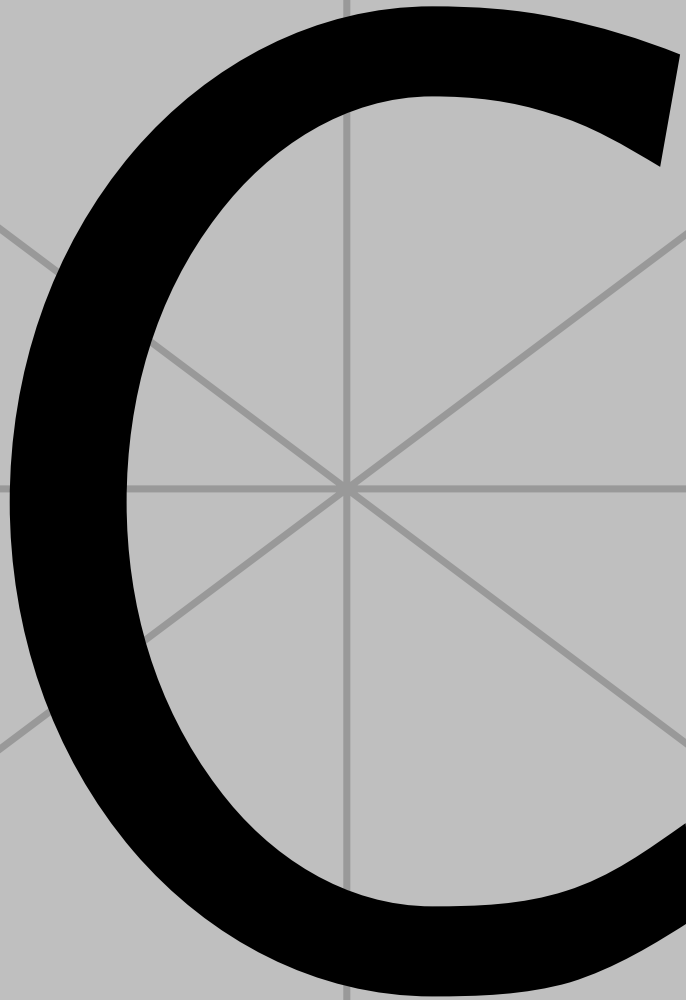


# BLANK REGION

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 **HOMEBREW**

A collection of homebrew monsters found in the Blank Region

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# BLANK MONSTER



his 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.

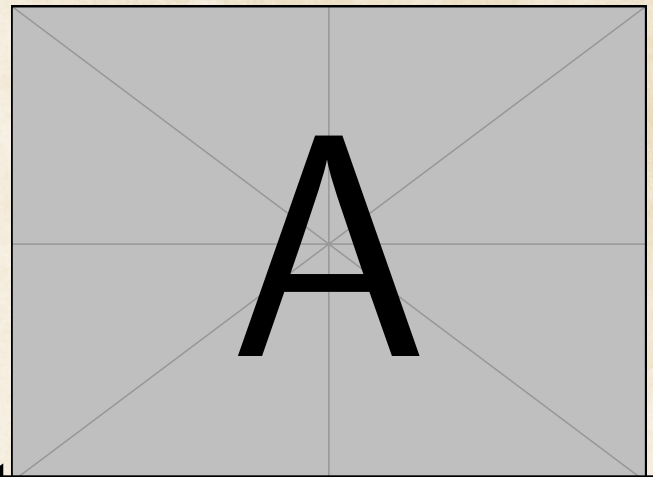
This document uses the LaTeX `dnd_template` provided in the GitHub repository:

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

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

... enjoy!

- M4R2.



## 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** -

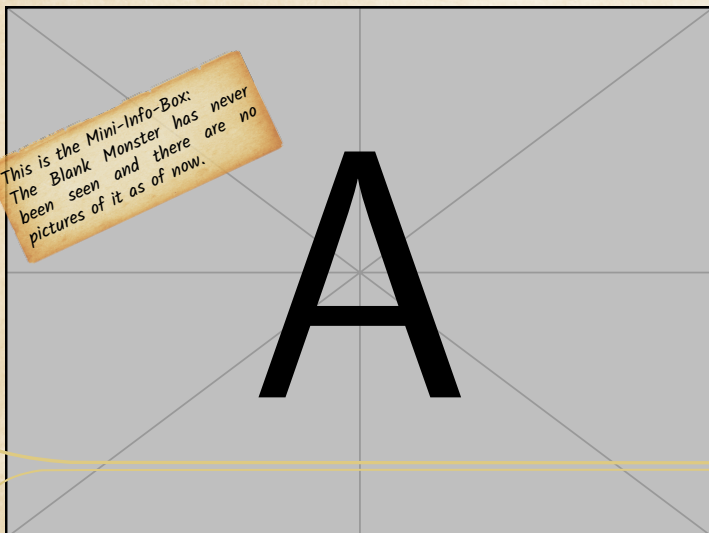
**Challenge** 1 (200 XP)

**One of Many.** The Blank Monster has advantage against being detected and on 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.



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



# B

## Blank Monster Group

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### 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 on 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.

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### 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 Invisible One has advantage against being detected and on 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

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 Invisible One has advantage against being detected and on hiding in large groups.

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## 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

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# BIG THANKS TO THESE ARTISTS

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