

GURPS Glorantha:

Introduction

Welcome to my campaign set in Greg Stafford's world of Glorantha. It was initially conceived to make use of the Runequest rules currently set for release by Chaosium, but with the continuing uncertainty of its release date, and my desire to run a long-term campaign centered on Glorantha, I have decided to use the excellent GURPS rules published by Steve Jackson Games. It will involve some house-rules and some additional work on my part, but GURPS is designed for exactly that, and I have already made some significant progress.

That said, the material prepared here is designed to be useful for any game system – statistics for NPCs, where presented, will focus on combative capabilities alone except in rare instances. It is up to the GM, therefore, to represent the social and religious abilities of the NPCs as appropriate to their station.

Contents

Each adventure produced in this series will include the following: an adventure sheet of two to three pages, an NPC directory with GURPS statistics, and an obstacle sheet formatted according to Robin Laws's formulations. The initial campaign pack also includes this introductory GM sheet (or "read-me").

Format

Each adventure is broken down into scenes. A longer adventure may also be divided into larger subdivisions of time known as "Acts", which are then broken down into scenes. In my usage, such scenes represent shifts in space or time, rather than a more structural breakdown as might be used to represent the Rising Action, for instance, which could have many places in which the action occurs.

The Seasons

This campaign is designed to be long-term, and is designed to take up significant time within the game world. It accomplishes that fact by sticking very tightly to a schedule of three adventures per year with a fourth optional one during the "winter" of Glorantha. This is aided significantly by the constraints that exist within the world itself: Orlanthe adventurers, particularly in the Sea and Earth seasons when planting and harvesting occur, do not have the freedom to wander about for weeks. Dark and Storm Seasons each see bitter cold and heavy snow and rain.

Themes

Glorantha has a lot going for it. Many games of many different possible themes can be set in it, but this campaign is designed to focus on the Orlanthe culture, and the experience of men during the Hero Wars. The goal is to allow the players the chance to become comfortable enough within Sartar and with the Orlanthe culture that they are able to become self-directing, and to take an active part in the Hero Wars to come.

Atmosphere

The campaign itself is intended to emulate the sagas of the Icelanders and the tales of Beowulf. Although the Illiad and the Odyssey are inspirations, the preferred mode of my adventures has the heroes more grounded in the world around them. This is not a cinematic campaign, where the world shapes and conforms to the heroes; they are but pieces in a larger game, neither superior nor inferior to other men or women they might encounter.