

# Chapter Nine

## Miscellaneous

### Child Attendance Guidelines

All children under the age of 18 must have parental/guardian consent to participate in our game. The parent or guardian must physically come to the event check in to register your attendance. There will be disclaimers and forms for them to sign.

Players who are between 14 and 18 years of age at the time of check-in will then be allowed to play the game. Bear in mind that our game is at least equivalent to PG-13. This is due to violent themes, suggestive plotlines, in play substance use, mature themes, and occasional vulgar language. Any parent or guardian who is not comfortable with this policy is encouraged to abstain from having their child play in the game. We do not wish to offend anyone.

Players who are under 14 years of age may not attend the event without at least one parent or guardian, who must be physically present at the event site at all times during the event. The said guardian needs to participate alongside their child as an active player or NPC, and is encouraged to remove of themselves from play at any point in which they find the subject matter too disturbing. These young players under 14 years of age may not participate in physical combat. This is denoted by the continuous wearing of a visible orange headband.

### Submitting Materials to the Campaign Committee

The Wildlands West Campaign Committee welcomes player submissions, which can range from character histories to storyline ideas to suggestions for new alchemical substances or tinkered items. Proposals for new PC races or new clans are exceedingly unlikely to be approved. All material submitted to the Committee should be typed or written neatly. Plot submissions can be submitted via email to [CC@onyxhollowlarp.com](mailto:CC@onyxhollowlarp.com) or submitted to a Campaign Committee member before or after an event. Verbal submissions are not a good idea, particularly during an event, since they will likely be forgotten.

### Types of Events

Wildlands West supports three types of in-character events: Adventure Days, Adventure Weekends and Specialty Events. A general description of each type of event is provided below.

### Adventure Days

An Adventure Day is an in-character event with no overnight stay. The times of the individual events may vary, but generally begin sometime between 10:00 AM and noon on a weekend day and end sometime between 6:00 PM and dusk that same day. Some Adventure Days will take the form of “Module Days.” A module is a tiny storyline in itself, usually with a clear goal at its start and a marked conclusion. A typical module on an Adventure Day will last about anywhere from 1 to 3 hours. On a “Module Day,” parties of usually no more than 7 persons are asked to call and pre-register for a time slot to attend a module with a typical duration of about 2 hours. The party comes to the event site, attends their module, and that’s that. Sometimes there are more than one module on a module day. There are other types of Adventure Days, however, which last all day. All the Player Characters gather together in a central area, and they start their involvement with storylines from there. Roleplaying and challenge encounters may approach the PCs outright, or they may be hidden in the woods or other places, waiting to be discovered. This type of event will usually have a central storyline with which all participants can interact at once, as well as several threads and mini-modules, of a 30 minute - 1.5 hour duration. Adventure Day locations may vary and are not usually conducted at the same event site as Adventure Weekends. Some Adventure Day sites may not have running water, or may be open to the public as well as NERO players. For this reason, special considerations are usually given to players who must wear makeup to represent their character race. Event announcements will always be accompanied by a description of the event surroundings and advice to players on whether character make-up should be worn, or may be abandoned for the duration of the event. Adventure Day prices may vary. The price for each Adventure Day will be announced with the event schedule.

## Adventure Weekends

Adventure Weekends are really what NERO is all about. Adventure Weekends begin around 10:00 PM on Friday nights, and usually end at noon on Sundays. Participants remain at the campsite and in character for the duration of the event. There are no breaks in the game during meal times or at night. Players may individually step out-of-character for a variety of personal reasons, but the game runs continuously from Friday night to Sunday morning. Adventure Weekends usually revolve around one or more central storylines. It is often holidays which marks the reason for the characters to gather together. Information about these holidays and their accompanying traditions can be found in the Wildlands West Campaign Book. Aside from the central holiday theme, there is a network of large and minor storylines which all weave together with Player Character actions to form the campaign epic adventure. Much like Adventure Days, storylines usually have a goal to them, a problem to be solved, and these may involve participation in modules. They will almost always involve cooperation with other characters, and communication between them. Players are encouraged to register in advance, to help ensure their choice of sleeping arrangements. The Campaign Committee makes every effort to entertain the participants. Having an idea of how many people will be in attendance, and specifically which characters they’ll be playing is extremely helpful in crafting the most entertaining storylines possible. Players who pre-register for their first or second Wildlands Adventure Weekend may even gain special benefits for their character.

## Specialty Events

During the run of the campaign, there may be some Specialty Events such as nighttime Adventure “Days” which run from 6:00 PM - 6:00 AM over a Saturday night; Quest Modules for special storylines which cannot be run during normal game time; feasts; war days; and other events which don’t fit the normal mold. The Campaign Committee works to make the game as entertaining as possible for players, and part of that is hearing player suggestions and “Wish Lists.” If you and your friends would like to suggest or request a Specialty Event, please contact the Campaign Committee to make your proposal.