

## **General Information**

In general we are looking for well written modules that stress role playing and investigation with a definite horror element or theme to the story and set in the historically accurate year of 1905 (or 1906 since that will start in 2009). Some combat is fine, but the majority of our campaign is not oriented to heavy combat (although there might be a few modules that are exceptions). The modules should be written with the idea that the adventure can be completed within 3 1/2 hours of play. It is also advisable that the successful completion of the module isn't dependent on a single discovery where missing that discovery results in automatic failure. Approval is also dependant on the idea not being the same as nor contradicting an existing approved module concept or campaign plot line.

The first step is to come up with a module idea and outline and to email that to the attention of the campaign coordinator at [thenodrin@fellowshipwhitestar.com](mailto:thenodrin@fellowshipwhitestar.com) . Two or three paragraphs is plenty, more is fine.

The campaign coordinator will get back with you on whether the idea is approved or give direction on what needs to be changed for approval. After it is approved, you write it up and submit the completed module again to the campaign coordinator. Don't worry about the proposed certs, we will do those. He will edit the module. If there are major problems or rewrites needed, he will send it back to you with those requested changes. If not (or after the rewrite), the module will go to one or two of our official play test groups who will play the module and send feedback to the editor. If there are only minor changes, the editor will incorporate those and the module is finished. If the recommended changes are significant, then the editor might get back with the author again for rewriting.

We try to send most new modules to a convention for their premieres, but a few have just been released without a convention premiere. We are happy to work with authors that would like to write a module specifically for a certain convention.

The business manager will work with the author on payment. The campaign is geared towards fun, not profit, so we have come up with creative ways of paying our authors for their hard work. Some accepted a PDF of the campaign book or multiple modules, some refused all but a nominal amount to make it legal, some accepted a tiered payment system (half of the module fees collected for the first year). Each has been a bit different.

We look forward to playing one of your modules!

## **Module Format**

### **Adventure Title**

Written by ???

Include a blurb here. This should also state what level the event is (low, mid, high, or all). White Star events are not tiered by APL; they give a suggested level range and present a static event that is the same regardless of which character plays it.

### **Campaign Info**

If you want to copy the standard campaign info from other events (text follows), you may. But, it is not necessary.

This adventure is part of Thenodrin Presents LLC's Fellowship of the White Star Campaign (FWS), a Gothic Horror campaign set in semi-historic Earth in the year 1905 using the d20 Role playing system. The Game Master should be familiar with the Fellowship of the White Star: Legacy of the Rose book. This is available for purchase in hardcover or PDF format at <http://www.fellowshipwhitestar.com> FWS uses the d20 System Open License Policy.

The event is intended for use in the official Fellowship of the White Star shared campaign.

It costs X Time Units per character. A character cannot participate in this event more than once.

### **Backstory**

The backstory should be written either in order of importance or chronological order, whichever makes more sense to you. If it comes across as confusing, the editor will ask you to clarify.

The entire document should be written in Arial font, 10 pt type. You need page numbers, but no other headers or footers.

Do not indent your paragraphs. Double space between paragraphs.

### **Adventure Summary**

You may include an adventure summary. This is optional.

### **Encounter One**

Encounter One is the encounter that brings the heroes into the story. This is the first point at which the event has left the backstory, and the players can begin to affect the events. This is also the point at which the players learn the part of the backstory that their characters would know.

**This part of the backstory is usually, but not always, presented in the form of an NPC briefing the heroes on the events so far. Whenever an NPC is speaking directly to the heroes with a prepared speech or briefing, that text needs to be in bold type.**

There might be two or more pages of backstory for the judge. But, the backstory for the players should not exceed a few paragraphs. Keep in mind that the players are here to create a story, not listen to one.

### **Encounter Two**

You may separate your encounters by location, by time, or by event. Whichever way you think works best for the kind of adventure you are presenting is acceptable.

### **Encounter Three**

Sometimes NPCs will be interrogated or conversed with, rather than giving speeches.

- **When conversations between NPCs and PCs need to be scripted, bold the type as if the NPC was giving a prepared speech.**
- **However, the statements need to be in more bite sized chunks, sticking to a specific topic.**
- **Separate the topics by using bulletpoints.**
- **Do not double space between bulletpoints.**

Sometimes non-combat NPCs need to roll dice against the PCs. This might be a skill check or a saving throw, for example. You do not have to list full stats for all NPCs. Simply providing the modifier for the roll is acceptable. For example, if an NPC is one that the PCs might attempt to Bluff, you can simply say that the Bluff check is opposed by a +8 modifier. You do not have to say where that +8 comes from. It could come from Wis, skill ranks, feats, etc. and the specifics really wouldn't matter to the event.

### **Encounter Four**

Sometimes PCs will come into combat with NPCs or monsters. When this happens, you need to provide the necessary stats for the enemy. If the enemy is a pretty standard cultist, hired muscle, or otherwise generic, you can present the entire stats in the text of the adventure.

However, should the PCs be fighting a unique creature, a new creature not found in the Monster Manual, or otherwise specifically detailed adversary, present the stats in the appendix.

### **Encounter Five**

Your event will need a beginning, middle, and end even if it is in a series of events.

### **Rewards**

You may suggest XP rewards for your event, but it will be edited to fit the expected progression of the campaign. Most events give 1,000 XP for successful completion of the event with about 100 XP for bonus objectives that are not necessary for success.

Other rewards include contact or recognition of an NPC, exotic items, etc.

## **Appendix One: Cast**

Include a page break before each appendix.

The first appendix includes the cast of NPCs. You do not have to provide full stats for any NPC that is not a major combatant. Also, keep in mind that if you do provide full stats, those stats may not be changed for future events.

This doesn't mean that recurring NPCs can't advance in level. But, it does mean that you can't go back and change things around. Once an NPC is revealed to have fighter levels, or an Int 14, or 5 ranks of Tumble, neither you nor another author may change those levels, that attribute, or those skill ranks.

The cast appendix is for good, bad, and neutral NPCs who are named and add to either the plot or setting. They should be listed in the appendix in either alphabetical, or expected chronological order.

## **Appendix Two: Location**

The second appendix should detail the setting of the adventure. This can be the description of a building, a summary of a city, or quick notes concerning the political, social, or economic factors that come into play during the event.

This is where pictures and maps for the judge should appear.

### Appendix Three: Creatures

If your event has monsters, either from the Monster Manual or unique to the Fellowship setting, they need to appear here.

## Creature

CREATURE

	Size Type
<b>Hit Dice:</b>	
<b>Initiative:</b>	
<b>Speed:</b>	X ft. (squares)
<b>Armor Class:</b>	X (+ Dex, + natural), touch, flat-footed
<b>Base Attack/Grapple:</b>	+x/+x
<b>Attack:</b>	Type +x melee (damage)
<b>Full Attack:</b>	Type +x melee (damage)
<b>Space/Reach:</b>	
<b>Special Attacks:</b>	
<b>Special Qualities:</b>	
<b>Saves:</b>	Fort, Ref, Will
<b>Abilities:</b>	Str, Dex, Con, Int, Wis, Cha
<b>Skills:</b>	
<b>Feats:</b>	
<b>Environment:</b>	
<b>Organization:</b>	
<b>Challenge Rating:</b>	
<b>Treasure:</b>	
<b>Alignment:</b>	
<b>Advancement:</b>	

#### Level Adjustment:

This is a short physical description of the creature. If the creature has a standard or default attitude that would be described here.

Here is where typical combat tactics are described. Please keep in mind that "Punch-Kick" monsters are mostly boring. The campaign wants to place role playing as more important than combat. One way to do this is to enable role playing during the combats. Does the monster typically seek cover, does it prefer a certain kind of prey, does it trip or grapple opponents, etc.?

**Special Attack (Ex):** This includes abilities that are nonmagical and are usually "always on" abilities or used as free actions. Examples include Improved Grab, Stun, Poison, Trample, Immunities, Regeneration, etc.

**Supernatural Ability (Su):** This is an ability that the creature uses as a standard action that does not provoke attacks of opportunity and cannot be dispelled. However, they cannot be used in an antimagic field. Examples include Breath Weapon, Lycanthropy, most gaze attacks, psionics, Mummy Rot, Create Spawn, etc.

**Spell Like Ability (Sp):** This is an ability that the creature uses as a standard action that provokes attacks of opportunity and can be disrupted. The creature may make a Concentration check to avoid the attack of opportunity. Examples include Summon, Detect, Charm, etc. that are not in any spell list.

**Spell-Like Abilities:** This is the ability to cast spells as a standard action that provokes attacks of opportunity, and can be disrupted. The creature may make a Concentration check to avoid the attack of opportunity.

**Skills:** Racial bonuses to skills should be described here.

**Spells:** The ability to cast spells as a PC.

**Appendix Four - Etc.**

Other appendix topics may be used as needed.

## **Player Handout One**

Player handouts should be separated with a page break.

If you want to make use of fonts to convey a specific impression, you need to turn the handout into a picture.

Send answers to Victor Long or David Nadolny email [Thenodrin@Fellowshipwhitestar.com](mailto:Thenodrin@Fellowshipwhitestar.com). The form can be scanned and sent to that email, just the answers can be sent in an email, or the form or just the answers could mailed to Dave at: 175 Kenbrook Dr, Worthington, OH 43085. Whatever is easiest for you ☺. The summary is not required, just requested.

### ***Critical Event Summary <Module X>***

**Judge:** \_\_\_\_\_ **Convention/Time/Slot:** \_\_\_\_\_

1. Was the monster X destroyed? \_\_\_\_\_
2. Did NPC Y escape? \_\_\_\_\_
3. Did the heroes recover the Z? \_\_\_\_\_

Other Notes (GM input on noteworthy things the players did that could affect the campaign):

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GM Information: Results from the first fifteen tables (including play test groups and home plays) reporting in might determine whether certain NPCs are met in future modules, and how they will interact with the PCs.

Player's names, Character name, Character Class (es) and Level (s) and player email (email only if they would like an invite to the yahoo group and occasional campaign updates)

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