

User Guide

MitzNSimz Encounter Tracker · v1.53

Why This Tracker Exists

Running combat in D&D 5e requires a Dungeon Master to simultaneously manage initiative, HP, conditions, concentration, legendary actions, ability recharges, and round flow — all while narrating the scene and keeping players engaged.

The MitzNSimz Encounter Tracker removes that friction so the DM can focus on what matters: **the story, the drama, and the players.**

Core Design Principles: Offline First · No Accounts · No Subscriptions · Local Data · DM-Focused · Physical Dice

What this tracker is not: not a Virtual Tabletop (no grid or maps), not a character sheet manager, not a dice roller, not a campaign manager.

Best viewed on: a tablet (iPad, Android tablet) or laptop/desktop browser gives the most room. Phones are fully supported too (v1.37): the toolbar becomes a single side-scrolling row, and when you start combat the header automatically collapses to a slim bar showing the round, the active combatant and a **Next** button — handing the rest of the screen to the combatant list. Scrolling down also collapses it; to bring the full header and footer back, tap the small chevron on the slim bar (it stays collapsed while you scroll so nothing flickers in and out). You can collapse or expand the header at any time with the chevron next to **? Help**.

Offline Use, Privacy & Data

Cookies

This tracker uses **no cookies** of any kind. No cookie consent is required. (Mitz & Simz, however, are always happy for treats.)

Privacy & GDPR

This tracker does not collect, store, transmit, or process any personal data. No user accounts, no analytics, no tracking, no advertising. All data you enter — encounter names, combatant names, custom monsters, party configurations — is stored exclusively in your own browser's local storage (`localStorage` and `IndexedDB`) and never leaves your device.

The only external connection this tracker makes is to Open5e on first load to download the monster and spell database. No user data is included in that request. Once downloaded, the tracker operates fully offline.

As no personal data is collected or processed, this tracker is inherently compliant with GDPR and similar data protection regulations. There is nothing to request, delete, or export under data subject rights because no data about you is held anywhere other than your own device.

Local Storage & Offline Use

Your encounter data never leaves your device. The tracker stores everything locally — no cloud, no account, no server.

On first open, the monster database downloads (~30-60 seconds, requires internet). After that, fully offline.

Full Backup (recommended) (v1.33): More Full Backup saves all your custom data — parties, encounters, monster groups, custom monsters and custom spells — in one file. Restore Backup loads it back and asks whether to **Merge** (keep your current data, add anything new, skip duplicates) or **Clear & Replace** (wipe your current custom data first, then restore only the file). App preferences (theme, font, ruleset) are not part of the backup — re-set those after restoring.

Backup reminder (v1.40): under the Full Backup menu item, a small passive note shows when you last backed up and when your custom content last changed (e.g. “Last backup: 5 days ago · custom content changed today”). It’s just a gentle at-a-glance reminder — no popups, no nagging.

Storage used (v1.40): the Help panel’s *Offline Use* section shows roughly how much browser storage the app is using. The app also asks your browser to keep its data persistent, so the monster cache and your saved encounters are less likely to be cleared automatically when the device is low on space.

New content notice (v1.46): when you’re online, the tracker quietly asks Open5e how many creatures and spells it currently offers and compares that with your local cache (your custom monsters don’t count). If Open5e has grown, the caption under **Refresh Monster DB** gains a gentle note — e.g. “Open5e has 42 new monsters — refresh to sync.” A small gold badge also appears next to the database status in the header (with the count on wider screens); tap it to open the menu. No popups, nothing blocks, and offline it simply stays silent. And **Refresh Monster DB** itself is offline-safe (v1.52): it first checks that Open5e is reachable, and if it isn’t, your current database is left untouched and you’re told — clicking refresh while offline can never wipe your data.

Individual backups: you can still export each collection separately for sharing a single item — Encounters Export All · Parties Export · Groups Export · Custom Monsters Export · Spell Library Export Spells.

Device Transfer: Full Backup on the old device transfer the file Restore Backup on the new device.

Typical Session Workflow

Before the Session

#	Action	Details
1	Open the tracker	mitznsimz-cpu.github.io/DnD-Encounter-Tracker
2	Load your party	Party & XP Parties Add to Encounter
3	Build the encounter	Monster DB search or Random Generator
4	Check difficulty	Party & XP shows Easy/Medium/Hard/Deadly

During Combat

#	Action	Details
5	Roll initiative	Click 20 Roll Init on toolbar (auto-rolls all using DEX modifier, resets round to 1), or click any badge and type manually.
6	Tiebreak by drag	Grab handle, drag card to position.
7	Click Next Turn	Active card highlights. Banner shows who is up.
8	Apply damage	Enter amount, press Enter or DMG.
9	Track conditions	Click Conditions. Set duration for auto-expiry.
10	Undo mistakes	Ctrl+Z restores full state.

End of Session

#	Action	Details
11	Quick Save	More Quick Save. Saves everything.

Quick Start

1. Open in any modern browser. 2. First open: database downloads (~30-60s). 3. Load Sample Encounter or Start Empty. 4. Add combatants via + Add Combatant or Monster DB. 5. Click Next Turn (or press **N**) to start combat.

Running Combat

Damage & Healing

Enter a number in the damage field. Press **Enter** or click **DMG**. Press **H** or click **HEAL**. Temp HP absorbed first. Mistakes? **Ctrl+Z**.

Editing HP & Max HP (v1.48)

Click a card's **HP display** (the X/Y value) to edit. You can now set **both** current and maximum HP — handy for splitting creatures like an Ochre Jelly (halve both numbers on the original, then 1 a copy and do the same). For combatants linked to a database or custom monster, quick **Avg / Max / Roll** buttons fill the max from the creature's hit dice — the same choices you get when adding. When you change the max, the “**Adjust current HP by the change**” tickbox (on by default) carries the difference into current HP — and you see the result **live in the current-HP field before you press Set**: raising an average-HP monster to maximum mid-fight heals it by the difference, dropping it back down removes the same amount, and unticking the box means current HP is left alone entirely — the one exception is that if you drop the max below the current value, current is capped at the new max when you press Set (5e doesn't allow current above max), with a log entry saying so. If you type your own current value, the preview steps aside and respects it. Leaving the current-HP field blank leaves current HP unchanged.

Conditions

Click Conditions on any card. Click a condition to apply/remove. Set optional duration for auto-expiry. Tags pulse amber at 1 round remaining. Each badge shows a unique SVG icon.

28 conditions — alphabetical: Blinded, Burning, Charmed, Deafened, Dodging, Exhausted, Frightened, Grappled, Hasted, Hiding, Incapacitated, Invisible, Intoxicated, Marked, Paralyzed, Petrified, Poisoned, Prone, Raging, Restrained, Silenced, Slowed, Stunned, Surprised, Unconscious — with Advantage, Disadvantage and Other at the end.

Rule reminders: tap the on any condition pill for a short reminder of what it does. Conditions whose rules changed between editions (Exhausted, Grappled, Incapacitated, Invisible, Surprised) show 2014 / 2024 pills you can switch between; the edition shown first follows the creature's own edition where known, otherwise the ruleset selected in the XP calculator. Non-standard markers (e.g. Burning, Raging) are flagged as suggested reminders rather than official rules.

Other lets you add a custom marker: pick it and type a short label (max 32 characters), which then shows on the pill — handy for one-off effects the list doesn't cover.

Exhaustion is a special case — clicking it asks for a level (1–5). The badge shows "Exhausted Lv3". The level never auto-decrements; click the badge to edit.

Death Saves

Pip shapes: empty = circle · success filled = green heart · failure filled = red skull. Dead cards keep all 3 skulls visible.

Roll	Action	Result
10+	Click heart pip	One success

1-9	Click skull pip	One failure
Natural 1	Click Nat 1	Two failures at once
Natural 20	Click Nat 20	HP=1, wakes up, Unconscious cleared

3 successes Stable: no more death save prompts. Damage while stable resumes saves (2014 + 2024 rules). 3 failures Dead + Revive button.

Revivify countdown: after 3 failures, a countdown shows rounds remaining before Revivify is no longer viable (10 rounds = 1 minute). Pulses red in last 3 rounds. Shown in red bold when expired.

Boss DS: click DS button on any monster card to enable death saves instead of instant death at 0 HP.

Wild Shape / Transformation

Click on any card. Monster DB opens in transform mode. Search new form and click Transform. HP and AC swap. Click Revert to restore original stats.

Status Strip & Ability Tracking

Each card shows a status strip below the HP bar:

Element	How to use
Reaction	Click to mark used (fades). Auto-resets next turn.
LEG pips	Click to mark legendary action used. Resets on monster turn.
Recharge tag	Click to expend. Flashes red at turn start as roll reminder.
Ready	Shows trigger text (up to 64 chars). Auto-clears at start of that combatant's next turn. Click to clear early.
Spell slots	Click to expend slot at that level. Any level — DM chooses.
Innate spells	Click pip per use. At-will spells labelled only.
X/Day	Amber pips. Click to expend, click again to restore.
Reset Uses	Restores all slots, innate, X/Day, recharge, legendary in one click.
Start/End of turn (v1.34)	Appears on creatures whose stat block has a start- or end-of-turn ability (e.g. Troll regeneration). Pulses during that creature's turn as a reminder. Hover for the ability name; for regeneration it notes the suppression condition (e.g. "took acid/fire"). Advisory only — separate from Recharge, and the DM resolves it. Damage type isn't tracked, so confirm against the stat block.

Per-Turn Damage Tally (v1.34)

When a combatant takes damage, a small red **pill** appears to the left of its damage box showing the **total damage taken so far this turn**. It helps you track abilities that trigger on a damage threshold without adding up the numbers yourself.

The pill changes to flag thresholds, as an **advisory reminder** (never an automatic effect):

Pill	Meaning
Plain red	Running total of damage taken this turn.
Pulsing red	Reached a threshold parsed from the stat block, e.g. a hydra's "25+ damage in one turn". Hover to see the trait; confirm the damage type if the trait is type-specific.
Bright pulsing red	Damage this turn reached the creature's maximum HP — the massive-damage instant-death rule may apply.

Amber

Big Hit! — over 50 damage in a turn. A purely informational "heavy blow" marker, not a rules trigger. The also appears on the red/threshold pills above whenever a turn passes 50, so a big hit is always flagged even when a rules threshold owns the colour.

Combat Reminder Pills (v1.35)

Monster cards now show small **reminder pills** for things that are easy to forget mid-fight. They're read-only: tap one to see the detail in a popover (on a tablet or phone this opens as a bottom sheet, so it always works on touch), then check the stat block to resolve.

Pill	Shows
Defenses	Damage resistances, immunities, condition immunities, and vulnerabilities. The pill turns amber when the creature has a vulnerability, and the popover highlights vulnerabilities (the exploitable "takes extra" damage) so you don't miss them.
Traits	The forgettable combat traits: Multiattack , Magic Resistance (advantage on saves vs spells), and Pack Tactics . Tap for the trait text.
Start/End of turn	As before — start- or end-of-turn abilities such as regeneration. Now tappable too, so its detail works on touch.

These appear only on creatures whose stat block has the relevant feature, so a plain combatant stays uncluttered. Legendary Resistance isn't a pill — it's already tracked by its own Per Day counter. Recharge stays its own separate tracker.

Group Management & Bulk Actions

Tick 2+ checkboxes to show the bulk action bar. **DMG All** (full damage), **Heal All**, $\frac{1}{2}$ **DMG** (half damage for AoE saves).

Fireball example: 8 goblins hit. 6 fail save, 2 succeed. Select all 8 **DMG All**. Then select only the 2 who saved $\frac{1}{2}$ **DMG**. Done in seconds.

Other Combatant Type

For lair actions, hazards, traps, ritual timers, reinforcements — anything needing a turn slot that isn't a creature. Teal styling. Excluded from XP and Alive counts.

Type	Initiative	Notes field
Lair Action	20	Dragon exhales fumes — DC 13 CON save or Poisoned.
Avalanche	20 and 10	DC 15 DEX save. Fail: 4d10+prone. Success: half.
Trap	15	Swinging blade: DC 14 DEX or 2d10 slashing.
Reinforcements	12	Goblin patrol arrives Round 4. Add 6 goblins.

Monster Groups ()

Pre-build named sets of monsters and drop the whole group into any encounter with one click — ideal for reinforcements, lair defenders, and frequently-used combinations.

Creating a group: Monster DB Groups tab New Group. Name your group, search for monsters, set quantities, save.

Using a group: Each group card has Add to Encounter (drops all monsters at once, undo-safe), Edit, and Delete.

Add as Monster or Ally (v1.42): above the group list, the same **Add as Monster / Add as Ally** toggle you know from the search tab now appears here too. Pick a side, then Add to Encounter — the whole group joins as monsters or as allies. It's a runtime choice: nothing is saved into the group itself, so the same saved group can be enemies in one fight and reinforcements in the next. The toggle is shared with the search tab — switching it in either place updates both.

Split layout: When adding monsters to a group, click any search result name to open a stat block preview on the right. The panel widens so you can browse and read simultaneously.

Export / Import: Export saves all groups as JSON. Import restores them on any device.

Monster Database & Custom Content

Click Monster DB. ~3,500 monsters plus the full spell list — both the **2014 (SRD 5.1)** and **2024 (SRD 5.2)** rules — cached offline. Panel stays open — add multiple monsters, toast confirms each.

Split layout (v1.17): Click any monster name to open its stat block on the right while the search list stays visible on the left. The panel widens automatically. Click in the stat block header to close and return to full search.

Source badge: Each search result shows the ruleset source (e.g. 5e 2014 Rules, 5e 2024 Rules, A5E) — useful when multiple versions of the same monster exist.

Source filter (v1.31): Next to the All / Official / Custom buttons, the **Sources** dropdown lets you limit the list to specific source books — tick as many as you like (e.g. only the SRD, or only your Kobold Press titles), and "All sources" clears the selection. It only lists books actually present in your database, combines with the All/Official/Custom filter and the search box, and your choice is remembered between sessions.

Advanced filters (v1.36): The **Filters** button opens a panel to narrow the list by **Type** (Beast, Dragon, Undead...), **Size** (Tiny–Gargantuan) and **Challenge Rating** (a min–max range). Tap chips to toggle them; the button shows a count of active filters. Everything combines — type, size, CR, the source filter, the All/Official/Custom buttons and the search box all apply together — so you can ask for, say, "Large dragons of CR 5–10" in a couple of taps. The type and size chips only show values that exist in your database. **Clear all** resets them.

Parse Block: paste any stat block — D&D Beyond, PDF, Homebrewery, plain text, or **Tetra-cube Markdown** — into the parser, or paste a **Tetra-cube .monster JSON**. You can also click **File** to load a .monster, .json, .md or .txt file directly. preview Open in Editor Save.

Tetra-cube import (v1.26): For .monster JSON the parser computes Armor Class from the armour fields and resolves Tetra-cube expressions automatically — attack bonuses ([STR ATK]), damage ([DEX 2D8]), save DCs ([WIS SAVE]) and name tokens ([MON]). Try the **Tetra JSON** example button next to Goblin / Dragon. The Markdown export is the most robust route, as its values are already resolved.

Parse Spell: Open Spell Library Parse Spell. Paste any spell stat block (2014 or 2024 format). All fields extracted automatically.

Spell split view (v1.17): Click any spell to open its full stat block on the right — level, school, casting time, range, duration, components, description, source, and At Higher Levels. **Source pills (v1.23):** when a spell exists in more than one ruleset, a pill appears per source (e.g. 2014 / 2024) — tap to switch between versions. Opened from a creature, the sheet defaults to the version matching that creature. Clone to Custom creates an editable copy.

Spell filters (v1.36): The Spell Library has its own **Filters** panel: filter by **Level** (Cantrip–9), **School** (the eight schools), **Class** (which class can cast it), and the **Concentration** and **Ritual** flags. Chips toggle on tap and all combine with each other and the search box. A few spells from the Adventurer's Guide list no class; where the same spell exists elsewhere with class data the library fills it in automatically and merges the duplicate, and a **(no class)** chip catches any that remain so nothing is ever hidden by the class filter.

Encounter Tools

Party Configurations

Save your party once: Party & XP Save Party. Each session: Parties Add to Encounter — players load at full HP. Player portraits are saved with the party and travel with it.

Renamed (v1.38): the toolbar button previously called **XP Calc** is now **Party & XP**, since party save/load is its most-used feature. Same panel — party setup, XP & difficulty, and the random encounter generator all still live here.

Updating a saved party (v1.31): Load a party, adjust levels, names or portraits in the calculator, then click **Update** on that party's row to overwrite it in place — no more duplicate copies. Load, Update, Add to Encounter and Delete each sit on the party's row.

Backup & transfer (v1.31): Use **Export** to save all your parties to a JSON file, and **Import** to load them on another device (duplicates by name are skipped). This matches the Export/Import already available for custom monsters, custom spells, monster groups and encounters.

Encounter Library

More Quick Save at any point. Load next session to resume exactly — HP, conditions, round, everything. For mid-session continuity across multiple sessions.

XP & Difficulty

Party & XP shows Easy/Medium/Hard/Deadly in real time as monsters die. Toggle between 2014 and 2024 rules.

Random Encounter Generator

Set difficulty, type (Horde/Skirmish/Boss/Boss+Minions), environment. Generate. Reroll. Add All in one click.

Source filter (v1.31): The generator has its own **Sources** dropdown (independent of the Monster DB browser filter) so you can roll encounters from only the books you choose — e.g. SRD-only, or a single bestiary. Your generator source choice is remembered separately from the browser filter.

Turn Timer (Optional)

Enable via More Turn Timer. Countdown appears on active card: green (>50%) amber red flashing red (last 5s).

Group	Suggested duration
Experienced players	45 seconds
Typical group	60 seconds
Newer players	90 seconds

On expiry: popup with Next Turn (advances immediately) or Stay. Pause freely for rules questions — it's a pacing tool, not a strict rule.

Session Summary (v1.40)

Turn your combat log into a plain-text recap you can keep or share. It lists the current combatants and their HP, how many rounds were fought, and the full combat log grouped by round with timestamps.

Any time: More **Session Summary** downloads the recap as a .txt file.

When starting a New Encounter: if there's combat activity worth keeping, the confirmation offers an **Export Summary First** option — take it to save a record before the encounter is cleared, then carry on. If you don't want it, just start the new encounter as normal. It never forces you.

How the combat log is stored (v1.45): the log is saved in your browser together with the encounter, so an accidental page refresh (or closing and reopening the tab) no longer wipes it — your log picks up right where it was. It is cleared when you start a **New Encounter**, and it keeps the most recent 2,000 entries (roughly 95 full rounds of a ten-combatant battle — far more than any real session), silently dropping only the oldest beyond that. **Recommendation:** the in-browser log is working state, not an archive — for a permanent record of a session, export a **Session Summary**; that file lives on your device and survives anything the browser does. Both exports carry timing (v1.53): the Session Summary stamps each entry [HH:MM], and the Log panel offers a family of exports: **.txt** (raw line-per-event with full [HH:MM:SS] timestamps), **.md** (Markdown with a heading per round — pastes straight into Obsidian or any notes app), **.json** (raw entries for scripts and tools), and **AI Recap**, which copies the log plus a ready-made prompt to your clipboard — paste it into your AI assistant of choice and get a narrative write-up of the battle.

Appearance & Accessibility

Open the **More** menu to tailor how the tracker looks. These settings are remembered between sessions and are stored only on your device.

About (v1.41): at the bottom of the **More** menu, **About** re-opens the welcome splash you saw on first launch — a quick reminder of what the tracker is and the design principles behind it.

Day & Night

Use the **Day / Night** toggle in the header to switch between light and dark bases. On first open the tracker follows your device's own light/dark setting; once you pick a side manually, your choice is remembered and always wins.

Accent Colour

Choose from six accent colours — **Gold** (the classic), **Red**, **Blue**, **Green**, **Purple** and **Silver** — from the swatch row in the More menu. The accent recolours headings, links, buttons, the active-turn highlight and the player initials chips all at once. It applies in **both Day and Night**, so you can switch base freely and keep your colour. Tapping a swatch leaves the menu open, so you can flick between colours and compare. Health bars always stay green/amber/red regardless of accent — health colour means health, never decoration.

Legible Font

The **Legible Font** toggle in the More menu swaps the decorative display type for a clean system sans-serif on the highest-traffic text — names, headers, menu items and badges. Useful in low light or for faster reading at a glance. Like the accent swatches, the toggle leaves the menu open so you can compare on and off instantly.

Device Accessibility Settings

The tracker respects your operating system's accessibility preferences: if you have **reduce motion** enabled, animations are calmed throughout; if your system is set to a light appearance, the tracker opens in Day mode to match. Base text scales with your browser's text-size / zoom, so increasing the font size behaves as expected.

Tablet & Phone Input (v1.33)

Number fields — damage, HP, AC, initiative, counts and ability scores — request the **numeric keypad** on tablets and phones, so entering values during combat is quick. To dismiss the on-screen keyboard, tap anywhere outside the field (or use your keyboard's *Done* / down button). The damage field keeps focus after you apply, so you can damage several creatures in a row; tap away when you're finished to close the keyboard.

Player Portraits

You can give a player a **portrait** in the XP / party panel: use the avatar control on that player's row to pick an image. It then appears as a small rounded thumbnail on the left of that combatant's card during combat. Players without a portrait show a tidy **initials chip** instead (which follows your accent colour). Portraits are

handled privately and efficiently — the image is shrunk to a small thumbnail in your own browser and only that compact version is stored; the original file is never kept or uploaded, and nothing leaves your device. Portraits travel with their party through Export / Import and Quick Save / Load.

Keyboard Shortcuts

Key	Action
N	Next Turn
Space	Pause / Resume turn timer (when timer is active)
/	Open Monster DB and focus search field
S	Show / hide the active combatant's stat block (if it has one) (v1.33)
Esc	Close any open panel
Enter	Apply damage (when field focused)
H	Apply as healing (when field focused)
Ctrl+Z	Undo last action (up to 20 steps)

Frequently Asked Questions

How do I resolve initiative ties?

Grab the grip icon on the left edge of any card and drag it above or below the other. Initiative values are never changed by dragging.

How do I apply AoE damage to multiple targets?

Tick checkboxes bulk bar appears enter damage **DMG All** (full) or $\frac{1}{2}$ **DMG** (half, for saves). Fireball example: select all targets, DMG All, then select only those who saved, $\frac{1}{2}$ DMG.

How do I set HP for a monster?

Click **HP** on any card to open the HP mode popup: **Average HP**, **Maximum HP**, **Roll Dice**, or **Set Value** (enter any number). The Monster DB also offers these modes before adding. In the bulk action bar, Set Max HP opens the same popup — dice modes available when at least one selected combatant has a stat block.

I made a mistake — how do I fix it?

Ctrl+Z / Cmd+Z or Undo. Restores full state — HP, conditions, active turn, round — up to 20 steps back. Every state change is tracked including HP edits, AC/initiative edits, condition changes, and notes. The Undo button shows a gold count badge indicating steps remaining.

On my phone the header and toolbar disappear when I start combat — is that normal?

Yes (v1.37). On phones and small tablets, the tracker collapses the header and toolbar into a slim bar once combat begins (and whenever you scroll down the list), so the combatant list gets nearly the whole screen. The slim bar still shows the round, whose turn it is, and a **Next** button. It deliberately **stays** collapsed while you scroll up and down — so it won't flicker in and out as you scan a long combat. To bring the full header and footer back, tap the small **chevron** on the left of the slim bar (or the chevron next to **? Help**). On desktop and wide tablets the header always stays put.

It's a **reminder only** — it flags that a creature's stat block contains a start- or end-of-turn ability (regeneration, an aura, ongoing damage, a recharge-on-turn effect, and so on) and pulses during that creature's turn. It does **not** resolve anything, and deliberately so. One subtlety worth knowing: a "start/end of turn" effect might trigger on **this creature's own turn** (e.g. a troll regaining HP) or **on another combatant's turn** (e.g. an aura that damages anyone who starts their turn near it). The pill can't know which — it just makes sure you don't forget

the effect exists. Tap it, read the ability, check the stat block, and resolve it yourself. If you realise you missed it on an earlier turn, you can apply it retroactively or use Undo to step back to that combatant and resolve it there.

How can I remember an ongoing effect on a player (e.g. recurring damage)?

Add the **Other** condition (end of the condition list) to that combatant with a short label like "Burning 1d6/turn", and put the details in the card's **note** field. The labelled pill is a visible at-a-glance reminder each round, and the note carries the specifics. This is the simplest way to track a custom recurring effect on a player or monster — the tracker reminds you it's there; you decide when and how it applies.

How do I track a transformed or polymorphed combatant?

Click on the card. Monster DB opens in transform mode — search the new form, click Transform. HP and AC swap. Click Revert to restore original stats.

How do I apply death saves to a boss monster?

Click DS on the monster card. It turns solid red — the monster shows death save pips at 0 HP instead of dying instantly. Clicking it on a dead monster un-dies it retroactively.

What is the Revivify countdown?

After a character dies via 3 failed death saves, a countdown shows rounds remaining before Revivify is no longer viable (10 rounds = 1 minute). Pulses red in last 3 rounds. Red bold when expired.

A player is absent tonight — how do I handle it?

Click on the player card. They are skipped in turn order but still count toward XP difficulty. Click again to restore.

How do I get a log of the encounter?

Click Log. All meaningful events are captured automatically — damage, conditions, reactions, spell slots, group drops, per-turn entries, timer expiry, undo diffs, HP changes, initiative changes, AC changes, notes, death save tracking, and legendary action use. Add DM notes at the bottom. Export for a .txt session summary. The log resets on new encounter or when loading a saved encounter.

How do I save and resume mid-dungeon?

More Quick Save. Next session: Encounters load the save. Everything resumes exactly — HP, conditions, round, active turn.

What is the difference between a Party Config and an Encounter save?

Party Config: saves the player roster at full HP — use to start each session fresh. **Encounter save:** saves complete combat state including current HP and conditions — use to pause mid-fight or continue next session.

How do I tell if my encounter is too deadly?

Party & XP shows the difficulty rating (Easy/Medium/Hard/Deadly) in real time as monsters die. Dead monsters remain in the XP total with a strikethrough — the full encounter XP is always shown. Toggle between 2014 and 2024 rules at the top.

How do I back up my custom monsters and spells?

Custom Monsters: + Custom Monster Export. Custom Spells: Spell Library Export Spells. Re-import on any device with the matching Import buttons.

Will my data sync between devices?

No — by design. Export on old device, transfer the JSON file, Import on new device.

Where does the monster and spell data come from?

The tracker uses Open5e, an open-source community project, via its v2 API. This includes both the **2014 (SRD 5.1)** and **2024 (SRD 5.2)** rules, alongside some third-party open-licensed content. Monster and spell data remain subject to their original licensing and attribution requirements.

Do you support the 2024 rules?

Yes. The database now includes the **2024 SRD (5.2)** monsters and spells alongside the 2014 SRD. Spells that exist in both editions show source pills so you can compare them. Note that the open SRD is a subset of the full printed 2024 Monster Manual — creatures unique to the printed book that aren't in the open SRD won't appear. For those, use **Parse Block** (paste the stat block, or a Tetra-cube export) to add them yourself.

What do the source tags mean?

Monsters show a short **source key** (e.g. SRD-2024); spells show the **ruleset edition** (2014 / 2024) or the sourcebook name. "Custom" marks anything you've added yourself.

Tag	Shown on	What it means
SRD	Monster	D&D 5e System Reference Document 5.1 — the free 2014 ("legacy") ruleset.
SRD-2024	Monster	D&D 5e System Reference Document 5.2 — the free 2024 ("revised") ruleset.
2014	Spell	The spell as written in the 2014 SRD (5.1).
2024	Spell	The spell as written in the 2024 SRD (5.2).
Custom / Custom	Monster & spell	Something you created in the custom editor, or imported with Parse Block (stat block or Tetra-cube).
A5E-AG / Level Up Advanced 5e	Monster / Spell	<i>Level Up: Advanced 5th Edition — Adventurer's Guide</i> (EN Publishing, OGL).
TOB	Monster	<i>Tome of Beasts</i> (Kobold Press, OGL).
TOB2	Monster	<i>Tome of Beasts 2</i> (Kobold Press, OGL).
TOB3	Monster	<i>Tome of Beasts 3</i> (Kobold Press, OGL).
CC	Monster	<i>Creature Codex</i> (Kobold Press, OGL).
MM	Monster	<i>Monstrous Menagerie</i> (Level Up: Advanced 5e, EN Publishing, OGL) — the single largest set in the database.
BFRD	Monster	<i>Black Flag SRD</i> (Kobold Press & "Tales of the Valiant" reference content).
TOB-2023	Monster	<i>Tome of Beasts 1 (2023 Edition)</i> (Kobold Press, OGL) — revised reprint, listed separately from the original.
Other	Spell	Fallback label for a source with no edition mapping and no title.

Why does a spell show 2014 / 2024 buttons?

Some spells exist in more than one ruleset. When that happens the spell sheet shows a pill per source — tap a pill to read that version's rules. Opened from a creature, it defaults to the edition matching that creature (falling back to 2014, then 2024). If a spell shows no pills, only one source carries it.

Can I switch between light and dark mode?

Yes — use the **Day / Night** toggle in the header. On first open the tracker matches your device's light/dark setting; your manual choice is then remembered. You can also pick from six accent colours and a high-legibility font in the **More** menu — see Appearance & Accessibility.

How do I add a player portrait?

In the XP / party panel, use the avatar control on a player's row to choose an image; it shows as a small rounded thumbnail on that player's card. The picture is shrunk to a thumbnail in your browser and only that compact copy is stored — the original is never kept or uploaded. Players without a portrait get an initials chip instead. See Appearance & Accessibility.

The monster database is not loading

Requires internet on first open. Check connection, refresh, wait up to 60 seconds. Once downloaded it will not need to download again.

Where can I support the creator?

Support the tracker at ko-fi.com/mitznsimz — and for miniatures to bring your encounter to life: mitznsimz.com

Thank you for using the MitzNSimz Encounter Tracker.

We hope it brings a little more adventure and a little less bookkeeping to your table.

— Pete & Mitz & Simz