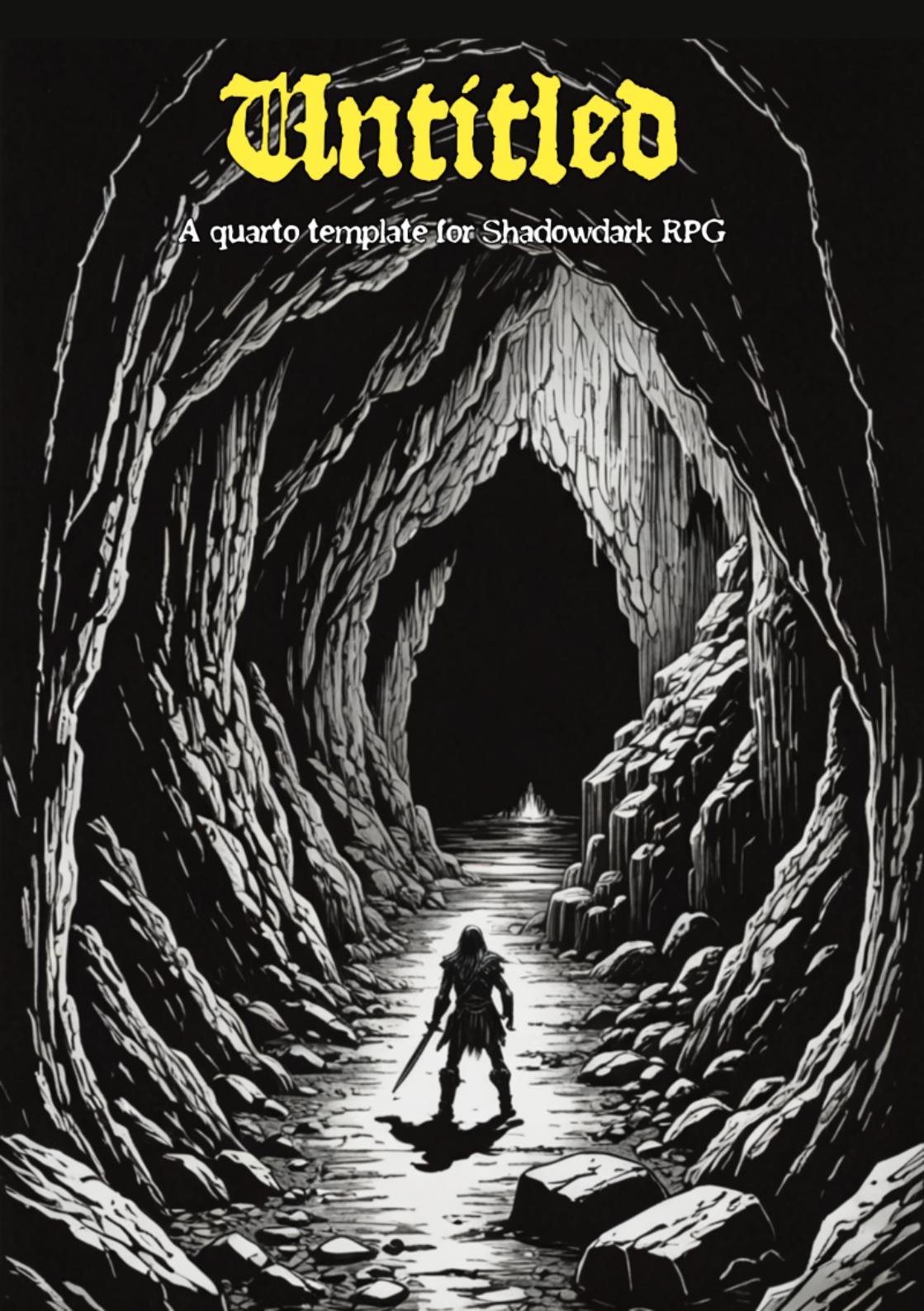
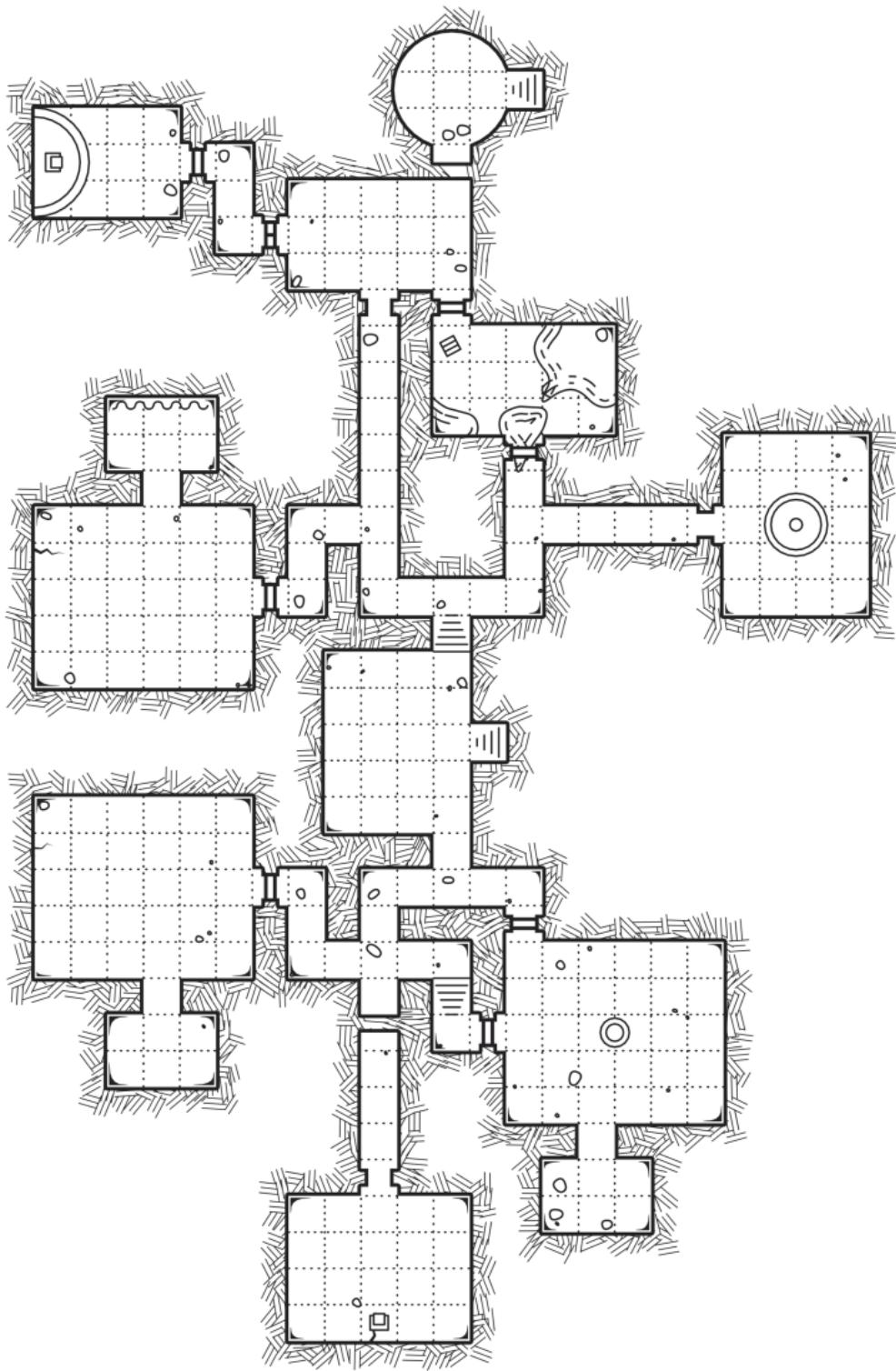


Untitled

A quarto template for Shadowdark RPG





Shadowdark Template

A template for Shadowdark RPG

Writing, Design, Layout

John Doe

Art

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Designed for use with

ShadowDark RPG



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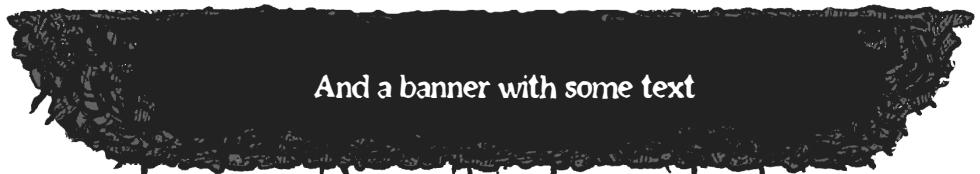
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Part I

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 page 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 headers with the monster class to show them. You could also give the monster stats directly as json in a 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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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
3	Consequat officia dolor amet ut sit ullamco eiusmod nostrud
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10	Quis culpa Lorem aliquip cupidatat ut quis
11	Et laboris dolor ad Lorem nisi cillum excepteur
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1. Header 2 for areas

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