

TORCHLINE

Free Encounter Sampler

Six encounters, levels 1 to 5, ready to run.

Every creature line below is real SRD 5.1 data: challenge rating, armour class, hit points and XP as published. The party budget and the crowd multiplier are Torchline's own heuristic, not an official rule - they are a starting point, and your table beats any calculator including this one.

How to use it

1. Pick an encounter that matches your party size and level.
2. Roll initiative. The blank line under each block is there for the table order.
3. Want a different one? Every block carries a rebuild link. Open it and the exact same encounter comes back, or change one number and get a new one instantly.

The builder is free and needs no account

unlockedreality.net/taskmaster/

Set party size, level, difficulty and creature type; get a costed encounter with a link that rebuilds it. There is also a paid Session Pack if you would rather not build a night's worth one at a time - it is on the same page. This sampler costs nothing either way.

1. Skirmish - level 1 party of 4

a lone threat

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Gray Ooze	Ooze	1/2	8	22	x1	100

Raw 100 XP x1 for 1 creatures = effective 100 against a budget of 132

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=4&level=1&diff=skirmish&theme=&seed=104721

2. Standard - level 2 party of 4

a group

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Drow	Humanoid	1/4	15	13	x4	200
Giant Weasel	Beast	1/8	13	9	x2	50

Raw 250 XP x2 for 6 creatures = effective 500 against a budget of 480

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=4&level=2&diff=standard&theme=&seed=220518

3. Standard - level 3 party of 4

a swarm

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Cultist	Humanoid	1/8	12	9	x10	250

Raw 250 XP x2.5 for 10 creatures = effective 625 against a budget of 720

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=4&level=3&diff=standard&theme=&seed=331904

4. Hard - level 3 party of 5

a trio

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Giant Eagle	Beast	1	13	26	x3	600

Raw 600 XP x2 for 3 creatures = effective 1,200 against a budget of 1,440

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=5&level=3&diff=hard&theme=&seed=415664

5. Standard - level 4 party of 5

a pair - Undead

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Ogre Zombie	Undead	2	8	85	x2	900

Raw 900 XP x1.5 for 2 creatures = effective 1,350 against a budget of 1,250

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=5&level=4&diff=standard&theme=Undead&seed=508112

6. Brutal - level 5 party of 5

a pair

CREATURE	TYPE	CR	AC	HP	NUMBER	XP
Fire Elemental	Elemental	5	13	102	x2	3,600

Raw 3,600 XP x1.5 for 2 creatures = effective 5,400 against a budget of 5,400

ON BUDGET

Initiative:

Rebuild or reroll this one: unlockedreality.net/taskmaster/?size=5&level=5&diff=brutal&theme=&seed=690337