

# Blank Monster

This document is a LaTeX-template for easily creating a DnD-Monster-Sheet. It provides many different environments and macros to build up many different blocks similar to the ones seen in the DnD books.

This document uses the LaTeX dnd\_template provided in the GitHub repository:

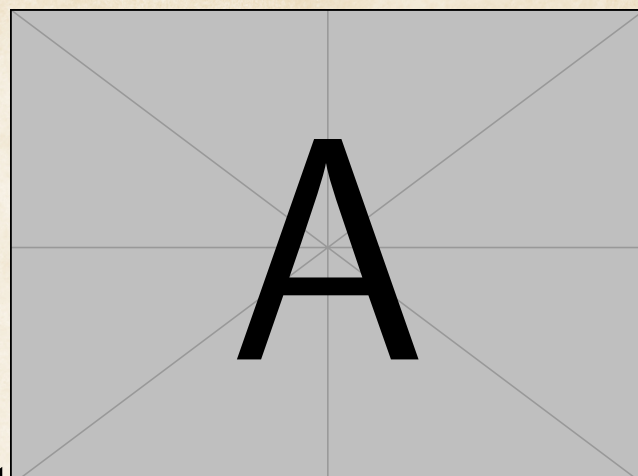
<https://github.com/rpgtex/DND-Se-LaTeX-Template>

and requires of XeLaTeX or LuaTeX as the fontspec package is not part of the normal PDFLaTeX. By altering the in the preamble this requirement can be excluded, however, the font has to be reset to the default one.

... enjoy!

- M4RZ.

This is the Mini-Info-Box:  
The Blank Monster has never been seen and  
there are no pictures of it as of now.



## Variant: The Mysterious One

The Mysterious One is even more mysterious than the blank one.

**Condition Immunities.** detection

**Surprise.** Whenever someone sees the mysterious one it is charmed and thinks it didn't see anything

## BLANK MONSTER

Unidentified Monster, unaligned

**Armor Class** 10

**Hit Points** 12 (1d12 + 6)

**Speed** 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** -

**Challenge** 1 (200 XP)

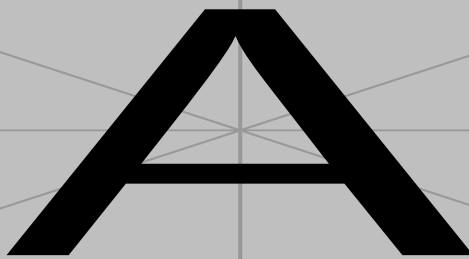
**One of Many.** The Blank Monster has advantage against being detected and hiding in large groups.

### ACTIONS

**Multiattack.** The Blank Monster makes two attacks with its dagger.

**Dagger.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) slashing damage.





## Blank Monster Group

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nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

#### Variant: The Mysterious One

The Mysterious One is even more mysterious than the blank one.

**Condition Immunities.** detection

**Surprise.** Whenever someone sees the mysterious one it is charmed and thinks it didn't see anything

### THE INVISIBLE ONE

Unidentified Monster, unaligned

Armor Class 10

Hit Points 12 (1d12 + 6)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

**One of Many.** The Blank Monster has advantage against being detected and hiding in large groups.

#### ACTIONS

**Multiattack.** The Blank Monster makes two attacks with its dagger.

**Dagger.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) slashing damage.