

# MYTHMASTER KEY TECHNIQUES

## Police Tone

page 244

Keeping a consistent tone for a given stretch of time is crucial. Breaking tone intentionally should happen as a result of dealing with mortals and sympathy; otherwise, keep the consistency going to keep the game from becoming chaotic and gonzo.

## Moderate Scale

page 244

Legendary, Mythic, and Titanic scales are important to a battle. Whatever you and the table decides is Legendary, Mythic, and Titanic, keep it consistent. Mythic and Titanic are about rewards and costs, and what one person does as Mythic should be Mythic to all.

## Be their Narrative Butler

page 240

Keep presenting choices to the players. Address them with deference and humility when doing so. Make it feel like you're handing opportunities of action or drama on a silver platter.

## Describe the World

page 242

The Mythic World is a fantastic place. Use multiple points of description: sky, distance, terrain, water, weather, mortals, Myths, Blights, colors, sounds, etc.

## Own up to & Fix Mistakes

page 238

You'll make mistakes. Own up to them and fix them (when fixing is possible), and you'll keep the table's trust.

## Treat Players as their Mythenders

page 240

Address the players by their characters' names, or the title "Lord/Lady Mythender." Bow and grovel to them at times. When playing mortals, treat the players like the could kill you, the Mythmaster, with a thought. When playing Myths, treat the players like they're dangerous (and maybe foolish) equals.

## Ask Questions

page 241

The players own the Mythic World as much as you do, and as much as you invite them to. Ask questions about what's going on, about what her Mythender in thinking or why she's doing something. When they ask about the world, sometimes turn the question around.

## Let No Moment Drop

page 247

Nothing kills momentum like a moment where no one knows what to do next. Introduce new things. Start a new battle. The Mythic World doesn't wait for Mythenders.

## Challenge the Mythenders

page 240

Mythenders exist in a world that hates and fears them, from Myths that know the purpose of Mythenders to mortals who fear power they cannot comprehend. Make Seeking Sympathy the roughest thing a Mythender has to do. Survive battles as long as you can to push Corruption. Make the Mythenders earn their continued mortality.

# MYTHENDER

## Celebrate the Mythenders

page 241

The players are awesome people for playing in your game. Celebrate their characters achievements and their moments of Corruption. The Myths may want to see them die or Fall, but you want to see them do awesome and important things (and maybe die or Fall).

## Take Breaks

page 247

When you need a moment to collect your thoughts, especially in between a transition between Mythmaster's time and Mythenders' time (or vice versa), take a break. This also helps break and reset tone, when the nature of the game shifts from high-octane to emo.

## KEY PHRASES

These sorts of phrases are great for eliciting certain emotional responses from your group. When I'm running MYTHENDER, these are my go-to tools for getting the players to feel appropriate to the moment, to challenge them, remind them of their Mythenders' power, and to be humble to them. Tailor these as you see fit, and create some of your own.

### "Yeah, you do!"

Celebrate their moments of high action, especially Mythic and Titanic actions. Show that you, as the Mythmaster, are on the player's side—because, when it comes to you both wanting to see Mythenders being awesome, you *are* on the same side.

### "I don't know, can you?"

Help players realize that they can declare a great deal of things. When they ask for something that MYTHENDER says they should just boldly declare, turn that around on them. (For those who hate this sort of treatment, "You're a Mythender, you don't need to ask for that" can also work.)

In other situations, this can also help create an esprit de corps.

### "If I may suggest, Lord Mythender..."

This is part of being a narrative butler. When suggesting things, suggest from a place of deference and respect.

### "My apologies, Lady Mythender."

When you make a recommendation that the player doesn't care for or make a mistake in the game, play at being of lower status than the players.

### "Should I also change your diaper?"

When a player is showing a bit of weakness or indecision, and you think they could do better if prodded, push this. This is not just about that player, but as the rest of the group will hear it, it's a reminder to them to step on up.