

# BASIC TEXT

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque.

## FANCY TEXT

### QUOTE BOX

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi.

### PAPER BOX

Nulla malesuada porttitor diam. Donec felis erat, congue non, volutpat at, tincidunt tristique, libero. Vivamus viverra fermentum felis. Donec nonummy pellentesque ante.

### COMMENT BOX

Quisque ullamcorper placerat ipsum. Cras nibh. Morbi vel justo vitae lacus tincidunt ultrices. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

## TABLES

### TITLED TABLE

Level	Information
1st	Special features 1
2nd	Special features 3
3rd	Special features 5
4th	Special features 7

### ITEM TABLE

Cost	Goods
1 cp	Something cheap
1 sp	Something that costs more
1 gp	Something with value
1000 gp	Something expensive

## MONSTERS

### SCARYGUY

*Medium humanoid, evil*

**Armor Class** 12

**Hit Points** 16 (3d8+3)

**Speed** 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	7 (-2)

**Saving Throws** Dex +4

**Skills** Perception +2

**Senses** -

**Languages** Common, Abyssal

**Challenge** 1/2 (100 xp)

**Special Sauce.** The Scaryguy has advantage on making tasty food.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) piercing damage

## SPELLS

### FINGER OF DEATH

*1st-level evocation*

**Casting Time** 1 action

**Range** Touch

**Components** V, S

**Duration** Instantaneous

You are the master of life and death. A creature you touch instantly takes 1d20 damage.

**At Higher Levels.** When you cast this spell at higher levels, the damage increases by 1d20 for each slot level above 1st.