

SCÉNARIO WRITING GUIDE

WORLDS AWAKENING



This Worlds Awakening scenario writing guide is designed to help you create clear, immersive, and ready-to-play stories by providing writing tips, a common structure, and standardized components to make reading and integration into the site easier. Whether you are a beginner or an experienced Game Master, you will find the keys to presenting your ideas effectively, balancing your encounters, and enriching the game's community universe, so that your creations are as inspiring on paper as they are around the table.

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TYPOGRAPHY

- **Font for titles:** Spectral SC
(<https://fonts.google.com/specimen/Spectral+SC>)
- **Font for text:** Arial

WRITING

Encourage skimming: use headings, subheadings, bullet points, and bold keywords so the GM can quickly find information during a session.

Get to the point: keep each section concise, clear, and directly usable. Avoid overly long descriptions or off-topic content.

Think “live use”: imagine the GM holding the scenario while running combat, dialogue, or investigation. The text must be instantly understandable.

Structure the information, for each scene, specify:

- The main objective
- The information to give to the players
- Environmental or atmospheric elements
- Possible actions or choices

Prepare variations: add side notes to help adapt the scene if the group takes unexpected directions.

COMPONENTS

Components are recurring elements found in Worlds Awakening scenarios. They ensure consistent presentation, facilitate integration into the site, and ensure the GM has all required information.

Each component should be included when relevant, following the defined structure and format.

KEY STEPS

Key Steps give the GM an overview of the scenario's flow. They summarize the story's major beats in chronological order to quickly understand structure and pacing. Read this first after the introduction to grasp the scenario's skeleton before details.

Writing tips

- Be concise, summarize each step in a few clear sentences without unnecessary detail.
- Keep a logical order, follow the sequence in which events will be presented to players.
- Stay neutral on adaptable details, avoid locking in elements the GM might change (e.g., “they face the creature” could be “they encounter the creature”).
- Prioritize action and reveals, these energize the session.
- No full dialogues here, keep lines for detailed scenes later.

Recommended format

1. Step title in bold with Roman numerals — short, descriptive (“Body Discovery”, “Tense Negotiation”, “Crypt Battle”).
2. Sub-points:
 - State the main action.
 - Summarize clues, events, or revelations.
 - Mention key NPCs or locations.

KEY STEPS

I. Start of Duty & First Murder

- The PCs, members of the night brigade, are sent by Commander Vinaire to investigate a suspicious death near the “Skull-Scraper” tavern.
- The victim, Melvin, appears to have been hurled into a wall with inhuman force.
- Clues are thin: a torn sack, a missing ham, a brutal staging.

II. New Crime & Troubling Testimony

- The next day, a double murder is reported near the “Sublime” theatre.
- A couple of notables was massacred with extreme violence, yet their personal effects were carefully stolen.
- Their son, Bruce, the sole survivor, describes an assailant wielding long blades but claims the jewelry was still there right after the attack.

PROGRESSION

The Progression section provides a more detailed overview than Key Steps while staying concise. It's the narrative starting point to understand tone, structure, and expected duration; it also acts as the parent for all detailed parts that follow. You may include an atmosphere image at the end.

Writing tips

- Indicate total estimated playtime and whether it's one session or more.
- Describe the overall pacing: linear, flexible, or freeform.
- Mention scene types (investigation, combat, exploration, diplomacy...).
- Highlight player choices/freedom without delving into mechanics.
- End with a note on overall mood (tense, epic, humorous...).
- Include an illustration if possible to boost immersion.

Recommended format

- Clear title ("Progression") + total estimated time.
- 1–3 paragraphs covering overall narrative context, structure & pacing, tone & scene types.
- Optional image at the end.

PROGRESSION

Total time: about 4h

This scenario unfolds over three consecutive days, following the daily life of a militia brigade facing a series of strange murders. The plot alternates between investigation scenes, tense encounters, false leads, and escalating confrontations culminating in a high-intensity finale.

Events are organized linearly, but the freedom given to players to explore, question, or improvise solutions allows a flexible pace. The scenario deliberately emphasizes atmosphere, interpretive choices, and rising tension.

It is designed to be played in a single 4-hour session, or split into two parts if you prefer more space for interactions and roleplay.

MAIN CHAPTER / ACT

A major step in the scenario (often a location, time period, or major event). Each chapter contains several sub-scenes.

Tips

- Choose an evocative title (“In the December Cold” is better than a bare “Chapter 1”).
- A chapter can span one hour or several hours of play depending on pacing.
- Avoid overly long titles, but allow a little flavor for atmosphere.

ESTIMATED DURATION

Indicate how long this game will take to play. This allows the GM to adjust their pace and plan breaks.

Tips

- Give a range (“60-80 min”) rather than a fixed number.
- Adjust according to the complexity and choices available in the scene.
- Indicate whether this is an “average” or “fast” estimate.

I. IN THE DECEMBER COLD

Time : 60-80 min

SUB-SCENE / SEQUENCE

A focused moment within a chapter : a place, time, or key interaction.

Tips

- Use a clear title (“The Briefing”, “Inspecting the Crime Scene”).
- Place GM narration first, then possible actions and tests.
- Each sub-scene should be self-contained for quick reference.

THE BRIEFING

RETURN & TRANSITION

Short text or notes to close a scene and set up the next one, keeping flow smooth.

Tips

- Summarize what the players know at this point.
- Mention the next location or event (“Night falls, and...”).
- Leave openings in case players go off-script.

The players begin their day at the Guard House as members of the night brigade. Their usual work consists of patrolling the streets with a stern eye to keep thieves and tavern drunkards in line.

GM NARRATION (INTRO / IMMERSION)

Descriptive text that the GM can read or adapt to immediately immerse players.

Tips

- Write in the second person plural (“You enter...”).
- Avoid overlong sentences to ease reading aloud.
- Include sensory details (sights, sounds, smells, sensations).
- Leave some flexibility so the GM can adapt to the party.

GM : *You are militia assigned to the night brigade in the Whitechapel district, and the first thing that greets you as you pass through the doors of the Guard House is a gentle warmth. The boiler runs at full capacity in this December month. Familiar odors brush your nostrils: morning pastries, strong coffee, and the characteristic scent of oil lamps. For you, it's simply the smell of everyday life. It's around 2 p.m. as you begin your shift. You exchange a few words in the locker room with your day-shift colleagues, who pass on the day's events: a small theft, a lost child, and a violent brawl in a tavern... In fact, your colleague Richard has been there since 7 a.m., but only now returns, pushing the door open with a sharp motion. He gives you a sober nod and heads straight to the commander's office. The station's atmosphere changes in an instant. When Richard shows up like that, it's rarely a good sign. Two minutes later, your chief's gravelly voice calls your team in...*

NPC DIALOGUES

Lines the GM can use or adapt to portray NPCs, helping bring interactions to life without full improvisation.

Tips

- Indicate the character's tone (wary, jovial, angry).
- Split "success" and "failure" if dialogue changes after a test.
- Avoid walls of text: prefer 1–3 sentences per line.

Commander Vinaire (concerned and annoyed): *Double homicide last night around midnight. A couple of notables. It happened near the Sublime, the theater by the park between the lower district and the upper city. The victims' kid survived, he hid... He's in shock, but he's talking. Sort of... It's not your sector, but we need the best on it. The nobles are already screaming to wrap this up fast, clean, and without a mess. Richard is waiting for you on site — relieve him and note whatever the first patrols might have missed. Anything, as long as we get a damn starting lead!*

STAGING & GM TIPS

A boxed section reserved for practical guidance: pacing, NPCs, clues, ambiance, and adjustments.

Tips

- Present as a distinct box or shaded block.
- Be concise and practical: "If the players scatter, use X to refocus the scene."
- Offer variants for new vs. experienced GMs.
- Avoid putting full dialogues here (keep them in NPC Dialogues).

Staging

This scenario starts in early afternoon (night brigade) and unfolds over multiple days with different crime scenes. Your group will gather clues to hand off to the night and morning teams; likewise, they'll receive updates from other teams throughout the investigation. This keeps a brisk pace and prevents players from lingering too long at each scene — the most essential discoveries are made during the final part of the scenario.

To bring players in, give them opportunities to glean information from passersby by listening to rumors or talking directly. Encourage collaboration with other officers of the Guard during the investigation.

KEY ELEMENT (OBJECT / PLACE / ARTIFACT)

Describes an object, place, or narrative element with a decisive role in the scenario. Provide everything the GM needs to describe, interact with, and adjudicate its effects.

Writing Tips

- Name: clear and evocative (e.g., “Dratis’s Wardrobe”, “The Mistlight Beacon”).
- Visual and sensory description: help the GM present it immersively (look, texture, odors, sounds, sensations).
- Origin and history: briefly explain where it comes from or how it entered the plot.
- Function / Properties: detail effects, powers, or hazards, and whether they’re obvious or hidden.
- Interaction conditions: what’s required to handle, destroy, activate, or disable it.
- Scenario impact: how it influences progress or player objectives.

Dratis’s Wardrobe

The wardrobe is no mere piece of furniture: it is a powerful magical catalyst designed to serve as a conduit for a summoning ritual. Runes, cleverly concealed within its ornate patterns, form a complex network meant to call a bloodthirsty creature from another dimension.

These runes are drowned within the wood’s moldings, nearly indistinguishable among refined arabesques and symmetrical engravings. Only at midnight, at the precise moment of activation, do they briefly flare, revealing their true nature.

Dratis’s restoration inadvertently reawakened their power. Since then, the runes act as a protective veil: they prevent any alteration or attempt at destruction until the fateful instant of the summoning.

TESTS & RESULTS (SKILLS / ATTRIBUTES)

A clear list of possible rolls for the scene with difficulty and consequences on success or failure.

Tips

- Clear format: Action • Attribute + Difficulty.
- List success and failure separately.
- Be precise about effects (clues, reactions, complications).
- Avoid too many unnecessary tests.

Streetwise • INT 15

- ❖ **Success:** The “Skull-Scraper” tavern is known to be a good establishment. The owner even runs drinking contests with tempting prizes: free beer rounds, quality meat, and a mug engraved with your name. Many flock to try their luck. The place is reputed to be one of the city’s most formidable causes of cirrhosis.
- ❖ **Failure:** The “Skull-Scraper”? You went there once. The atmosphere was great and the beer was strong... You remember nothing else except the savage hangover that followed.

Listen to Rumors • WIS 15 / Question a Bystander • CHA 10

- ❖ **Success:**
 1. Some nobles already heard of Melvin Liveure’s murder and are considering how to secure themselves. The appearance of such a violent assailant shocks even the lower quarter.
 2. The gala night at the “Sublime” theatre scheduled for today may be canceled. It sits south of the noble quarter, near the park that naturally separates the wealthy from commoners.
 - ❖ **Failure:** You hear nothing noteworthy beyond usual incidents. Arguments, cats stuck in trees, petty theft at the market, the routine of a big city.
-

ENCOUNTER / COMBAT

Describes the opponents, their number, and overall difficulty for a battle.

On the Worlds Awakening site, creatures must be linked manually to the scenario using the dedicated field. Links included in the text are primarily for quick GM access.

Writing Tips

- Always link each creature to its online sheet for easy consultation.
- Indicate the overall difficulty (calibration) using encounter balancing rules.

Use one of two formats:

- Number of opponents (simple)
- Adversity Ratio (AR) for adaptable scaling

Tips

- Use the number of opponents if the fight is designed for a specific group, without adjustment.
- Use the AR if you want the GM to easily adjust the composition based on the number or level of the PCs.

ENCOUNTER

Balance: Very easy

- [The Street-Flayer](#) (Hugo) x1

OR

ENCOUNTER

Balance: 0 (*difficult*)

- [Ogre \(2/1\)](#)
- [Sand Stalker \(1/1\)](#)