

EN WORLD EN5IDER STYLE & SUBMISSION GUIDE

This style guide applies to EN5IDER only. Please click [here](#) for the TRAILSEEKER style guide.

Universal Guidelines

- ! You must be at least 18 years of age to submit to EN World EN5ider.
- ! Submissions must be in .docx, .rtf, or .doc format.
- ! As is industry standard, all EN5ider manuscripts must be composed in accordance with the [Chicago Manual of Style, 16th ed.](#) and the Merriam-Webster Collegiate Dictionary, 11th ed.
 - o One exception to Chicago Style, always use numerals when referring to numerical game terms, such as character levels or distances measured in feet.
- ! EN World EN5ider is a proponent of diversity in gaming, and telling stories with diverse characters is one step towards creating a more inclusive community. Especially with regard adventures and lore-focused articles, EN5ider's editor favors submissions that promote diversity of gender, ethnicity, age, orientation, and personality.
- ! Always submit your best, most evocative writing! Avoid the passive voice and clichés whenever possible, and please spell-check before submitting.

Terminology

- ! Refer to the game referee as the Game Master or GM.
- ! Class names, races, and subraces are never capitalized, but the names of subclasses are (e.g., “At 3rd level, some fighters become Champions, while many rangers follow the Hunter archetype.”)
- ! All EN5ider content is created under the Open Gaming License. You are permitted to use content described in the 5th edition System Reference Document and content of your own creation.

Formatting

- ! Body text must use Times New Roman, Calibri (Body), or Cambria with 11- or 12-point font. Major headers must either use built-in Microsoft Word headers or use **bold**, 16-point font. Minor headers must be **bolded** in the same font size as the body text.
- ! Include an introductory “front page” paragraph before the body of your article; even if the title has already piqued the readers' interest, it's helpful to elaborate; tell them why they should read the rest of the article. In the case of adventures, this introductory paragraph should be more or less spoiler-free.
- ! Denote a line break/new paragraph by hitting Enter/Return once.

- ! Monster names, but not quantities, are bolded *the first time* they appear in a paragraph describing an encounter (e.g., “Three **goblins** attack from above...”). Monster names outside of encounters are *not* bolded. NPC descriptions that refer to their stat block only bold the name of the stat block *the first time* they appear in their description (e.g., “Mordecai is a **mage** who lives in a tower...”).

- ! Use dashes properly.
 - Em dashes (—) are used in
 - Blank stat block entries, use an emdash instead of “n/a”
 - text as an interruption or aside
 - Endashes (–) are used as:
 - minus signs (“a –1 penalty”)
 - indicators of numerical ranges (“levels 1–4”).
 - Hypens (-) are used in:
 - hyphenated words, (“lily-livered”)
 - fractions (“1-1/2”)
 - separating ordinals (“3rd-level fighter”)
 - measurements (“25-foot cone,” “20-foot tall cylinder”)

- ! Spell names and the names of magic items are always italicized and lower case (e.g., “The wizard casts *fireball*...”)

- ! When including a sidebar, bracket the text to be included as follows: “<sidebar> ZZexampletext. <end sidebar>”

- ! When referencing a previous EN5ider article, use the “Insert Footnote” feature on Microsoft Word to create a footnote like this: “ZZArticleAuthor, ZZArticleTitle, EN World EN5ider, ZZArticlePatreonURL” (e.g., Jensen Toperzer, Pets for Players, EN World EN5ider, <https://www.patreon.com/posts/1882495>).

Article Style

Because EN5ider publishes a wide variety of articles, no single template exists for all content. The following guidelines are split up between several different styles of articles.

All articles must include the following header:

ZZAuthorName (the name used on your contract)

ZZAuthorEmail

Word Count: ##### words

ZZSeriesTitle(IfApplicable): ZZArticleTitle

by ZZAuthorName (include the name you wish to be credited as)

Character options. EN5ider’s most popular submission, a character option article describes new subclasses, feats, Fighting Styles, and spells. If an article only includes one type of option, no headers are needed. If an article includes multiple options, always include a header to introduce a new type of option, e.g.:

NEW FEATS

ZZFeatName

Prerequisites: ZZPrereqText

ZZFeatText

NEW FIGHTING STYLES

ZZFightingStyleName. ZZFightingStyleText.

NEW SPELLS

ZZSpellName

ZZSpellText

The only exception to this rule is in the case of subclasses and classes, which appear *first* in a character options article and have no header. When referring to a subclass, note the terminology used the player’s core rulebook; fighter subclasses are referred to as “archetypes,” paladin subclasses as “sacred oaths,” etc. In this case, the format is:

ZZSubclassName (ZZClass ZZSubclass) [e.g., “Luck Domain (Cleric Divine Domain)”]

Over the Next Hill. One of EN5ider’s most popular ongoing series is *Over the Next Hill*. In this series, the freelancer details a village that a GM can insert into their campaign world with little preparation. An *Over the Next Hill* article includes NPCs, locations, and plot hooks. All submissions for this series must include the following elements. Other headings and information can be included, depending on what you want to describe in the village. **Freelancers must also turn in a map sketch of the village to be sent to our cartographer.**

[Begin with the following paragraph]: *Over the Next Hill* is a multi-author series focusing on small settlements that can be dropped into a campaign with minimal preparation. Each article in the series presents several detailed NPCs, points of interest, and loose plot hooks that can be developed during play. This installment of the series details [ZZVillageName, ZZBriefVillageDescription].

OVERVIEW

[1 paragraph, a brief summary of the settlement. This is your hook.]

GEOGRAPHY

[A general look at the landscape surrounding the village. The Significant Areas portion can go more in-depth on specific landmarks, if needed.]

SIGNIFICANT NPCS

[Optional; if there are NPCs with important stories or secrets, describe them here.]

SIGNIFICANT AREAS

[Areas must be keyed to numbers on your map turnover.]

1. **ZZExampleLocation.** ZZDescriptiveParagraphOfLocation.
2. **ZZExampleLocation.** ZZDescriptiveParagraphOfLocation.
3. **ZZExampleLocation.** ZZDescriptiveParagraphOfLocation.

RUMOR AND PLOT HOOKS

[Include random tables for plot hooks and rumors. Include at least two of the following level ranges: Level 1–4, Level 5–10, Level 11–16, Level 17+.]

Allies and Adversaries. A new EN5ider series provides GMs with NPCs that can be inserted into their home campaigns with little preparation. Whether the article describes a single non-player character or group of NPCs, they receive more detail than a simple the NPC Block used for adventures (see “Adventure Style,” below). Articles that present multiple NPCs (which is typically the case) must unify them with a common theme.

[Begin with the following paragraph]: The *Allies and Adversaries* series provides GMs with NPCs that can be quickly and easily inserted into any adventure or ongoing campaign. Each NPC

receives a detailed treatment of character traits, ideals, bonds, and flaws, as well as game statistics, physical description, backstory, and tips on how this NPC may be used in play.

[If necessary, include an overview paragraph describing a group of NPCs.]

[The format for NPCs in this article is]:

NPC NAME

[Required for individual NPCs, optional for groups. 1–2 sentences of flavor text, e.g., “*Before you stands an elven warrior. Her hair is short and matted with blood, but a cheerful grin shines on her scarred face.*”]

Traits: [In 1 or 2 complete sentences, what are this NPC’s notable personality quirks?]

Ideal: [In a complete sentence, what burning desire motivates this NPC’s actions? (What is their motivation/objective?)]

Bond: [In a complete sentence, who or what does this NPC care about more than anything else?]

Flaw: [In a complete sentence, what is this NPC’s fatal character flaw.]

STATISTICS

ZZAlignment ZZSize ZZtype

Str ## (+#) **Dex** # (-#) **Con** ## (+#)

Int # (-#) **Wis** ## (+#) **Cha** # (-#)

[Describe the NPC’s relevant game statistics. If she uses an existing NPC stat block, like **commoner**, **gladiator**, etc., reference it as: “ZZ-NPC-Name is a ZZRace **ZZstatblock**.” If the NPC uses a unique stat block, use the monster stat block format provided in “Adventure style,” below.]

Possessions: ZZ-NPC-Name carries ZZListofItems. [New magic items can be created and included in this article.]

PHYSICAL DESCRIPTION

[Description of the NPC’s appearance. If relevant, include minimal background information that informs their appearance.]

BACKGROUND

[Description of the NPC’s history and personality. Freelancers are encouraged to reference locations from *Over the Next Hill* articles and EN5ider adventures, as well]

ROLEPLAYING ZZ-NPC-NAME

[Description of how the NPC acts and GM guidance on when and where to introduce them.]

Monstrous Menagerie. The *Monstrous Menagerie* series has the sole task of presenting new monsters to EN5ider readers. These monsters may be referenced in later EN5ider adventures! If you are creating new monsters, be sure to follow the stat block format provided in “Adventure Style,” below. All monsters must be preceded by a sentence of flavor text that describes what adventurers may see when they first encounter this creature. (Mikko Kallio of the *A Sword for Hire* blog provides [excellent advice on writing a descriptive line.](#))

[If providing multiple new monsters, simply include a paragraph of descriptive text below the stat block. If your article is examining only a single new monster, your description must be significantly more robust, including plot hooks, detailed ecology, and possibly a short encounter involving the new monster.]

[Begin with the following paragraph]: *Monstrous Menagerie* presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

Adventure Style

All adventure submissions must include the following headers:

GM INTRODUCTION

[1–2 paragraphs; a brief introduction of the adventure. May describe tone, some background details, and explanation of the scenario.]

BACKGROUND

[3–4 paragraphs; the backstory of the adventure. Describes the adventure’s inciting incident and when in the timeline of events the PCs enter. Often includes the villain’s motivation and objective.]

OVERVIEW

[2–3 paragraphs; a summary of the adventure. What will the PCs face as they play through the scenario?]

CHARACTER HOOKS

[1–3 plot hooks that can introduce the adventure. No more than 3 sentences per plot hook.]

ADVENTURE START

[Marks the beginning of the adventure. All text that comes before this header describes the scenario *before* the characters become involved, and all text that follows describes the scenario *after* they begin interacting with the world.]

Boxed Text

Many adventures insert boxed text for the GM to read aloud to their players. To indicate a segment of boxed text, include the following tags: `<boxed text> ZZBoxedText. <end boxed text>`

Existing Monsters

When referencing existing monsters from the System Reference Document, do not reproduce their stat blocks in the adventure; only new monsters need new stat blocks. Write the monster's name in bold in the text of the adventure, and assume that the reader will know to look in the SRD.

Scenes or Areas?

If the adventure plays out more-or-less linearly in discreet scenes, denote these scenes as Scene 1, Scene 2, and so forth.

If the adventure takes place in a dungeon or other location with keyed areas, denote each area as (for example) "1. The Moathouse; 2. The Barbican; 3. The Moat;" etc. Adventures may include both scenes and keyed areas.

Where do I describe NPCs?

If the adventure has a large cast of detailed NPCs, it is wiser to put them beneath a separate header between "Character Hooks" and "Adventure Start." This header is marked "Major NPCs." If the NPCs are mostly incidental or not very detailed, insert a short description of them in the area where they are encountered.

NPC Block

Some NPCs are important enough to warrant further description and characterization. The NPC block format is a "stat block" for roleplaying features. The format is:

ZZ-NPC-Name

Race: [e.g., Elf.]

Profession: [e.g., King.]

Description: [No more than 3 sentences of physical description.]

Traits: [In 1 or 2 complete sentences, what are this NPC's notable personality quirks?]

Ideal: [In a complete sentence, what burning desire motivates this NPC's actions? (What is their motivation/objective?)]

Bond: [In a complete sentence, who or what does this NPC care about more than anything else?]

Flaw: [In a complete sentence, what is this NPC's fatal character flaw?]

Stat Blocks

Use the following template for monster stat blocks.

MONSTER NAME

Size type, alignment

Armor Class ## (armor name)

Hit Points ## (#d# + #)

Speed ## ft.

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

Saving Throws Lorem ipsum dolor

Skills Lorem ipsum dolor

Damage Resistances Lorem ipsum dolor

Damage Immunities Lorem ipsum dolor

Condition Immunities Lorem ipsum dolor

Senses Lorem ipsum dolor

Languages Lorem ipsum dolor

Challenge ## (#### XP)

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Actions

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