The Free Isles of Tashinori
(title page presentation is WIP yet)

February 18, 2018

CONTENTS

Welcome to the Free Isles of Tashinori

Introduction

The Free Isles of Toshinori is the name of the large archipelago that resides in the sapphire blue waters of the Antara Ocean. They became the Free Isles after an adventurer named Toshinori Zepar slayed the Hobgoblin king that controlled the vast majority of the islands. He led the conquest of the islands, but turned down being a king, giving the islands true freedom.

About the Setting

The world that the Free Isles exists in is relatively young one, only 1,100 years or so. The overall flavor of the world is somewhere between Heroic Fantasy and Sword & Sorcery.[DMG p38.] The world is full of extremes, both darkness and light.

Standard Magic: Arcane magic is common throughout the lands, though some nations have stricter laws on its practice. Natural magic is used exclusively by Rangers (Druids are folklore) and Divine Magic is widely accepted because of its healing properties.

Pantheon: I use a modified Dawn War pantheon. The major modification is the death of Pelor by the hand of Asmodeus; who struck him down on the Material plane back before the Greater Gods made a pact to not walk the Material. Sarenrae (Pathfinder deity) took Pelor's place in his domain.

The Isle of the Pale Mist

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.

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.

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

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.

Monster Foo

Small metasyntactic variable (goblinoid), neutral evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (−2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses —
Languages Common Lisp, Erlang
Challenge 0 (0 XP)

Monster-super-powers. This Monster has some serious superpowers!

Actions

Generate text. This one can generate tremendous amounts of text! Though only when it wants to.

More actions. See, here he goes again! Yet more text.

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.

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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 1 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`

EXAMPLE

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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

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

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.

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USING ELEMENT COLOR ARGUMENTS

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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