

**NERO Live Adventure Writing Specifications
For NERO Live Adventures Games, LLC**

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The NERO Office is always looking for new and creative works, and individuals that enjoy producing shows for the entertainment of others. If you are one of those people, you will want to continue to read this document, as it is filled with a variety of helpful information that will increase the quality level of all games.

More specifically, this guide was created to give NERO Members who are aspiring to create mysteries, adventures, and other scenarios, a good description of how-to create them for use in our live adventure scenarios.

Additional information can be found in the NERO® Rule Book©.

All submitted modules should be written in the following form to allow easy reading for the Plot Committee and their NPCs.

Cover Page

Top:

NERO Live Adventures Games LLC.

NERO LARP Adventure Writing Template

Center:

Module Name (Title)

Sub-Title that includes type of module (combat, Roleplaying, Puzzle solving)

Bottom:

Number of NPCs required

Number of PCs required (5 to 8, 6 to 10, etc)

Ideal Average Player Level (APL)

Author

Date Written

Last Update

Inside:

Basic Summary

One Paragraph to describe the overall module with no specific endings listed.

Example:

This module is written for 5 to 8 characters with an APL of 4 to 15, and the party should include a rogue with the skill Disarm Traps. The characters receive a clue in the form of a note from Herrian, a visiting <tradesman>. The note indicates

that the forces of Gancis are being gathered, and that there will be a secret meeting of the head members at X time. Players may opt to fight or parlay during the main encounter.

Pre-hook Preparations

What items, people and materials need to be prepared before the PCs are hooked. The NPCs should have all of their treasure and other items that they might use

Example:

The following should be prepared before the PCs are brought to the module area:

5 Minotaur Masks

5 Minotaur Costumes

Weapons for 4 fighters

Spellpackets for Caster

3 Fighter Cards

2 Caster Cards (at least 1 Earth with up to 5 life spells)

Treasure on monsters including Forget-it-well potions

Scroll on status of Minotaur War Bands

Hook

The information the Hook should have to give to the PCs and roleplaying information about the Hook Character if needed. This should include important goals of the NPC, and specific information that he can give to the players.

Example:

Herrian, a merchant who recently traveled from <nearby town> to trade his potions, came across a group of Minotaur who tried to take his caravan. While his caravan managed to fight off a few of the Minotaur and escape, one of the guards found a letter on the ground. It was apparently dropped in the scuffle. He suspects that the Minotaur would be back for the note, so he made a copy and left the original there. He wants to continue to the next town, after selling his goods but he wanted to give the note to someone who would know what to do with the information so that the Minotaur threat can be dealt with.

Herrian will give the note to a group of adventurers who buy some potions; so that he knows that the adventurers are powerful enough to deal with the Minotaur. He will be around town for about two hours and can lead the players to the place where the scuffle happened if they so desire. He is an honest merchant who wants the trade routes to be safe for his future travel.

Main Encounter

Characters of Import

This includes the names of any characters involved in the module and a short piece about them and how they should be played. These can be copied, cut and given to NPCs so that the role that they are going to play is clearly defined.

Examples:

Frenek - A strong military leader among the Green Tusk Minotaur clan, he hates the people of <town> with a passion. He believes that all of them are intruders and will fight them to his death. He is a strong warrior in all arts and despises Celestial Magic.

Lagana - She is Head Shaman for the GreyTooth Minotaur, and does not consider fighting to be the only answer to anything except a direct assault. If her people are assaulted, she will do everything in her power to kill the invaders, but she will otherwise try to live peaceably with others for the good of the Minotaur. She is primarily a healer, but has learned to fight, as it is a requirement of the any Minotaur of high standing in a clan.

Setting of the Main Encounter

This section includes what the players see when they get to the main encounter area(s). It includes what props are where and what areas are suggested for the main encounters. Any information that might be relevant to players and that they will most likely ask about should be included.

Example 1:

If the players go back to where the original combat took place, they may encounter the Minotaur looking for their note, at the discretion of the Marshal. If the players kill the Minotaur, the Minotaur will not take the note to their superiors and the meeting will not take place. Suggested Stats for the roaming Minotaur are in the NPC Statistics section.

Example 2:

If the players do not intercept the note, or give indications that they know of the note, then the meeting will take place. The location for the meeting should be stated in the note, and should be a dark, fairly remote area, but within 5 minutes run from town. The players will have to travel to the location by foot. If they arrive early, they can choose hiding spots, and the NPCs will come in assuming the area is clear (unless a PC is clearly showing). The NPCs will sit in a circle and the leader, Frenek the Gross, will begin to tell those in attendance of his plans.

If the players are discovered, the Minotaur will try to fight them, and give them forget-it-wells, leaving the PCs alive to try to keep the plan a secret.

Main Plot

This should include the background, role-play and situation that the PCs have found. A script may or may not be necessary, depending on the information given. If it is a complex encounter, outline the overall event progression so that confusion can be avoided when someone is running the module later.

Example:

Frenek sits down in the circle and tells his comrades to do the same. They are identified as members of local bands of Minotaur who Frenek is trying to group together against the local PC civilization. To show that fighting the town can be done, he has arranged to raid the local soldiers' garrison, at a time not more than 4 hours after the module encounter. His men are already in place, so nothing stands in the way of it happening.

Lagana, one of the Minotaur leaders, is against attacking the humans, and a conversation about the wisdom of his attacks ensues. Some of the other Minotaur do not wish to anger the humans, and would rather try to negotiate than to attack. Frenek wins the group by vote to his side within ten minutes, if the PCs do not interfere.

Possible Resolutions

This section includes the main outcomes for the encounter(s).

Example:

If the PCs are found during the encounter, the Minotaur will attempt to incapacitate and feed the PCs Forget-It-Wells so that the characters forget what the meeting was truly about and the Minotaur can carry out their plans. The Minotaur will not kill them, but they will not cast more than five (5) life spells on the PCs to keep them from dying.

If the PCs allow the meeting to reach its outcome peacefully, the Minotaur will depart. The PCs may be offered the chance to deal with the raiding Minotaur after the information is known, or they may decide to deal with the Minotaur themselves. They may also decide not to share the information and allow the attack to happen.

If the PCs attack during the meeting, the Minotaur will fight fiercely. The Minotaur are the heads of their respective clans, so they are strong. They will not give information or agree to negotiations, with the possible exception of Lagana, who will only do so if the encounter does not result in deaths, or any unacceptable hostilities. Just as if the PCs were discovered, if the PCs lose, they will be incapacitated and given Forget-It-Wells.

Treasure

The Treasure section should include all treasure from any source related to the module. A ton of emphasis need not be placed on standard treasure, since that will be dependent upon the weekend, the amount of treasure for the weekend to be distributed, how many people register for the entire event. IT should include any specific items that you want to give out as rewards.

Sample 1:

All Minotaur will have the standard treasure as per their level on their person. This should not include magical weapons, but may include up to 2 components or 1 magical item in one of the groups, dependent on the level of the Minotaur and the players.

Sample 2:

NPC Nobility (or PC nobility, if possible) should reward the PCs for the information on the planned raid with an appropriate amount of silver, gold, components, or production items. These should not be worth more than 1 gold per five levels of the participating group, with a minimum approximate value of 5 gold and a maximum of 30 gold.

Level of Difficulty

This section lists recommended levels of difficulty to challenge the players who are participating in the module encounters and types of treasure that are recommended. Players should be challenged, but not without warning or indication of the level of difficulty of the module. This is a very subjective area, and should be explained carefully so that a module hook or marshal knows how to describe the difficulty should he or she think that the group might not be ideal. This is meant to help players decide whether a risk may be too little or great for them, preferably in an IG manner in the progression of game play.

If the module is intended for certain groups of players, it should be clearly stated in this section.

Example:

This module is intended for experienced players. If the characters that are being played are of low level, the players should understand that the main antagonists (Minotaur) are the heads of their respective clans, as such, are going to be strong and powerful. The Minotaur may be considered to be very dangerous, and they have been known to cause resurrections in the past when confronted.

No Minotaur will throw 9th level spells without the PCs throwing them offensively first. The Minotaur will cast Necromancy freely. No more than three of any group of Minotaur should have any one weapon style (shield, two handed weapon, etc).

NPC Statistics

This section describes the monsters that will be used and the different levels at which they should be played according to the APL of the players.

Example:

Monster: 3 Minotaur Guards

APL 10-15

Minotaur Guard 80 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 100 build of fighter skills as chosen by NPC

APL 15-20

Minotaur Guard 120 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 160 build of fighter skills as chosen by NPC

Monster: 1 Minotaur Rogue

APL 10-15

Minotaur Rogue 60 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 100 build of rogue skills as chosen by NPC

APL 15-20

Minotaur Rogue 90 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 160 build of rogue skills as chosen by NPC

Monster: 1 Minotaur Caster

APL 10-15

Minotaur Caster 50 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 100 build of Earth skills as chosen by NPC

APL 15-20

Minotaur Caster 80 Body, 10 pts armor, protective's from accompanying caster
2 Resist Poisons, 160 build of Earth skills as chosen by NPC

Final Resolution

This section covers the events after the module. If the PCs meet a contact in town, then that is outlined here.

Example:

If the PCs defeat the raiding party, the soldiers of the garrison will reward them for their help. This reward can include future contacts, production items, gold, components, or even a good word to the nobility of the area. The players names should be collected for future reference, as well as for an article in the newsletter should they desire to be recognized in game.

Notes:

This should be a blank lined section to record information. The Marshal for the module should be bring a copy of the module write-up to the encounters of the module, and the last page can be used for notes on who attended the module, what they did and what their plans are, particularly if more than one person is running separate parts of the module. The information can also be useful in writing an article for newsletters and for later plot meetings.

The End