USING THE

TECHNIQUES

of DIRECTING THE GAME

IN YOUR

GLORANTHA

CAMPAIGN SETTING
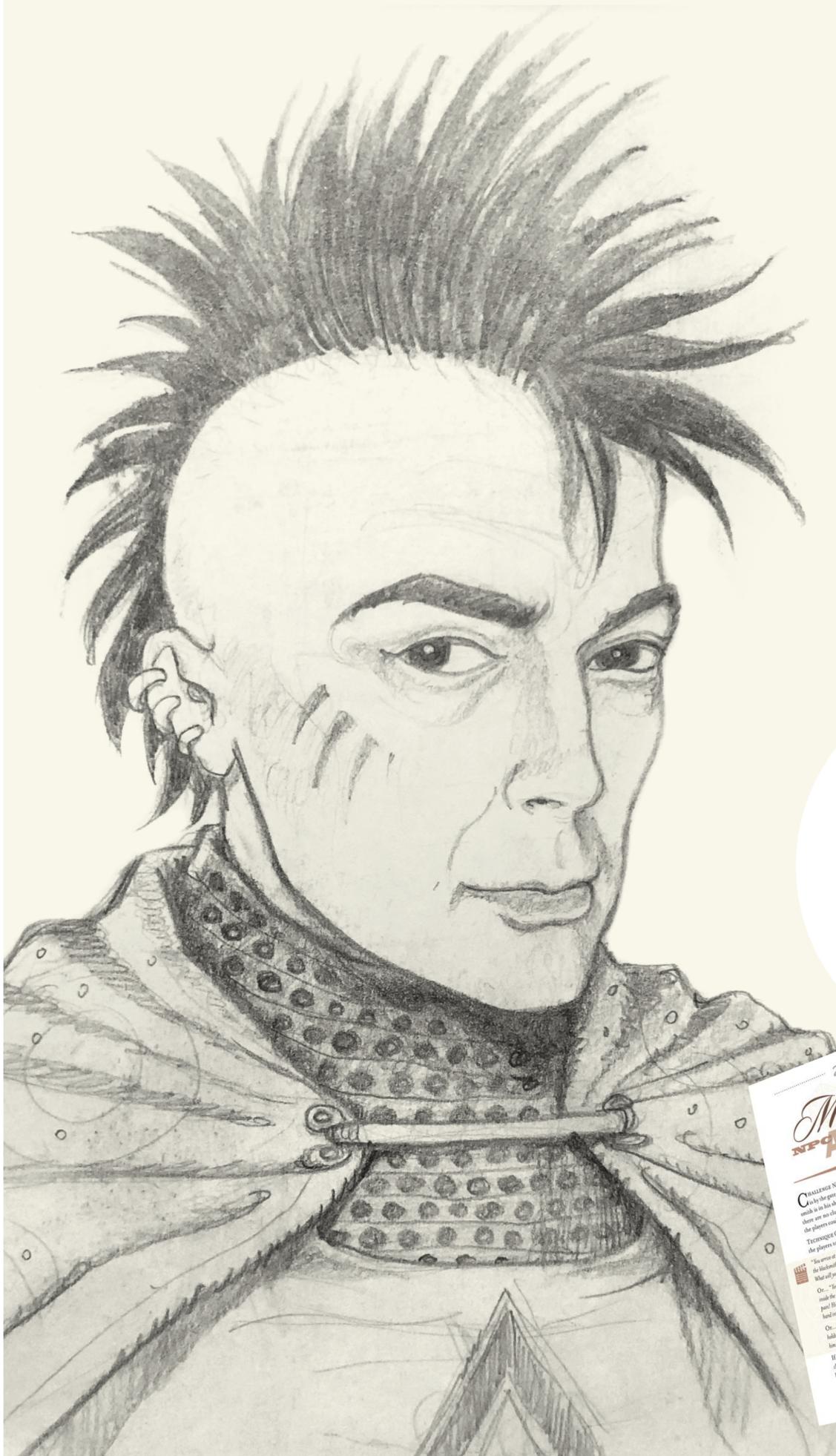
Based on the techniques shown in:

GAMEMASTER

DIRECTING *the* GAME

Jussi Lottokorpi

BLACK BELT TECHNIQUES FOR GAMEMASTERS

COMPONENTS *of* GAME MASTERING
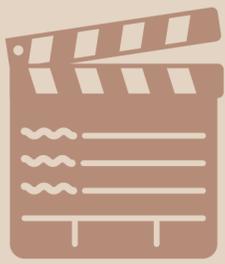
The Plot
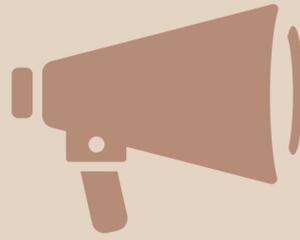
Your PERSONA

Narrating

Mechanics

The Plot
Writing the plot
Directing scenes

Narrating
Setting the mood
Describing the surroundings
Actings as NPCs

Mechanics
The Rules
Application of the Rules

Create A Unique CAMPAIGN Feel

Bring the gods into everyday life; replace everyday greetings (*Hey!*), clinking of glasses (*Cheers!*) or other sayings in 1) the cult's own way or 2) based on mythology.

Use sayings based on mythology: *"Swift as Mastakos' ship"*, *"He is wise as Lhankor Mhy"*.

Culture (food, music, dance)
Design how the differences between the cults are reflected in the culture (base these on the runes of the clan): how salty or spicy food of a different clan is compared with your home clan or *"they dance this weird dance"*.

Encounters – the first thing you notice about people is *their cult*. Design how it will affect encounters and plan the reactions of people involved.

Feel THE MYTH

"How do you feel right now?"

· Bring the *emotions of the PCs* into the game! Ask the PC about his feelings after a special scene as a representative of a cult, related to mythology, etc. – e.g. How do you, the priest of Orlanth, *feel right now*?

Guide with rewards

· Instead of Passions, which force you to act in a certain way, a reward can be used to encourage your players *for bringing out the mythology*. If a player really focuses on roleplaying the cult or mythology he/she will earn a reward. (Design your own rewards; e.g. a tick or bonus to a skill roll, experience points, story points, etc.)

ACTIVATE *the* NPCs

Have NPCs actively represent their own cult.

• Interaction – enact the *reactions* of different cult members to one another. How do they react when they meet friends or enemies?

Bring your NPCs to life at the game table

• When you roleplay an NPC, strongly highlight *the customs* of the cult/clan.

• Also, bring the NPC's goals, motivations, weaknesses and secrets to life. Show them to your players.
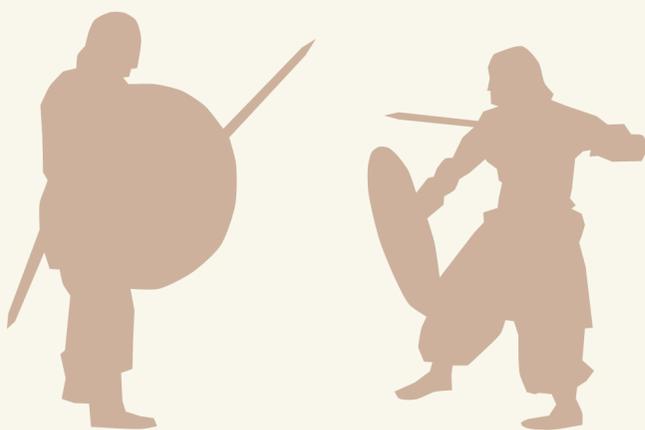
Describing Nature, Environment and life.

"In Glorantha everything is a bit inexplicable; diseases are not caused by bacteria but by evil spirits. The laws of physics do not apply, but the laws of nature are magic or divinity."

— Game Master

Use the quote above as *a guideline* when adding the mythos to your describtions.

DESCRIBING NATURE ENVIRONMENT AND *life.*

Descriptive examples in Glorantha:

It's cold outside.

Valind, a god of frost, tests the clan with icy air.

It's raining.

Heler, a god of rain, showers us with his abundance!

Heler blesses us with the refreshing rain!

A storm is rising.

The spirits show their displeasure by inviting a storm from the sea.

A cow gives birth.

A gift from Uralda!

The grain ripens.

Ernalda/Barntar is strong this year!

Describing Nature, Environment and life.

More examples:

Clothes wear out.

In Eurmal's name, why are your trousers again worn out?

Has Eurmal been wearing my trousers again?

Someone learns something.

Well done! You walk with Lhankor Mhy.

Someone is having hangover

Eurmal did my drinking yesterday!

Create your own version own sayings:

The fever rises. > ?

Stomach upset > ?

Someone is depressed >?

Someone is lucky > ?

DIRECTING *the* SCENES

Cinematic story telling: A side story

Cinematic story telling is a great technique to bring out the customs and characteristics of clans, tribes and cultures, or to introduce your characters to Glorantha mythology.

1) Build tension by *telling a side story* along the main story. It takes place at the same time as your main story. The side story can prepare or give depth to some future scene. An element of surprise is involved, as the players do not know if the side story directly relates to their own story.

DIRECTING *the* SCENES

Cinematice story telling: A cut scene

2) Meanwhile somewhere else. Use *a cut scene* to give background* to your story. In addition to telling the main story to the players, cut to another scene from time to time.

*) Perhaps a piece of information about the mythology, a rumor, a clue or even the content of a handout.

DIRECTING *the* SCENES

Cinematice story telling: A memory

3) Memory – let the players learn things about the mythology or traditions of the cult/clan *as a personal experience* rather than just saying the way it is. Create a short story that the PC will remember.

   The good thing about the technique is that you can always add more memories as the story evolves!

HOW DOES THE RUNE *feel* RIGHT NOW?

Deepen the immersion

Enrich the scene by asking your player this simple question about *a Rune*. The question will guide the player to deepen their Glorantha immersion. * Choose the Rune by the drama of the scene.

How does the rune x* feel for you right now?

Be vigilant and listen carefully. What kind of mood does the player convey, and use it in your story.

Thanks for reading!

Special thanks to : Finnish Glorantha Podcast
Dayzatarin tähtien alla

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