

# SIMPLE TEMPLATE

## SUBTITLE

This text is the introduction of your adventure. Write a short paragraph about the setting of the adventure.

**This adventure is best played with a group of x-x characters of level x-x.**

WRITTEN BY **ANTON PALIKHOV**

THIS ADVENTURE CONTAINS DANGEROUS MONSTERS AND GREEDY SHOPKEEPERS. THE AUTHOR IS NOT RESPONSIBLE FOR MISSING LIMBS OR OVERPRIZED ADVENTURING GEAR.



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# CREDITS

**Designer:** Anton Palikhov

**Editing:** Anton Palikhov

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# CHAPTER HEADING 1



This is the start of a new chapter. Copy the whole page to start a new chapter.

## HEADING 2

The top level heading.

### SUBHEADING 3

A second level heading.

#### SUBSUBHEADING 4

A third level heading.

## DESIGN ELEMENTS

These design elements can be used to represent different information. Copy the element to a location in the text and adjust the size and text according to your needs.

A little hint: All these design elements are wrapped in a container box. To edit the text, you probably have to click on it twice.

### TEXT BOXES

Use these boxes to emphasize different content such as information that certain characters know or text that is meant to be read to the players.

#### What the bandits know

**The old barn.** The bandit's hideout is roughly half a day to the north west. It is an old barn on an abandoned farm near the old mill.

**The bandit leader.** The bandits are led by a cruel old man named Donovan. He makes short work of all traitors and is not likely to help the characters.

#### The voice in the distance

A voice is echoing through the corridors of this old mansion. You cannot understand what it says, but it causes a cold shiver running down your back.

## TABLES

Use this table to create random roll tables. Copy the table to the desired location and change the content, columns and rows to your liking.

d12	Encounter
1-4	3d6 bandits preparing an ambush
5-7	A traveling merchant selling very expensive cheese
8-9	A party of travelers resting on the side of the road
10-12	1d4 owlbears and 1d4 young owlbears

## STATISTICS BOX

Use this box to list the statistics of your custom monsters and NPC's. If you need more space for the statistics of a creature, try the freely movable box on the next page.

### LIVING TREE

*Huge plant, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

**Condition Immunities** blinded, deafened

**Senses** darksight 60 ft., blindsight 30 ft.

**Languages** Common, Druidic

**Challenge** 7 (2,900 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a dead tree.

### ACTIONS

**Multiattack.** The tree makes four attacks.

**Bite.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target, Hit: 19 (3d8 + 6) piercing damage

**Branch.** Melee Weapon Attack: +9 to hit, reach 15 ft., one



# ANOTHER CHAPTER

## ЕЩЕ ОДИН ЗАГОЛОВОК ВТОРОГО УРОВНЯ

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**False Appearance.** While the tree remains motionless, it is indistinguishable from a dead tree.

### ACTIONS

**Multiattack.** The tree makes four attacks.

**Bite.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target, Hit: 19 (3d8 + 6) piercing damage

**Branch.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target, Hit: 16 (3d6 + 6) bludgeoning damage

### REACTIONS

**Some reaction.** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren.

**Some other reaction.** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren.

### LEGENDARY ACTIONS

**Some legendary action.** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren.

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### IPSUM DOLOR

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# РУССКИЙ ШРИФТ

## ПОДДЕРЖИВАЕТСЯ

### НА ВСЕХ УРОВНЯХ

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### ТЕКСТОВЫЙ СТАТБЛОК

#### Stat Block Title

*Stat block metadata*

**Stat Block Data** Take a look at stat blocks in the *Monster Manual* to see how these styles translate into a finished block. The section below uses the Stat Block Ability Score style.

STR	DEX	CON	INT	WIS	CHA
X (+X)	X (+X)	X (+X)	X (+X)	X (+X)	X (+X)

**Stat Block Data** Notice that there's no colon after the bold headings in a stat block.

**Inline Subhead.** Stat Block Body. The paragraphs below the data section use the Stat Block Body style.

#### Stat Block Heading

**Inline Subhead.** The Stat Block Heading style above is used for section starts like "Actions" and "Reactions."

- **Stat Block Bulleted.** This is the style for a bulleted list in a stat block.

Stat Block Hanging. Use this style for things like spell lists.

### ВРЕЗКА В ВИДЕ ОФОРМЛЕНИЯ ТЕКСТА

#### Stat Block Modifications

This creature has the following modifications:

- AC 18 (plate armor), and 13 (2d10 + 2) hit points.
- Replace its resistance to cold damage with resistance to fire damage.

### ТАБЛИЧНЫЙ СТАТБЛОК

#### Monster Name

*Size type, alignment*

**Armor Class** AC

**Hit Points** HP (hit dice)

**Speed** speed

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Skills** skills

**Saving Throws** saves

**Damage Vulnerabilities** vulnerabilities

**Damage Resistances** resistances

**Damage Immunities** immunities

**Condition Immunities** immunities

**Senses** senses

**Languages** languages

**Challenge** CR (XP)

**Trait Name.** Trait details.

#### Actions

**Action.** Details.

#### Reactions

**Reaction.** Details.