Chapter 1: Chapter 1: The Dark LaTeX

Nice table

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

Main Section

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

As you approach this template 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.

Fun with boxes

Even more fun!

This Is a Comment Box!

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

Weapon, +1, +2, or +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

Nulla malesuada porttitor diam. Donec felis erat, congue non, volutpat at, tincidunt tristique, libero. Vivamus viverra fermentum felis. Donec nonummy pellentesque ante. Phasellus adipiscing semper elit. Proin fermentum massa ac quam. Sed diam turpis, molestie vitae, placerat a, molestie nec, leo. Maecenas lacinia. Nam ipsum ligula, eleifend at, accumsan nec, suscipit a, ipsum. Morbi blandit ligula feugiat magna. Nunc eleifend consequat lorem. Sed lacinia nulla vitae enim. Pellentesque tincidunt purus vel magna. Integer non enim. Praesent euismod nunc eu purus. Donec bibendum quam in tellus. Nullam cursus pulvinar lectus. Donec et mi. Nam vulputate metus eu enim. Vestibulum pellentesque felis eu massa.

Spells

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.

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

Monster Foo

Medium metasyntactic variable (goblinoid), 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
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:

misty step

fog cloud, rope trick

identify

Spellcasting. Foo is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

blade ward, fire bolt, light, shocking grasp

burning hands, mage armor

scorching ray

Actions

Multiattack. The foo makes two melee attacks.

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

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

Assassin's Light Crossbow. Ranged Weapon Attack: mod 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.

Colors

This package provides several global color variables to style `commentbox`, `quotebox`, `paperbox`, and `dndtable` environments.

Color	Description
`commentboxcolor`	Controls `commentbox` background.
`paperboxcolor`	Controls `paperbox` background.
`quoteboxcolor`	Controls `quotebox` background.
`tablecolor`	Controls background of even `dndtable` rows.

See Table **??** for a list of accent colors that match the core books.

- Use `\setthemecolor[<color>]` to set `themecolor`, `commentcolor`, `paperboxcolor`, and `tablecolor` to a specific color.
- Calling `\setthemecolor` without an argument sets those colors to the current `themecolor`.
- `commentbox`, `dndtable`, `paperbox`, and `quoteboxcolor` also accept an optional color argument to set the color for a single instance.

Examples

Using themecolor

```
\setthemecolor[PhbMauve]

\begin{paperbox}{Example}
  \lipsum[2]
\end{paperbox}

\setthemecolor[PhbLightCyan]

\header{Example}
\begin{dndtable}[cX]
  \textbf{d8} & \textbf{Item} \\
  1           & Small wooden button \\
  2           & Red feather \\
  3           & Human tooth \\
  4           & Vial of green liquid \\
  6           & Tasty biscuit \\
  7           & Broken axe handle \\
  8
& Tarnished silver locket \\
\end{dndtable}
```

Example

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

Example

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

Using element color arguments

```
\begin{dndtable}[cX][DmgCoral]
  \textbf{d8} & \textbf{Item} \\
  1           & Small wooden button \\
  2           & Red feather \\
  3           & Human tooth \\
  4           & Vial of green liquid \\
  6           & Tasty biscuit \\
  7           & Broken axe handle \\
  8
& Tarnished silver locket \\
\end{dndtable}
```

Color	Description
PhbLightGreen	Light green used in PHB Part 1
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

Table 1.1: Colors supported by this package

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

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.

Map Regions

The map region commands provide automatic numbering of areas.

```
\area{Village of Hommlet}
This is the village of hommlet.

\subarea{Inn of the Welcome Wench}
Inside the village is the inn of the
Welcome Wench.

\subarea{Blacksmith's Forge}
There's a blacksmith in town, too.

\area{Foo's Castle}
This is foo's home, a hovel of mud and
sticks.

\subarea{Moat}
This ditch has a board spanning it.

\subarea{Entrance}
A five-foot hole reveals the dirt floor
illuminated by a hole in the roof.
```

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.