Dungeon Module X2ε
An Adventure Module Class and Template

by Michael C. Davis

## INTRODUCTORY MODULE FOR CHARACTER LEVELS 1–3

This template is inspired by the old-school modules of the 1980s. It is an attempt to recapture the look and feel of those classic adventures using the power and beauty of the LaTeX typesetting system. The template is designed to allow authors to typeset their adventures with a minimum of effort. Write your adventure, add some simple markup notation as shown in the example file, and in a few clicks you will have a beautifully-formatted PDF.
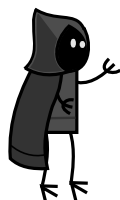
The author can be contacted on Dragonsfoot (user: slithy).

Support for the rpg-module class and this template will be provided on the Dragonsfoot Computer Gaming & Utilities forum.

Dungeon Module X2ε
An Adventure Module Class and Template

This file is a tutorial and example of how to use the rpg-module class to typeset your fantasy role-playing game adventure.

PART 1: INTRODUCTION

The rpg-module class is a free resource for authors of adventure modules for fantasy roleplaying games. It is inspired by the look and feel of the 1981 "Red Book" Basic incarnation of the world's most popular FRPG.

To prepare your work using this class, you will need LaTeX, a free document preparation system for high-quality typesetting. The rpg-module class was developed and tested using TeXLive, which you can download from the LaTeX Project website.

Unlike a conventional word processor, the LaTeX philosophy is to separate the job of writing and editing content from the job of typesetting it for publication. Authors can concentrate on writing their text without fussing about what fonts to choose or what size the page margins or table columns should be. The rpg-module class takes care of all that. Another advantage is that all documents produced using this template will have a similar look and feel, so if you want to publish a series of works they will appear consistent.

LaTeX uses a markup language in order to describe document structure and presentation. This file—rpg-module.pdf— was created from the markup file `rpg_module.tex`. If you open `rpg_module.tex` in an ordinary text editor, you will see the markup commands and some explanatory comments (prefixed by %). LaTeX converts your source text, combined with the markup and the rpg-module class, into a high quality PDF document.

You can find numerous tutorials online to get you started with the basics of document preparation using LaTeX. Part 2 of this document explains the features of the rpg-module class. Part 3 is an example of how to create a dungeon module using the class.

PART 2: USING THE MODULE CLASS

CLASS OPTIONS

At the beginning of your document, load the rpg-module class with `\documentclass[<options>]{rpg_module}`. You can specify the following options:

`a4paper`	Use A4 paper size (default)
`letterpaper`	Use US letter paper size
`sansserif`	Use a sans-serif font, URW Gothic (default).
`serif`	Use a serifed font. This option will use ITC Souvenir if available, URW Bookman otherwise.
`tightsqueeze`	Reduce the spacing between table rows and around headings for a more compact layout.
`acdesc`	Use descending AC in stat blocks (default for Basic stats)
`acasc`	Use ascending AC in stat blocks
`acb1`	Use the B1 AC style in stat blocks
`acsw`	Use Swords & Wizardry AC style in stat blocks
`basic`	Use Basic monster stat blocks (default)
`advanced`	Use Advanced monster stat blocks (not yet implemented, planned for a future release)

PAPER SIZE

rpg-module supports the letter paper size (used in USA) and A4 (used in Europe and the rest of the world). Changing the paper size does not scale the text on the page; rather it adjusts the margins so the pages will be typeset identically regardless of which size is selected. This allows module writers to easily create two almost identical PDFs for use in different regions.

As A4 pages are slightly taller, you have the option of a running header if you select `a4paper`. This option is not available in Letter paper size.

FONTS

You can select a serifed or sans-serif font. The default font is URW Gothic (sans-serif), a free font which is similar to ITC Avant Garde Gothic. Avant Garde was used in many early TSR modules, including B1 and B2.

If you choose the serif option, the rpg-module class will try to use ITC Souvenir. Souvenir is used for the 1981 Basic rulebook and modules including B3 (Green cover), X1 and X2. However, it is a commercial font which is not distributed with LaTeX. If you don't have Souvenir installed, the rpg-module class will use URW Bookman instead, which is included in the standard TeXLive distribution.

If you want to obtain the Souvenir font, note that it was bundled with some versions of CorelDraw. It is more economical to buy CorelDraw with its bundled font license than to buy the font directly from the foundry. To configure the font for use with LaTeX, you need the Adobe Type 1 font definitions (.pfb and .afm files) from CorelDraw and the corresponding LaTeX .tfm and .vf files, which you can obtain from the Corelpak package. The Corelpak-contrib package may also be useful to help with installation.

STAT BLOCKS

The rpg-module class is designed to be extensible. This version of the class includes Basic-style monster stat blocks (`basic`). See p.3 for more detail.

`advanced` stat blocks are planned for the next version of the class. In principle it is possible to define a new stat block format for any RPG system. If several systems are defined, authors can compile the same work with stats for different systems simply by changing the option passed to `documentclass`.

LAYOUT OPTIONS

HEADINGS

The defined heading styles are listed in Table 1. If you want a table of contents in your document, simply place a `\tableofcontents` command where you would like it to appear.

Location keys are numbered automatically starting from 1, and numbering is restarted after each section heading. You can override the default numbering using the `\setcounter` macro. For example, to continue the location key numbering starting at 20 on the second level of your dungeon, insert `\setcounter{subsection}{19}` before the first subsection heading on level 2.

BOXED TEXT

To draw a box around any text, enclose it in the `boxtext` environment:

> Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy

Style	Description	Features
\part	Chapter heading	Numbered, included in table of contents (ToC)
\section	Section heading	Not numbered, left justified, upper case, included in ToC
\section*	Section heading (alternate)	Not numbered, centred, included in ToC
\subsection	Location key	Numbered, not included in ToC
\subsection*	Subheading/Table heading	Not numbered, not included in ToC
\subsubsection	Sub-location key	Numbered with number and letter: "7a." Not included in ToC
\subsubsection*	Sub-location key	Not numbered, not included in ToC

Table 1: Heading Styles

TABLES

The rpg-module class uses the standard `tabular` environment for tables. It defines a new \tableheader macro which centres the table headings and writes a horizontal rule of the correct width under each one, in the same style as the Basic rulebook.

You need to specify the number and format of each column in your table as usual: `l` for left-aligned, `c` for centred and `r` for right-aligned. The class also provides a new `b` column type for bold, centred headings.

Here is an example. The table below has two columns: one centred and one left-aligned. So the table format is defined using \begin{tabular}{cl}. The heading rows are defined as bold and centred: \tableheader[b]{Damage & Weapon Type}.

New Weapon Damage Table

Damage	**Weapon Type**
1-4 (1d4)	Throwing Stick
1-6 (1d6)	Composite Bow
1-4 (1d4)	Cutting Axe
1-6 (1d6)	Piercing Axe
1-8 (1d8)	Khopesh
6-36 (6d6)	Chariot

If you need to squeeze wide tables into a text column, you can control the inter-column spacing using \tabcolsep, like this:

Character Attacks

Attacker's Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Normal man	11	12	13	14	15	16	17	18	19	20	20	20	20
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher	8	9	10	11	12	13	14	15	16	17	18	19	20

The rpg-module class also defines two special-purpose tables: the Wandering Monster table and Monster Roster table. These tables have pre-defined headings and each line is populated using a monster stat block (see the next section).

Wandering Monster tables are defined with:

\begin {wanderingmonsters}[style]

The optional [style] argument specifies the column type for headers. The [b] style uses the same bold, centred style used for the New Weapon Damage Table above. Each line of the Wandering Monster table is defined using:

\wanderitem[die roll]{monstername}{no. appearing}

[die roll] is optional; if you omit it, each row will be numbered consecutively starting at 1. If you want to roll 2d6 for wandering monster determination, then put [2] on the first row and the following rows will be numbered consecutively. Or if you want to use ranges, you can specify the range for each line like this: [01--10]. (A point of typographic pedantry: in LaTeX, two hyphens will be typeset as an en-dash, "–", which is the correct length of dash to use for numeric ranges. For parenthetical dashes use three hyphens to get the longer em-dash, "—").

{monstername} is the key for the stat block; see the next section for an explanation. {no. appearing} is optional; if you leave it empty, the rpg-module class will use the default number appearing as defined in the stat block.

The Monster Roster table is similar, but the table headings are slightly different. Define the table with:

\begin{monsterroster}[style]

The first column is the location key, and there is an extra column for hit points. Each line in the table is defined using:

\rosteritem{locationkey}{monstername}{number}{hitpoints}

If the location key is defined as a LaTeX reference, the class will generate the correct location number and create a hyperlink to that section.

You can see examples of Wandering Monster and Monster Roster tables on p..

MONSTER STAT BLOCKS

The Basic stats style included with the rpg-module class has stats for all of the monsters in the Basic and Expert rulebooks. To typeset a statblock, simply use:

\statblock{monstername}{noappearing}{hitpoints}

The rpg-module class will work out the correct singular or plural forms automatically, so \statblock{gnoll}{1}{10} gives:

Gnoll: AC 5, HD 2, hp 10, MV 90'(30'), Att 1 weapon, D 2d4 or by weapon + 1, Save F2, ML 8, AL C, XP 20

while \statblock{gnoll}{5}{16,14,12,9,8} gives:

Gnolls (5): AC 5, HD 2, hp 16,14,12,9,8, MV 90'(30'), Att 1 weapon, D 2d4 or by weapon + 1, Save F2, ML 8, AL C, XP 20

If you prefer, there is also an inline style:

\stats[description]{monstername}{noappearing}{hitpoints}

where the optional [description] overrides the default name of the monster. For example:

You find yourself face to face with the Gnoll Chieftain! AC 5, HD 2, hp 16, MV 90'(30'), Att 1 weapon, D 2d4 or by weapon + 1,

Save F2, ML 8, AL C, XP 20. He is flanked by 12 bodyguards: AC 5, HD 2, hp 10 each, MV 90'(30'), Att 1 weapon, D 2d4 or by weapon + 1, Save F2, ML 8, AL C, XP 20.

You can of course also define new monsters beyond those in the Basic and Expert rulebooks. Define the new monster once at the beginning of your document, and then you can use it in the same way as the predefined monsters above. The format for a new monster definition is:

```
\monster[pluralname]{label}{name}{stats}
```

where `label` is the key you want to use for the monster (`gnoll` in the examples above) and `name` is the (singular) name of the monster that will be displayed in the text, "Gnoll". The rpg-module class can usually work out the plural form by following some simple rules, but if the plural is unusual, you can specify it in the optional `pluralname` field. For example, if you define:

```
\monster{octopus}{Octopus}{...
```

you will get the default plural, "Octopuses". If you decide that the plural should instead be "Octopodes", you can override the default definition:

```
\monster[Octopodes]{octopus}{Octopus}{...
```

The `stats` field is a list of the monster stats, separated by "|". It should contain the following items in order:

- Type. This is only required where the monster is a subspecies of a general type, e.g. "Dragon", "Lycanthrope" or "Man". In all other cases it should be left blank.

- Put an asterisk (*) in this column if the monster requires silver, magic or special weapons to hit it. Leave empty otherwise.

- Armour Class. This should be in descending AC format; use the `acasc` option to the class if you want to convert it to ascending AC.

- Hit Dice (including * or ** if applicable)

- Movement per Turn

- Movement per Round

- Special Movement class, e.g. "Fly" or "Swim". Leave blank in most cases.

- Special Movement per Turn

- Special Movement per Round

- Attacks (short form). Usually just the number of attacks, or "3+special". This format is used only in Wandering Monster and Monster Roster tables.

- Attacks (long form). More verbose description of attacks, used in New Monster listing and stat blocks, e.g. "2 claws/bite + breath". *

- Damage (short form). Used in Wandering Monster and Monster Roster tables.

- Damage (long form). Used in New Monster listing and stat blocks.

- Save As. List the long form, e.g. "Fighter: 3". The short form is computed where required.

- Morale

---

*Note that the slash character / is non-breaking (LATEX will not place a line break after /). The rpg-module class provides a breaking slash \? to overcome this problem. The class also provides \+, which is a breaking version of +. Use of \? and \+ in the long attack and damage fields prevents awkward line breaks in stat blocks.

- Alignment. List the long form, e.g. "Chaotic". The short form is computed where required. In case of monsters with variable alignment, specify "Any" here, and use the `\changealignment` macro to specify as needed in the text. (For example, the Acolyte is defined with alignment Any but is given a specific alignment in the Wandering Monster table on p..)

- No. Appearing. List the range when encountered as a wandering monster.

- No. Appearing in Lair. List the range when encountered in the monster's lair or in the wilderness.

- Treasure Type

- XP

For example, suppose we create the following definition:

```
\monster[Minions of Set]{minion_set}{Minion of Set}{||0|
5**|120'|40'|||1/1|weapon or bite or by form|
1d8/1d12+poison|1d8 or 1d12+poison or by form|
Fighter: 10|12|Chaotic|1-6|1-20|Nil|425}
```

Now any time we want to put stats for a Minion of Set in our text, we can use a definition like this:

```
\statblock{minion_set}{4}{25 each}
```

which produces a stat block like this:

Minions of Set (4): AC 0, HD 5**, hp 25 each, MV 120'(40'), Att weapon or bite or by form, D 1d8 or 1d12+poison or by form, Save F10, ML 12, AL C, XP 425

You can add details of your new monster with the environment:

```
\begin{newmonster}{minion_set}
Text description of your monster here...
\end{newmonster}
```

You can see an example of what this looks like on p..

If you want to redefine an existing monster, you can do so using exactly the same commands.

Finally, there is the `statblockfreestyle` environment. This should be used sparingly; for most monsters, you should use the standard macros to ensure consistency. However, sometimes you may want to include extra information which does not fit into the standard stat blocks, such as the attributes of NPCs or spell lists:

Snefru-hotep, Cleric of Set, S9 I15 W17 D10 C8 Ch15. AC 5 (chain mail), C5, hp 21, MV 90'(30'), Att mace, D 1–6, Save C5, ML 11, AL C. He can cast the following spells: Protection from Good, Cause Fear, Snake Charm, Hold Person.

When using `statblockfreestyle`, the rpg-module class provides `ifbasicstats` and `ifadvancedstats` macros to specify separate stat blocks for different RPG systems.

The rest of this document shows a full example of how an adventure can be typeset using the rpg-module class.

PART 3: FIRST DUNGEON LEVEL

Key to Dungeon Level One

START

> You have traveled across the desert for many days. Ahead in the distance you can see a large stone structure rising above the sand.

The structure is the fabled Temple of Set. Within, the evil priests of Set plan world domination. A tribe of gnolls revere the site and guard the outer precincts.

1. THE PORTICO

The gnolls do not live within the temple; their settlement is a short distance away. But every day they send a small delegation to petition the priests and seek the power of Set. They will be hostile towards strangers.

> The building is made of cyclopean blocks of granite rising above the desert sands. You wonder how such an edifice could have been constructed here, so far from any obvious habitation. Surely thousands of workers—slaves in all probability— must have been employed in building it.
>
> The facade of the edifice is some 150' across. Huge stone steps lead up to a portico, which is flanked by six immense pillars.

There are 13 steps, each 3' tall and thus difficult to climb. The pillars are embossed with heiroglyphs which (could the players read them), tell the story of Set's rise to power, his conquests and the bitter enmity which exists between him and his brother Osiris.

On the porch at the top of the stairs, a group of Gnoll petitioners keep watch. When they perceive the party from afar, they will hide behind the pillars. As the party begin to mount the steps, they will spring out and hurl their javelins (1d6+1 dmg). They are also armed with spiked clubs:

Gnolls (6): AC 5, HD 2, hp 9 each, MV 90'(30'), Att 1 weapon, D 2d4 or by weapon+1, Save F2, ML 8, AL C, XP 20

The gnolls each carry 1d4 ep and 2d10 cp.

On the porch, behind the pillars and not visible from below, are eight statues. . .

2. VESTIBULE

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3. CENTRAL AISLE

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4. EAST COURT

Fusce mauris. Vestibulum luctus nibh at lectus. Sed bibendum, nulla a faucibus semper, leo velit ultricies tellus, ac venenatis arcu wisi vel nisl. Vestibulum diam. Aliquam pellentesque, augue quis sagittis posuere, turpis lacus congue quam, in hendrerit risus eros eget felis. Maecenas eget erat in sapien mattis porttitor. Vestibulum porttitor. Nulla facilisi. Sed a turpis eu lacus commodo facilisis. Morbi fringilla, wisi in dignissim interdum, justo lectus sagittis dui, et vehicula libero dui cursus dui. Mauris tempor ligula sed lacus. Duis cursus enim ut augue. Cras ac magna. Cras nulla. Nulla egestas. Curabitur a leo. Quisque egestas wisi eget nunc. Nam feugiat lacus vel est. Curabitur consectetuer.

5. WEST COURT

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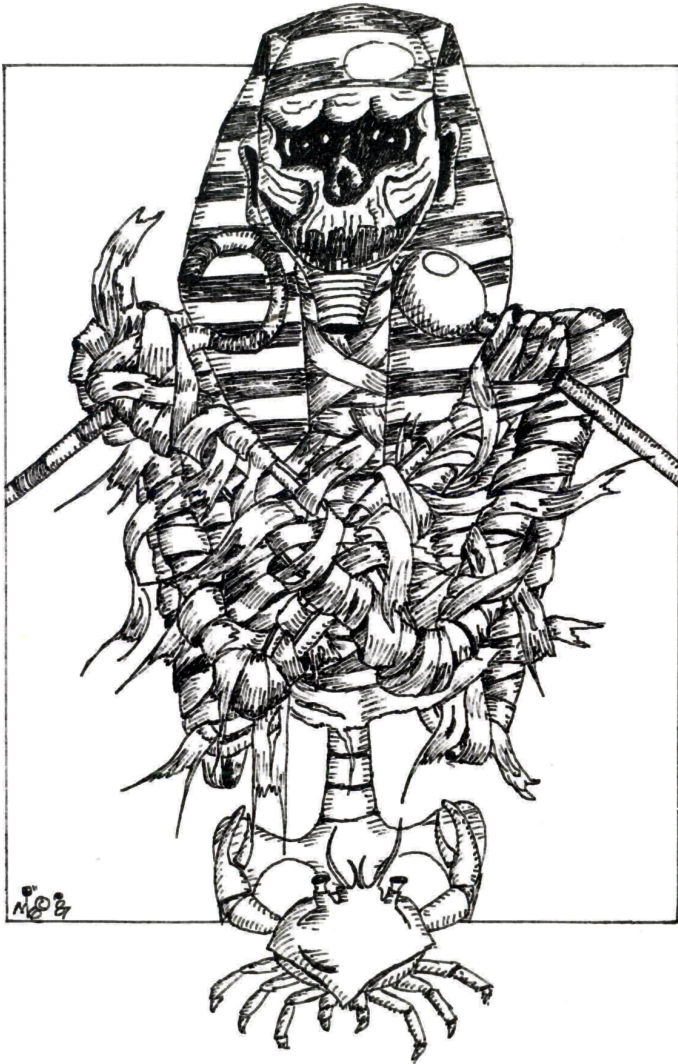
Temple Sanctuary

1 square = 10 feet
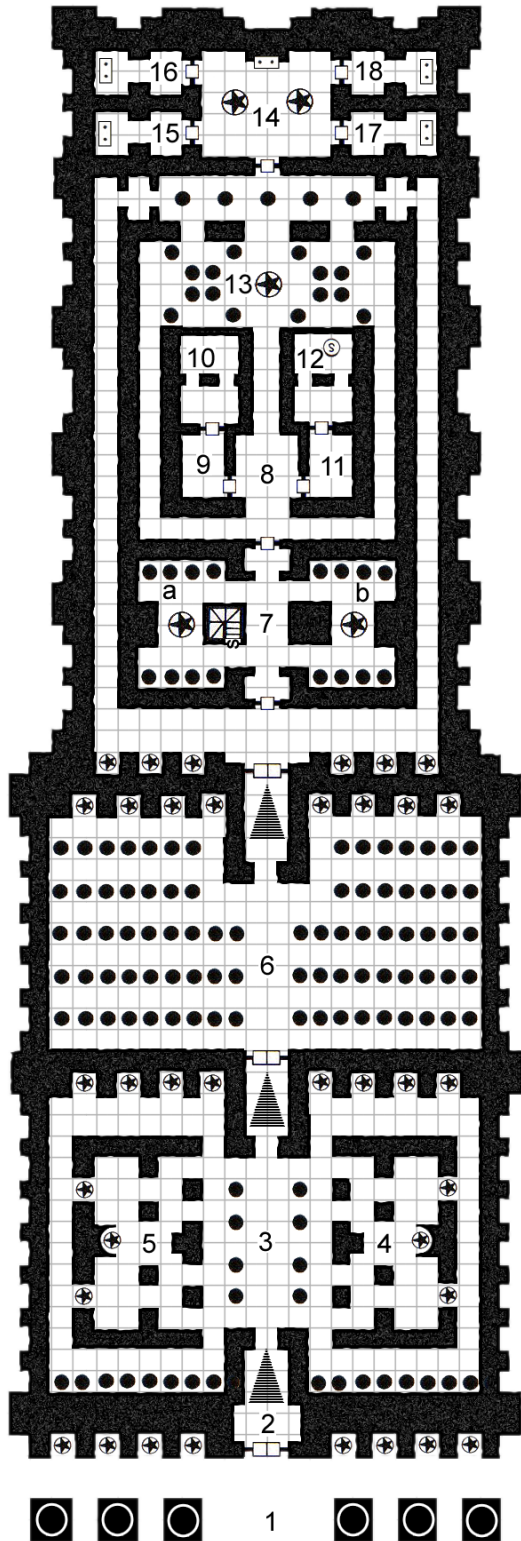
KEY

◉	Giant Pillar
✪	Giant Statue
✶	Statue
●	Column
◤	Stairs
▦	Secret Stairs
▭	Double Door
▫	Door
▯	Altar
▮	Altar in Wall
ⓢ	Secret Trapdoor in Floor

Tomb It May Concern.

6. GREAT HYPOSTYLE HALL

Sed commodo posuere pede. Mauris ut est. Ut quis purus. Sed ac odio. Sed vehicula hendrerit sem. Duis non odio. Morbi ut dui. Sed accumsan risus eget odio. In hac habitasse platea dictumst. Pellentesque non elit. Fusce sed justo eu urna porta tincidunt. Mauris felis odio, sollicitudin sed, volutpat a, ornare ac, erat. Morbi quis dolor. Donec pellentesque, erat ac sagittis semper, nunc dui lobortis purus, quis congue purus metus ultricies tellus. Proin et quam. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Praesent sapien turpis, fermentum vel, eleifend faucibus, vehicula eu, lacus.

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7. THE COURT OF SET'S WIVES

Morbi luctus, wisi viverra faucibus pretium, nibh est placerat odio, nec commodo wisi enim eget quam. Quisque libero justo, consectetuer a, feugiat vitae, porttitor eu, libero. Suspendisse sed mauris vitae elit sollicitudin malesuada. Maecenas ultricies eros sit amet ante. Ut venenatis velit. Maecenas sed mi eget dui varius euismod. Phasellus aliquet volutpat odio. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Pellentesque sit amet pede ac sem eleifend consectetuer. Nullam elementum, urna vel imperdiet sodales, elit ipsum pharetra ligula, ac pretium ante justo a nulla. Curabitur tristique arcu eu metus. Vestibulum lectus. Proin mauris. Proin eu nunc eu urna hendrerit faucibus. Aliquam auctor, pede consequat laoreet varius, eros tellus scelerisque quam, pellentesque hendrerit ipsum dolor sed augue. Nulla nec lacus.

7a. STATUE OF NEPHTHYS

The statue of Nephthys, Set's first wife, is 20' tall. She is styled as a very beautiful woman dressed in the style of Egyptian royalty. . .

7b. STATUE OF TAWERET

The statue of Taweret, another of Set's wives, appears as a hippo-headed humanoid. Her upper torso is bare. . .

$\vdots$

14. INNER SANCTUARY

This area is guarded by the priest of Set, Snefru-hotep, and four Minions of Set!

Snefru-hotep, Cleric of Set, S9 I15 W17 D10 C8 Ch15. AC 5 (chain mail), C5, hp 21, MV 90' (30'), Att mace, D 1–6, Save C5, ML 11, AL C. He can cast the following spells: Protection from Good, Cause Fear, Snake Charm, Hold Person.

Minions of Set (4): AC 0, HD 5**, hp 25 each, MV 120' (40'), Att weapon or bite or by form, D 1d8 or 1d12+poison or by form, Save F10, ML 12, AL C, XP 425

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PART 4: SECOND DUNGEON LEVEL

The rpg-module class allows you to switch between double- and single- column modes within your document. The \onecolumn command will cause a page break and switch to one-column mode. Likewise, the \twocolumn command will cause a page break and switch back to two-column mode.

To mix one- and two-column text on the same page, you have two options. The \onecolumninline command takes one parameter, which is the text to typeset in single-column mode. This command causes a page break, typesets the single-column text at the top of the page, then continues in two-column mode as before. This text has been set using \onecolumninline.

The second option is to use the onecolumnfloat environment, which creates a LaTeX float the full width of a page. This can be positioned using the usual float parameters, e.g. [t] for the top of the page and [b] for the bottom. This option is most suitable where you want to have a table or "sidebar" text which is separate from your main text body. You can float graphics in the same way using the figure* environment, as we do for the map on p..

It is not possible to mix \onecolumninline and \onecolumnfloat on the same page.

Wandering Monsters

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
1	Crocodiles	1–2	5	2	30'/30'	1	1d8	F1	7	N
2	Rock Baboons	2–12	6	2	40'	2	1d6/1d3	F2	8	N
3	Pit Vipers	1–8	6	2*	30'	1	1d4+poison	F1	7	N
4-6	Gnolls	1–6	5	2	30'	1	2d4	F2	8	C
7-8	Acolytes	1–8	2	1	20'	1	1d6	C1	7	C
9	Minion of Set	1	0	5**	40'	1/1	1d8/1d12+poison	F10	12	C
10	Snefru-Hotep	1	5	C5	30'	1	1d6/spell	C5	11	C

Monster Roster

Room	Monster	No.	AC	HD	hp	MV	Attacks	Damage	Save	ML	AL
1	Gnolls	6	5	2	9 each	30'	1	2d4	F2	8	C
14	Snefru-Hotep	1	5	C5	21	30'	1	1d6/spell	C5	11	C
14	Minions of Set	4	0	5**	25 each	40'	1/1	1d8/1d12+poison	F10	12	C

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CONCLUDING THE ADVENTURE

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PART 5: NEW MONSTERS

Minion of Set

Armour Class:	0	No. Appearing:	1–6 (1–20)
Hit Dice:	5**	Save As:	Fighter: 10
Move:	120' (40')	Morale:	12
Attacks:	weapon or bite or by form	Treasure Type:	Nil
Damage:	1d8 or 1d12+poison or by form	Alignment:	Chaotic

Minions of Set serve their master, the god of evil and the night, with unswerving devotion. In combat, they never need to check morale. They are the implacable enemies of the servants of Osiris and Horus.

In human form, the Minions of Set wear scaly black plate armour and weild curved khopesh swords. Once per day, they can polymorph themselves into the form of a giant snake with a poisonous bite. Some minions can transform themselves into cave bears, giant crocodiles or giant scorpions.

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The monster statistics from the SRD are Open Game Content.

CONTENTS