

# CHAPTER 1: THE DARK L<sup>A</sup>T<sub>E</sub>X

## 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

#### BEHOLD, THE PAPERBOX!

The `paperbox` 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.

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.

#### NICE TABLE

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

## 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:

At will: *misty step*

**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:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *shocking grasp*

1st level (4 slots): *burning hands*, *mage armor*

2nd level (2 slots): *scorching ray*

## 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 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:* +0 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
<code>commentboxcolor</code>	Controls <code>commentbox</code> background.
<code>paperboxcolor</code>	Controls <code>paperbox</code> background.
<code>quoteboxcolor</code>	Controls <code>quotebox</code> background.
<code>tablecolor</code>	Controls background of even <code>dndtable</code> 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
```

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: Colors supported by this package

```

4          & Vial of green liquid \\
6          & Tasty biscuit \\
7          & Broken axe handle \\
8          & Tarnished silver locket \\ \end{dndtable}
\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

```

##### 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

## 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.

## 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.