

RPG

CATCHY ADVENTURE NAME

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# BASIC TEXT

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## FANCY TEXT

### QUOTE BOX

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### PAPER BOX

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### COMMENT BOX

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## 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.