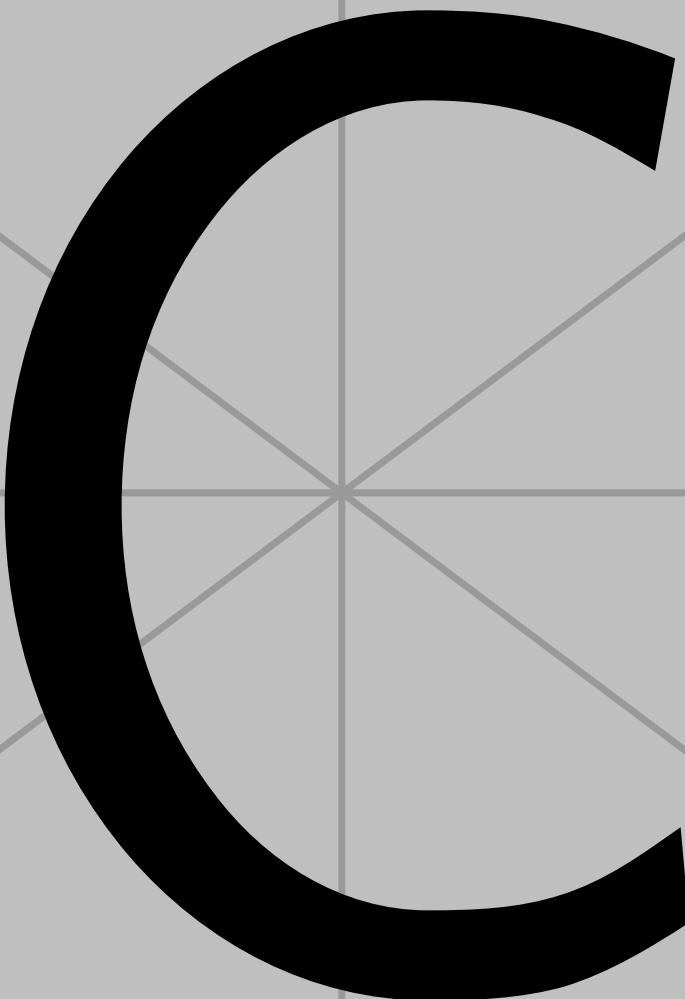




BLANK REGION



A collection of monsters and dungeons found in the Blank Region



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PART 1

MONSTERS

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.

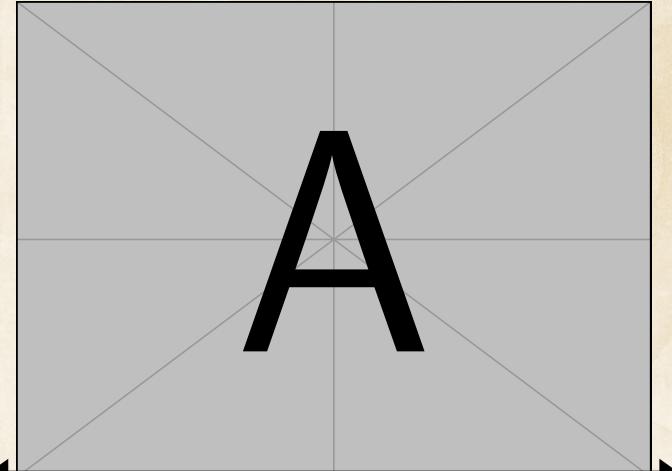
This document uses the LaTeX `dnd_template` provided in the GitHub repository:

<https://github.com/rpgtex/DND-5e-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!

- M4RZ.



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 -

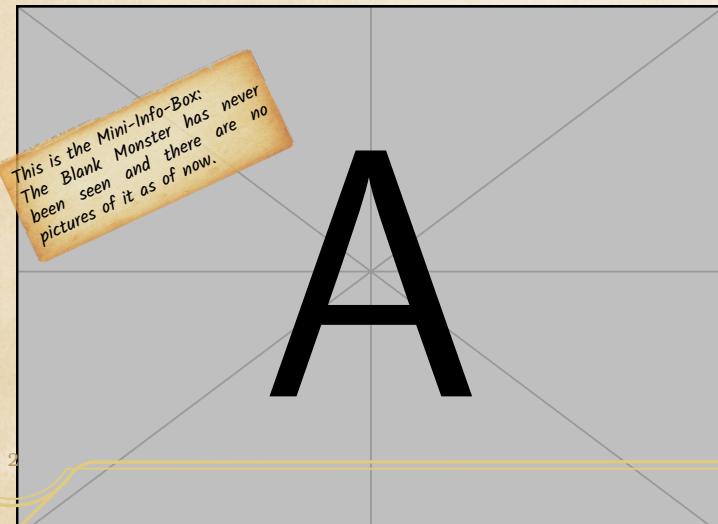
Challenge 1 (200 XP)

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.



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 Blank Monster has advantage against being detected and on hiding in large groups.

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ACTIONS

Multiaction. The Blank Monster makes two attacks with its dagger.

Dagger. Melee Weapon Attack: +3 to hit, reach 10 ft., one target.

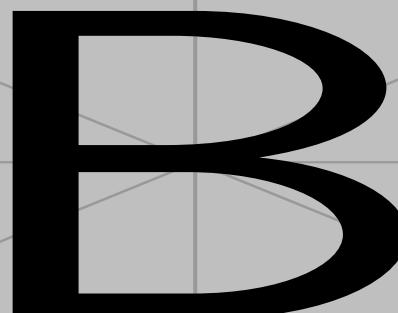
Hit: 6 (1d8 + 2) slashing damage.

Blank Monster

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BIG THANKS TO THESE ARTISTS

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