

# Worlds, Tips concerning the creation of:

If you are allowing Guardians of Utaemia to randomly create a new world, at times it may be difficult to give a clear and logical picture of the world being formed to your players. Explaining and portraying the nature of why things are like they are is up to you, the Game Master (G.M.); this is the right and privilege of High Jahtha.

A New World, Molded by logic  
A precious jewel among many treasures  
Thine, as it seemeth thee good  
A rightful privilege

During game-play don't allow the randomizing flow of the game-charts to overload your world with too many significant things depicting "Legend". Too many legends in one place is rare as rare can be. It leads away from the feeling I attempt to express to all the purist Fantasy Game Masters out there. My advice is simple: Don't overdue it with any one thing. Don't give an Oracle to a first level character who hasn't truly earned it (unless you have put something "special" together; some great thing he or she will need to save the world from unavoidable destruction).

## Tips

If I am running a game session with a first level character who has something of great value and importance, and that player reveals it to anyone, it is noticed, or, by chance, word slips out of its existence, this will spark a significant adventure indeed! I would not be too harsh, but this could not go unchecked. Just remember not to be too hard on players (unless they get out of hand). I usually give a player the choice to play it low key, or give it up and be fairly compensated. My most favorite game sessions are when I begin a game with nothing but the shirt on my back. There's a sense of accomplishment felt when a character is brought up to power from ground zero.

The economic structure of any type of dwelling (i.e., city, town, or village) visited by outsiders who are wealthy, and free with their wealth, will, no doubt, change the flow of an economy. Just be aware of that. This could effect the populace deeply (but this is strictly up to the G.M.).

As you lay out the adventure before your players, feel the game; how it is progressing. Unless you know exactly what you wish to do, and have it planned out in advance, let the structure of Guardians of Utaemia guide you into a plot. You, as the G.M., must interpret the meanings of "Secrets in the Wilderness" found, encounters, and all social and political aspects of tamed and untamed lands. Map and write out everything for your personal knowledge (this is important).