

A MONTHLY EZINE WITH TIPS, RULES, AND MORE GOODIES FOR
THE MYTHIC ROLE-PLAYING SYSTEM, MYTHIC GAME MASTER EMULATOR, AND CRAFTER SERIES



MYTHIC MAGAZINE

**Tips For
Threads List
Management**

**Crafting
Solo Horror
Adventures**

VOLUME 19



MYTHIC MAGAZINE

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AND GETTING MORE OUT OF YOUR MYTHIC AND CRAFTER ADVENTURES.
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WRITING & DESIGN
Tana Pigeon

COVER ARTWORK
Jorge Muñoz

INTERIOR ARTWORK
Tithi Luadthong via 123RF.com
& Jorge Muñoz

Word Mill
GAMES

5055 Canyon Crest Dr. • Riverside, CA 92507
www.wordmillgames.com

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WHAT IF

Tips For Threads List Management



VARIATIONS

Crafting Solo Horror Adventures

A Bump In The Night

It's Halloween in June! This issue features another Mythic "overlay" in the same vein as the Mystery (Issue #6) and Emotional Quest (Issue #14) rules, but with Horror adventures.

The core of this system is the Horror Track, which helps guide your adventure loosely along a horror theme, eventually leading to a final confrontation.

Like the other overlay systems, you play your Mythic adventure as usual, with the Horror rules adding a few additional mechanics to help guarantee that your adventure gives you the tension and fright filled experiences one would expect from a thriller narrative.

Also in this issue, the Threads List gets some love with a discussion of ideas on how to manage it in creative ways. If you feel like your Threads List isn't impacting your solo games as much as it should, this article may change that for you.

Happy
adventuring!

Nano Sp





WHAT IF

Discussion of some aspect of solo, Mythic, or Crafter play for you to chew on.

Tips For Threads List Management

Maintaining Lists is a fundamental mechanic in Mythic solo role-playing. The Threads and Characters Lists serve as the content pool for Random Events as well as a reminder of where our adventures are going. The expansion of each List marks the growth and progress of that adventure.

When I write about Lists I have to admit I focus mostly on the Characters List. The Threads List doesn't get a lot of love. It does make sense to pay attention to the Characters List as this is the collection of all the personalities helping to shape your adventure. However, Threads are important too because they point the directions that your adventure is moving in.

It's time to let the Threads List have some time in the spotlight!

In this article I'm going to discuss some guidance on getting more use out of the Threads List, and ways you can manage it to make your games more dynamic!



Threads are the primary paints you use to color the canvas of your adventure world, setting the goals of your character.





WHY THERE IS NO “NEW THREAD”

The Standard Event Focus Table has three entries pertaining to Threads, including Close A Thread. However, there is no Introduce A New Thread. Characters have that with Introduce A New Character, so why don't Threads have it?

There is no Introduce A New Thread because the Threads you follow are decided by you, not the adventure. Your adventure will present quests and goals for you to pursue, but it is your choice whether to make any of them a priority. This is maybe the clearest indication in the rules of Mythic that Threads and Characters shouldn't be handled exactly the same.

THREADS 101

Before we get into ideas for managing your Threads List, let's do a quick review of the basics of how Threads are supposed to be managed. In a Mythic adventure, a Thread is any goal your character has set out upon to resolve. These goals are usually encountered through normal Mythic play. If your character encounters a problem they want to solve, then you write it onto the Threads List as a new Thread. From there, Random Events can spring from your Threads when you roll a Move Toward A Thread, Move Away From A Thread, or Close A Thread on the Event Focus Table.

While that seems simple enough, in practice deciding what to make into a Thread and what not to can be a nuanced decision.

WHAT YOU WANT, WHAT YOU REALLY REALLY WANT

Do you sometimes find yourself at the end of a Scene, doing the bookkeeping, and you are struggling with whether something that happened should be considered a Thread or not?

For instance, your superhero character spent a Scene searching through a laboratory for a secret weapon to use against the adventure's main villain. During the search, you had a battle with the villain's top lieutenant. They fled from the fight when it started going badly for them. You also discovered that elsewhere there is a hidden laboratory where innocent people are being held.

Do you consider this Scene as part of your progress toward your main Thread of “Stop the villain”? Or, should you also add “Capture the lieutenant” and “Free people from secret lab” as additional Threads?

What criteria do you use to decide whether to add those new developments as goals for your character?

Follow Your Interest

I think the most basic advice in this instance is to follow your interest. In other words, if any of those goals sound interesting to you, then add them as a Thread. If not, then leave them off. Whether you add them as Threads or not, those new story elements are still part of the ongoing context of your adventure so it's not like you're missing out on something by not adding them. On the other hand, if those new elements represent themes you want to see crop up in your adventure on their own, through Random Events, then you should add them.

It's easy to get lost in the moment and spend too

much time thinking about whether you should add a Thread, when what you should be asking yourself is if you *want* to add them. Would it be fun if the Thread “Capture the lieutenant” meant a greater possibility of having confrontations with this henchmen and his machinations? Or, do you feel that would be a drag on the main adventure and you’d rather not encourage it?

GIVING YOURSELF PERMISSION

This may sound strange, but I think you should give yourself permission to play fast and loose with your Threads. Let’s be real here for a moment: we are role-players, and we generally love rules and systems. We barely blink in the face of a 300 page rulebook that other people would gape at. Bring it on!

So I can understand if a player encounters decision paralysis when it comes to making new Threads or not. “Follow your interest” sounds so ... vague.

I think it’s made more complicated by the Characters List. That List generally sees a lot more action, with new characters getting added to the List in nearly every Scene. I think it’s easier to identify new Characters in a narrative as they become a clearly identified part of the action. Just ran across a troll named Wemberly while you attempted to cross a forest bridge? Let’s add Wemberly to the Characters List!

We get trained with that clarity of purpose from the Characters List, and try to apply it to the Threads List as well but suddenly it seems less clear.

And that’s fine. Threads are a different animal in a Mythic adventure. While the Characters List represents a catalog of NPCs you encounter, the Threads List represents what you, the Player, really wants to get out of this adventure.

CROWDING OUT THE GOOD STUFF

While I encourage you to add new Threads for goals that interest you, there’s also nothing wrong with purposefully keeping your Thread List sparse.

The more Threads you have, the more options you have to roll for a Random Event. You may like this for all the possibilities of new plot twists. But it may also detract from the meat of your adventure, that core Thread you’re trying to focus on.

Think about the kind of experience you want from your adventure. If you want something laser focused on one goal, then be much more critical of adding new Threads, or perhaps don’t add any new Threads at all.

If you’re open to a wider experience, or even a sandbox approach, then add as many Threads as you like knowing that sometimes you may take significant detours from the main Thread.

YE GIVETH, AND YE TAKETH AWAY

As long as we’re on the subject of giving yourself permission to add any Thread you want to the Threads List, you can also remove any Thread you want. At any time.

While this is true of both Lists, it’s especially true of the Threads List as a way to manage what you want out of the adventure. Maybe you added “Capture the lieutenant” as a Thread, but a few Scenes later you’re finding yourself having a hard time interpreting Random Events involving that Thread, and it’s turning out not to be as interesting as you first thought it would be.

Then feel free to remove it.

You didn’t complete the Thread. Nothing happened in your adventure to indicate the Thread



should be removed, such as someone else capturing the henchman. You just decided you didn't want it anymore.

Editing the Characters List removes NPCs from acting in future Scenes, but editing the Threads List prunes entire potential storylines from your adventure. Doing so is you acting as your own Gamemaster, making decisions about narratives that are the most interesting to pursue.

MAKING THREADS MORE INTERESTING

Your smuggler captain character has docked The Star Nautilus at a space port to resupply. While there, you hear a rumor about a scientist seeking safe passage to the outer rim. You set up a meeting with the scientist, who tells you the Syndicate, a harsh regime controlling many planets in the region, has operatives after him. He'll pay you good credits to get him where he wants to go safely. You decide to take the job.

You add the Thread "Transport the scientist" to the Threads List. You are good to go!

Or, are you?

The above example seems clear and easy. Your character comes across a goal that sounds interesting, ferrying a scientist to a distant planet. It seems like there could be some intrigue involved with this Thread.

Why stop there? You might be able to summarize the Thread with a single sentence, but you can make a Thread more impactful in your adventure by breaking it up into multiple Threads.

Diversifying A Thread

In the example above, the Player added the Thread “Transport the scientist.” That works fine, and any Random Event that involves that Thread has a lot of context built into it: Move Away From A Thread may mean your ship is under attack by the agents pursuing your guest, forcing you to diverge from your heading and find a longer, safer way to your destination. A Move Toward A Thread result may involve the scientist divulging why he is being hunted, revealing something interesting and helpful.

Threads will often have lots of meaning packed into a simple summary, and that meaning gets unpacked as you experience Random Events and make interpretations.

However, you can make this task easier on yourself by breaking a single Thread into multiple Threads, essentially unpacking its context in advance. For instance, in the above example, we could have added the following Threads:

- » Transport the scientist
- » Find out why he’s being hunted
- » Avoid the Syndicate

That’s three Threads, each a little different from the others but all part of the same whole. The first one is the primary Thread, while the second two are aspects of that first Thread.

Breaking a Thread up like this can make for richer Random Events by having a more focused topic to interpret. Rolling the Thread of “Avoid the Syndicate” tells you that this Random Event will involve the Syndicate in some way, relieving you of the responsibility of working that out for yourself had you rolled the more general Thread of “Transport the scientist”. The more detailed Thread narrows the context, allowing you to make a more granular



BREAKING IT DOWN WITH THE NAUTILUS

Let’s take a closer look at the example of the Star Nautilus. If you had gone with just one Thread, “Transport the Scientist”, then a Random Event of Move Away From A Thread would likely be some event that takes you off course or delays you. Maybe you get attacked and pushed off course, or you encounter a meteor field and you need to navigate more slowly.

If you break that Thread up, however, you get more possibilities for more varied Random Events. Let’s say you get the Move Away From A Thread Event Focus, but this time the Thread rolled is “Find out why he’s being hunted”. Maybe this means you discover that he was working on a high tech energy producer, a type of mini singularity, and he has a prototype embedded in his body right now. If it fails, do you all go boom?

Or, if you had rolled the third Thread, “Avoid the Syndicate” with Move Away From A Thread, then something happens that likely involves the Syndicate. This is a more clear indication that perhaps the Star Nautilus is attacked by a Syndicate ship, or maybe an agent of the Syndicate had snuck on board your ship while you were in dock.

The point is, by breaking a Thread into multiple smaller ones you are opening up the possibilities to a greater degree of cascading events to interpret.

interpretation with this result that you might not otherwise have done.

GROWING THREADS

Maybe the idea of diversifying Threads sounds interesting to you, but it also sounds like work. You have your end of Scene bookkeeping to do, and



IF YOU LOVE IT, PUT A RULE ON IT

The idea of diversifying a Thread by growing it can be stepped up from a suggestion to a rule if you like: Every time a Thread is indicated through a Random Event, it creates a new Thread that is tied into that event.

By doing this, you are turning Threads into a branching tree that grows organically by adventuring. Every new branch from an existing Thread is a finer, more detail focused version of the parent branch.

Thinking of this as a rule will subtly shape your adventure, with more and more Threads forming based on in-game events. This is a way of letting an adventure push itself in certain directions. Since it's a rule, you are requiring yourself to create a new Thread every time a Random Event triggers an existing Thread, almost guaranteeing Thread growth.

For instance, our "Transport the scientist" Thread may beget an "Avoid the Syndicate" Thread. If that Thread gets triggered, it may create the more detailed Thread of "Avoid bounty hunter Sandus Clay". If that Thread later is activated by a Random Event, you may have yet another Thread of "Never make Sandus angry".

As you can see, the more a Thread branch gets hit, the more detailed and finer are the Threads that branch off from it. You may end up with five or six Threads that all describe one primary Thread but in gradations of detail.

coming up with new Threads is fairly easy. However, maybe pausing to break a Thread down and think of all the various permutations of that Thread is time consuming, slowing your games down.

Another way to achieve the same effect of breaking

Threads into multiple Threads is to do it organically as you play.

By this I mean record the Thread as you normally would, just the single Thread representing the goal you want to pursue. When you have a Random Event that uses that Thread, and something happens from that Event, consider taking the context of that Event and adding it as a new Thread.

Getting back to the captain of the Star Nautilus transporting the scientist, you start with the one Thread, "Transport the scientist."

In a later Scene, you have a Random Event that involves that Thread with an Event Focus of Move Away From A Thread. The Event is a Syndicate ship catching up with you that you have a battle with.

This encounter isn't necessarily cause for a new Thread because the event is already covered under the Thread of "Transport the scientist".

However, in the spirit of diversifying a Thread by growing it, you decide to add a new Thread of "Avoid the Syndicate".

That new Thread doesn't really add a new goal to your adventure because that goal is contained within the larger goal of "Transport the scientist". What it does do, however, is diversify the main Thread and allow for more nuanced and context focused Random Events later.

There are several advantages to splitting up your Threads in this delayed fashion. For one thing, you don't need to pause your game to think of all the ways you can break up a new Thread. Secondly, the new branches of this Thread you make were caused by events within your game, giving more weight to the context they represent.

USING THREADS TO GET AN ADVENTURE BACK ON TRACK

I sometimes see solo players asking questions about how to get an adventure back on track that has stalled or hit a dead end. Without a live Gamemaster running the adventure, it can sometimes be unclear what to do when Mythic leads you to nowhere and you aren't sure how to proceed.

I think Threads are a solution for this, for a couple of reasons.

Scene Expectation + Thread

In Mythic, before a new Scene is started, an Expected Scene must be created. This is usually based on what your character has decided to do next. If you're exploring a dungeon, maybe the Expected Scene is moving on to the next area. If you're running a mystery adventure and you just discovered a new suspect, maybe the Expected Scene is your character interviewing them.

Expected Scenes don't have to be only about what your character wants and is doing, however. They can also be about what you want for your adventure.

You can help get a stalled adventure back on track by having an Expected Scene that goes like this: This Scene is a Move Toward A Thread Random Event.

Why not do this? If you truly don't know where to go with the adventure, let Mythic figure it out for you by putting a Thread front and center. It even fulfills the requirement of an "expected" Scene: you expect the adventure to move forward.

This Expected Scene has all the elements to get your adventure moving again. If rolling against the Chaos Factor says the Scene happens as Expected,



FULL META JACKET

This page is a good opportunity for me to make a plug for something that I think should be more popular in solo Mythic games, and that's going meta with your Scene Expectations. Scene Expectation + Thread talks about using your expectations about the adventure itself as the basis for an Expected Scene. You're saying, I expect this Scene to be a Random Event of Moving Toward A Thread.

You can take this idea further, forming Expected Scenes about anything you think is interesting. For instance, you could say: This Expected Scene is ...

- » ... about a random magic item from the GM's Treasure Manual.
- » ... a fight, because I haven't had a good combat in ages.
- » ... about something on a random page of this resource I'm using.
- » ... ending a Thread that I want to remove, but I want its removal to be part of the adventure.

Maybe taking this much control of the narrative feels like it breaks the Fourth Wall for you, but it is a useful tool to get an adventure back on track or to inject energy into your adventure with something you're interested in.

then you generate a Random Event as if you had already rolled Move Toward A Thread on the Event Focus Table.

If the Chaos Factor says this is an Altered Scene, then instead make it a Random Event of Move Away From A Thread. Either way, you're getting a Scene involving action with a Thread.

Of course, if you get an Interrupt Scene, you're basing the Scene on yet another Random Event, so you are still moving forward.

Whatever result you get, this next Scene will make something happen, injecting new energy into your stalled adventure.

I Am The Decider

This is your solo adventure. You are in charge. You, and your character, can do whatever you want. Sometimes we forget that. We get into the narrative, get focused on solving a quest, and then maybe we hit a snag. Where do we go from there?

Maybe if you don't know how to move forward in an adventure the best thing you can do is just move in an entirely different direction. Create a brand new Thread, something you or your character wants to do, and pursue that.

For instance, your fantasy adventure mage is attempting to help a village by purifying a river of evil magic. You've spent a number of Scenes exploring the source of the corruption upstream, which implicated a local merchant who appears to be dabbling in witchcraft.

However, your explorations have hit a dead end. You've asked all the questions you can think to ask, and aren't sure where to go from here in the adventure.

So, you decide to take a break and explore something else entirely. Earlier you learned that spirits inhabit the nearby woods and can be seen on nights when the moon is bright. You decide your mage wants to look into these spirits and see them for herself, so you add a Thread of "Find the forest spirits".



In this example, the Player needed a break from the main adventure so they came up with something entirely on their own. Finding forest spirits has nothing to do with the main Thread of purifying the river, it's simply something the character, and the Player, want to do.

Creating a brand new Thread like this doesn't even have to involve anything that occurred in the adventure. Maybe that mage has always wanted to learn how to cast a flight spell. So, she decides to go find a master to teach her flight, adding a new Thread of "Learn to fly".

Like I said, this is your game and you can do whatever you want. Sometimes the best antidote to a stalled solo game is to head off and do something different. Because you can.

Who knows where that new Thread will lead you? You're still playing the same adventure, with the same Threads and Characters Lists, so it's possible that at some point your tangent Thread will intersect with your other Threads, and before you know it you're not only back on track with the main goal but you have whole new story arcs to run with it.

WEIGHTED LISTS

Using a weighted list for your Thread List is not a new idea, but I feel like this article wouldn't be complete without including it.

If you use The Adventure Crafter then you're familiar with the concept of how it uses Weighted Lists. A Weighted List is allowing for a List element to appear more than once in a List, depending on how often it comes up in the adventure.

This can be applied to the Characters List, for whenever a Character appears in a Scene it earns them



GAINING WEIGHT

You can find more information about using Weighted Lists in your adventures from these resources:

- » The Adventure Crafter
- » "Combining Mythic With The Adventure Crafter" in Mythic Magazine #5.
- » "Customizing A Solo Adventure Before You Begin" in Mythic Magazine #7.
- » "Creative List Tips & Tricks" in Mythic Magazine #17.



a new entry on the List. The same can be applied to Threads, whenever a Thread is important in a Scene it

gets repeated on the Threads List.

By duplicating a Thread, you are reinforcing which Threads are more important than other Threads, increasing their chances of appearing in future Random Events.

The limiting factors on Weighted Lists is to have a Thread appear no more than three times in the List. Also, if a Scene involves the same Thread more than once, you would still only record it one time per Scene.

For instance, your occult investigation adventure includes Threads of Find The Tome Of Barash, Rescue Mayor Townsend, and Banish The Shadow Of Innspoor.

You generate a Random Event in a Scene and get Move Toward A Thread. Rolling for the Thread, you get Find The Tome Of Barash. You play out a Scene where you follow up a lead checking out an estate auction where the book might be sold at. Since that Thread was important in that Scene, and you're using a Weighted List approach, you add Find The Tome Of Barash for a second time on the Threads List.

Weighting your Threads List is a simple way to allow some Threads to become more prominent than others organically by playing through Scenes. 🎲





VARIATIONS

New rules and twists on current rules

Crafting Solo Horror Adventures

I don't know about you, but I love horror as a genre. It may be my favorite genre. In some ways, it's not really a genre itself but more of a genre template that can be placed onto other genres. You can have horror sci-fi, horror fantasy, contemporary horror, and so on.

Horror encompasses a great deal, with many sub-genres. You've got horror about surviving against a monster that is hunting you, zombie apocalypse horror, 80's style slasher horror, supernatural horror, mind-bending psychological horror, body horror, Lovecraftian cosmic horror, and the list goes on and on.

With so much potential and variety, how do you define "horror"? To me it's a mood. It's fear and dread and people struggling against overwhelming odds against a situation of existential proportions. Protagonists are usually much weaker than the foes they face, sometimes to the point of being insignificant in comparison, as opposed to the generally heroic protagonists of action, sci-fi, and fantasy genres.

In short, horror is about surviving against the odds, and that survival is far from guaranteed.



OVERLAY PLAY

The rules presented in this article bear some similarity to previous Mythic Magazine articles that presented other thematic overlays to manipulate your solo Mythic adventures.

You can find the Mystery Matrix in Mythic Magazine #6, designed to give a mystery feeling to your Mythic adventures.

Mythic Magazine #14 presented Emotional Quests, focusing on adventures of a personal and emotional nature.



In this article I present a system for guiding your Mythic solo adventures to bring out that horror feeling. You play your adventure as you normally do, using Fate Questions and the regular Mythic rules, while treating the horror rules in this article as an overlay that provides additional context and mechanics.

THE HORROR PROGRESS TRACK

To guide your Mythic adventure into a horror story, we're going to use something I'm calling the Horror Progress Track. This is a measurement of how far your character is into the horror narrative.

There are a few key terms to be aware of: The Horror Progress Track, The Horror, Shivers, Leverage, Protection, and Confrontation. Let's take a look at each of them, and ... be afraid, be very afraid!

The Horror Progress Track

The Horror Progress Track is a numerical value of Progress Points ranging from zero to 20 that records how far along the horror narrative you've progressed. Once you've decided to start a horror adventure and you begin a new Track, you mark off Progress Points along the Track as your character performs Leverage and Protection actions, and as Shivers occur. You can't successfully end a Horror until you've reached the end of the Horror Progress Track, when a final Confrontation happens.

The Horror

The Horror is the terrible thing your character is dealing with. Maybe it's an alien creature that has infiltrated their starship and is picking off crewmembers one by one, or maybe it's the

THE HORROR PROGRESS TRACK									
THE HORROR									
1	2	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12		14	15 SHIVER! +2	16	17	18		20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									

Space to write in The Horror that you're dealing with.

Each number represents Progress Points along The Horror Progress Track. Check off boxes as you complete them by establishing Leverages, Protections, and surviving Shivers.

When you reach 5, 10, or 15 Progress Points without a Shiver occurring in that phase, then a Shiver automatically happens.

If a Shiver happens, check this box to make note of it so you know not to trigger a Shiver at the end of this phase.

Your goal is to reach the final box on The Horror Progress Track, which triggers a Confrontation with The Horror.

[illegible]



supernatural force haunting your house.

You may start your solo adventure with a Horror already in mind. Or, you might be playing a regular Mythic adventure when midway through something happens that you think makes a good Horror.

Identifying The Horror is when a Horror Track is started.

Shivers

A Shiver is a moment in your adventure when The Horror acts upon your character. Often this will come upon your character as a Random Event and in a surprising way. A Shiver is an encounter with The Horror that you must survive to continue.

Shivers can happen during your adventure through normal Mythic play, when Scenes and Fate Questions bring you face to face with The Horror. They can also occur as a result of Random Events or be created by



PLOT ARMOR

Horror is a rough genre, the odds are almost always heavily stacked against the protagonist. To ensure your character survives to the end of the adventure, consider Plot Armor.

In Mythic terms, Plot Armor can be considered context that says: your character, and The Horror, cannot be killed or ended in a Shiver until the Confrontation.

With Plot Armor in place, your character will always survive a Shiver. Also, The Horror will always escape a Shiver if your character is about to defeat it.

For instance, in a horror game where your survivor is dealing with a zombie apocalypse, you may have a Shiver happen where you are trapped in a warehouse with hundreds of zombies bearing down on you. You ran yourself into a corner and there is no way out. Normally in your Mythic games this might mean you are doomed. But if you're playing a Horror Track game with Plot Armor, then something will happen to save you. Maybe another survivor appears from a balcony above and throws you a rope.

This isn't exactly cheating because Shivers are already throwing you into a situation that is overwhelming, something you might not normally have encountered in a regular Mythic session. So with this increased peril comes the means to survive it.

If you need help in deciding how you escape certain doom, you can phrase a Fate Question or roll on the Meaning Tables for inspiration.

the Horror Progress Track.

Shivers usually grant you 2 Progress Points on The Horror Progress Track.

Leverage

Leverage is the term used when your character gains some advantage against The Horror.

For instance, your character in a cabin deep in the woods is running through the forest at night to escape a creature. You come upon a shed, and inside you find an axe that you grab. Now you have a weapon in hand. You can count this as a Leverage.

Discovering Leverage is important as it moves you along The Horror Progress Track. Leverage also builds up your character's arsenal to use against The Horror.

Leverage doesn't have to be weapons, it can be anything that gives you something you can use to end The Horror. Maybe your character has come across an ancient tome that talks about the creature, detailing possible vulnerabilities.

Establishing a Leverage in a Scene gives you 2 Progress Points along the Horror Progress Track.

Protection

While Leverage can be viewed as going on the offensive against The Horror, establishing Protection is going on the defensive. Whenever your character does something in a Scene that protects them from The Horror, consider this as establishing a Protection.

For instance, your character finding a cave to hide in would be considered a Protection. Or, establishing allies to help you is also a Protection.

Establishing a Protection also moves you along the Horror Progress Track, giving you 1 Progress Point.



MORE THAN HORROR

The rules in this article for creating a solo horror adventure follow a simple formula: define The Horror, achieve Leverages and Protections to move yourself along the Horror Progress Track, survive Shivers, and reach the Confrontation to try and end The Horror.

While this path to the Confrontation is meant to reflect the horror genre, it can also be applied to any scenario where your character is in an overwhelmingly fraught situation. For instance, this would also work for a disaster narrative, a war adventure, or a story of extreme survival.

To adapt it to other themes, keep the following in mind:

THE HORROR: This is both the dangerous problem you are facing and the victory condition to overcoming it. In a disaster adventure, it might be "Escape the sinking ship alive". In a war narrative, "Return safely behind friendly lines."

LEVERAGE: A Leverage is anything your character establishes in a Scene that helps with the completion of The Horror. In a sinking ship disaster adventure, a Leverage might be "Stop the first mate from taking all the lifeboats for himself and his friends."

PROTECTION: Establishing a Protection is anything that helps you survive The Horror, but it doesn't help resolve it. Protection is more defensive than pro-active. In a survival game where your character is stranded on an island, building an encampment safe from angry boars may be viewed as establishing a Protection.

SHIVERS: A Shiver is a moment in a Scene when The Horror threatens your character. Any perilous situation will have its own obvious threats, whether

CONTINUES ON PAGE 19

Confrontation

The ultimate goal of moving along the Horror Progress Track, seeking Leverage and Protection, and surviving Shivers, is to get to the final Confrontation. This is a showdown between you and The Horror. The Confrontation must be reached and resolved to end The Horror.

THE HORROR ADVENTURE

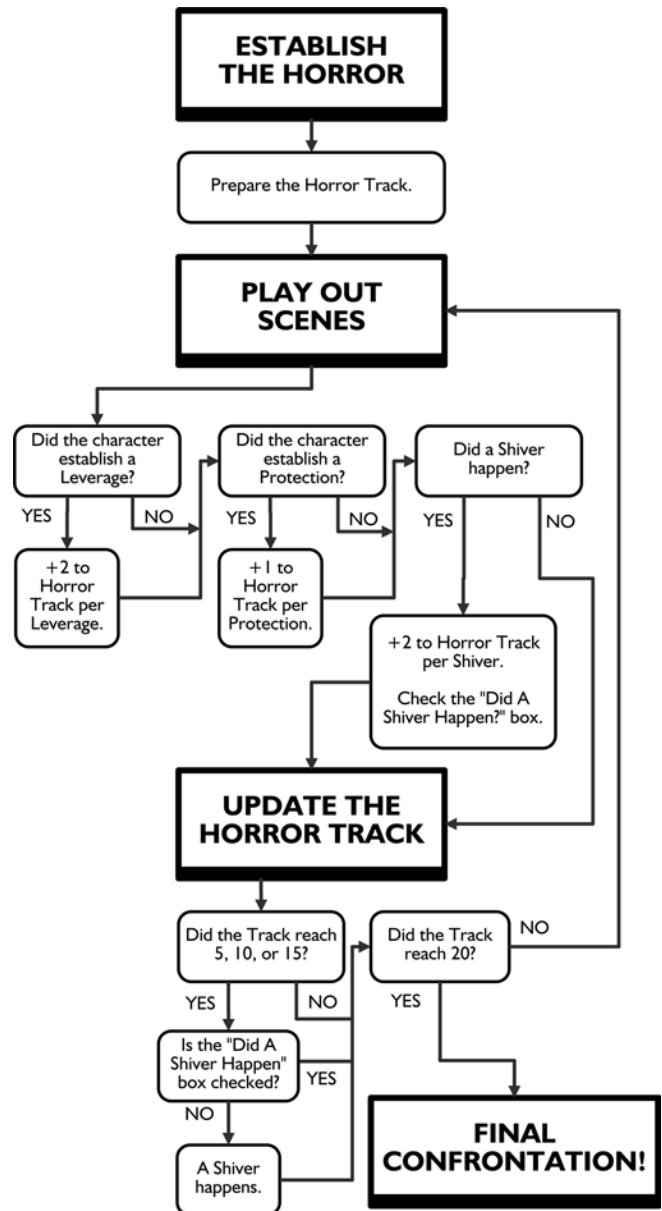
To use the Horror Progress Track, you can either decide at the beginning of your adventure that this will be a horror themed narrative, or you can set this aside and decide any time during an ongoing Mythic adventure that it will become a horror story.

Defining The Horror

The first key element is establishing The Horror. This is the thing, force, or situation that your character is struggling against. Treat this as a Thread, putting it on the Threads List, like you would do in any Mythic adventure. Copy that Thread to The Horror Progress Track, putting it in the space marked The Horror.

In effect, you have made two Threads out of that goal, one in the Threads List and one acting as The Horror. The Thread List version of it can still be activated by normal Random Events, which may lead to Shivers, Leverage, and Protection through normal Mythic play.

If you generate Close A Thread with that Thread, play out the Random Event like you normally would. However that Event plays out, Plot Armor will protect The Horror from being resolved because this



isn't the Confrontation yet. You might get a Scene where it seems like you ended The Horror, only to discover that you were wrong. A classic horror trope. Even though The Horror isn't actually ended, remove its Thread from the Threads List. The Thread is gone

from your Threads List, but it still lives on in the Horror Progress Track where you must defeat it.

For instance, you're running a sword and sorcery fantasy adventure where your warrior character has traveled to a remote village to meet a mystical oracle. Your character has been sent there by a baron to get answers in how to deal with an uprising in his lands.

Upon arriving at the village, your character discovers the place in ruins and the locals are dead. After investigating you learn that an unknown creature has done all this damage, and it's still at large. Now you are stuck in the middle of nowhere with a monster on the loose.

You add this to the regular Threads List as "Defeat the monster", and start a Horror Track and use that Thread as The Horror.

Once you've defined The Horror and started a Horror Track, you would continue your regular Mythic adventure but with the Horror Track rules functioning alongside the regular Mythic rules to push and prod your narrative into the horror theme.

Playing Out Scenes

Playing a Mythic adventure using this horror template doesn't change the normal method of Mythic play: you still proceed with Scene creation and using Fate Questions to move the action along.

The Horror doesn't have to be the central focus of your adventure. Maybe, in the example above, your character continues to search for the oracle to fulfill his mission. Nevertheless, the Horror Track continues to operate and will no doubt make itself known in your adventure.

If you do focus on The Horror, or seek to end it,



MORE THAN HORROR

CONTINUED

that's a monster hunting you or the dangers involved in being on a sinking ship. For instance, with our disaster adventure, a Shiver could be an NPC attacking you in a corridor of the ship to steal your inflatable life vest.

CONFRONTATION: The Confrontation can be thought of as the final Shiver, the last danger your character must face to end The Horror. It's defined as a "confrontation" because horror stories lend themselves to leading up to a final, decisive moment where the protagonist either prevails or fails. This comes after the many struggles to get to that point. The same "final test" mentality is found in other, tension laden genres as well. In a war narrative, for instance, your character may have survived many dangerous encounters along the way to return to friendly territory. Now, after making it all that way, there is one more enemy garrison between you and freedom. You may have to fight your way through it.

then your character must achieve certain milestones along the way to resolving it. These are represented by Leverages, Protections, and Shivers.

LEVERAGE

Leverage is gaining some kind of advantage that you can use against The Horror. It's one step closer to ending it. Leverage can be a weapon, information, allies, or anything that would aid your character in fulfilling the Thread condition established with The Horror.

Leverage can be achieved in two ways: by organically establishing Leverage through normal Mythic play, or by making a successful Discovery



WHEN TO COUNT YOUR PROGRESS POINTS

You can wait until the end of a Scene to count up and apply your Progress Points to the Horror Progress Track, however I recommend doing it as you play. There are points along the Horror Track that can trigger a Shiver (at 5, 10, and 15 points). These Shiver events may be easier to adjudicate if they happen in the middle of a Scene as opposed at the end of a Scene.

Check. I'll get into Discovery Checks later. For now, let's focus on the organic approach.

Your warrior is searching the ruins of the village to find clues as to what the creature is. While searching, an arrow whisks through the air and thunks into the wall beside you. A furious chase ensues as your character pursues whoever fired the arrow. After capturing the archer, you discover that she is a

survivor of the village and is terrified. She was shooting at anything moving thinking you were the creature. You convince her to team up with you, and she tells you all she knows about the monster.

You decide that this encounter and new ally constitutes a Leverage. Your character is now working with someone else to get rid of the monster, and you gain a little more information about the beast.

Deciding whether or not something in a Scene counts as Leverage is up to you. A few criteria to keep in mind when deciding:

- » To be counted as a Leverage, it should be something that would seem to have usefulness in your struggle against The Horror.
- » The Leverage should have been achieved in some way. Your character did something to get this Leverage. This could be a successful search of an area, fighting an opponent, risking a danger, etc.



Successfully gaining a Leverage gets you 2 Progress Points on the Horror Progress Track. Mark off the next 2 available boxes, climbing your way through The Horror Progress Track.

It's possible to gain more than one Leverage in a Scene, although each should satisfy the criteria (it's something useful, and you earned it). Give yourself 2 Progress Points per Leverage.

PROTECTION

Gaining a Protection against The Horror is purely defensive; your character has done something that protects them, but it doesn't do anything to resolve The Horror.

Like Leverage, a Protection can be achieved organically through normal Mythic play, or by a Discovery Check (again, we'll get to that later).

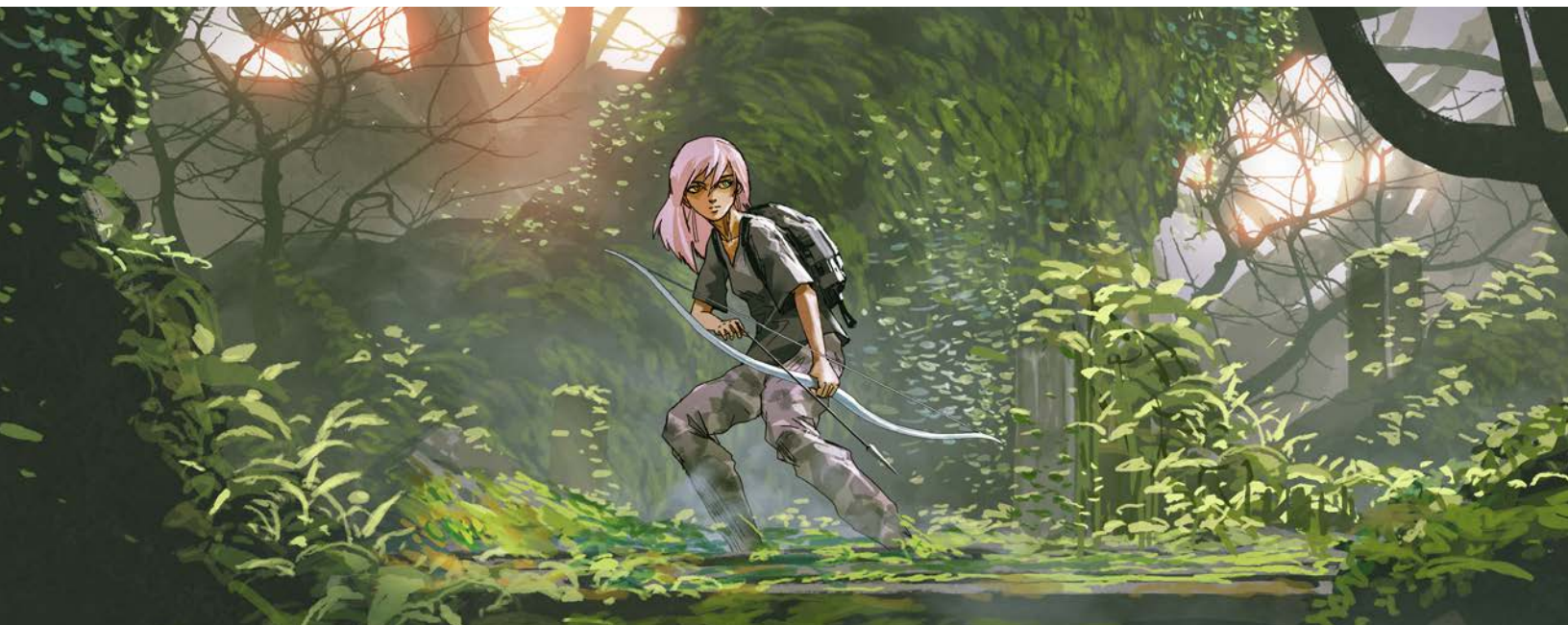
Deciding whether or not something counts as a Protection follows the same criteria as for a Leverage: if it provides some actual protection against The Horror, and if the character did something to achieve it.

Your warrior, and their new archer ally, have discovered that the monster only attacks at night. After a night that nearly ended in disaster, your character spends the next day searching for a defensible place to barricade in. Much of the village is made up of simple houses with weak wood doors. However, there is a church made of stone with a heavy oak door. Your character chooses this as a defensible fort and spends the time before nightfall reinforcing it.

You decide that fortifying the church as a place to take cover during the night constitutes successfully achieving a Protection.

Achieving a Protection grants you 1 Progress Point on the Horror Progress Track. While Protections move you along the Track, they are less important than Leverage so are worth fewer points in completing the Track.

As with Leverage, it's possible to gain more than one Protection in a Scene. You gain 1 Progress Point per successful Protection.



DISCOVERY CHECKS

Your character will naturally seek out Leverage and Protection against The Horror during the adventure through normal Mythic play. While trapped at the arctic base during a terrible storm, with an unleashed monstrous alien hunting you and your friends, you're going to be looking for weapons and locking doors and doing everything you can to survive. These actions will create Leverages and Protections for your character, building up Progress Points along the Horror Progress Track.

Another way to develop Leverage and Protection is through a Discovery Check. At the heart of many horror stories is the unknown, and while a character can pursue lines of inquiry about what they think will help, it's likely that they'll have to poke around in the dark sometimes as well.

A Discovery Check is a way to discover Leverage and Protection when you don't know what you're looking for. Your character has to do something to earn a Discovery Check, just like they have to earn Leverage and Protection through normal Mythic play. Earning a Discovery Check must involve accomplishment or risk in order to gain or learn something new.

For instance, your warrior character and their archer friend have learned that the monster made its first appearance in the village by rising up out of the communal well at the edge of town. There's only one way to find out what's at the bottom of that well, and that's to climb down it.

"Risk" doesn't have to be life or death, it can simply mean the chance of failing at a task roll or asking a Fate Question that may or may not give you a Yes. There is an element of potential failure. Maybe you've discovered an ancient tome in a mystic language that you think may hold some secrets, but



WHEN TO MAKE A DISCOVERY CHECK

It's possible to go through an entire Horror Progress Track adventure without ever making a Discovery Check. Your character may have plenty of leads to follow in the normal flow of your adventure to gain all the Leverage they need to move them along the Horror Track.

However, when your character does attempt a Discovery Check, it should be about poking into the unknown. Your character is looking for Leverage and Protection against The Horror and really does not know what they will find.

You can choose to make a Discovery Check at any time as long as it makes sense within the current Context and you've earned it in some way.

For instance, while barricaded in the fortified church, your character spends an evening perched in the bell tower to catch a glimpse of the monster on the move. You want to turn this into a Discovery Check to learn something useful. To earn it, you turn it into a Fate Question, "Do I see the monster?" If you get a Yes, then you've spotted the creature and earned a Discovery Check. Maybe observing the monster will teach you something useful that will count as Leverage.

There is no limit on how many Discovery Checks you can make in a single Scene, however use common sense. For instance, trying to spot the monster as it roams the village might earn you a Discovery Check. Maybe to get another Discovery Check for observing it you would have to watch it in another environment, such as in the caverns it came from or in the graveyard.

The only hard limit on how many Discovery Checks you can make in a single Scene is if you make a Check and get an Exceptional No. That means there is nothing more to be learned in this Scene from Discovery Checks.

you have to first succeed at translating the book.

It's up to you whether or not your character has succeeded in achieving a Discovery Check, but there should be a barrier of some kind to overcome in order to earn it.

If you do earn it you get to make a Discovery Check. This Check is a normal Mythic Fate Question, phrased as, "Is something discovered?"

You decide the Odds for this Question, based on the context. With our warrior going down into the well, the barrier to overcome is figuring out how to safely get down there. Once they accomplish that, you may decide that the Odds of a Yes to the Discovery Check are Very Likely. Given that this is where the creature came from, you have high expectations of finding something useful.

Examining the bodies of the monster's victims may be another Discovery Check opportunity. Your character has some medical skill, so you apply that as a task roll in your chosen RPG to earn the Discovery Check. Succeeding, you decide that the Discovery Check has 50/50 Odds because you really aren't sure if checking the bodies will give you any useful information.

For your results of the Discovery Check:

DISCOVERY CHECK: YES - A Yes result to the Discovery Check means you get to make a roll on the Horror Elements Table.

DISCOVERY CHECK: NO - A No result means that, although your Character was successful in getting to the Discovery Check, nothing useful was found. There is no roll on the Horror Elements table.

DISCOVERY CHECK: EXCEPTIONAL YES - Roll twice on the Horror Elements Table, combining your results.

DISCOVERY CHECK: EXCEPTIONAL NO - Not only is nothing useful discovered and you can't



PROTECTION VS. LEVERAGE

While playing through a Horror Progress Track Mythic game, you'll be called upon to identify Leverage and Protection elements in your adventure often. While the difference between the two may usually be clear, at other times it may not be.

For instance, in a zombie adventure, if you find a chemical that renders the zombies inert, is this a Protection because you can use it to defend yourself, or is it a Leverage because you can use it to maybe neutralize them on a grand scale?

There's going to be overlap, sometimes an element in your narrative is both a Protection and a Leverage. In this case, you can choose which one to score it as on the Horror Progress Track.

To treat something as Leverage, however, you should apply a higher criteria to it than for Protection. Leverage earns you more points toward the Confrontation, so they should be evaluated more closely.

The best metric to use to decide if something is Leverage is if the element is something that would help you to resolve The Horror. Remember, what you stated as The Horror is also considered to be a Mythic Thread. Each element of Leverage you discover should be something that helps bring you closer to resolving that Thread.

For instance, in a pirate narrative where a witch's curse is weighing on you and the only way to end it is to return a stolen gem to an island temple, anything that helps you get to the temple could be considered a Leverage. Discovering a holy relic that frightens off monsters would be a Protection; while it helps you survive, it doesn't get you any closer to resolving The Horror. Finding a map to the temple island would be a Leverage, because that gets you one step closer to ending the curse and resolving The Horror.

roll on the Horror Elements Table, but you can't roll on the Table again at all for the rest of this Scene. Your character has hit a dead end when it comes to Discovery and must continue such searches in another Scene.

Horror Elements Table

The goal of a successful Discovery Check is to get a shot at rolling on the Horror Elements Table. This is a chance to find some really good Leverage or Protection that's worth more than the usual points. It also poses some risks, as there is the chance of triggering a Shiver.

If you make a successful Discovery Check you get to roll on the Horror Elements Table to see what you find. Roll 1d10 + the current Progress Points score.

You can treat the results from the Horror Elements Table as a kind of Random Event, with the Horror Elements Table acting as the Event Focus Table. Consider the context of the adventure with the results you get from the table to make an interpretation of what it means. If you need more context, roll on the Meaning Tables (Action or Description) for inspiration.

For instance, in a zombie apocalypse game, your character loots a gun store to find ammo for their empty shotgun. You decide that successfully finding resources constitutes a Leverage. That's an example of gaining Leverage through normal Mythic play.

However, let's say your character has made their way into an abandoned secret government lab where you think there is information about the cause of the zombie disaster. You find a computer and successfully hack into it. Not knowing what you'll find, you treat this as a Discovery Check. Using your computer skills successfully earned you the Discovery Check, which

Horror Elements Table	
1d10+ Progress	RESULT
1-4	Protection +1
5-9	Leverage +2
10	Shiver +2
11-14	Track +1
15	Protection +2
16-17	Leverage +3
18	Shiver +3
19	Track +2
20-21	Lose Protection +1
22-24	Strengthen Leverage +1
25-26	Lose Leverage +1
27+	Strengthen Leverage +2

leads to a Yes answer from Mythic and a result of Leverage +2 from the Horror Elements Table.

You have no clear interpretation of what the Leverage might be, so you roll on the Action Meaning Tables and get Lie and Advice.

You interpret this to mean that you discover a digital journal from a government scientist stating that the

government was lying about the zombie outbreak when it first began. They lied about it because they created it, a biological weapon that got out of their control.

You consider this to be Leverage because you now have a lead about how the outbreak started. Maybe somewhere, among the scientist's notes, there is a solution for ending the crisis.

PROTECTION +1 / +2

You find something that affords you some measure of safety against The Horror. This isn't something that will help you resolve The Horror, but it should help you to survive.

A Protection +2 should be something more significant than a Protection +1.

For instance, in the example above about our zombie story, maybe instead of rolling Leverage you rolled Protection +1 on the Horror Elements Table. You might interpret your results to mean that there are notes about zombie behavior, including a statement about how zombies are attracted to fire. This is a piece of information that can be used to help you survive. For a Protection +2, maybe you learn that high frequency sounds force zombies to stop in their tracks, paralyzing them for an hour or so.

LEVERAGE +2 / +3

You discover something that helps move you closer to resolving The Horror. A Leverage +3 should be more significant than a Leverage +2.

For example, in a horror adventure where you and your crew are stuck in a ship with a vicious alien on board, you get a Discovery Check with a Leverage +2. You interpret this to mean that by observing video



WHY DO DISCOVERIES?

Considering that some of the results on the Horror Elements Table are bad for your character, you may wonder why do Discovery Checks at all? It may be safer to avoid them and just establish Protection and Leverage through normal Mythic play.

And you would be correct, you can certainly do this. There is no real incentive to use Discovery Checks if you prefer to avoid them. However, you may find that you can't avoid them.

Horror narratives, by their nature, put protagonists into a tough spot. Usually they have limited resources, limited knowledge, and limited capability in dealing with The Horror. This is partly simulated in this system through the Horror Track. You can't resolve The Horror without getting to the end of the Track. This sets you up for failure early on as you try to escape or defeat The Horror and as you suffer through Shivers.

If your character runs out of ideas and options, they may have no choice but to try for a Discovery Check. That is this system's way of simulating what characters in a horror movie often do, poking their noses into things they probably shouldn't be poking around in not because they want to but because they have no other options.

Another reason to make Discovery Checks: they're fun! Your character may be terrified what lies behind the locked red door in the attic, but the Player is relishing the twisted knot in their stomach of opening that door and rolling on the Horror Elements Table to see what they find.

footage of the creature, you realize that it doesn't have sight but operates purely by sound. This is an important discovery as it opens up some possible tactics for luring the monster with noises.



If you got a Leverage +3, maybe you discover that not only is it lured by sound, but in particular the sound of regular, rhythmic tapping is irresistible to it; it will always run toward such a noise. This gives you a clear way to manipulate the monster.

SHIVER +2 / +3

Your Discovery Check has prompted a Shiver encounter with The Horror. We'll get more into Shivers later. Even though this is a less desirable outcome than getting a Leverage or Protection, it still earns you Progress Points on the Horror Progress Track. A +3 Shiver should be something more intense and fear producing than a +2 Shiver.

For example, in a teen horror adventure where your character and their friends are trying to stop a creature from another dimension from making an incursion into our world, your character may have earned a Discovery Check by probing a victim's mind with your newly acquired telepathy powers. The Discovery Check resulted in a Shiver +2, however. You interpret this to mean that the extradimensional beast has become aware of your presence and while you probe the mind, you feel the entity starting to probe yours.

If you had gotten a Shiver +3, maybe not only is the creature reaching into your mind but also into the minds of all your friends. You need to try and end the mental contact as soon as possible before the thing gets into your brains too deeply.

TRACK +1 / +2

This result means you didn't find anything, no Leverage or Protection. However, the act of searching has earned you Progress Points on the Horror Progress Track.

LOSE PROTECTION / LEVERAGE

You discovered something that negates an earlier Protection or Leverage you've discovered. Even though this is a setback, you still get some Progress Points.

Rather than rolling for which Protection or Leverage is lost, it's probably best to use the current context and choose whichever one makes the most sense. If you need inspiration, you can make a roll on the Meaning Tables for additional context.

For instance, in our earlier example we learned that the alien creature is attracted to rhythmic tapping sounds. You use this tactic several times to lure it away from crew members, and you plan to use it to draw it into an airlock and blast it into space.

You begin using the sound to lure the creature into a prepared section of the ship, sealing off bulkheads behind it. You decide that doing so earns you a Discovery Check, to see if maybe in the process of corralling the creature you learn something new and useful. Unfortunately, your Discovery Check leads to a Lose Leverage +1.

Given the context, you decide that you lose the Leverage of the tapping sound attracting the creature. You interpret this as the creature stops responding to the taps; it has figured out that you are tricking it.

If you get Lose Protection/Leverage at a time in your adventure when you haven't established any Leverage or Protection yet, then treat this result as a

**THE SECRET**

Who knew the only way to banish a demon was to chant "Veratu Necto!" under a full moon?!

Horror movies, shows, and books are full of characters struggling against a horror only to eventually discover a thing's weakness, the one item that will kill it, the trick to escaping the nightmare realm, or some other secret that frees the protagonist.

This can be represented in this system through establishing Leverages along the way, then honing in on one of them as the ultimate means for prevailing. You should encourage the buildup of Leverages that will eventually lead you to a potentially successful, or at least meaningful, Confrontation.

For instance, in a horror adventure where the Goblin King has abducted you and placed you in a maze in the Land Of Fairy, you discover the following Leverages over multiple Scenes: a sword to fight off goblin guards; allies who wish to help you; a map to the exit to the Mortal World; a magic stone that makes you invulnerable to the Goblin King's magic; a magic mirror that can be used to trap the Goblin King.

There is a progression to these Leverages, each one getting more and more powerful and useful as the story goes. We start with a basic sword to fight through guards, and end with a means to neutralize the main villain.

The deeper you get into your horror narrative, and the more context you build, the more informed you are when it comes time to establish a new Leverage. I encourage you to try and make each new Leverage a step up from the one before, so they help you build toward a satisfying conclusion.



KEEPING IT SCARY

The template in this article is meant to bend your Mythic solo adventures into a horror story, and that means frights! Shiver moments are meant to be the scariest encounters in your adventure.

To maximize the frights, you can lean on Mythic's emphasis on using context to help craft an interpretation. Here are a few contextual concepts to keep in mind when you interpret a Shiver event.

Most importantly, a Shiver is always directly tied to The Horror. Whatever The Horror is, Shivers is how it manifests in the worst possible ways. You can consider The Horror as part of the context when interpreting a Shiver.

Secondly, being frightening is always part of the context of a Shiver. Think of it as generating a Random Event and rolling on the Meaning Tables, but always adding a third word of "scary".

Track +1/+2. You still get the benefit of the Progress Points. Also feel free to take this option if you get Lose Protection/Leverage but it just doesn't make any sense; maybe the Leverage or Protection you've currently established just wouldn't lend itself to being lost in the current context of the adventure.

STRENGTHEN LEVERAGE +1 / +2

This result doesn't introduce a new Leverage, but it gives more importance to an existing Leverage. Choose among the Leverages you've discovered which would make the most sense, and build extra narrative around it to make it more important.

For instance, you're playing a horror adventure where your character is stuck in the desert while lurking in

the hills are mutant cannibals. Your character has survived various Scenes running from and fighting off the mutants. At one point, you gained a Leverage when you spotted a plane at an abandoned runway. The plane seems intact, but it has no fuel. It may be your ticket out of this hell hole if you can get it in the air.

While sneaking around a mutant camp, a Discovery Check leads to Strengthen Leverage +1. You decide to strengthen the leverage of the plane, and you interpret this result to be discovering a tank of fuel you can use to power the plane.

Results of Strengthen Leverage are found at the tale end of the Horror Elements Table because they are meant to be applied mostly near the end of your horror adventure. The Leverage you choose to strengthen will likely be the primary means by which you use to resolve The Horror. After getting this far through the Horror Progress Track, and likely discovering multiple Leverages, now is the time to hone in on the one or two that may save you.

SHIVERS

Shivers. These are the moments in a horror movie when the Scary Thing does scary things. At the end of the day, these are the encounters in a horror narrative that we are most looking forward to, and most dread.

When a Shiver happens in a Horror Progress Track narrative, whatever you have identified as The Horror brings its attention to your character. A Shiver moment should be frightening and dangerous. It's very likely you will need to use Plot Armor (see page 16) to survive Shivers.

When Do Shivers Happen?

There are various ways your character can find themselves in the grip of a Shiver: through normal Mythic play, with a Discovery Check, with the Horror Progress Track, through a Random Event, and through the Characters List. However a Shiver happens, the encounter earns your character 2 or possibly 3 Progress Points on the Horror Progress Track.

NORMAL MYTHIC PLAY SHIVER

A Shiver can occur through normal Mythic play, your character going from Scene to Scene and asking Fate Questions. Maybe your character entered the tomb hoping to find clues to the vampire's origin, but finds the vampire himself!

An encounter with The Horror that happens organically should be considered a Shiver event, earning you 2 Progress Points when it's over.

DISCOVERY CHECK SHIVER

These are Shivers that occur when rolling on the Horror Elements Table after a successful Discovery Check and getting Shiver. These Shivers will either get you 2 or 3 Progress Point on the Horror Progress Track, depending on which one you roll.

HORROR PROGRESS TRACK SHIVER

Looking at the Horror Progress Track, you'll notice that the 5, 10, and 15 point spots are color coded and say Shiver! Getting to these points on the Track can trigger a Shiver if one hasn't already happened in that phase.

When a Shiver occurs in your horror adventure through another means ... through normal Mythic



NIGHTMARE AT GRETA COVE

Player Character Jessie Wright, the publisher of a small town newspaper on the secluded fishing island of Greta Cove, has uncovered a horror in her tight-knit community: something is snatching people and replacing them with lookalikes. Now it's up to Jessie to stop the madness before the entire island has been converted.

So far in this adventure, Jessie discovered the horror by investigating a hit and run accident. She came upon the damaged body of one of the replacements, and it attacked her. Jessie escaped but with the realization that something was replacing people.

The Player identifies The Horror as "Stop the body snatchers," writing it onto The Horror Progress Track and as a Thread.

THE HORROR PROGRESS TRACK									
THE HORROR <i>Stop the body snatchers</i>									
1	2	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									

In the next Scene, Jessie visits the home of the victim she found. Inside she discovers the original body of her fellow townspeople encased in a gooey, sticky cocoon plastered to a wall.

The Player is considering this a Leverage, learning how the creatures trap and apparently copy people is a step toward stopping it. The Player marks off 2 Progress Points on the Horror Progress Track.

Jessie heads over to the Sheriff's office to talk to the Sheriff, whom she knows well. She wants to

CONTINUES ON PAGE 30



NIGHTMARE AT GRETA COVE

CONTINUED

THE HORROR PROGRESS TRACK									
THE HORROR <i>Stop the body snatchers</i>									
X	X	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									

know if he's aware of what's going on. Maybe he knows something already that is helpful. Jessie steps into the Sheriff's office, but he seems dismissive of her accounts. Using the social skill rules in the RPG ruleset the Player is using, Jessie attempts to persuade the Sheriff into opening up. Succeeding, the Player is considering this earning a Discovery Check. Unfortunately, she rolls Shiver +2!

The Sheriff's fingers elongate into claws and he regards Jessie with alien eyes before attacking. The Sheriff has already been replaced!

Jessie narrowly escapes the encounter, and the Player updates the Horror Progress Track. Since a Shiver took place, she marks the Did A Shiver Happen? checkbox. When she gets up to 5 Progress Points, a Shiver won't be automatically triggered since one already happened in this phase.

THE HORROR PROGRESS TRACK									
THE HORROR <i>Stop the body snatchers</i>									
X	X	X	X	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									

play, through a Discovery Check, by a Random Event, or by the Characters List ... then check the box marked "Did A Shiver Happen?" below the phase area on the Track you are currently at.

For instance, if you have 4 Progress Points marked off, and you have a Shiver occur in a Scene through a Discovery Check, then when the encounter is over check the box below the 1 to 5 range.

When you reach or surpass 5, 10, and 15 Progress Points, if you've already had a Shiver (the check box is marked), then nothing further happens at the moment. However, if the box isn't checked, then the Horror Progress Track triggers a new Shiver.

This is to guarantee that if you happen to get lucky and not encounter any Shivers during the adventure, you will have at least 3 Shivers before this is all over.

This means that sometimes in your adventure, when your character makes progress by establishing a Leverage or Protection, that moment of victory may be shattered by a sudden Shiver.

A Shiver generated by the Horror Progress Track will give you 2 Progress Points.

RANDOM EVENT SHIVER

If the above three methods for introducing Shivers isn't enough for you, here is an optional method: a Shiver specific Event Focus Table.

This is the Standard Event Focus Table, but with a Shiver! element added. Treat this result as if you had rolled a Shiver +2 on the Horror Elements Table.

CHARACTERS LIST SHIVER

Want even more Shivers in your horror adventure?!? Another way to boost the frights is to add Shiver! as an element on your Characters List.

When a roll on the Event Focus Table gives you NPC Action, NPC Negative, or NPC Positive and sends you to the Characters List to roll up an NPC, if you get Shiver! then the Random Event is treated as a Shiver +2 on the Horror Elements Table.

You can use the Event Focus Table result as additional context for interpreting the result.

For instance, if you had rolled NPC Action, then the Shiver encounter involves The Horror taking some action of its own. If you got NPC Positive, then this Shiver represents something advantageous to The Horror, and if you got NPC Negative then the event is something disadvantageous for The Horror.

Horror Event Focus Table

1-30	SHIVER!
31-34	REMOTE EVENT
35-38	AMBIGUOUS EVENT
39-44	NEW NPC
45-58	NPC ACTION
59-66	NPC NEGATIVE
67-71	NPC POSITIVE
72-79	MOVE TOWARD A THREAD
80-84	MOVE AWAY FROM A THREAD
85-86	CLOSE A THREAD
87-94	PC NEGATIVE
95-100	PC POSITIVE



THE HORROR BY PROXY

The first thing you do when crafting a Horror Progress Track adventure is identify The Horror. That serves multiple purposes, from defining the Thread you need to complete to finish the Horror Progress Track to providing the context for Shivers.

Don't let The Horror confine you too much in your interpretations, however. When generating a Shiver, The Horror serves as context but the Shiver can involve anything related to The Horror. It doesn't have to be the core of The Horror itself.

For instance, in the example on this page the main character is trying to take down a vampire in Victorian London. The Horror may be defined as, "Defeat Lord Voldyv Drastoc, the Vampire King."

While in a graveyard, the character encounters a Shiver and the Player interprets it as vampire minions attacking. While the Shiver didn't involve the main antagonist himself, Lord Drastoc, it still involves The Horror because the vampire minions are part of The Horror.

Expanding your definition of The Horror can help you when you are stuck for an interpretation of a Shiver. For example, some valid Shivers for our vampire hunter adventure might include:

- » You have a nightmare hallucination because the vampire had bitten you and it's supernatural poison is in your blood.
- » A human follower of the vampire lord traps you in a ship at sea, then lights the ship on fire.
- » You visit a dear friend to seek guidance, only to find that they have been turned by the vampire.

Crafting A Shiver

Shivers should be the scariest moments in your adventure. This is when The Horror, whatever it is, does something awful.

If you encounter a Shiver by way of normal Mythic play, then you likely already have all the context you need to shape the encounter.

For instance, if your adventure is about you hunting a vampire in Victorian London, you may have a Scene where you are investigating a graveyard. Since you are hot on the vampire's trail, you are wary of the creature and his minions attacking you. The Player asks, "Do I notice anything lurking in the shadows?" Unfortunately, the character does notice something and is attacked by a vampiric minion. All the elements for this Shiver were put into place through Mythic's normal question and answer rules.

If you have a Shiver as a result of a Discovery Check or the Horror Progress Track hitting 5, 10, or 15 (assuming you didn't have a Shiver earlier in that phase), then you'll have to establish some context to shape the encounter.

The starting context is whatever is happening in that Scene that led to the Shiver result. Maybe your character is reading a book of forbidden lore to find answers, or perhaps you are crawling around in the guts of your ship to find out where the missing crewmembers are. When you trigger a Shiver through a Discovery Check or with the Horror Progress Track, the Shiver should happen at that same point in the Scene.

You can treat the Shiver as a Random Event. The Event Focus is the Shiver itself, with The Horror as context. From there you can roll on the Meaning Tables for additional context just as you would for any Random Event. (See Keeping It Scary on page

28 for more advice on using context).

If you're using the alternative Shiver methods of the Horror Event Focus Table or having Shiver in your Characters List, then the Shiver is already functioning as a Random Event and follows the same, normal rules.

SURVIVING A SHIVER

Horror being what it is, Shiver moments should be really tough spots for your character. If you want to guarantee a complete horror narrative with your adventure, I suggest using the Plot Armor rules on page 16.

If you decide to use Plot Armor, then your character and The Horror will always survive a Shiver. If doom seems certain for your character, you can ask a Fate Question for the most obvious thing that might save you, or roll on the Meaning Tables for inspiration.

Maybe the monster has you cornered in a room and is about to turn you into lunch. In a normal Mythic adventure, asking a Fate Question like, "Does the monster suddenly get interested in something else?" would seem truly unlikely. I would imagine the Odds for such a question to be No Way.

However, in this context, using the Horror Progress Track and Plot Armor, you already know your character is going to survive the encounter. In this context, the Odds for that same Question would shift to something like "Very Likely". Even if you got a No to that Question, it may mean that instead of devouring you the monster picks you up and takes you somewhere, alive.



DELAYING THE CONFRONTATION

It's possible that you'll hit 20 on the Horror Progress Track at a point in the adventure that it doesn't make sense to have the final Confrontation. For instance, maybe your vampire hunter was at 18 on the Progress Track. The character finds a dying victim, who with his last words utters the location of where the Vampire Lord is hiding. This piece of information is powerful Leverage and gains you 2 Progress Points, pushing you to 20.

In this example, it would seem the Confrontation is triggered right then and there, after the dying man whispers to you. That doesn't make much sense though, especially given the context of you finally getting the location of the monster's secret hideout.

Feel free to delay the Confrontation if there is a more appropriate moment to host it. If you do delay it, then the Confrontation automatically happens in the next Scene. The Expected Scene is the Confrontation, don't test it against the Chaos Factor to see if it's Altered or an Interrupt.

Delaying the Confrontation gives you a chance to have an impactful final showdown or big moment.

CONFRONTATION

The final Confrontation is the ultimate goal of the Horror Progress Track. This is when we find out if The Horror will prevail, or end. The Confrontation can only be triggered by getting to 20 or more on the Horror Progress Track. Once you hit 20, the Confrontation happens.

You can think of the Confrontation as a Shiver, but with the additional context that this is when The Horror ends, one way or another. If you are playing



GETTING CONFRONTATIONAL

Here are a few examples of Confrontations and the Shivers and Leverage that lead up to them.

SPACE MONSTER

The Horror: Stop the alien that is rampaging on your spaceship.

Important Leverage: It doesn't like fire; It can't see, it responds mainly to sound; Blasting it out the airlock seems like the ideal way to get rid of it.

Shivers: The monster chases you through crawl ducts; Damage the creature does to the ship causes a core meltdown; It drops down through the ceiling while you are in a planning session with your crew.

Confrontation: You lock yourself into the airlock with the monster, strapping yourself in and hoping you don't blast into space with it when you open the outer doors.

ZOMBIES, ZOMBIES EVERYWHERE!

The Horror: Survive the zombie apocalypse.

Important Leverage: You learn of a community where people are surviving; You find a workable car with fuel; Discovering weapons; Your character gains allies so you can fight and survive as a group.

Shivers: Trapped hiding under a car while a zombie horde shambles by; Falling through a rotted plank on a pier that drops you into a shallow lake full of zombies; Fighting a violent group of bandits who want your resources.

Confrontation: Your character must get through a freeway clogged with zombies to reach the safe haven of the survivor community beyond.

with Plot Armor, that protection is now gone for both your character and The Horror.

The Confrontation simulates the final moment in a horror movie or story. This moment will likely either end with the hero prevailing, all their hard work and pain coming to fruition, or it will be The Horror winning out.

You should use all the events that happened along the Horror Progress Track as context to interpret the Confrontation before you play it out. Your character will have established Leverages along the way, and some of those may be key to surviving the Confrontation.

Since the Confrontation is triggered by the Horror Progress Track, it happens just like a Shiver that is triggered by the Track: treat it like a Random Event.

It's Over! But ... Is It?

The Confrontation is the end of The Horror Progress Track. The context of the Confrontation is that it puts your character in direct opposition to The Horror in a situation where The Horror can be completed and Plot Armor no longer applies to either.

The end, right?

Maybe not.

In game terms, playing out the Confrontation is the end of The Horror Progress Track. You've gotten through all the Shivers, you've found the Leverages and Protections you needed to get to the Confrontation, and you have played it out. The requirements of fulfilling the Horror Progress Track have been met, so it is done and no longer pertains to your adventure.

However, maybe the Confrontation played out in such a way that The Horror isn't over. Your big final battle with the Vampire Lord led to him escaping into the sewers, so maybe it's not the final battle after all.

Or, there could be loose ends. The Vampire Lord is dead, but what about his minions?

If the Confrontation didn't end with The Horror being completed, you can move The Horror to the Threads List if it's not already there and continue on as a regular Mythic game. The outcome of the Confrontation may also suggest other Threads to add to the List.

For instance, your vampire hunter sneaks into the Vampire Lord's lair, surprising him. There is a battle, holy water and gunfire everywhere. Your character succeeds in driving a stake through the vampire's heart. The monster flings itself out a window into broad daylight, but you don't see where it went.

The Player is happy with how this final Confrontation played out, but it's unclear whether the vampire threat is actually over. The Horror Progress Track is complete, however. The Player adds to the Threads List "Make sure the vampire is dead" and "Mop up the minions."

THE BIG EXAMPLE: SOMETHING WICKED

In this Big Example we catch up with intrepid FBI investigator Jack Mills. Early in his life he had a brush with the supernatural, and he uses his spare time now to pursue cases of an occult nature.

Jack is visiting Darsonville, a small midwestern farming town surrounded by miles and miles of open pastures, and currently a rash of missing people. Jack had a hunch there was a supernatural element to the mysterious disappearances. A few Scenes into this adventure, and Jack has learned that his suspicions are correct.

There's a carnival in town, Sebastian's Menagerie Of Mystery! Soon after the carnival set up its tents in a barren field, people started disappearing from Darsonville. Some sleuthing from Jack uncovered that Sebastian has visited other small, secluded communities before, every 50 years going back at least two centuries, and each visit was met with missing people.





LONGER, OR SHORTER, HORRORS

With 20 points on the Horror Progress Track, this system is designed to create horror stories of a certain length. The idea is that at least three Shivers should happen, which is enough to form a solid horror tale. Most likely more Shivers will happen before the end.

If you'd like to adjust the length of your horror adventure, you can add or remove phases from the Horror Progress Track.

For instance, you want a shorter adventure so you reduce the Horror Progress Track to 15 Progress Points instead of 20. In this case, 15 would become the Confrontation point. Or, you could increase it to 25, in which case 20 would turn into a Shiver +2 and 25 would be Confrontation (you can use an additional Horror Progress Track sheet to keep track of extra phases).

Jack's Player has a horror story on his hands, and decides to apply the Horror Progress Track to it. Pulling out a fresh Track sheet, he writes for The Horror "Stop Sebastian and his carnival," which is the same as the Thread he has placed on his Threads List.

THE HORROR PROGRESS TRACK									
THE HORROR <i>Stop Sebastian and his carnival</i>									
1	2	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									

We just finished a Scene where Jack has put the pieces together by reviewing historical records locked in the archives of a local museum. Jack's Player wants

to encourage as much horror story content as possible, so decides to use the alternate Horror Event Focus Table and to put a Shiver on the Characters List.

For the next Expected Scene, Jack decides to pay a visit to Larry Feters, a retired police chief of Darsonville. In his youth, Feters' brother was a victim of the last time Sebastian rolled through town, one of five disappearances at that time.

In an earlier Scene, Jack had already met and interviewed Feters to learn more about the previous disappearances. Feters couldn't help him much since nothing had been learned in his youth about the disappearances, which were never solved.

In Feters' living room, Jack lays out all his evidence that Sebastian appears to be ageless and his carnival is responsible for the vanishings. It's an incredible tale, and although Sebastian looked different and went by another name, Feters does recall a carnival that was visiting at the time. Police had investigated the strangers and found nothing.

Using the social skills in the occult mystery oriented RPG the Player is using for this adventure, Jack attempts to persuade Feters that this is all real. Jack succeeds, and Feters comes to grip with the reality that something very strange is happening. He agrees to help Jack in his investigation.

Gaining Feters' help is a Leverage, especially considering that Jack earned it. The Player writes this onto the Horror Progress Track, giving himself 2 Progress Points.

There is another person in town who remembers the disappearances from 50 years ago, Margot Fram. She claimed back in the day that she witnessed her best friend being taken, but no one believed her because she claimed demons did it. She's lived a shunned and secluded life ever since.

Jack and Larry decide to pay her a visit to hear

VARIATIONS

THE HORROR PROGRESS TRACK										
THE HORROR <i>Stop Sebastian and his carnival</i>										
X	X	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2	
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>					
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!	
DID A SHIVER HAPPEN? <input type="checkbox"/>										
PROTECTION					LEVERAGE <i>Fetters will help</i>					

more of her story. This forms the basis on the next Expected Scene, with Jack heading to the outskirts of town where Margot lives in a simple woodland shack by herself.

It's near dusk, and when the Player asks a Fate Question ("Do we see Margot around?"), he gets a Random Event. Rolling a 23, they get a Shiver!

At the moment, Jack and Larry are standing outside their car on a dirt path that leads to Margot's shack as the sun is setting. The Player rolls on the Action Meaning Tables for inspiration for this Shiver, and gets Persecute and News.

Since this is a Shiver, the Player knows part of the context for his interpretation of this Random Event is that The Horror is involved in some way and that it should be a terrifying encounter.

The Player interprets all of this to mean that Margot is aware the carnival is back in town and when Jack and Larry roll up, she thinks they were sent from Sebastian to take her. She kicks open her front door and opens fire with a shotgun.

The Player decides that this is a valid Shiver even though Margot, as far as we know, is not an agent of Sebastian. Still, this encounter is a direct result of The Horror so constitutes a Shiver.

Jack and Larry take cover behind their car as Margot blasts holes in the windshield. She is unhinged and freaking out, but Jack doesn't want to hurt her. As she pauses to reload, he rushes her and in a brief scuffle subdues her.

The Player marks down 2 more Progress Points on the Horror Progress Track for having encountered a

THE HORROR PROGRESS TRACK										
THE HORROR <i>Stop Sebastian and his carnival</i>										
X	X	X	X	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2	
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>					
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!	
DID A SHIVER HAPPEN? <input type="checkbox"/>										
PROTECTION					LEVERAGE <i>Fetters will help</i>					

Shiver. He also marks the Did A Shiver Happen? box.

The Player continues the Scene, with Jack talking Margot down and convincing her that they are here to help. As the sun sets, they move inside Margot's place and Jack talks her into telling her story.

The Player decides that this moment constitutes Jack having earned a Discovery Check. Getting to Margot herself required surviving a Shiver, plus he had to convince her to open up.

Before role-playing the details of what Margot says, the Player makes a Discovery Check, asking the Fate Question, "Is anything discovered?"

Given Margot's apparent direct experience with The Horror, the Player gives this Odds of Has To Be and Mythic says Yes. This gets the Player a roll on the Horror Elements Table. He rolls a 1d10 plus the current Horror Progress Points, which are 4. The total result is 8, for a Leverage +2.

Apparently, whatever Margot tells them is going to be useful.

The results of the Horror Elements Table are treated like Random Events, so to help interpret what Margot says the Player rolls on the Action Meaning Table for inspiration. He gets Disrupt and Illusions.

The context is that this is a Leverage, so it should be something useful to Jack. It's also Margot explaining what happened to her friend 50 years ago. Taking that in mind, along with the Meaning Words rolled, the Player comes up with this interpretation:

Margot describes how she and her friend were out walking through the woods and suddenly everything changed. The trees melted away, and the area turned into something else.

To describe what this "illusion" Margot experienced is, the Player needs more inspiration, so he rolls on the Description Meaning Tables for more inspiration. He gets Loudly and Lacking.

The Player interprets it like this: Margot describes how the trees and the forest melted away until she and her friend were standing in an inky darkness. They could hear a loud sound, music, echoing all around them, growing louder and louder. Her friend screamed, and Margot reached out to her as she melted into the darkness, just like the trees had.

The Player asks the Fate Question, "Did Margot see anything else during this encounter?" and Mythic says Yes.

The Player rolls again on the Description Meaning Tables for inspiration and gets Nicely and Smelly. Margot says she didn't see anything, but she smelled popcorn, sawdust, and cotton candy. The scents of a carnival.

Jack has learned something useful in this encounter, a retelling of how a victim is taken.

THE HORROR PROGRESS TRACK										
THE HORROR <i>Stop Sebastian and his carnival</i>										
X	X	X	X	X SHIVER! +2	X	7	8	9	10 SHIVER! +2	
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>					
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!	
DID A SHIVER HAPPEN? <input type="checkbox"/>										
PROTECTION					LEVERAGE					
					<i>Fetters will help</i>					
					<i>The thieving darkness</i>					

THE HORROR PROGRESS TRACK									
THE HORROR <i>Stop Sebastian and his carnival</i>									
X	X	X	X	X SHIVER! +2	X	X	X	X	10 SHIVER! +2
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									
PROTECTION					LEVERAGE				
<i>Well armed</i>					<i>Fetters will help</i>				
					<i>The thieving darkness</i>				
					<i>Police Chief Cross will help</i>				

Questions to guide this Scene, and Jack eventually ends up outside of Sebastian's stage where he was performing. The backstage door is locked, but Jack successfully breaks it open and gets inside.

Fate Questions establish that the area behind the stage is full of what one would expect, such as props for magic tricks and other theatrical odds and ends. Since Jack had to work to get into this area, the Player decides this has earned a Discovery Check. Asking the Fate Question, "Is anything discovered?" the Player gives the Odds as Likely. Mythic says Exceptional Yes. This means two rolls on the Horror Elements Table, combining the results. The Player rolls 1d10 + the Horror Progress Points of 9, getting 18 on the first roll and 15 on the second. This is a Shiver +3 and a Protection +2. This looks to be an interesting

encounter already.

Rolling on the Meaning Tables for inspiration for the Shiver, we get Debase and Balance. Rolling on the Meaning Tables for inspiration for the Protection, we get Antagonize and Anger.

The Player interprets Debase and Balance, in the context of this being a Shiver, to be that Jack starts to experience what Margot described. The dressing room around him starts to dissolve into darkness, and he hears music echoing and the smells of the carnival.

This isn't looking good for Jack, but we still have to figure out what the Protection is, which clearly involves making someone angry.

The Player interprets this to mean that Jack is holding something from his search of the room, and a voice in the darkness angrily tells him to put it down.

For inspiration of what Jack had picked up, the Player rolls on the Description Meaning Tables and gets Adventurously and Rustic. The Player interprets this to mean that Jack is holding the Victorian style black top hat that he had seen Sebastian wearing earlier in his performance.

The Player role plays this Scene, with Jack facing off against the disembodied voice. It gets angrier as he refuses to put the hat down, and finally Jack squeezes the hat, trying to break it. The voice cries out in pain and the darkness dissolves, leaving him back in the dressing room.

Part of the Player's reasoning for ending the Shiver in this way is because of the Plot Armor rule. Jack appeared to be in real jeopardy, surrounded by the blackness, but since this was a Shiver and not the Confrontation, the narrative requires him to get out of the situation somehow. Since the hat constituted a Protection, it made the most sense that it would lead to him being freed, and a Fate Question confirmed it.

The Player updates the Horror Progress Track,

adding 5 Progress Points (for the Shiver +3 and the Protection +2), and writes in the Protection Jack discovered about the hat.

THE HORROR PROGRESS TRACK											
THE HORROR <i>Stop Sebastian and his carnival</i>											
X	X	X	X	X	X	X	X	X	X	X	X
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>				DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>							
X	X	X	X	15	16	17	18	19	20		
DID A SHIVER HAPPEN? <input type="checkbox"/>											
PROTECTION						LEVERAGE					
<i>Well armed</i>						<i>Fetters will help</i>					
<i>The hat</i>						<i>The thieving darkness</i>					
						<i>Police Chief Cross will help</i>					

This takes us from 9 to 14 Progress Points, crossing the 10 point threshold, but since a Shiver happened during this encounter the Player can mark the checkbox so a new one isn't triggered.

Jack runs from the dressing room, and the next Expected Scene is Jack meeting up with Fetters. The Scene gets Altered, however, which the Player interprets as Jack can't find Fetters. He searches the Carnival grounds but Fetters is nowhere to be found and isn't answering his phone.

Jack decides that he needs to do something. If the hat had power over Sebastian, maybe more of his

personal affects do as well. He continues sneaking through the carnival encampment, hoping to come across these items.

Things go from bad to worse for Jack in this Scene, however, as carnival performers are roaming the grounds looking for him. His encounter in the dressing room had alerted them somehow, and Jack finds himself on the run. He enters a stable, where horses and hay are kept, climbing up into the rafters. Jack finds a good place to hide while he hears the performers racing around outside, calling out to each other as they look for him.

The Player decides this successful attempt at hiding is a Protection, marking 1 more Progress Point on the Horror Progress Track.

This pushes the Track to 15 Progress Points. Since no Shivers took place during this phase, the 15 Points

THE HORROR PROGRESS TRACK											
THE HORROR <i>Stop Sebastian and his carnival</i>											
X	X	X	X	X	X	X	X	X	X	X	X
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>				DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>							
X	X	X	X	15	16	17	18	19	20		
DID A SHIVER HAPPEN? <input type="checkbox"/>											
PROTECTION						LEVERAGE					
<i>Well armed</i>						<i>Fetters will help</i>					
<i>The hat</i>						<i>The thieving darkness</i>					
<i>Good hiding spot</i>						<i>Police Chief Cross will help</i>					

triggers a Shiver.

Rolling on the Action Meaning Tables for inspiration, we get Dominate and Exterior.

The Player interprets this to mean that the entire carnival undergoes a transformation. A creeping darkness spreads everywhere, turning the world into a nightmare version of itself. Everything is grayer, gloomier, decrepit, ancient looking, and sinister. Even the night sky is gone, as if the entire carnival were enclosed in the inky blackness that Jack had earlier experienced.

With horror, Jack realizes the carnival itself exists in some kind of alien dimension and that he is now seeing the place for what it truly is, not how it's represented in the normal world. And he's apparently stuck there, at least for the moment. Perhaps Sebastian triggered the transformation to trap him

until he could be found.

The Player adds 2 more Progress Points to the Horror Progress Track for this Shiver.

In the next few Scenes Jack is furtively searching through the nightmare version of the carnival, looking for anything that can help him. He runs into some of the carnival performers, who in this alternate reality appear in monstrous forms.

Jack battles his way through them, constituting another Shiver encounter and bringing the Horror Progress Track to 19.

Jack's gun is partially effective against the monster version of the carnies. An evil clown almost tears him apart, but since this is a Shiver, Plot Armor prevents the thing from killing Jack. A Fate Question confirms that at the last moment a wall that had been damaged in the melee falls on the clown, giving Jack a chance to flee.

THE HORROR PROGRESS TRACK											
THE HORROR <i>Stop Sebastian and his carnival</i>											
X	X	X	X	X	X	X	X	X	X	X	X
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>				DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>							
X ¹¹	X ²	X ³	X ⁴	X ⁵	X ⁶	X ⁷	X ⁸	X ⁹	X ¹⁰	X ¹¹	X ¹²
DID A SHIVER HAPPEN? <input type="checkbox"/>				DID A SHIVER HAPPEN? <input type="checkbox"/>							
PROTECTION				LEVERAGE							
<i>Well armed</i>				<i>Fetters will help</i>							
<i>The hat</i>				<i>The thieving darkness</i>							
<i>Good hiding spot</i>				<i>Police Chief Cross will help</i>							

THE HORROR PROGRESS TRACK											
THE HORROR <i>Stop Sebastian and his carnival</i>											
X	X	X	X	X	X	X	X	X	X	X	X
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>				DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>							
X ¹¹	X ²	X ³	X ⁴	X ⁵	X ⁶	X ⁷	X ⁸	X ⁹	X ¹⁰	X ¹¹	X ¹²
DID A SHIVER HAPPEN? <input type="checkbox"/>				DID A SHIVER HAPPEN? <input type="checkbox"/>							
PROTECTION				LEVERAGE							
<i>Well armed</i>				<i>Fetters will help</i>							
<i>The hat</i>				<i>The thieving darkness</i>							
<i>Good hiding spot</i>				<i>Police Chief Cross will help</i>							

Busting into a wagon, Jack locates more of Sebastian's personal items, including his walking cane. The Player counts this as Leverage, gaining another 2 Progress Points. This pushes the Progress Track to 20 (technically, the Player reached 21, but the Track maxes out at 20). According to the Horror Progress Track, this triggers the Confrontation.



As Jack exits the wagon, he sees a group of carnival performers standing and waiting. They don't attack, they just stare. Something large moves through them, and Sebastian steps forward.

This is the Confrontation, so all the elements are in place to end The Horror. During the adventure, Sebastian's personal items turned out to be important objects, so the Player is focusing on these as key context for this encounter. The hat was considered a Protection, but the walking stick was listed as a Leverage, so the Player decides the stick is likely crucial.

The Player has completed the Horror Progress Track, successfully making it to the Confrontation and his character prevailed and survived. 🏆

THE HORROR PROGRESS TRACK											
THE HORROR Stop Sebastian and his carnival											
X ₁	X ₂	X ₃	X ₄	X ₅ SHIVER! +2	X ₆	X ₇	X ₈	X ₉	X ₁₀ SHIVER! +2		
DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>					DID A SHIVER HAPPEN? <input checked="" type="checkbox"/>						
X ₁₁	X ₁₂	X ₁₃	X ₁₄	X ₁₅ SHIVER! +2	X ₁₆	X ₁₇	X ₁₈	X ₁₉	X ₂₀ CYCLONE!		
DID A SHIVER HAPPEN? <input type="checkbox"/>											
PROTECTION						LEVERAGE					
Well armed						Fetters will help					
The hat						The thieving darkness					
Good hiding spot						Police Chief Cross will help					
						The walking stick					

Since the Player is delaying the Confrontation, the next Scene is automatically the Confrontation. The

Horror Elements Table

1d10+ Progress	RESULT
1-4	Protection +1
5-9	Leverage +2
10	Shiver +2
11-14	Track +1
15	Protection +2
16-17	Leverage +3
18	Shiver +3
19	Track +2
20-21	Lose Protection +1
22-24	Strengthen Leverage +1
25-26	Lose Leverage +1
27+	Strengthen Leverage +2

THE HORROR PROGRESS TRACK									
THE HORROR									
1	2	3	4	5 SHIVER! +2	6	7	8	9	10 SHIVER! +2
DID A SHIVER HAPPEN? <input type="checkbox"/>					DID A SHIVER HAPPEN? <input type="checkbox"/>				
11	12	13	14	15 SHIVER! +2	16	17	18	19	20 CONFRONT!
DID A SHIVER HAPPEN? <input type="checkbox"/>									
PROTECTION					LEVERAGE				

Horror Event Focus Table

1-30	SHIVER!
31-34	REMOTE EVENT
35-38	AMBIGUOUS EVENT
39-44	NEW NPC
45-58	NPC ACTION
59-66	NPC NEGATIVE
67-71	NPC POSITIVE
72-79	MOVE TOWARD A THREAD
80-84	MOVE AWAY FROM A THREAD
85-86	CLOSE A THREAD
87-94	PC NEGATIVE
95-100	PC POSITIVE

MEANING TABLES: ACTIONS

ACTION 1

1: Abandon	21: Carry	41: Failure	61: Move	81: Return
2: Abuse	22: Celebrate	42: Fight	62: Neglect	82: Ruin
3: Activity	23: Change	43: Free	63: Negligence	83: Separate
4: Adjourn	24: Communicate	44: Gratify	64: Open	84: Spy
5: Adversity	25: Control	45: Guide	65: Oppose	85: Starting
6: Agree	26: Create	46: Haggle	66: Oppress	86: Stop
7: Ambush	27: Cruelty	47: Harm	67: Overindulge	87: Struggle
8: Antagonize	28: Debase	48: Heal	68: Overthrow	88: Suppress
9: Arrive	29: Deceive	49: Imitate	69: Passion	89: Take
10: Assist	30: Decrease	50: Imprison	70: Persecute	90: Transform
11: Attach	31: Delay	51: Increase	71: Postpone	91: Travel
12: Attainment	32: Desert	52: Inform	72: Praise	92: Trick
13: Attract	33: Develop	53: Inquire	73: Proceedings	93: Triumph
14: Befriend	34: Dispute	54: Inspect	74: Procrastinate	94: Truce
15: Bestow	35: Disrupt	55: Intolerance	75: Propose	95: Trust
16: Betray	36: Divide	56: Judge	76: Punish	96: Usurp
17: Block	37: Dominate	57: Kill	77: Pursue	97: Vengeance
18: Break	38: Excitement	58: Lie	78: Recruit	98: Violate
19: Care	39: Expose	59: Malice	79: Refuse	99: Waste
20: Carelessness	40: Extravagance	60: Mistrust	80: Release	100: Work

ACTION 2

1: Adversities	21: Elements	41: Illusions	61: Nature	81: Reality
2: Advice	22: Emotions	42: Information	62: News	82: Representative
3: Allies	23: Enemies	43: Innocent	63: Normal	83: Riches
4: Ambush	24: Energy	44: Inside	64: Opposition	84: Rumor
5: Anger	25: Environment	45: Intellect	65: Opulence	85: Spirit
6: Animals	26: Evil	46: Intrigues	66: Outside	86: Stalemate
7: Art	27: Expectations	47: Investment	67: Pain	87: Success
8: Attention	28: Exterior	48: Jealousy	68: Path	88: Suffering
9: Balance	29: Extravagance	49: Joy	69: Peace	89: Tactics
10: Benefits	30: Failure	50: Leadership	70: Physical	90: Technology
11: Burden	31: Fame	51: Legal	71: Plans	91: Tension
12: Bureaucracy	32: Fears	52: Liberty	72: Pleasures	92: Travel
13: Business	33: Food	53: Lies	73: Plot	93: Trials
14: Competition	34: Friendship	54: Love	74: Portals	94: Vehicle
15: Conflict	35: Goals	55: Magic	75: Possessions	95: Victory
16: Danger	36: Good	56: Masses	76: Power	96: War
17: Death	37: Home	57: Messages	77: Prison	97: Weapons
18: Dispute	38: Hope	58: Military	78: Project	98: Weather
19: Disruption	39: Ideas	59: Misfortune	79: Public	99: Wishes
20: Dreams	40: Illness	60: Mundane	80: Randomness	100: Wounds

MEANING TABLES: DESCRIPTIONS

DESCRIPTOR 1

1: Abnormally	21: Curiously	41: Fully	61: Kookily	81: Peacefully
2: Adventurously	22: Daintily	42: Generously	62: Lazily	82: Perfectly
3: Aggressively	23: Dangerously	43: Gently	63: Lightly	83: Playfully
4: Angrily	24: Defiantly	44: Gladly	64: Loosely	84: Politely
5: Anxiously	25: Deliberately	45: Gracefully	65: Loudly	85: Positively
6: Awkwardly	26: Delightfully	46: Gratefully	66: Lovingly	86: Powerfully
7: Beautifully	27: Dimly	47: Happily	67: Loyally	87: Quaintly
8: Bleakly	28: Efficiently	48: Hastily	68: Majestically	88: Quarrelsomely
9: Boldly	29: Energetically	49: Healthily	69: Meaningfully	89: Quietly
10: Bravely	30: Enormously	50: Helpfully	70: Mechanically	90: Roughly
11: Busily	31: Enthusiastically	51: Helplessly	71: Miserably	91: Rudely
12: Calmly	32: Excitedly	52: Hopelessly	72: Mockingly	92: Ruthlessly
13: Carefully	33: Fearfully	53: Innocently	73: Mysteriously	93: Slowly
14: Carelessly	34: Ferociously	54: Intensely	74: Naturally	94: Softly
15: Cautiously	35: Fiercely	55: Interestingly	75: Neatly	95: Swiftly
16: Ceaselessly	36: Foolishly	56: Irritatingly	76: Nicely	96: Threateningly
17: Cheerfully	37: Fortunately	57: Jovially	77: Oddly	97: Very
18: Combatively	38: Frantically	58: Joyfully	78: Offensively	98: Violently
19: Coolly	39: Freely	59: Judgementally	79: Officially	99: Wildly
20: Crazy	40: Frighteningly	60: Kindly	80: Partially	100: Yieldingly

DESCRIPTOR 2

1: Abandoned	21: Disagreeable	41: Good	61: Macabre	81: Remarkable
2: Abnormal	22: Disgusting	42: Graceful	62: Magnificent	82: Rotten
3: Amusing	23: Drab	43: Hard	63: Masculine	83: Rough
4: Ancient	24: Dry	44: Harsh	64: Mature	84: Ruined
5: Aromatic	25: Dull	45: Healthy	65: Messy	85: Rustic
6: Average	26: Empty	46: Heavy	66: Mighty	86: Scary
7: Beautiful	27: Enormous	47: Historical	67: Military	87: Simple
8: Bizarre	28: Exotic	48: Horrible	68: Modern	88: Small
9: Classy	29: Extravagant	49: Important	69: Mundane	89: Smelly
10: Clean	30: Faded	50: Interesting	70: Mysterious	90: Smooth
11: Cold	31: Familiar	51: Juvenile	71: Natural	91: Soft
12: Colorful	32: Fancy	52: Lacking	72: Nondescript	92: Strong
13: Creepy	33: Fat	53: Lame	73: Odd	93: Tranquil
14: Cute	34: Feeble	54: Large	74: Pale	94: Ugly
15: Damaged	35: Feminine	55: Lavish	75: Petite	95: Valuable
16: Dark	36: Festive	56: Lean	76: Poor	96: Warlike
17: Defeated	37: Flawless	57: Less	77: Powerful	97: Warm
18: Delicate	38: Fresh	58: Lethal	78: Quaint	98: Watery
19: Delightful	39: Full	59: Lonely	79: Rare	99: Weak
20: Dirty	40: Glorious	60: Lovely	80: Reassuring	100: Young





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