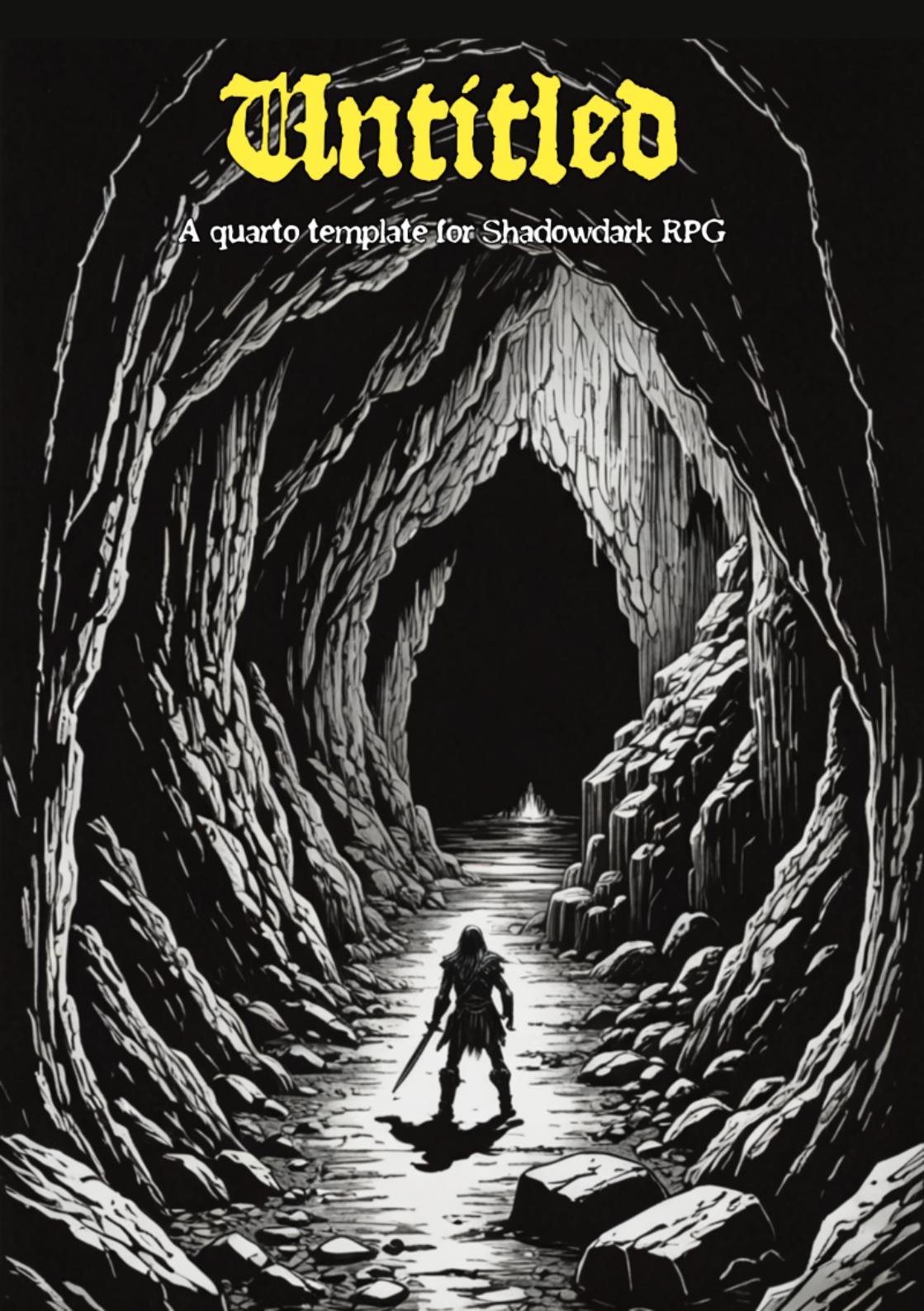
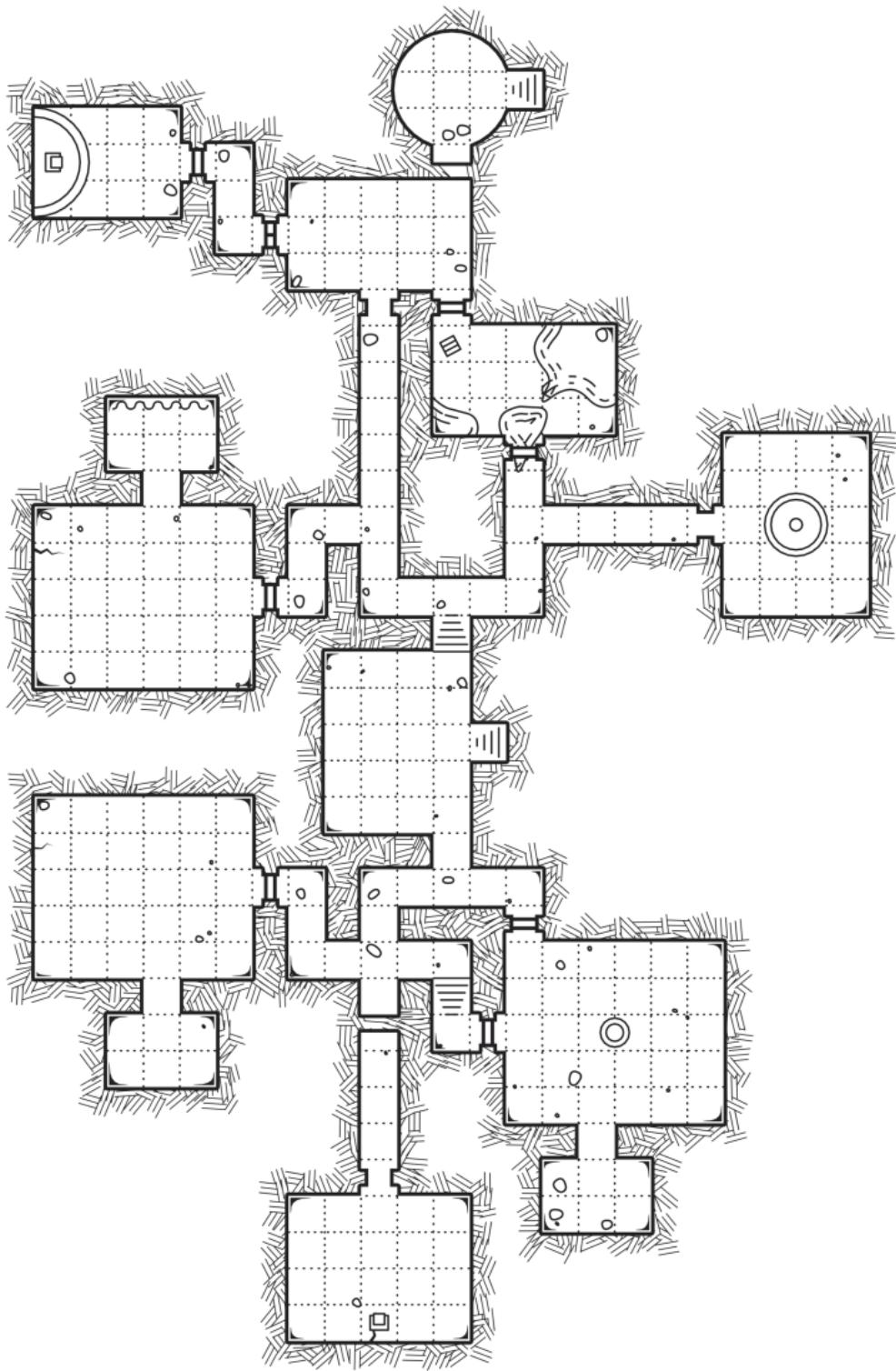


# Untitled

A quarto template for Shadowdark RPG





# Shadowdark Template

## A template for Shadowdark RPG

### Writing, Design, Layout

John Doe

### Art

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### Fonts

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Designed for use with

**ShadowDark RPG**



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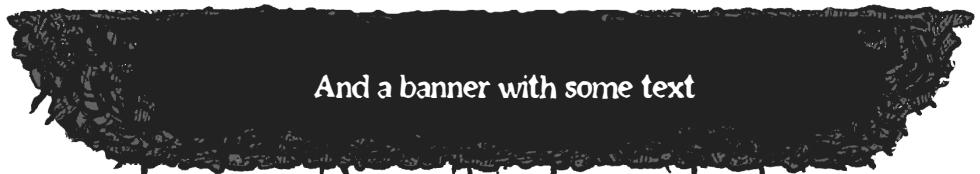
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# Part I

A part can have a subtitle



And a banner with some text



# Basics



ROP CAPS can be done like this. You can give them an option attribute, if you need special commands. See the lettrine latex package.

## Global options

You can customize the template through the frontmatter.

If you set `justified: false`, the document is now ragged.

With the `cover` variable you can set an image to be used as the cover. You can also add images or text to the backside of it through the frontmatter.

For the title page you have three options:

1. Like in this template. This is the default. The title font size is set automatically. If this doesn't look good, you can set it with `title-font-size: number`.
2. With `title-is-cover: true` the titlepage is styled more like a part and can function as a cover.

3. If you don't need a titlepage, use `no-title-page: true`

## Two column mode

You can wrap text inside a two column section. There are some limitations with this

- You need to exclude level 1 headings from these
- Table support is very limited (see below)

You can however easily switch between one and two columns.

Columns can have a `ragged` class, which allows them to be uneven. The `unbalanced` class is similar, but has its drawbacks. You can try it, if `ragged` isn't sufficient.

Inside two column mode, prefer to use either level 4 headings or level 3 headings, like in the Shadowdark book.

## Heading 4

These are the normal headings in two column mode.

# A simple Table

Inside two columns mode, only very simple tables are supported and need special syntax. For table headings use level 5 headings.

**TABLE**

d6	Effect
1	nostrud
2	ipsum
3	fugiat
4	irure
5	labore
6	nulla

# Images

This template has some utility functions for images. Just give an image the class you want to use.

These options are available:

**fullpage:** Starts a new page and fills it with the image. If you give the `.stretch` class also, it ignores

the aspect ratio to fill the space completely.

**fullpage-bg:** Similar to above, but doesn't start a new side and inserts the image as the background of the current page.

**wrap:** Wrap text around the image. Accepts two attributes. `position` can be "l", "r" or "c" and determines where the image is inserted. Defaults to "l". `wx` is a number between 0 and 1 and describes the percentile width of the image.

**fill:** Inserts the image in float mode. Places it where it fits as is.

**wide:** As fill, but the image has the width of the text.

**bottom:** Place the image directly at the bottom margin.

**bottom-left:** Place the image at the bottom left column.

**bottom-right:** Place the image at the bottom right column.

**place:** Place the image by hand.



# Monster Statistics

## Header 3

You can use a json file with monster stats and codeblocks with the monster class to show them. You could also give the monster stats directly as json in one such codeblock. This supports images, if they are given in the json. Of course you can also just format them yourself.

## Bandit

*Hard-bitten rogue in tattered leathers and a hooded cloak.*

**AC 13, HP 4, ATK 1 club +1 (1d4) or 1**

shortbow (far) +0 (1d4), **MV near, S +1, D +0, C +0, I -1, W +0, Ch -1, AL C, LV 1**

**Ambush.** Deal an extra die of damage when undetected.

## Black Pudding

*A black, ice-cold mass of sludge.*

**AC 9, HP 30, ATK 3 tentacle +4 (2d6), MV near (climb), S +2, D -1, C +3, I -4, W -3, Ch -4, AL N, LV 6**

**Impervious.** Only damaged by fire.

**Corrosive.** Wood or metal that touches the ooze dissolves on a d6 roll of 1-3.

## Short Monster stats

---

If you want to include short statblocks, for example in adventures, you can do it like this.

### Ape

**AC 12, HP 10, ATK 1 fist +2 (1d6) or 1 rock (far) +2 (1d4), MV near (climb), S 2, D 2, C 1, I -2, W 1, Ch 0, AL N, LV 2**

### Bandit

**AC 13, HP 4, ATK 1 club +1 (1d4) or 1 shortbow (far) +0 (1d4), MV near, S 1, D 0, C 0, I -1, W 0, Ch -1, AL C, LV 1**

**Ambush.** Deal an extra die of damage when undetected.

# Spells

Spells work similar to monsters.

## Alarm

*Tier 1, wizard*

**Duration:** 1 day

**Range:** Close

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

## Burning Hands

*Tier 1, wizard*

**Duration:** Instant

**Range:** Close

You spread your fingers with thumbs touching, unleashing a circle of flame that roars out to a close area around where you stand.

Creatures within the area of effect take 1d6 damage, and flammable objects catch fire.

## Create Undead

*Tier 5, wizard*

**Duration:** 1 day

**Range:** Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.





# Adventures

A 1st-level adventure for Shadowdark RPG



# Overview

## Header 4

Adventures use a single column.

## BACKGROUND

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## **RUMORS**

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<b>d6</b>	<b>Description</b>
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- 1 Tempor enim exercitation ut veniam.
- 2 Consectetur laborum amet officia fugiat.
- 3 Ad esse labore minim sunt esse occaecat.
- 4 Officia occaecat nostrud ut ex id do labore.
- 5 Est Lorem do velit quis nulla eiusmod pariatur est deserunt.
- 6 Sit culpa id eiusmod do irure culpa aute.

# Areas

## Danger Level

Unsafe. Check for an encounter every 3 crawling rounds or after the PCs make loud noises (1d6, 1 = encounter).

### Encounters

d12	Details
1	Dolore qui do consectetur exercitation exercitation
2	Pariatur qui enim irure elit ipsum incididunt ut magna
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11	Et laboris dolor ad Lorem nisi cillum excepteur
12	Dolore ipsum enim nostrud culpa eiusmod



## 1. Header 2 for areas

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- **Commodo:** Ipsum pariatur in et commodo quis cillum. Ea ex laborum sit labore.
- **Est:** Dolor est incididunt occaecat cillum est minim eiusmod commodo id. Consectetur enim tempor laboris nulla consectetur labore dolore amet.
- **Id officia:** Lorem nisi exercitation ex nisi elit nisi. Eiusmod ullamco consectetur est in sunt Lorem est anim. Adipisicing dolor incididunt exercitation nostrud. Quis dolor officia exercitation esse fugiat consequat sint ut ipsum et nulla. Eu ipsum eiusmod ea ut nostrud voluptate non velit ad. Ea cupidatat Lorem nulla tempor ullamco nostrud eu.

## 2. Adipisicing

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- **Labore:** Occaecat minim duis proident Lorem esse consequat adipisicing consequat ex velit incididunt. Aute enim laborum elit enim Lorem est. Cillum culpa sint ipsum qui sit qui incididunt ut ipsum enim non veniam velit anim. Quis cillum consequat tempor minim voluptate exercitation tempor aliqua minim exercitation eu consequat.
- **Consectetur:** Velit nisi aliquip fugiat ex consequat occaecat irure officia incididunt esse. Exercitation aliquip exercitation qui tempor. Adipisicing nisi laborum officia voluptate pariatur laborum dolore fugiat laboris ut commodo et voluptate ipsum. Aliqua voluptate aliquip id adipisicing velit veniam.