The Dark LaTeX
An Example of the dndbook Class

The rpgTeX Team

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Contents

Part 1

Layout

The Djenu (Heartfrost)

Occasionally, an evil spirit will possess a human, turning them into a Djenu. More often, however, a human is turned into a Djenu as a result of such a heinous crime that it is believed one cannot remain human after it is committed.

This crime? Cannibalism. Yes, almost every Djenu was once a human but with an unholy hunger. Due to this crime, it is said that the heart turns to pure ice, triggering the change from human to monster. Unlike most other evil creatures, though, a Djenu can return to its human form. To do this, the heart must be extracted from its frozen prison. Then the icy heart mustbe destroyed by being completely melted.

Appearance: The mere sight of this fiend gives you chill. Its grotesque body is roughly humanoid, but there's nothing human-like abouts its glistening blue skin or the jagged shards of ice that cling to it like armour. Its posture and size are more like a troll, with sharp claws and razor-charp teeth.

The ice cannibal is a formidable opponent who strikes as unexpectedly as a winter storm. When it senses danger, it may encase its opponents in ice, trapping them within its grasp until they are able to break free from the frozen prison. With enough skill and strength, adventurers may face down this beast and survive to tell the tale... enjoy!

- Jamez.

Variant: Blackheart Djenu

Some Djenu have adapted to survive and blend into urban environments. Living underground, avoiding the warmth of the sun, they surface during the harsh winters often disguised as a helpless frozen traveller waiting patiently to pounce.

Condition Immunities: exhaustion, frightened, paralyzed
Innate Spellcasting (3/Day): *The Blackheart Djenu can innately cast Armour of Agathys, requiring no material components. It's innate spellcasting ability is Wisdom.*
Chattering Storm: *A frozen burst of freezing shards blast from the Djenu in a 15-foot cone. Any creature caught in the spell must make a Constitution saving throw, taking 9 (2d8) on a fail, or half as much on a success. Any nonmegical liquid caught within the blast freezes instantly.*

THE DJENU
Medium undead, chaotic evil

Armor Class 16
Hit Points 104 (12d8 + 50)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	21 (+5)	4 (–3)	13 (+1)	7 (–2)

Damage Immunities cold
Condition Immunities exhaustion, frightened, paralyzed, petrified
Senses passive Perception 11
Languages —
Challenge 8 (3,900 XP)

Ice Prison. Any creature killed by the Djenu freezes for 13 days, during which time it can't be thawed, animated, or raised from the dead.

Heat Thief. At the end of its turn, the Djenu deals 11 (2d10) cold damage to all hostile creatures within 15 feet. Creatures affected by this have their movement speed reduced by half on their next turn.

Snowblind. The Djenu has disadvantage in terrain other than ice and snow.

ACTIONS

Blinding Frost. The Djenu breathes a 20-foot-radius sphere of fog. The sphere area is heavily obscured. Until the start of its next turn, all creatures in a 20-foot-radius originating from The Djenu must make a DC 15 Constitution saving throw or be blinded until the start of the terror's next turn or a wind of moderate or greater speed disperses it.

Shattering Claws. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 18 slashing damage.

Chapter 1: Sections

This package is designed to aid you in writing beautifully typeset documents for the fifth edition of the world's greatest roleplaying game. It starts by adjusting the section formatting from the defaults in LaTeX to something a bit more familiar to the reader. The chapter formatting is displayed above.

Section

Sections break up chapters into large groups of associated text.

Subsection

Subsections further break down the information for the reader.

Subsubsection

Subsubsections are the furthest division of text that still have a block header. Below this level, headers are displayed inline.

Paragraph. The paragraph format is seldom used in the core books, but is available if you prefer it to the "normal" style.

> **Subparagraph.** The subparagraph format with the paragraph indent is likely going to be more familiar to the reader.

Special Sections

The module also includes functions to aid in the proper typesetting of multi-line section headers: `\DndFeatHeader` for feats, `\DndItemHeader` magic items and traps, and `\DndSpellHeader` for spells.

Typesetting Savant

Prerequisite: LaTeX distribution

You have acquired a package which aids in typesetting source material for one of your favorite games, giving you the following benefits:

- You have advantage on Intelligence checks to typeset new content.
- When you fail an Intelligence check to typeset new content, you can ask questions online at the package's website.

Foo's Quill
Wondrous item, rare

This quill has 3 charges. While holding it, you can use an action to expend 1 of its charges. The quill leaps from your hand and writes a contract applicable to your situation.

The quill regains 1d3 expended charges daily at dawn.

Beautiful Typesetting
4th-level illusion

Casting Time: 1 action
Range: 5 feet
Components: S, M (ink and parchment, which the spell consumes)
Duration: Until dispelled

You are able to transform a written message of any length into a beautiful scroll. All creatures within range that can see the scroll must make a wisdom saving throw or be charmed by you until the spell ends.

While the creature is charmed by you, they cannot take their eyes off the scroll and cannot willingly move away from the scroll. Also, the targets can make a wisdom saving throw at the end of each of their turns. On a success, they are no longer charmed.

Map Regions

The map region functions `\DndArea` and `\DndSubArea` provide automatic numbering of areas.

1. Village of Hommlet

This is the village of hommlet.

1a. Inn of the Welcome Wench

Inside the village is the inn of the Welcome Wench.

1b. Blacksmith's Forge
There's a blacksmith in town, too.

2. Foo's Castle

This is foo's home, a hovel of mud and sticks.

2a. Moat

This ditch has a board spanning it.

2b. Entrance
A five-foot hole reveals the dirt floor illuminated by a hole in the roof.

CHAPTER 2: TEXT BOXES

The module has three environments for setting text apart so that it is drawn to the reader's attention. `DndReadAloud` is used for text that a game master would read aloud.

As you approach this module you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

AS AN ASIDE

The other two environments are the `DndComment` and the `DndSidebar`. The `DndComment` is breakable and can safely be used inline in the text.

THIS IS A COMMENT BOX!

A `DndComment` is a box for minimal highlighting of text. It lacks the ornamentation of `DndSidebar`, but it can handle being broken over a column.

The `DndSidebar` is not breakable and is best used floated toward a page corner as it is below.

TABLES

The `DndTable` colors the even rows and is set to the width of a line by default.

NICE TABLE

Table head	Table head
Some value	Some value
Some value	Some value
Some value	Some value

BEHOLD THE DNDSIDEBAR!

The `DndSidebar` is used as a sidebar. It does not break over columns and is best used with a figure environment to float it to one corner of the page where the surrounding text can then flow around it.

CHAPTER 3: MONSTERS AND NPCS

The `DndMonster` environment is used to typeset monster and NPC stat blocks. The module supplies many functions to easily typeset the contents of the stat block

MONSTER FOO ONE

Medium aberration (metasyntactic variable), neutral evil

Armor Class 9 (12 with *mage armor*)
Hit Points 16 (3d8 + 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–1)	13 (+1)	10 (+0)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin, Undercommon
Challenge 1 (200 XP)

Innate Spellcasting. Foo's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*
3/day each: *fog cloud, rope trick*
1/day: *identify*

Spellcasting. Foo is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*
1st level (3 slots): *burning hands, mage armor, shield*

ACTIONS

Multiattack. The foo makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Flame Tongue Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 7 (2d6) fire damage.

Assassin's Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The foo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The foo regains spent legendary actions at the start of its turn.

Move. The foo moves up to its speed.
Dagger Attack. The foo makes a dagger attack.
Create Contract (Costs 3 Actions). The foo presents a contract in a language it knows and waves it in the face of a creature within 10 feet. The creature must make a DC 10 Intelligence saving throw. On a failure, the creature is incapacitated until the start of the foo's next turn. A creature who cannot read the language in which the contract is written has advantage on this saving throw.

MONSTER FOO

Medium aberration (metasyntactic variable), neutral evil

Armor Class 9 (12 with *mage armor*)
Hit Points 16 (3d8 + 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–1)	13 (+1)	10 (+0)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin, Undercommon
Challenge 1 (200 XP)

Innate Spellcasting. Foo's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

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PART 2

CUSTOMIZATION

CHAPTER 4: COLORS

This package provides several global color variables to style `DndComment`, `DndReadAloud`, `DndSidebar`, and `DndTable` environments.

BOX COLORS

Color	Description
commentcolor	DndComment background
readaloudcolor	DndReadAloud background
sidebarcolor	DndSidebar background
tablecolor	background of even DndTable rows

They also accept an optional color argument to set the color for a single instance. See Table 4.1 for a list of core book accent colors.

```
\begin{DndTable}[color=PhbLightCyan]{cX}
  d8 & Item \\
  1  & Small wooden button \\
  2  & Red feather \\
  3  & Human tooth \\
  4  & Vial of green liquid \\
  5  & Loaded dice \\
  6  & Tasty biscuit \\
  7  & Broken axe handle \\
  8  & Tarnished silver locket \\
\end{DndTable}
```

d8	Item
1	Small wooden button
2	Red feather
3	Human tooth
4	Vial of green liquid
5	Loaded dice
6	Tasty biscuit
7	Broken axe handle
8	Tarnished silver locket

THEMED COLORS

Use `\DndSetThemeColor[<color>]` to set `commentcolor`, `readaloudcolor`, `sidebarcolor`, and `tablecolor` to a specific color. Calling `\DndSetThemeColor` without an argument sets those colors to the current `themecolor`. In the following example the group limits the change to just a few boxes; after the group finishes, the colors are reverted to what they were before the group started.

```
\begingroup
\DndSetThemeColor[PhbMauve]

\begin{DndComment}{This Comment Is in
    Mauve}
  This comment is in the the new color.
\end{DndComment}

\begin{DndSidebar}{This Sidebar Is Also
    Mauve}
  The sidebar is also using the new
    theme color.
\end{DndSidebar}
\endgroup
```

THIS COMMENT IS IN MAUVE
This comment is in the the new color.

THIS SIDEBAR IS ALSO MAUVE
The sidebar is also using the new theme color.

COLORS SUPPORTED BY THIS PACKAGE

Color	Description
PhbLightGreen	Light green used in PHB Part 1 (Default)
PhbLightCyan	Light cyan used in PHB Part 2
PhbMauve	Pale purple used in PHB Part 3
PhbTan	Light brown used in PHB appendix
DmgLavender	Pale purple used in DMG Part 1
DmgCoral	Orange-pink used in DMG Part 2
DmgSlateGray (DmgSlateGrey)	Blue-gray used in PHB Part 3
DmgLilac	Purple-gray used in DMG appendix
BrGreen	Gray-green used for tables in Basic Rules