Using the printable**DM** encounter manager

The printableDM Encounter Manager assists you in tracking combatants (mainly monsters) during battle. By laying out the information you need in a clear and concise format, you can spend more time telling your players what happens, and less time trying to figure out what happened.

ENCOUNTER LOCATION

The encounter location bar is used to connect your printableDM Encounter Manager sheet to particular encounter areas. This is useful if you prepare your Encounter Manager Sheets before your game sessions (recommended)

MONSTER STATUS BLOCKS

The lefthand side of the Encounter Manager contains a series of two-row blocks for tracking monster statuses. Each two-row block tracks a single monster (minions generally do not need a block, but if anything special happens to them, you can either use an unused block, or note it in the "Combat Notes" block).

SETTING UP FOR COMBAT

If you use initiative cards or another method for tracking initiative, print multiple copies of page 3. Otherwise, print multiple copies of page 2, which includes an intiative track.

Before combat begins, fill out the starting status of your monsters. In the first row of a two-row block, write the monster's name, and in the oval directly below it, write a pre-rolled initiative result. In the long, horizontal field, write its starting hit points at the far left.

As the monster takes damage, cross out the hit points, and write the new value to the right, filling up the row. When the monster becomes bloodied, fill in the diamond on the far right for quick reference.

WHEN COMBAT BEGINS

When combat begins, have players roll initiative and call out the initiative order down from 30. Since you've pre-rolled your monster's initiative, you don't need to take time rolling it during play. Enter the order in the initative track if you are using the version that uses it - try to leave as much space between entries as possible, so that you can reduce erasing and rewriting as players hold their actions for later in the round.

STATUS EFFECTS

If the monster is afflicted with a status effect, like Prone or Slowed, use the abbreviation at the bottom of the page for the effect, and write it in the Status column which indicates how the status effect ends; if the status effect ends at the end of a player's next turn, write it in the first box, with the first few letters of the player name. If it is an ongoing effect requiring a save, write it in the "Ongoing" status column.
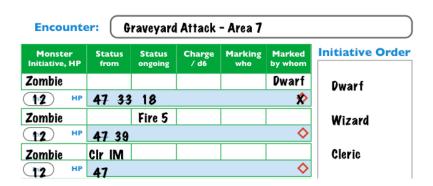
MARKING

If your monster marks another player, write the first three or so letters of the player's name in the "Marking who" column. If your monster is marked by another player, write the first three or so letters of the player's name in the "Maked by whom" column.

CHARGING POWERS

If your monster uses an attack that can be recharged, write the first few letters of the attack name followed by the die roll needed to recharge it in the "Charge" column. At the end of its turn, roll to recharge, and if it succeeds, erase it. That way, if the "Charge" column is empty, the monster has access to all chargeable powers.

EXAMPLE

Here are some monsters from area 7 of an adventure - a zombie attack. The zombies are listed one after another, and the DM pre-rolled an initiative of 12 for them. The first zombie has been hit twice, bringing it down to 33 and 18 hit points, and is marked by the Dwarf. It is bloodied, as you can quickly tell by the diamond marking. The second zombie has been hit once, and is taking an ongoing 5 fire damage. The third zombie is immobilized until the Cleric's next turn.

Encounter: Graveyard Attack – Area 7

Monster Initiative, HP	Status from	Status ongoing	Charge / d6	Marking who	Marked by whom
Zombie					Dwarf
12 HP	47 33 18				✗
Zombie		Fire 5			
12 HP	47 39				◇
Zombie	Clr IM				
12 HP	47				◇

Initiative Order

Dwarf

Wizard

Cleric

printableDM

Encounter:

Monster Initiative, HP	Status from	Status ongoing	Charge / d6	Marking who	Marked by whom
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇

Initiative Order

Combat Notes

BL	Blinded	**DZ**	Dazed	**DF**	Deafened	**DM**	Dominated	**DY**	Dying
H	Helpless	**IM**	Immobilized	**PT**	Petrified	**PR**	Prone	**RS**	Restrained
SL	Slowed	**ST**	Stunned	**SU**	Surprised	**UN**	Unconscious	**W**	Weakened

http://nephilim.blogspot.com

printableDM

Encounter Manager
Track foe damage, marked, bloodied, and other states.

Encounter Location:

Monster Initiative, HP	Status from	Status ongoing	Charge / d6	Marking who	Marked by whom
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇
HP					◇

BL Blinded	**DZ** Dazed	**DF** Deafened	**DM** Dominated	**DY** Dying
H Helpless	**IM** Immobilized	**PT** Petrified	**PR** Prone	**RS** Restrained
SL Slowed	**ST** Stunned	**SU** Surprised	**UN** Unconscious	**W** Weakened