

Writer's Guidelines: *Mythweaver Adventure Journal*

Mythweaver Adventure Journal is the official publication of *Mythweaver: The Splintered Realm* the RPG Second Edition. We are actively seeking writers to contribute articles for this digital magazine, offering new issues every six weeks through RPG Now/DriveThruRPG.

What kinds of articles are you looking for?

Anything! If you think that someone playing the game might like to have the information, it's probably worth sharing with the gaming community. Articles should be at least 500 words, although preference will be given to articles between 1,000 and 2,000 words. Because the magazine is 24 pages long, articles of 2,600 words or longer will not be considered. **Here are some regular articles we'll be running:**

- **Sojourns.** We are always looking for good, focused, entertaining adventures for heroes to go on. Your adventure should use the format of adventures presented in the core rules, with section titles, text to be read to the heroes, and notes for the Mythweaver on what could happen in the scenario. You should pre-generate all treasure, and include notes on special or unique beasts, characters and items. This is not enough space to develop a large dungeon complex or a huge castle. Sojourns are adventures that a hero group could complete in a single game session.
- **Bestiary.** Mythweavers constantly are on the lookout for new, unique and unusual creatures for their games. Articles that present a unified set of beasts ("five undead from the lower crypts" or "six desert horrors") are preferable to random collections of monsters that are not related by theme or type. Beasts should observe the rules and guidelines for beasts as presented in the core rules.
- **Treasury.** New magical items are always welcome. Be wary of creating items that are too powerful or that may unbalance the game. Articles that present a collection of related objects ("seven special swords" or "five powerful shields") are preferable to a random assortment of items. These items should not be generated using the random treasure tables of the core rules, but should instead have unique powers and abilities.
- **Strategy Session.** Provide a strategy for approaching one facet of the game. This could be a character build strategy ("five things your defender must have"; "ten ways to make a mystic") or tips for some aspect of game play ("ten things you should never do when exploring a dungeon")
- **Players' Corner.** Advice for players on developing characters or contributing to the success of the campaign.
- **Mythweaver Mastery.** Advice for Mythweavers on adventure or campaign design, or on organizing and running game sessions.
- **Into Del Anon.** A discussion, exploration, or elaboration of some location in Del Anon. Del Anon, and the extended Splintered Realm, is the shared universe of the game, and contributions to it are welcome. Any proposals should build upon the world outlined in the core rules.
- **Feature Article.** If you have an idea for a new rules application, or a new environment (underwater adventures; into the wild), this would be considered for a feature article. If you are going to tackle a part of the game that is yet undeveloped, you should consider composing a larger article (1500+ words) to fully explore how this facet of the game works. If you are submitting a feature article, please contact me so that we can get a dialog going about how you are going to develop an aspect of the game.

What don't you want?

Here are some things that probably won't be accepted for publication:

- New rules that change or contradict the core rules, or alternative rules that replace existing rules.
- New character classes. The goal is to keep the core classes at 6.
- New talents. The goal is to keep the current talent lists in place.
- Revisions of material published for the first edition of *Mythweaver*. All of this is material that I am currently working on revising for inclusion in second edition, and will not be accept for publication. For example, early issues of *Mythweaver Adventure Journal* will feature extended information on the gods of Del Anon, updates from the first edition sourcebook.
- Rules and suggestions for the first edition of *Mythweaver*.
- General role-playing articles. If the article applies to all role-playing games, or to approaches to gaming in general, it probably would be better off going to the larger gaming community. This magazine is specifically a resource for *Mythweaver*.
- Articles that infringe upon a copyright held by someone else. I'd love to do *Mythweaver* versions of *Lord of the Rings* characters, but the estate of Tolkien may have something to say about that.

How Do I Propose An Article?

Write a short synopsis of what you want to write about and e-mail it to mtdesing@splinteredrealm.com. This synopsis should be no more than 100 words, and include an approximate word count for your final article. Clearly and directly state your idea or ideas. You don't have to 'sell' me on the idea. If it's a great idea, I'll want to publish it! I'll send you an e-mail within 2 weeks of your proposal to let you know whether or not you should compose the article.

How Do I Submit An Article?

After you have finished your article, e-mail it (as a .doc file) to mtdesing@splinteredrealm.com

- You will get a confirmation that it was received within 1 week.
- Within 2 more weeks, you will receive either: 1) verification on when your article will be published, or 2) a request to revise your article, along with suggestions for things to consider, revise or clarify.

If you don't have Microsoft Word, you can download OpenOffice for free, and OpenOffice Writer can save .doc files. If you create any tables, leave them in the basic grid format, and I'll re-format them for the magazine. Also, you can draw maps by hand and either mail physical copies to me, or scan and e-mail the maps. I will re-format these before publishing them in the magazine to maintain the consistent look of the game. Make sure your name is in the document title.

Can I Suggest A Column?

If you have a proposal for an ongoing column, I'd love to hear about it. Columns will be paid at the same rate as other articles, although if you develop a column proposal and we both agree to run it every issue, you will be guaranteed space in every issue.

About Editing

Your article will be checked for consistency both within the article and to the core rules. Minor changes may be made without your permission, although major changes or adjustments will be left to you. In short, if I have to change the DT for a difficult resist from 24 to 16 because it's an adventure for adept rank characters, I'll do that. If there is a big problem with the boss creature in your adventure, I'll let you know about the problem and ask you to make the correction.

How do I know if my article is getting published?

When your article has been accepted for publication, it will be scheduled for an issue of *Mythweaver Adventure Journal*, and you will receive a confirmation e-mail that your article is being published, and in which issue. When the magazine is released, you will automatically be sent a link to a free copy of the magazine.

I Get PAID?! When and How Much?

Payment for contributions to *Mythweaver Adventure Journal* are based on how long your article is (word count). Rather than getting a flat rate for your article, you receive a total portion of the profits for the magazine, depending on how many pages your article takes...

Word Count	Your Profit Per Issue Sold*
500-599	\$.05
600-699	\$.06
700-799	\$.07
800-899	\$.08
900-999	\$.09
Each additional hundred words (up to 2,599)	+.01 (up to \$.25)

* No payment is made for complimentary copies sent to contributors, media and reviewers.

This means that if you write an article of 1,200-1,299 words, you will make:

- \$6.00 if 50 copies of the magazine are sold.
- \$12.00 if 100 copies of the magazine are sold.

- \$60.00 if 500 copies of the magazine are sold.

Payments will be processed every 60 days (February 1, April 1, June 1, August 1, October 1, and December 1). If you have \$10 or more in your account, you will receive a check. If you have less than \$10, I will carry your balance forward to the next cycle. I will send you an e-mail statement every 60 days indicating all of the magazines that have sold. I will send you a copy of the RPG Now/DriveThruRPG Sales Reports for issues in which your articles have been published, so that you know the figures are correct, and so you can double-check the math.

This is how I am paid through RPG Now/DriveThruRPG, and I am passing along a percentage of the sales to you for contributing to the magazine. It's really that easy.

What About Maps and Graphics?

If you have a graphic (a line drawing) or a map (that goes with your adventure), contact me individually. Graphics will be paid from \$.01 to \$.05 per issue sold, depending on the size (I will let you know about this when I make an offer to purchase the map or graphic). Since the magazine is published as a PDF, maps or graphics may be in black and white or full color.

How Do You Make Real Money?

As you can probably tell, this is set up to be a win-win-win. I want to have large numbers of people playing *Mythweaver*. I want there to be a good deal of high quality content for players to use. I want to reward you for contributing to the game, and for helping to spread the word and get more people to play. This is the most direct way to do this. If you contribute three 500-word articles to five different issues of the magazine, and each of those issues sells several hundred copies, you are going to make a decent chunk of change. I developed this program out of a desire to include the player community in the success of the game. Several players have written over the last several months expressing their desire to see *Mythweaver* grow, and wanting to contribute something to that growth. This is a real, concrete way for you to help the game to grow, and for you to get something back from your efforts in doing so.

Who Owns My Work?

Your submission is considered work for hire, meaning that your work becomes part of the shared world of *Mythweaver*. I will not re-publish your work or adapt it without your permission. The only re-publication may be through bundles of the magazine (after every so many issues have been published, these will be bundled and archived for continued sale). You will continue to be paid for every issue sold, whether these are sold individually or as part of a bundle. Your article will always appear with a byline, crediting you with having written the article and/or creating the map or graphic.

With Your Article Submission, Always Include:

- Your full name
- Your daytime contact phone number
- Your e-mail address
- An address to mail your check -or- your PayPal information.

Some Style Considerations:

Please keep the following in mind as you compose your article:

- Use direct address whenever possible. "Roll ASP (DT 10)" is preferable to "the player rolls ASP (DT 10)".
- You "roll MGT (DT 10)". You wouldn't "make a MGT roll with a DT of 10" or "make a DT 10 MGT roll".
- Attacks "deal" damage.
- Actions are made against a "target".
- You are a "chosen human delver 3 with MGT 6". You are not "a level 3 delver of chosen human race with a 6 rating of MGT".
- Apprentice, adept, expert, master, paragon, legendary and demigod are **ranks**.
- All numbers are **ratings**.

Direct all questions about this program to mtdesing@splinteredrealm.com