

My Adventure

A Basic Fantasy Role-Playing Game Adventure
For X to Y Player Characters, Levels A to B

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My Adventure

Release 1

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Introduction

Tell a little about the adventure here. Be sure to avoid putting in any info that is for the GM only in this section.

In the following sections as you use this template you will want to delete the explanatory text. LibreOffice will be easier to work with if you keep the explanatory text until you have created at least one room, at

least one monster entry, and at least one wandering monster; if you remove all the explanation first, LibreOffice will "hide" the special styles from the pulldown menu on the toolbar. Only styles actually present in the document will remain in the pulldown list. If you do this accidentally, just use the Styles, Manage Styles feature to find the missing styles.

If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!

Notes About Page Styles

This section is in the page style **ADV Introduction**. There are a number of page styles included here which are intended to be used for different parts of an adventure, or even for individual adventures, wherever the author or layout manager feels the page headings should change. These page styles all have names beginning with **ADV**, such as **ADV Introduction**, **ADV Maps**, and **ADV Part 01**. You should feel free to create additional page styles based on **ADV Part 01** as you wish; create each new style after making needed changes to the original, to minimize changes needed to the new style, for example, header contents.

Adventure Key

SubHeading

Use the **MainHeading** style for main section headings (as in the Adventure Key heading above). Use the **SubHeading** style for subheadings (again as above) and the **Text Body** style for all running text paragraphs (like this one).

Text meant to be read to players is usually boxed; use the **BoxedText** style for that purpose. Be sure to write things out as they would be spoken; use "foot" or "feet" rather than the ' symbol, etc. A "3' ladder" should be written as "3-foot ladder." Likewise, we recommend writing abbreviations out in words as they would be spoken, i.e. "Doctor Castor" instead of "Dr. Castor." These changes are helpful for those who may read English just fine but are not completely familiar with our abbreviations and symbols.

Monsters are laid out using a special set of styles. First, you have a **MonsterBlock** for the main statistics, followed by zero or more lines of **HPCheckBoxes** and one line of **HPChecksEnd** style.

For convenience, when you press Enter at the end of a **MonsterBlock** paragraph, the style of the next paragraph will automatically be **HPCheckBoxes**, and when you press Enter at the end of a **HPCheckBoxes** paragraph the next will be **HPChecksEnd**.

Here's an example:

7 Wild Boars: AC 13, HD 3, #At 1, Dam 2d4, Mv 50', Sv F3, ML 9, XP 145 ea.

```
HP 15  □□□□□ □□□□□ □□□□□
    15  □□□□□ □□□□□ □□□□□
    10  □□□□□ □□□□□
    12  □□□□□ □□□□□ □□
    16  □□□□□ □□□□□ □□□□□ □
    12  □□□□□ □□□□□ □□
    19  □□□□□ □□□□□ □□□□□ □□□□
```

MonsterBlock paragraphs are set to stay with the following paragraph, as are **HPCheckBoxes**; but **HPChecksEnd** paragraphs are not set that way. This keeps a monster statblock all on one page.

HPCheckBoxes and **HPChecksEnd** are set so that a single tab aligns the HP number on the right (decimal point) end, and a second tab is aligned for the boxes themselves. Don't kill yourself looking for that checkbox character... just copy and paste it from somewhere. It's what I do. (Obviously, you can just copy and paste from the above example.)

As an alternative, you can use the Checkbox Generator on the www.basicfantasy.org site to generate the hit point scores and checkboxes. Just click on the Tools link in the header to get to the appropriate section.

For an explanation of the stat-string format above, look at the next page below the example for the Wandering Monsters.

HPCheckBoxes and **HPChecksEnd** are also set up so that, if you have monsters with less than about 8 hit points, you can put a second column of numbers and boxes at the right end using an additional two tabs. Like this:

```
HP 5  □□□□□          5  □□□□□
    5  □□□□□
```

When filling in the **MonsterBlock**, sometimes a stat will break at the end of the line. Here's an example:

4 Wild Boars: AC 13, HD 3, #At 1, Dam 2d4, Mv 50', Sv F3, ML 9, XP 145 ea.

Obviously we don't want that. Don't use a carriage return (Enter) to fix it. Instead, replace the space between "Mv" and "50'" with a non-breaking space. In LibreOffice it's on the Insert > Formatting Mark menu.

NPC statblocks are almost identical to monster statblocks, with the addition of race and level after their name and before their armor class rating; also, replace the normal hit dice entry with the character's normal attack bonus as AB, and omit the saving throw (Sv) part since the class and level are already given.

Sacha Teagan: Human Magic-User 6, AC 11, AB +3, #At 1, Dam 1d3, Mv 40', ML 9, XP 555

You may notice that the space below each paragraph is part of the paragraph style. This is by design. Please, if you plan to submit an adventure to the Basic Fantasy Project, don't screw with the standard styles. We'll just have to fight it more when we do the final layout work.

When you lay out columns, use a gap of 0.20" between them. The best way to do that is to highlight an area first, then choose Format, Columns to create a section (a "block") of two-column text.

If you are laying out a wandering monsters list, you should use the **WanderingMonsterBody** and **WanderingMonsterEnd** styles. Both are laid out for the extra tab after the die roll number.

WanderingMonsterBody paragraphs "stick" to the next paragraph, keeping stat blocks together; **WanderingMonsterEnd** styles don't stick, and have some extra white space below them. The latter are meant to be used at the end of a wandering monster entry, as should be obvious from the name.

For convenience, when you press ENTER at the end of one of these paragraph types, the new paragraph will be the "other" type. You can use the styles pulldown to fix incorrect types created this way; there's also a more "advanced" trick using just the DELETE and ENTER keys.

Here's the trick: Say you press ENTER after the monster statistics string (which is **WanderingMonsterBody**) and the new paragraph is now the **...End** type. Go ahead and fill in (or paste, if you're using the Checkbox Generator) the following parts. Depending on how many new paragraphs you create, you may have kind of a mess of styles going back and forth. Now, position the cursor at the end of a paragraph that is correct, where the following paragraph needs to be the same type but is not.

Press DELETE to combine the two paragraphs, then press ENTER to split them again. Voila!

The second paragraph is now the same as the first.

Have two the same where the second one should be different? Go to the end of the first, press ENTER, then SPACE, then DELETE, then BACKSPACE.

Wow, that looks a lot more complicated typed out than it feels doing it.

Here's an example:

Wandering Monsters

- 1d6 Frogmen (8 total):** AC 17, HD 3, #At 2 swordspike or 1 stonebow, Dam 1d8+1/1d8+1 or 1d8, Mv 40', Sv F3, ML 10, XP 145 ea.

HP	14	□□□□□ □□□□□ □□□□
	10	□□□□□ □□□□□
	17	□□□□□ □□□□□ □□□□□ □□
	8	□□□□□ □□□
	12	□□□□□ □□□□□ □□
	14	□□□□□ □□□□□ □□□□
	18	□□□□□ □□□□□ □□□□□
		□□□
	11	□□□□□ □□□□□ □

Monster statistic strings (called "statlines" usually) should be written just as above. AC = Armor Class, HD = Hit Dice, then AB for Attack Bonus only if it is different from the Hit Dice (otherwise leave it out). Next, #At is Number of Attacks, Mv is Movement Rate (given just as it is in the Core Rules), Sv is Save As (abbreviated F3 for Fighter 3rd Level, C5 for Cleric 5th Level, E-M2 for Elf Magic-User Level 2, and so on), ML is Morale (written as two upper-case characters to help readability), and finally XP.

In cases where several different monsters may be part of a group which should remain together, an additional style called **WanderingMonsterBreak** is provided. This can be used for the last line of the first monster type's hit point boxes, making the first monster "stick" to the second in the group. Leave the last monster's last hit point line in the **WanderingMonsterEnd** style.

Also note, this style is specifically for flow correction; authors can safely ignore it when

writing new adventures, and leave the actual corrections to the production team members.

Special notes about a wandering monster, as well as equipment worn or carried, spells prepared, and so on should be written in a separate **WanderingMonsterBody** paragraph under the statline but above the hit point checkboxes. It may help readability to make this text italic (manually, using the toolbar) but is not necessary.

Note for Wandering Monster entries such as the one given above, the line begins with the number of the die roll (as this is usually a table), a die roll for the number of monsters appearing (which can be a fixed number if you want), the monster's name written the way you'd say it (i.e. "Earth Elemental," not "Elemental, Earth"). After the name, if the number appearing was given as a die roll you should indicate in parentheses the maximum number of monsters that can appear. If the number of monsters appearing is fixed, you don't need to do this.

MonsterBlock statlines are written just as above, but generally the number appearing will be fixed and the parenthesized total number will not be needed.

Dungeon Level 1

1. GRAND FOYER:

The first line of each keyed area (i.e. dungeon room) is normally written as above: *number period space room-name-in-uppercase colon*. Use the **MapKeyHeading** style for the first line; when you press ENTER, the next paragraph will be in **BoxedText** format automatically. **MapKeyHeading** paragraphs will stay with the following paragraph automatically, so as not to be orphaned on the preceding page or column.

Text describing things that matter *before* the room is entered should appear first, right below the room heading, in text body format. For example, the fact that the door is locked, or perhaps trapped, should always be revealed to the GM first.

Next comes the boxed text. Many GMs will read this part more or less verbatim, while others use it as a guide when creating their own descriptions. The important thing is, make sure the boxed text does not contain any secrets the GM should not reveal to the players, nor any information the characters could not gather at a glance.

Pressing ENTER at the end of a **BoxedText** paragraph makes a new **Text Body** paragraph. Need two paragraphs of **BoxedText**? At the end of the first such paragraph, press SPACE, arrow left once and press ENTER. Now you have two **BoxedText** paragraphs; just delete the extra space and type on.

Now tell the GM what they need to know to run this room. If the room is complicated, be sure to break up the material into logical paragraphs, and tell the GM the things they are likely to need to know in order, first things first.

If investigation of the room by the player characters results in further discoveries, you might find it beneficial to put in additional boxed text to describe what they see. You don't need to do this for every item in the room; rather, do it only when the description is complicated or tricky for the GM to work out on the fly.

One thing that is practically a hard-and-fast rule: monster statistics, if any, should be given at the very end of the room description. This is done mainly for appearance purposes, but if the room description is very long and multiple kinds of monsters may be present, keeping their stats all together makes the room easier for the GM to handle.

3 Giant Flies: AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F2, ML 8, XP 75 ea.

HP 9 ☐☐☐☐☐☐☐☐
 8 ☐☐☐☐☐☐☐
 9 ☐☐☐☐☐☐☐

Monsters with smaller numbers of hit points can be written like this:

4 Kobolds: AC 13, HD ½ (1d4 hit points),
#At 1 small spear, Dam 1d4, Mv 20', Sv NM,
ML 6, XP 10 ea.

A second set of tabs included in the **HPCheck*** styles allows them to be arranged this way. Don't do this for monsters having more than about 7 hit points, as it will be too crowded.

HP	2	☐ ☐	4	☐ ☐ ☐ ☐
	4	☐ ☐ ☐ ☐	3	☐ ☐ ☐

Maps

Remember that maps must be licensed under the same rules as the text of your adventure, or under some free license that allows commercial use. If you're doing your own maps, you might want to use the **MapMatic** tools available on the **www.basicfantasy.org** website (click on the **Tools** link on the navigation bar).