

Monster

Size Type (Sub-type)

Level x Role
XP x

A	D	G
B	E	H
C	F	I

AC
##

INIT ##

SPD ##

Fort
##

Ref
##

Will
##

HP
##

Blood
##

AL

Languages:
Common

Senses

Resist

Aura

⬇️

Basic Melee (standard; at-will) ♦️ Weapon

Attack bonus and damage.

🏹

Basic Ranged (standard; at-will) ♦️ Weapon

Attack bonus and damage.

⬇️

Melee (standard; at-will) ♦️ Weapon

Attack bonus and damage.

🏹

Ranged (standard; at-will) ♦️ Weapon

Attack bonus and damage.

⚡

Close Burst Effect (standard; at-will) ♦️ Type(s)

Effect description on hit or miss.

💣

Area Burst Effect (standard; encounter) ♦️ Type(s)

Effect description on hit or miss.

STR +##(##) CON +##(##) DEX +##(##) INT +##(##) WIS +##(##) CHA +##(##)

Skills

Equipment