

# The Dark Typst

Sa1g  
*github.com/sa1g/dnd-typst-template*

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PART 1  
LAYOUT

# CHAPTER 1: CHAPTERS (==)



HIS PACKAGE IS HEAVILY INSPIRED by the excellent work of the **rpgTex** team and their **LaTeX D&D template**. Like its predecessor, this template is designed to help you create beautifully typeset documents for the fifth edition of the world's greatest role-playing game. It begins by adjusting Typst's default section formatting to a style more familiar to readers. The chapter formatting is displayed above.

## SECTION (==)

Sections divide chapters into major thematic groups.

### SUBSECTION (====)

Subsections further organize content for clarity.

#### SUBSUBSECTION (=====)

Subsubsections represent the deepest level of division that still uses a block header. Deeper levels display headers inline.

**Paragraph.** The paragraph format is rarely used in the core rulebooks but remains available as an alternative to the “normal” style. It can be set with ===== or the `dnd-par` function.

**Subparagraph** The subparagraph format, which includes a paragraph indent, will likely feel more familiar to readers. It can be set with ===== or `dnd-subpar`.

## SPECIAL SECTIONS

This module also provides dedicated functions for multi-line section headers commonly found in rulebooks: `dnd-feat` for feats, `dnd-item` for magic items and traps, and `dnd-spell` for spells.

### TYPESETTING SAVANT

#### *Prerequisite: Typst*

You have acquired a package that aids in typesetting source material for one of your favorite games. You have advantage on Intelligence checks to typeset new content. On a failed check, you can seek assistance online at the package's website.

#### FOO'S QUILL

*Wondrous item, rare* The quill has 3 charges. While

holding it, you can use an action to expend 1 charge, causing the quill to leap from your hand and draft a contract suited to your situation. The quill regains 1d3 expended charges daily at dawn.

#### BEAUTIFUL TYPESETTING

*4th level illusion*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** S, M

**Duration:** Until dispelled

You transform a written message of any length into an exquisite scroll. Each creature within range that can see the scroll must succeed on a Wisdom saving throw or be charmed by you for the spell's duration.

While charmed in this way, a creature cannot look away from the scroll or willingly move farther from it. A charmed creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

## MAP REGIONS

The `dnd-area` function formats map regions. Numbering is automatic and resets with each new `dnd-area` block.

### 1. VILLAGE OF HOMMLET

A small, welcoming village.

#### 1A. INN OF THE WELCOME WENCH

The village's central gathering place.

#### 1B. BLACKSMITH'S FORGE

The local blacksmith's workshop.

### 2. FOO'S CASTLE

Foo's modest residence, constructed of mud and sticks.

#### 2A. MOAT

A shallow ditch crossed by a single plank.

#### 2B. ENTRANCE

A five-foot opening leads to a dirt floor, dimly lit by a hole in the roof above.

# CHAPTER 2: TEXT BOXES

This module provides three distinct environments to visually set apart text and draw the reader's attention. The `dnd-readaloud` environment is used for passages meant to be read aloud by the Game Master.

As you approach this module, you sense that the blood and tears of generations have gone into its making. A welcoming warmth embraces you as you type your first words.

Behold the DndSidebar!  
The `dnd-sidebar` is designed for supplementary content, such as sidebars. It does not break across columns and works best when used with a figure environment to float it to a page corner, allowing surrounding text to wrap around it.

## AS AN ASIDE

The other two environments are `dnd-comment` and `dnd-sidebar`. The `dnd-comment` environment is breakable and can be safely used inline within the main text flow.

### This is a Comment Box!

A `dnd-comment` provides minimal visual highlighting for text. While it lacks the ornamentation of `dnd-sidebar`, it can be cleanly broken across columns.

In contrast, the `dnd-sidebar` is not breakable and is ideally positioned as a floated element, as shown below.

## TABLES

The `DndTable` style automatically colors even-numbered rows and defaults to the width of a text line.

### Nice Table

Table head	Table head
January	The Great Gatsby
February	To Kill a Mockingbird
March	1984
April	The Catcher in the Rye

# CHAPTER 3: MONSTERS AND NPCs

The dnd-monster environment is used to format monster and NPC stat blocks. The module provides a variety of helper functions to simplify populating these stat blocks.

While creating monster stat blocks is one of the more complex aspects of this template, we have strived to make the process as straightforward as possible.

Monster sheets can be configured as either single-column or multi-column layouts, depending on your preference.

The layout generally works well up to three columns, though occasional overshoot in the final column may occur.

## Monster Foo

Medium aberration (*metasyntactic variable*), 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, Undercommon

**Challenge Rating** 1 (200 XP)      **Proficiency Bonus!** 1

### Actions

**Dagger.** Melee or Ranged Spell Attack: +3 to hit, reach 5 ft. ft. or range 20/60 ft. ft., one target. *hit:* 3 (1d4 + 1) piercing  
**Flame Tongue Longsword.** Melee Spell Attack: +3 to hit, reach 5 ft. ft., one target. *hit:* 5 (1d8 + 1) slashing and 7 (2d6) fire. or 6 (1d10 + 1) when if used with two hands.  
**Assassin's Light Crossbow.** Ranged Spell Attack: +1 to hit, range 80/320 ft., one target. *hit:* 4 (1d8) piercing, 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.

**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 Steps*

3/day each: *Fog Cloud, Rope Trick*

1/day: *Identify*

**Spellcasting.** Foo is a 2nd-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 (3 slots): *Burning Hands, Mage Armor, Shield*

### Bonus Actions

**Shadow Blend.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do.

**Shadow Blend1.** ASD

### Legendary Actions

The foo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The foo regains spent legendary actions at the start of its turn.

**Move.** The foo moves up to its speed.

**Danger Attack.** The foo makes a dagger attack.

**Create Contract (Costs 3 Actions).** The foo presents a contract in a language it knows and waves it in the face of a creature within 10 feet. The creature must make a DC 10 Intelligence saving throw. On a failure, the creature is incapacitated until the start of the foo's next turn. A creature who cannot read the language in which the contract is written has advantage on this saving throw.

# CHAPTER 4: STYLE AND COLORS



STYLE AND COLOR SETTINGS CAN BE ADJUSTED DYNAMICALLY to suit your needs. You can apply custom configurations directly within functions like `dnd-area`, `dnd-comment`, `dnd-dropcap`, `dnd-feat`, `dnd-item`, `dnd-readaloud`, `dnd-sidebar`, `dnd-spell`, `dnd-monster`, and others.

This is accomplished by passing a configuration object to the function, similar to how you would configure the template using `dnd-template.with`. If you wish to define custom styles or colors, examine `config.typ` in the template and start with `default-config` and `easy-colors`—these will assist you in creating your own unique theme.

A future release will introduce more streamlined inline support for text color injection, making the process cleaner and more intuitive.

## COLOR EXAMPLE

As shown above, the color scheme has been thematically altered. This was achieved by modifying the `easy-colors` configuration within `dnd-template` for this section.

### This is a Comment Box!

A `dnd-comment` is a box for minimal highlighting of text. It lacks the ornamentation of `dnd-sidebar`, but it can be broken across columns.

As you approach this module, you sense that the blood and tears of generations have gone into its making. A welcoming warmth embraces you as you type your first words.

### Behold the DndSidebar!

The `dnd-sidebar` is used as a sidebar. It does not break across columns and is best paired with a figure environment to float it to a page corner, allowing surrounding text to wrap around it.

Colors can also be applied inline. Below is an example:

### Behold the DndSidebar!

The `dnd-sidebar` is used as a sidebar. It does not break across columns and is best paired with a figure environment to float it to a page corner, allowing surrounding text to wrap around it.

# PART 2

## STYLIZED

### LEVEL 1 HEADING

THE ORANGE BACKGROUND SIMULATES AN IMAGE<sup>1</sup>

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<sup>1</sup>It's not a real image to reduce the size of the template.



SING FUNCTIONS LIKE `dnd-image-heading-section` and `dnd-image-heading-part`, you can easily overlay or place images behind your `level-1 (=)` and `level-2 (==)` headings.

Due to Typst's internal layout behavior, a full-page image requires its own dedicated page. Therefore, the template only supports full-page images for level-1 headings.

# CHAPTER 1: A NEW BEGINNING'

**The red rectangle simulates an image.**

Note that the chapter counter resets between parts, following the convention used in official D&D publications.

## IMAGE CREDITS

The sample background image is sourced from Lost and Taken.