

BASIC TEXT

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FANCY TEXT

QUOTE BOX

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COMMENT BOX

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TABLES

TITLED TABLE

Level	Information
1st	<i>Special features 1</i>
2nd	<i>Special features 3</i>
3rd	<i>Special features 5</i>
4th	<i>Special features 7</i>

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

lightivory *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.