Monstrosity		Unaligned	3	700	mm 249
Phase Spider	Large	Monstrosity		Unaligned	3	700	mm 334
Redcap	Small	Fey		CE	3	700	vgm 188
Vampiric Mist	Medium	Undead		CE	3	700	mtf 246
Veteran	Medium	Humanoid			3	700	mm 350
Werewolf	Medium	Humanoid	human, shapech	CE	3	700	mm 211
Yuan-ti Malison	Medium	Monstrosity	shapechanger, yu	NE	3	700	mm 309
Banshee	Medium	Undead		CE	4	1100	mm 23
Barghest	Large	Fiend	shapechanger	NE	4	1100	vgm 123
Couatl	Medium	Celestial		LG	4	1100	mm 43
Girallon	Large	Monstrosity		Unaligned	4	1100	vgm 152
Gnoll Fang of Yee	Medium	Fiend	gnoll	CE	4	1100	mm 163
Hobgoblin Devastator	Medium	Humanoid	goblinoid	LE	4	1100	vgm 161
Iron Cobra	Medium	Construct		Unaligned	4	1100	mtf 125
Orc Blade of Ilne	Medium	Humanoid	orc	CE	4	1100	vgm 183
Stegosaurus	Huge	Beast		Unaligned	4	1100	vgm 140
Stone Defender	Medium	Construct		Unaligned	4	1100	mtf 126
Wereboar	Medium	Humanoid	human, shapech	NE	4	1100	mm 209
Weretiger	Medium	Humanoid	human, shapech	N	4	1100	mm 210
Yeth Hound	Large	Fey		NE	4	1100	vgm 201
Yuan-ti Mind Whorl	Medium	Monstrosity	shapechanger, yu	NE	4	1100	vgm 204
Yuan-ti Nightmare	Medium	Monstrosity	shapechanger, yu	NE	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 Mound	Large	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 Master	Medium	Monstrosity	shapechanger, yu	NE	5	1800	vgm 206
Hobgoblin Warlock	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 Abominat	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	mtf 196
Winter Eladrin	Medium	Fey	elf	CN	10	5900	mtf 197
Young Gold Drag	Large	Dragon		LG	10	5900	mm 115
Hungry Sorrowsw	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 Drag	Huge	Dragon		LG	17	18000	mm 114
Nagpa	Medium	Humanoid	nagpa	NE	17	18000	mtf 215
Ancient Green Dr	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

Dice Numbers				Monster Statistics By Challenge Rating												
Die	Creature Size	Average	Max	CR	Prof. Bonus	---Defensive---				Attack Bonus	---Offensive---			Save DC	Effective HP Based on Resistances and Immunities	
						AC	Avg HP	HP Min	HP Max		Avg Dmg	Min Dmg	Max Dmg		Resistance Multiplier	Immunity Multiplier
d4	Tiny	3	4	0	2	13	4	1	6	3	1	0	1	13	-	-
d6	Small	4	6	0.125	2	13	21	7	35	3	3	2	3	13	-	-
d8	Medium	5	8	0.25	2	13	43	36	49	3	5	4	5	13	-	-
d10	Large	6	10	0.5	2	13	60	50	70	3	7	6	8	13	-	-
d12	Huge	7	12	1	2	13	78	71	85	3	12	9	14	13	2	2
d20	Gargantuan	11	20	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	1.5
				12	4	17	243	236	250	8	78	75	80	17	1.25	1.5
				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

Creature Forge											Markdown				
Size	Medium		Type	Construct	Alignment	Unaligned		Expected CR		2		> *Medium Construct, Unaligned*			
Armor Class	12		Desired Hit Points		Speed	Avg HP	Effective HP	Save DC		True CR		> - **Armor Class** 12			
Hit Points	32(8d8-8)		32		30ft.	32	32	15	INT	2		> - **Hit Points** 32(8d8-8)			
STR	DEX		CON		INT		WIS		CHA		> - **Speed** 30ft.				
10	(+0)	16	(+3)	8	(-1)	20	(+5)	14	(+2)	10	(+0)	> - **Speed** 30ft.			
Condition Immunities		Damage Immunities		Resistances		Vulnerabilities		Skills		> - **Skills**					
<input type="checkbox"/>	Blinded	<input type="checkbox"/>	Acid	<input type="checkbox"/>	Acid	<input type="checkbox"/>	Acid	<input type="checkbox"/>	Acrobatics	3	> STR DEX CON INT WIS CHA				
<input checked="" type="checkbox"/>	Charmed	<input type="checkbox"/>	Bludgeoning	<input type="checkbox"/>	Bludgeoning	<input type="checkbox"/>	Bludgeoning	<input type="checkbox"/>	Animal Handling	2	> 10 (+0) 16 (+3) 8 (-1) 20 (+5) 14 (+2) 10 (+0)				
<input type="checkbox"/>	Deafened	<input type="checkbox"/>	Cold	<input type="checkbox"/>	Cold	<input type="checkbox"/>	Cold	<input type="checkbox"/>	Arcana	5	> - **Senses**				
<input checked="" type="checkbox"/>	Frightened	<input type="checkbox"/>	Fire	<input type="checkbox"/>	Fire	<input type="checkbox"/>	Fire	<input type="checkbox"/>	Deception	0	> - **Condition Immunities** Charmed, Frightened, Poisoned, Stunned				
<input type="checkbox"/>	Grappled	<input type="checkbox"/>	Force	<input type="checkbox"/>	Force	<input type="checkbox"/>	Force	<input type="checkbox"/>	History	5	> - **Damage Immunities** Poison, Psychic				
<input type="checkbox"/>	Incapacitated	<input type="checkbox"/>	Lightning	<input type="checkbox"/>	Lightning	<input checked="" type="checkbox"/>	Lightning	<input type="checkbox"/>	Insight	2	> - **Damage Resistances**				
<input type="checkbox"/>	Paralyzed	<input type="checkbox"/>	Necrotic	<input type="checkbox"/>	Necrotic	<input type="checkbox"/>	Necrotic	<input type="checkbox"/>	Intimidation	0	> - **Damage Vulnerabilities** Lightning				
<input type="checkbox"/>	Petrified	<input type="checkbox"/>	Piercing	<input type="checkbox"/>	Piercing	<input type="checkbox"/>	Piercing	<input type="checkbox"/>	Investigation	5	> - **Senses** Passive Perception 12, Darkvision 60ft.				
<input checked="" type="checkbox"/>	Poisoned	<input checked="" type="checkbox"/>	Poison	<input type="checkbox"/>	Poison	<input type="checkbox"/>	Poison	<input type="checkbox"/>	Medicine	2	> - **Languages**				
<input type="checkbox"/>	Prone	<input checked="" type="checkbox"/>	Psychic	<input type="checkbox"/>	Psychic	<input type="checkbox"/>	Psychic	<input type="checkbox"/>	Nature	5	> - **Challenge** 2 (450 XP)				
<input type="checkbox"/>	Restrained	<input type="checkbox"/>	Radiant	<input type="checkbox"/>	Radiant	<input type="checkbox"/>	Radiant	<input type="checkbox"/>	Perception	2	> - **Challenge** 2 (450 XP)				
<input checked="" type="checkbox"/>	Stunned	<input type="checkbox"/>	Slashing	<input type="checkbox"/>	Slashing	<input type="checkbox"/>	Slashing	<input type="checkbox"/>	Performance	0	> - **Challenge** 2 (450 XP)				
<input type="checkbox"/>	Unconscious	<input type="checkbox"/>	Thunder	<input type="checkbox"/>	Thunder	<input type="checkbox"/>	Thunder	<input type="checkbox"/>	Persuasion	0	> - **Challenge** 2 (450 XP)				
Darkvision	60	Blindsight		Tremor Sense		Truesight		<input type="checkbox"/>	Religion	5	> - **Challenge** 2 (450 XP)				
Mounted Dagger											<input type="checkbox"/>	Religion	5	> - **Challenge** 2 (450 XP)	
Type	To Hit	Reach	Attack Modifier	Damage Type		Die Size		<input type="checkbox"/>	Religion	5	> - **Challenge** 2 (450 XP)				
Melee	5	30/60	DEX	Piercing		d4		<input type="checkbox"/>	Sleight of Hand	3	> - **Challenge** 2 (450 XP)				
Dmg/Round	Damage String		Number of Attacks						<input type="checkbox"/>	Stealth	3	> - **Challenge** 2 (450 XP)			
6	6 (1d4+3)		2						<input type="checkbox"/>	Survival	2	> - **Challenge** 2 (450 XP)			

