CATCHY ADVENTURE NAME

Basic Text

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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.